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Simulacron-3 Daniel F. Galouye 2021-06-08 Part of the exclusive new CAEZIK Notable line of books. In the 1960’s, before anyone had even conceived of the concept of virtual reality, before computers were even in main-stream thought, Daniel F. Galouye imagined the unimaginable. In doing so, he wrote one of the most influential science fiction books of the day, and one that continues to not only influence modern writers but continues to resonate with science fiction readers everywhere. He conceived of a world that exists only virtually...one of the first stories about virtual reality. This is Matrix, decades before Matrix was conceived. Douglas Hall is part of a team that builds an artificial environment to simulate reality. This enables them to get public opinion polls without waiting for the opinions of people around them. But then something goes terribly wrong and his partners on the program start disappearing. But is it a simulated disappearance, or is someone out to get them all? And what is the true nature of reality? Stories based on Simulacron-3 have been adapted for both television and movies, and the book is considered a favorite of many of the masters of science fiction.

Bolt Action: Campaign: New Guinea Warlord Games 2017-08-24 In 1942, Japanese forces invaded the island of New Guinea and started a bitter, three-year campaign against allied Australian and American forces. Fought in dense jungles and across rugged mountaintops, the grueling fight pushed men to their very limits and forced commanders to adopt new strategies and tactics for the harsh island terrain. Filled with new rules, scenarios, and unit types, this supplement for Bolt Action provides players with all of the information they need to set their games in this unforgiving battlefield.

Game Research Methods: An Overview Patri Lankoski 2015-04-14 Games are increasingly becoming the focus for research due to their cultural and economic impact on modern society. However, there are many different types of approaches and methods than can be applied to understanding games or those that play games. This book provides an introduction to various game research methods that are useful to students in all levels of higher education covering both quantitative, qualitative and mixed methods. In addition, approaches using game development for research is described. Each method is described in its own chapter by a researcher with practical experience of applying the method to topic of games. Through this, the book provides an overview of research methods that enable us to better our understanding on games.

Steel Tread Andy Clark 2021-12-07 The Astra Militarum are a blunt instrument of violence, wrought on a galactic scale. This new series from Black Library will explore some of their regiments. On the war-torn world of Croatoas, the armies of the Astra Militarum do battle with the twisted servants of the Ruinous Powers. Against the backdrop of this increasingly desperate conflict, tanker Hadeya Etsul finds herself consolidated into a Cadian regiment, and placed in command of the Leman Russ Demolisher Steel Tread. Haunted by nightmares, surrounded by a dysfunctional crew and striving to find her place amidst a proud and insular regiment with a culture so different from her own, Etsul must guide her crew to victory. But, as her regiment rolls out beneath the poisonous light of the Great Rift to join a death-or-glory offensive, the crew of Steel Tread are about to face the fight of their lives. If they cannot learn to work as one, how can they hope to survive?

Styrene Modeling Bob Hayden 2000

Gorkamorka Rick Priestley 1997

Frostgrave Joseph A. McCullough 2015-07-20 In this fantasy skirmish wargame, wizards do battle amidst the frozen ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. The wizard's apprentice will usually accompany his master and more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armoured knights and stealthy assassins. Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells. As they gain power and wealth, wizards can also develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the limitless, thrilling adventures that can be found amidst the ruins of the lost city.

Bolt Action: Campaign: Sea Lion Warlord Games 2017-05-18 The year is 1940, and the German invasion of Britain has begun. With this new campaign book for Bolt Action, players can fight the battles of World War II's greatest 'what if' scenario. Defend the cliffs of Dover and the beaches of Kent from wave after wave of German landing craft. Parachute into the Home Counties in a surgical strike to capture Winston Churchill. Rally the Home Guard in a last, desperate attempt to keep England free of the Nazi invaders! Containing new rules, scenarios, and unit types covering all of the unique features of this alternate history campaign, it offers a chance for all Bolt Action players to truly rewrite the history of World War II.

Garro: Legion of One James Swallow 2011-04

The Horus Heresy: The Buried Dagger James Swallow 2019-09-03 Book 54 in the New York Times Bestselling series The Horus Heresy. Discover the last battles leading to the Siege of Terra... The skies darken over Terra as the final battle for the Throne looms ever closer... As the Traitor primarchs muster to the Warmaster’s banner, it is Mortarion who is sent ahead as the vanguard of the Traitor forces. But as he and his warriors make way, they become lost in the warp and stricken by a terrible plague. Once thought of as unbreakable, the legendary Death Guard are brought to their knees. To save his Legion, Mortarion must strike a most terrible bargain that will damn his sons for eternity. Meanwhile, in the cloisters of Holy Terra, a plot is afoot to create sedition and carnage in advance of the Horus’s armies. Taking matters into his own hands, Malcador the Sigillite seeks to put a stop to any insurrection but discovers a plot that he will need all of his cunning and battle-craft to overcome.

Bolt Action: Campaign: Battle of the Bulge Warlord Games 2017-02-23 The Ardennes, 1944. Driven back by the Allies since D-Day, Germany launches a surprise offensive on the Western Front. This assault against the unprepared Allied lines is the opening move in one of the largest battles of World War II. This new Campaign Book for Bolt Action allows players to take command of both armies in this desperate battle, fighting it as they believe it should have been fought. New, linked scenarios, rules, troop types and Theatre Selectors provide plenty of options for novice and veteran players alike.

Legion Dan Abnett 2014-08-28 Book seven in the New York Times bestselling series A Great War is coming, and it will engulf the Imperium of Man. The Space Marines of the Alpha Legion, the last and most secretive of all the Astartes brotherhoods, arrive on a heathen world to support the Imperial Army in a pacification campaign against strange and uncanny forces. But what drives the Alpha Legion? Can they be trusted, and what side will they choose when the Heresy begins? Loyalties are put to the test, the cunning schemes of an alien intelligence are revealed, and the fate of mankind hangs in the balance.

Horus Heresy: Know No Fear Dan Abnett 2012-02-28 Mustering for war against the orks, the Ultramarines Legion is attacked by the Word Bearers on the planet of Calth, and the forces of Chaos openly reveal their part in the Heresy. Unaware of the wider Heresy and following the Warmaster’s increasingly cryptic orders, Roboute Guilliman returns to Ultramar to muster his Legion for war against the orks massing in the Veridian system. Without warning, their supposed allies in the Word Bearers Legion launch a devastating invasion of Calth, scattering the Ultramarines’ fleet and slaughtering all who stand in their way. This confirms the worst scenario Guilliman can imagine – Lorgar means to settle their bitter rivalry once and for all. As the traitors summon foul daemonic hosts and all the forces of Chaos, the Ultramarines are drawn into a grim and deadly struggle in which neither side can prevail.

Desert Raiders Lucien Soulbán 2007 Science fiction-roman.

Shadowword 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 Shadowword 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...

Dark Apostle Anthony Reynolds 2007-09-25 Driven by dark visions, Dark Apostle Jarulek and his forces from the Word Bearers Chaos Space Marines ravage the Imperial planet of Tanakreg, brutally enslaving its inhabitants and racing against time to build a monstrous tower before the Imperial army arrives to reclaim the planet. Original.

Gaslands Mike Hutchinson 2017-11-20 Shoot, ram, skid and loot your way through the ruins of civilisation with Gaslands, a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Players control small fleets of armed vehicles in battles for resources, dominance and survival. With rules for multiple vehicle types (from motorbikes to big rigs), varied special weapons and accessories (including oil slicks, caltrops and nitro boosters), and a host of options for scenarios, environmental conditions, crew and campaigns, players can tailor games to match their own visions for an anarchic future.

Soul Hunter Aaron Dembski-Bowden 2010 The Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters & killers, they relentlessly battle the Imperium of Man to avenge the death of their Primarch Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they will fight Imperial forces to claim the planet.

Rogue Trader: Battlefleet Koronus Andy Chambers 2011-03-30 Battlefleet Koronus is an extensive sourcebook for the Warhammer 40,000 Rogue Trader Roleplay Game, covering the myriad starships traversing the Koronus Expanse. It also provides a host of enemy starships to challenge Explorers, and delves into the rich history of the Imperial Navy and Battlefleet Calixis. With new rules on Nova Cannons, torpedoes, attack crafts, and squadrons, plus new options for outfitting player ships, this book is perfect for players and GMs alike!

Titan Dan Abnett 2004 Contains all four volumes of the epic "Titan," featuring the battle-robots of the Imperium, and their mind-linked human crew, including apprentice commander Ervin Hekate, an untried and inexperienced officer who is forced into a command situation followin

Only War Fantasy Flight Games 2012-10-16

Knowledge Encyclopedia Dorling Kindersley Publishing Staff 2018-07-02 Incredibly detailed cross-sections and cutaways reveal the inner workings of

everything - from galaxies and stars to Earth and the human body. Look inside an Apollo spacecraft, a volcano, or the body of a Tyrannosaurus Rex. Find out what happened after the Big Bang, how trench warfare worked, and the science behind a fireworks display. This fully updated edition of Knowledge Encyclopedia is the perfect reference book for inquisitive minds of all ages, covering space, Earth, nature, human body, science, and history. Packed with fascinating statistics, maps, timelines, graphics, and superb photorealistic cross-sections, this family encyclopedia makes the most complex subjects easy to understand.

Baneblade Guy Haley 2017-10-17 Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah was the Mars Triumphant born - from the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum’s mightiest war machines. But even as Bannick’s own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.

Necropolis Dan Abnett 2015-08-04 Book three in Black Library's longest running Sci-fi series returns For a thousand years, the Sabbat Worlds have been lost to the Imperium, claimed by the dread powers of Chaos. Now, a mighty crusade seeks to return the sector to Imperial rule. And at the forefront of that crusade are Colonel-Commissar Ibram Gaunt and the Tanith First and Only - better known as Gaunt’s Ghosts. On the world of Verghast, a grinding war between two hive cities - one loyal to the Imperium, the other fallen to the worship of the Dark Gods - is bolstered by the forces of the Imperial Guard. But bitter rivalries and treachery threaten to derail the defence of Vervunhive, and it falls to Gaunt to take command of the Imperial forces and forge victory from an almost certain defeat. This edition includes the epilogue short story 'In Remembrance', in which Gaunt’s Ghosts are accompanied into battle by an artist commissioned to create a sculpture in commemoration of a great victory by the Tanith First.

The Emperor's Gift Aaron Dembski-Bowden 2018-12-11 Two aspirants are recruited into the Grey Knights, and must hone their psychic talents if they are to join the hallowed and mysterious ranks of the Space Marine daemon hunters. The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp - and beyond - in pursuit of their supernatural enemies. Through an intensive regime of psychic training, new recruits are brought to the clandestine fortress of Titan to join the hallowed and vaunted ranks of the 666th Chapter. More than ever, these legendary battle-brothers must be vigilant and ever ready to defend the Imperium for the forces of Chaos are never truly defeated, and Armageddon beckons'

Cain's Last Stand Sandy Mitchell 2008 As the forces of Chaos overwhelm Perlia, can Commissar Cain prove himself to be a real hero of the Imperium one last time?

Building Blocks of Tabletop Game Design Geoffrey Engelstein 2019-06-25 Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms compiles hundreds of different mechanisms, organized by category. Each has a description of how it works, discussion of its pros and cons, how it can be implemented, and examples of specific games that use it. Building Blocks can be read cover to cover, used as a reference when looking for inspiration for a new design, help solving a specific problem, or assist in getting unstuck in the midst of a project. This book, the first to collect mechanisms like this in the tabletop game design field, aims to be a practical guide that will be a great starting point for beginning designers, a handy guidebook for the experienced, and an ideal classroom textbook. Key Features The first compendium of its kind in the tabletop game field. Covers the nuts and bolts of design to resolve specific challenges. Serves as a practical guide, a great starting point for beginning designers, and a reference for seasoned professionals. Contains discussion of a series of standalone mechanisms, in a standard format and style, with cross-links to related mechanics and specific examples. Includes hundreds of mechanism entries with accompanying diagrams and sample games to study. Ideal for professional or classroom use.

First and Only Dan Abnett 2015-01-01 The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

World War III Team Yankee Phil Yates 2020

Gunheads Steve Parker 2009

Climate ChangeImpact on Coastal Habitation Doeke Eisma 1995-02-06 Temperature and precipitation increase and decrease because of natural causes. However, anthropogenic changes, such as an enhanced greenhouse effect, may result in alterations in the regional climate and in relative sea level. Serious changes in climate and sea level-with adverse effects particularly along low-lying coasts-would affect millions of people. Climate Change takes an in-depth, worldwide look at coastal habitation with respect to these natural and anthropogenic changes. No universally applicable coastal model can be used to describe climatic changes. This unique book provides individual discussions of beaches and barrier islands, cliffs, deltas, tidal flats and wetlands, reefs, and atolls. The impact of climatic change on coastal ecology and agriculture is investigated, and human responses to the effects of climatic change along the world's coasts are included.

Fire Castle Peter Fehervari 2013-03-26 First Black Library novel starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the stalemate and annihilate the xenos. But greater forces are at work, and the Confederates soon find themselves broken and scattered. As they fight a desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.

Straight Silver Dan Abnett 2016-06-28 Commissar Gaunt and his men undertake a seemingly suicidal mission in the blood-soaked trenches of the 41st Millennium. On the battlefields of Axea Cardinal, the struggling forces of the Imperial Guard are locked in a deadly stalemate with the dark armies of Chaos. Commissar Ibram Gaunt and his regiment, the Tanith First and Only, are thrown headlong into this living hell of trench warfare, where death from lethal artillery is always just a moment away. The only chance for Gaunt and his lightly armed scouts to survive is to volunteer for a mission so dangerous that no one else dares accept it.

Frostgrave: Second Edition Joseph A. McCullough 2020-08-20 This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all previously published Frostgrave supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned - it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

The Infinite and The Divine Robert Rath 2021-07-20 Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necronry traded their flesh for immortal metal, the world was born in violence.Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikán the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts - and people - of the galactic past. Orikán, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

Path of the Warrior Gav Thorpe 2010 The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war.

Yarrick David Annandale 2013

Rebel Winter Steve Parker 2007 On the snowy wastes of Danik's World, a regiment of the Vostroyan Imperial Guard is ordered to hold their ground to protect the retreat of other Imperial forces. But when their own orders come to move back, they discover they have been left stranded behind enemy lines. Can the Guardsmen ever fight their way back to safety?

Ilium Dan Simmons 2009-10-13 The Trojan War rages at the foot of Olympos Mons on Mars -- observed and influenced from on high by Zeus and his immortal family -- and twenty-first-century professor Thomas Hockenberry is there to play a role in the insidious private wars of vengeful gods and goddesses. On Earth, a small band of the few remaining humans pursues a lost past and devastating truth -- as four sentient machines depart from Jovian space to investigate, perhaps terminate, the potentially catastrophic emissions emanating from a mountaintop miles above the terraformed surface of the Red Planet.

The Last Wall David Annandale 2016-04-19 Despite the Imperium’s best attempts to forestall the ork plague that is wrecking havoc in human space, an ork attack moon now hangs over Terra. Despite the Imperium’s best attempts to forestall the ork plague that is wrecking havoc in human space, an ork attack moon now hangs over Terra. As its malevolent presence gazes down at the Imperial Palace, terrified citizens run riot in the streets. In a last-ditch attempt to destroy the attack moon, a proletarian crusade is launched. Thousands of ships large and small head to the moon carrying billions of citizens, all eager to take the fight to the enemy. It seems the attack has a chance of success as the invasion force lands safely, but the orks have yet to spring their trap...