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Iron Fist: Heart of the Dragon Larry Hama 2021-08-24 There are Eight Heavenly Cities, of which K'un-Lun is one. Each city has a dragon that is the manifestation of its Chi. But now someone has gathered an undead army to attack each of the Heavenly Cities, kill their dragons and collect their hearts, thereby stealing their Chi! Danny Rand and his K'un-Lun partner, Fohh, must manifest these cities on Earth and conscript other heroes to help hold back the undead hordes -- and the action soon spreads across the globe, from Brazil to Japan to Wakanda! Who will rise up and join the fight to save the dragons, and stop the mysterious force bent on destroying the Heavenly Cities forever? After this epic adventure, the Iron Fist will never be the same again!
COLLECTING: Iron Fist: Heart Of The Dragon (2021) 1-6

Tomb Raider The Ten Thousand Immortals Dan Abnett 2014-10-20 The new Tomb Raider novel will broaden the world and enriches the storyline re-introduced in the highly

successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

Twilight Monk - Secrets of Kung Fulio (Illustrated) Chris Krubeck 2020-10-28 Contains over 70 Illustrations and sketches by the Author. It is a desperate time in the land of Speria. Rumors of villages destroyed by Dark Creatures echo across the land. The downtrodden survivors turn to the remnants of Moonken warriors at Crescent Isle, but their pacifist ways do not allow them to intervene. Raziel Tenza and Rin Torra are likely the worst Moonken to ever train at the monastery on the mystical shores of Crescent Isle. But when an insurgent gang of miscreants (The Red Cobras) threaten to run them out of town, they decide to team up and stand their ground. The only problem is... they stink at kung fu! With no fighting ability whatsoever, (but a whole lot of gusto!) they embark on an epic martial arts adventure in

search of a shortcut to the ultimate badass Kung Fu power of their ancestors. In their desperate struggle, they accidentally unleash raging Darksprites, get wrapped up in a legendary mystical heist, and discover secret powerful artifacts that will shape their destiny, and determine the fate of the Monks of Twilight. This book is part 1 of a series of Kung Fu action-adventure fantasy novels.

Dick Sands, the Boy Captain Jules Verne 2021-12-13 Could you be Captain of a whaling ship if all the crew around you died in a tragedy? Would you even want to? And what would you do if the cook on board has plans of his own and wants to kill you? This and much more is what poor fifteen year old Dick Sands has to deal with as the only surviving crew member. Everything seems to be going according to plan. That is until the cook sabotages the ship and rather than arriving in South America, the group ends up in Africa. The evil cook's plan is to sell everyone on board into slavery. Will they survive all the obstacles and unexpected occurrences or will they fall victims to the African slave trade? 'Dick Sands, the Boy Captain' is an adventure novel which not only keeps you on the edge until the very end, but it also depicts the widespread condemnation of slavery. Jules Verne (1828-1905) was a French novelist who mostly wrote adventure fiction inspired by the scientific advances of the 19th century. With the help of editor Pierre-Jules Hetzel he wrote a series of books called 'Extraordinary Travels', which includes 'Journey to the Center of the Earth' (1864), 'Twenty Thousand Leagues Under the Sea' (1870) and 'Around the World in Eighty Days' (1873). There have been many film adaptations of Jules Verne's books with the most notable being 'Journey to the Center of The

Earth' (2008) starring Brendan Fraser and Josh Hutcherson (The Hunger Games), 'Around the World in 80 Days' (1956) and 'Journey 2: The Mysterious Island' (2012) starring Dwayne Johnson. Widely popular with both children and adults, Verne is one of the most translated authors of all time, and still inspires people the world over.

Beyond the Gates of Antares Rick Priestley 2016

The Lost Dungeons of Tonisborg Greg Svenson 2021-02-15 Created in 1973 by Greg Svenson, a core member of Dave Arneson's "Blackmoor Bunch," and preserved for 35 years by David Megarry, the famous author of The Dungeon! board game, the Tonisborg Mega-Dungeon is now finally revealed in all of its original glory. As the only surviving Twin Cities dungeon from this era that was not created by Dave Arneson himself, it offers a unique historical perspective on early dungeon adventure games. Seasoned Referees will find much to benefit their games within the pages of this book, as will the novice Referee, who may be unfamiliar with some of the traditional methods of Old School Role-Playing Games (RPG's). No matter your experience level, you will find everything you need to bring Tonisborg back to life within this volume. Includes: -Full-color reproductions of all 10 levels of Tonisborg Dungeon, complete with the original dungeon keys, or stocking lists. -Greg Svenson reveals how the dungeon came about and why it is a bridge between what came before and what comes after. -Extensive play guidelines teach you how to make Tonisborg rise again as a real-life experience for you and your players. -Updated maps and keys have been reconstructed from the originals for ease of play. -A set of historically accurate game rules have been included that are ideal for

developing an original style adventure campaign.

Heroes of the Space Marines Nick Kyme 2009 An ideal introduction to the Warhammer 40,000 universe, this anthology is the first collection of stories to feature only Space Marines, the series' most popular faction. Original.

Luminous Ages Anthony Christou 2019-03-04 The first volume in the fantasy comic series, Luminous Ages. Published by popular Australian artist Anthony Christou

Relicblade Sean Sutter 2020 Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback Modiphuis 2019-08-27 The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact

with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

Ghazghkull Thraka: Prophet of the Waaagh! Nate Crowley 2022-03-15 The Biggest, Baddest Ork is BACK! Of the billions of greenskins who swarm the galaxy, only the name of one strikes fear into the hearts of human and xenos alike: Ghazghkull Mag Uruk Thraka. The Warlord of Warlords. The Beast of Armageddon. The Prophet of the Waaagh! With his tusks, fists, and power claw, he does the holy work of Gork and Mork – and soon all worlds will burn in his bootprints. Mystery shrouds how such a beast came to exist, and rumours abound that the mighty warlord was once just like any other ork. But if that is the case, how did his ascendance come to be? Many have lost their minds trying to unravel the mystery. Lord Inquisitor Tytonida Falx has headed into the murky depths of heresy to find the answer, only this time, something is different. She possesses something the others did not. Custody of the

one creature in the universe who claims to know the truth of it all. Ghazghkull's banner bearer: Makari the Grot.

Fate Leonard Balsera 2013-07-03 Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate. GAME INFORMATION Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

Astorath: Angel of Mercy Guy Haley 2022-03-01 Discover the story of Astorath. one of the Blood Angels' most fascinating characters! Following the Devastation of Baal and the arrival of the Primarch Roboute Guilliman's Indomitus Crusade, Commander Dante of the Blood Angels has been appointed Lord Regent of all Imperium Nihilus. Working with the successor chapters of the Blood Angels, Dante commands that the area around the Red Scar be scouted in preparation for reconquest. The Red Wings' sweep has led them to the foetid world of Dulcis, dangerously near to the Cicatrix Maledictum itself. Decimated by the tyranids during the war for Baal and only

lightly reinforced by Primaris Space Marines, the Red Wings Chapter are in no position to deal with the events that unfold there. Strange psychic phenomenon and a deadly xenos enemy threaten the great hope of all the Chapters of the Blood – that the flaw in Sanguinius' geneseed has at last been tamed. Drawn by the Black Rage to Dulcis, Astorath the Grim, Lord High Chaplain and Redeemer of the Lost, comes to aid the Red Wings. But what he discovers there will shake the Chapters of the Blood to their very core.

Ravenor: The Omnibus Dan Abnett 2009-07-28 Omnibus edition of all three Ravenor novels - Ravenor, Ravenor Returned and Ravenor Rogue - by Black Library's best-selling Warhammer 40,000 author, Dan Abnett. God Hates Astronauts Presents 3-D Cowboy's 2-d Spectacular Ryan Browne 2018-08-02

Kingsblade Andy Clark 2017-08-22 Imperial Knight Titans clash as an internecine war ravages the Knights of Adrastapol. The Knight Houses of Adrastapol are both noble and righteous, and when the Imperial world of Donatos falls to the heresy of the Word Bearers, they are foremost in the vanguard to retake it. Led by High King Tolwyn Draconis, the Knights are peerless in battle and strike deep into the enemy's ranks. But the war soon turns when a terrible tragedy strikes, casting the Imperial campaign into anarchy. As desperation grows, unblooded Knights Errant Danial and Luk must quickly learn the ways of war to prevent an unholy ritual, or Donatos will be lost and all the noble Houses of Adrastapol with it.

The Wargaming Compendium Henry Hyde 2013-08-19 This book gives a complete introduction to the hobby of wargaming with miniatures, especially suitable for the newcomer but also containing sufficient depth and

breadth of information to attract the more experienced gamer. Packed with color photographs, maps and diagrams, the book is a visual treat, but one built on the solid foundations of a highly literate and engaging text that does not dumb down the hobby. Every aspect is explained clearly and in a way that both informs and entertains, with plenty of personality, gentle humor and a lightness of touch. The contents include a brief history of the development of wargaming, choice of periods from ancients to sci-fi, the question of scale (not only of miniatures, but the size of game from the smallest skirmishes to epic battles), terrain, buying and painting miniatures, creating scenarios for wargames, running a campaign, solo wargaming and so on. It also incorporates simple wargaming rules covering all periods of history as well as fantasy and science fiction gaming. These rules will have optional mechanisms allowing them to be used for very small games with just a few figures, or much bigger games with several regiments or brigades on each side.

Clay Sculpting with the Shiflett Brothers Brandon & Jarrod Shiflett 2022-02 Clay sculpting royalty The Shiflett Brothers offer unique insight into their practices and the techniques used to create their stunning fantasy characters.

Fulgrim Graham McNeill 2014-08-28 Book five in the New York Times bestselling series Under the command of the newly appointed Warmaster Horus, the Great Crusade continues. Fulgrim, Primarch of the Emperor's Children, leads his warriors into battle against a vile alien foe, unaware of the darker forces that have already set their sights upon the Imperium of Man. Loyalties are tested, and every murderous whim indulged as the Emperor's Children

take their first steps down the road to true corruption – a road that will ultimately lead them to the killing fields of Isstvan V...

The Age of Darkness Christian Dunn 2011-04-26 A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

The Vincula Insurgency: Ghost Dossier 1 Dan Abnett 2022-05-24 Gaunt's Ghosts are back in a fresh new look at the beginning. The war may be over, but duties remain for the brave soldiers of the Astra Militarum. In the ruined border town of Vincula, the newly formed Ghosts of Tanith, along with their commander Ibram Gaunt, find themselves in a thankless police action, trying to establish a permanent peace. But what exactly is stalking them through the shadowed streets, and what dark secrets will the untested, new-founded Ghosts learn about themselves? The Vincula Insurgency is an intense new combat thriller of the Ghosts' early days, pulled directly from the ultra-classified Ghost Dossier.

Ravenor Returned Dan Abnett 2017-07-11 Ravenor and his loyal retinue go undercover, investigating a conspiracy to move heretical arcane technology within the Imperium. Inquisitor Gideon Ravenor and his retinue are believed dead and, with shadowy forces moving against them, they'd like to keep it that way.

Returning back to the planet Eustis Majoris, they go undercover, investigating a brutal ring of smugglers moving stolen arcane technology within the Imperium. As they descend deeper into the organisation, it becomes clear that a terrible plot is unravelling. The ancient machines contain the unthinkable, and Ravenor must summon all of his wits to thwart the conspirators before the ultimate secrets of Chaos itself are laid bare.

Gamma Wolves Ash Barker 2020-11-26 In the blasted, radiation-scorched, wastelands of the Earth's surface, towering mecha do battle, defending the interests of one of the few remaining arcology governments, providing security for wilderness outposts, or seeking out loot and supplies as a mercenary company. With detailed rules for designing and customizing your mecha, from size and propulsion type to payload and pilot skills, and a campaign system that allows pilots to gain experience and skills as they patrol the shattered Earth, Gamma Wolves is a fast-playing game of post-apocalyptic mecha warfare.

The Talon of Horus Aaron Dembski-Bowden 2014-11-04 The rise of Abaddon, successor to Horus and Warmaster of the Black Legion. When Horus fell, his Sons fell with him. A broken Legion, beset by rivalries and hunted by their erstwhile allies, the former Luna Wolves have scattered across the tortured realm of the Eye of Terror. And of Abaddon, greatest of the Warmaster's followers, nothing has been heard for many years. But when Horus's body is taken from its resting place, a confederation of legionaries seek out the former First Captain, to convince him to embrace his destiny and continue what Horus began.

Manual of Monsters R. Sean Borgstrom

2003-08-31 Included in this collection are vols. distributed as well as published by White Wolf Pub. **Ravenor Rogue** Dan Abnett 2017-09-05 Ravenor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmunt Molotch. Inquisitor Ravenor continues his persecution of the arch-heretic Zygmunt Molotch – a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravenor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravenor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

Dungeons & Dragons Tactical Maps Reincarnated (D&D Accessory) Wizards RPG Team 2019-02-19 Bring your Dungeons & Dragons game to life with this collection of twenty beautifully rendered, full-color, tactical poster maps. Maps are a key element of every Dungeons & Dragons campaign. A map's importance in bringing your world to life can't be overstated. The same can be said for your encounter maps. Sometimes you need a visual representation of the area your adventurers are in, or perhaps tactical combat is simply the way your group rolls. However you play, we've got you covered. Twenty beautifully rendered, tactical poster maps are contained herein, perfect for bringing any D&D game to life. - 20 full color poster maps. Each is adorned with a 1-inch grid, perfect for use with D&D miniatures. - A wide assortment of terrain, environments, and locations are represented. - This "Best of" collection is carefully chosen from some of our most exciting adventures: - Tomb of Horrors (4th edition) - Vor Rukoth (4th edition) - Demon Queen's Enclave (4th edition) -

Death's Reach (4th edition) - The Book of Vile Darkness (4th edition) - Kingdom of the Ghouls (4th edition) - Dungeon Master's Kit (4th edition) - Orcs of Stonefang Pass (4th edition) - Fields of Ruin (3rd edition) - Gargantuan Blue Dragon (3rd edition) - Vaults of the Underdark (4th edition) - Legend of Drizzt Scenario Pack (3rd edition) - Colossal Red Dragon (3rd edition) - Red Hand of Doom (3rd edition)

Crown of Destruction Kieron Gillen 2016-09-27 Can disgraced Greatsword Frohlich stop the verminous hordes of the Skaven? Whenever the Chaos-vermin skaven rise from their endless burrows, they always have a vile purpose in mind, so when a vast skaven horde equipped with unfathomable weaponry sweep into a backwater of the Empire, disgraced Greatsword Frohlich knows there has to be a reason. But can he find out what it is and foil the skaven before the thin shield of human steel shatters beneath an irresistible hail of warpstone bullets?

The King in Yellow Robert William Chambers 2020-09-28 Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a

coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game

Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

Terrain Essentials Dave Taylor
2020-03 How-to-Guide of making wargame terrain

Grimm Fairy Tales Adult Coloring Book
Zenescope 2018-06-26 Returning with even more magnificent images, the Grimm Fairy Tales Adult Coloring Book Volume 2 gives you more of the artwork that you love! Bring your own unique artistic vision to life with this collection of over 40 beautifully illustrated pages that includes cover art from Zenescope's most popular comic books. Enter into the world of your favorite fairy tales and fables, including Sleeping Beauty Snow White, Cinderella, Red Riding Hood, Jasmine, Robyn Hood, and many more! Featuring artwork from the comic book industry's top artists, you can showcase your skills and become an art legend, alongside the

fantastic talents of Paul Green, J Scott Campbell, Mike Krome, Jamie Tyndall, and more.

Ratspike John Blanche 1989

Reborn #1 Mark Millar 2016-10-12 MARK MILLAR & GREG CAPULLO join forces to create the smash hit sci-fi / fantasy story of the year: REBORN. Where do you go when you die? Not heaven or hell; somewhere else. Somewhere you have to fight to survive. Somewhere the people from the past are waiting for you the good and the bad.

The Wolftime Gav Thorpe 2021-11-23 Book 3 of the Black Library Mega-Series, "Dawn of Fire" The Indomitus Crusade has brought the Emperor's vengeance to thousands of star systems. The fleets and armies under the leadership of Roboute Guilliman fight for the survival of humanity against the forces of the Chaos Gods. But the traitors and heretics are not the only foe looking to destroy the rule of Terra. Xenos prey on human worlds in numbers not seen for millennia. Worst amongst them are the rampaging orks, whose migration conquests threaten to reverse many gains of Fleet Primus. And their throaty bellows carry a name not heard in years, of destruction made flesh, a bestial warlord without peer: Ghazghkull Mag Uruk Thraka. In the midst of this brutal tide is Fenris, world of the Space Wolves under Logan Grimnar. Depleted by ever greater demands on their warriors, called upon by the Legion-breaker Guilliman, the Wolves of Fenris face a momentous decision. Grimnar and his counsellors must choose whether their fate is to ally themselves with an ancient rival and risk all that makes them the Vlka Fenryka, or to accept their demise and wait for the return of their own primarch, and the coming of the Wolftime.

The Sabbat Worlds Crusade Dan Abnett 2005 A chronicle of all the events, battles, and personalities in the

Gaunt's Ghosts series contains illustrations, maps, and photographs to bring the cataclysmic future war to life. Original.

Fungi from Yuggoth H. P. Lovecraft
2021-10-01 36 DREADFUL POEMS OF COSMIC HORRORS In H.P. Lovecraft's famous poetry cycle, an occultist steals an ancient tome of forbidden lore—but when he begins to read, it takes on a nightmarish journey throughout space, time, and alternate realities. Each dark poem reveals a new horrifying dream-vision, each filled with Lovecraft's signature blend of cosmic horror and alienation. Also included is Lovecraft's incomplete short story "The Book", where he tried to translate this weird poetry cycle into prose—but, unfortunately, never finished.

The Art of Warhammer Marc Gascoigne
2007 The amazing art from the studios of Games Workshop has long served as an inspiration to fans from the 'Warhammer' game, as well as fantasy artists around the world. This book features the very best 'Warhammer' fantasy art.

Stargrave Joseph A. McCullough
2021-04-29 In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators – smugglers, relic hunters, freedom fighters, and mercenaries – roam the dead stars in small ships, scratching out a living any way they can. In Stargrave, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a

lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions – recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

The Video Games Guide Matt Fox
2013-01-03 "The Video Games Guide is the world's most comprehensive reference book on computer and video games. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review of the game itself"--Provided by publisher.
Shadowsword Guy Haley 2017-10-17 No-holds-barred tank warfare set amid the pitiless battlefields of the Warhammer 40,000 galaxy. Arriving in the Geratomro warzone, Honoured Lieutenant Bannick and the crew of the Baneblade Cortein's Honour are assigned as close support to a company of Shadowsword Titan hunters and find themselves thrust into a deadly battle for the fate of three star systems. New and deadly allies throw into doubt all that Bannick has been told of the Imperium, threatening not only his life, but also his soul...