

Outremer Faith And Blood Skirmish Wargames In The Crusades ***Osprey Wargames***

The Crusader States and their Neighbours explores the military history of the Medieval Near East, piecing together the fault-lines of conflict which entangled this much-contested region. This was an area where ethnic, religious, dynastic, and commercial interests collided and the causes of war could be numerous. Conflicts persisted for decades and were fought out between many groups including Kurds, Turks, Armenians, Arabs, and the crusaders themselves. Nicholas Morton recreates this world, exploring how each faction sought to advance its own interests by any means possible, adapting its warcraft to better respond to the threats posed by their rivals. Strategies and tactics employed by the pastoral societies of the Central Asian Steppe were pitted against the armies of the agricultural societies of Western Christendom, Byzantium, and the Islamic World, galvanising commanders to adapt their practices in response to their foes. Today, we are generally encouraged to think of this era as a time of religious conflict, and yet this vastly over-simplifies a complex region where violence could take place for many reasons and peoples of different faiths could easily find themselves fighting side-by-side.

A fundamental reassessment of Christian/Islamic relations during the First Crusade, combating its representation as an inter-faith clash of civilizations.

The Dark Age of Britain, from the middle of the 4th century to the end of the 8th, was a time of violence and warfare, when charismatic warlords such as the fabled King Arthur could gather together armies and carve out their own kingdoms. With this new set of wargames rules, players can take on the role of these warlords and command their own armies on the tabletop. Written by the author of the popular Glutter of Ravens rules set, *Dux Bellorum* is an element-based system, where each base of figures represents 50 fighting men. Each player has a specific number of points with which to construct his force and can choose a Late Roman, Romano-British, Welsh, Saxon, Pictish, Irish, or Sea Raider army, amongst others. The game is then played out following a set of simple, fast-paced rules. A completely self-contained gaming system, *Dux Bellorum* is perfect for gamers who are looking for a way into fighting Dark Age battles without investing a lot of time or money in larger rulesets.

En Garde! is a small-scale skirmish game based on the successful Ronin rules, in which small groups of warriors fight each other for honour or riches. Rather than just rolling a few dice, the rules allow players to make tactical decisions about how the models that they control will fight – offensively, defensively, or by applying special skills and abilities. *En Garde!* covers the conflicts of the 16th, 17th and early 18th centuries, when black-powder weapons started to become common in battle but martial prowess still determined the outcome. Play as Border Reivers, Conquistadors, Landsknechts, Aztecs, French Musketeers, Caribbean Pirates and many more, in scenarios that evoke classic engagements of the genre. Simple campaign rules allow multiple scenarios to be played in sequence and permit warbands to develop over time. An appendix is also included to provide brief rules for supernatural creatures of the period –

monsters, demons, revenants and witches – and new abilities and equipment to fight them, making En Garde! the perfect ruleset for gamers who want something a bit different from the norm.

Konflikt '47

Medieval Wargaming Rules

Fantasy Gang Rumbles

Essai d'histoire locale by Djiguiba Camara

Arthurian Wargaming Rules AD367–793

Crusader Castles of the Teutonic Knights (2)

The Story of Brussels

Dux Bellorum

Recreate the action and drama of 17th Century warfare on your tabletop with The Pikeman's Lament. Start by creating your Officer – is he a natural leader raised from the ranks, the youngest son of a noble family, or an old veteran who has seen too many battles? As you campaign, your Officer will win honour and gain promotion, acquiring traits that may help lead his men to victory. Before each skirmish, your Officer must raise his Company from a wide range of unit options – should he lean towards hard-hitting heavy cavalry or favour solid, defensively minded infantry? Companies are typically formed from 6–8 units, each made up of either 6 or 12 figures, and quick, decisive, and dramatic games are the order of the day. With core mechanics based on Daniel Mersey's popular Lion Rampant rules, The Pikeman's Lament captures the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War.

Tahiti Nui is an account of the survival of a Polynesian society in the face of successive settlements of missionaries, traders, and administrators. Beginning with the first explorers and Captain Cook's scientific observations at Point Venus, Dr. Newbury has separated the various strands interwoven in the fabric of Tahitian society, tracing their development and showing how they interacted at successive stages. Missionaries and foreign traders, administrators and Polynesians, planters and immigrant Chinese have all contributed to the distinctive flavor of French Polynesia, with Tahiti and Tahitians becoming increasingly dominant, not just as the focus of the French administration in Pape'ete, but in the social networks and trading patterns that have evolved.

The Kingdom of Northymbra is a land in turmoil. King Redwulf is missing, and his son rules as regent in his stead, facing threats from within and without: growing dissention among the knights and nobles of the realm, whispers of revolution from the Freebeasts, Wildbeasts encroaching on the borders, and bandits of all stripes making the most of the chaos. Burrows & Badgers is a tabletop skirmish game set in the ancient realm of Northymbra, a kingdom where mice, badgers, toads and other animals wear armour, wield swords, and cast magic spells. Your tabletop becomes part of the Kingdom of Northymbra, whose ruined villages, haunted forests, and misty marshes play host to brutal ambushes and desperate skirmishes. Lead your warband from battle to battle, and uphold the name of your faction, whether you stand with Reinert's Royalists, the Freebeasts of the Fox Families, or simply for your own glory or survival. Each model in Burrows & Badgers represents an individual character, and can be selected from a wide range of species – from the humble mouse to the mighty badger – and armed and equipped as desired. Scenarios link into ongoing campaigns, where heroes and villains may make their names and

the assistance of infamous mercenaries might mean the difference between victory and defeat.

Is the traditional, accepted view of the life of Christ in some way incomplete? • Is it possible Christ did not die on the cross? • Is it possible Jesus was married, a father, and that his bloodline still exists? • Is it possible that parchments found in the South of France a century ago reveal one of the best-kept secrets of Christendom? • Is it possible that these parchments contain the very heart of the mystery of the Holy Grail? According to the authors of this extraordinarily provocative, meticulously researched book, not only are these things possible — they are probably true! so revolutionary, so original, so convincing, that the most faithful Christians will be moved; here is the book that has sparked worldwide controversy. "Enough to seriously challenge many traditional Christian beliefs, if not alter them." — Los Angeles Times Book Review "Like Chariots of the Gods?...the plot has all the elements of an international thriller." — Newsweek

Wargaming Rules for North America: Colonies to Civil War

A Military History, 1099-1187

Templar Knight vs Mamluk Warrior

1218–50

The Invention of Race in the European Middle Ages

Weird World War II Wargames Rules

Ancient Greek Hoplite Battles

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop. Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6–8 units comprised of 6–12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

The Men Who Would Be Kings is a set of rules designed for fighting historical or Hollywood colonial battles in the mid to late 19th Century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs, but there are countless reports of brief, frantic skirmishes in every colonial war, where either side could be victorious, and these are the battles that The Men Who Would Be Kings seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris and others, these rules will also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Gameplay is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure, where larger than life characters such as the (real)

Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and medals or a horrible end at the point of a spear tip. Outremer: Faith and Blood is a 28mm skirmish wargame featuring small groups of warriors fighting in Outremer during the Crusades. While suitable for one-off skirmish encounters the focus of the game is a structured and progressive campaign setting in which they are able to watch their force grow and develop over a series of scenarios and encounters from a small party of five or so soldiers into a powerful warband a score strong. Character development is key, and a wide range of troop options and factions allows a high degree of individuality and personalisation. Players will also be able to recruit mercenaries and agents such as Hashashin and Varangian survivors to bolster their forces – potent but expensive additions that will add a distinct flavour to each encounter.

An in-depth study of the many myths and misconceptions about the Crusades and their definitive role in Western and Middle Eastern thought furnishes a look at the military operations between 1095 and 1500 that fall under the heading of Wars of the Cross, as well as a discussion of such issues as colonialism, cultural exchange, and economic exploitation.

Tahiti Nui

Wargames Rules for the Seven Years ' War

Medieval Romance and the Politics of Cultural Fantasy

Of Gods and Mortals

The Crusader States and Their Neighbours

Outremer: Faith and Blood

The Concise History of the Crusades

Colonial Wargaming Rules

ALSO AVAILABLE TO BUY AS AN E-BOOK. The original forced conversion of pagan Livonia, what is now the Baltic states of Latvia and Estonia, was carried out by a military order known as the Brethren of the Sword. In 1236 this order was incorporated into the Teutonic Knights following a catastrophic military defeat. The knights had always consolidated their conquests through networks of castles and fortified places, and the Livonian Chapter of the Teutonic Order built castles of stone. This title covers the developmental and operational history of these fortresses over the length of the Middle Ages. It details how the Baltic fortifications of the Teutonic Knights evolved to reflect the changing nature of siege warfare and the increasing dominance of gunpowder in warfare.

Empire of Magic offers a genesis and genealogy for medieval romance and the King Arthur legend through the history of Europe's encounters with the East in crusades, travel, missionizing, and empire formation. It also produces definitions of "race" and "nation" for the medieval period and posits that the Middle Ages and medieval fantasies of race and religion have recently returned. Drawing on feminist and gender theory, as well as cultural

analyses of race, class, and colonialism, this provocative book revises our understanding of the beginnings of the nine hundred-year-old cultural genre we call romance, as well as the King Arthur legend. Geraldine Heng argues that romance arose in the twelfth century as a cultural response to the trauma and horror of taboo acts -- in particular the cannibalism committed by crusaders on the bodies of Muslim enemies in Syria during the First Crusade. From such encounters with the East, Heng suggests, sprang the fantastical episodes featuring King Arthur in Geoffrey of Monmouth's chronicle *The History of the Kings of England*, a work where history and fantasy collide and merge, each into the other, inventing crucial new examples and models for romances to come. After locating the rise of romance and Arthurian legend in the contact zones of East and West, Heng demonstrates the adaptability of romance and its key role in the genesis of an English national identity. Discussing Jews, women, children, and sexuality in works like the romance of Richard Lionheart, stories of the saintly Constance, Arthurian chivalric literature, the legend of Prester John, and travel narratives, Heng shows how fantasy enabled audiences to work through issues of communal identity, race, color, class and alternative sexualities in socially sanctioned and safe modes of cultural discussion in which pleasure, not anxiety, was paramount. Romance also engaged with the threat of modernity in the late medieval period, as economic, social, and technological transformations occurred and awareness grew of a vastly enlarged world beyond Europe, one encompassing India, China, and Africa. Finally, Heng posits, romance locates England and Europe within an empire of magic and knowledge that surveys the world and makes it intelligible -- usable -- for the future. *Empire of Magic* is expansive in scope, spanning the eleventh to the fifteenth centuries, and detailed in coverage, examining various types of romance -- historical, national, popular, chivalric, family, and travel romances, among others -- to see how cultural fantasy responds to changing crises, pressures, and demands in a number of different ways. Boldly controversial, theoretically sophisticated, and historically rooted, *Empire of Magic* is a dramatic restaging of the role romance played in the culture of a period and world in ways that suggest how cultural fantasy still functions for us today.

Dans *Essai d'histoire locale*, Djiguiba Camara, un intermédiaire colonial et un interprète, décrit l'histoire de la Haute Guinée, de l'empire de Samori Touré et des résistances anticoloniales. In *Essay on Local History*, Djiguiba Camara, a colonial intermediary and interpreter, describes the history of Upper Guinea, with emphasis on the Empire of Samori Touré and of anticolonial local resistance.

Two armies prepare for war. Thor, surrounded by crackling lightning, leads the assault of a horde of Viking berserkers. Preparing to receive this charge stands a wall of grim-faced, determined Spartan hoplites, commanded by Ares himself... *Of Gods and Mortals* is a skirmish wargame that gives players the opportunity to command the

greatest heroes, warriors and monsters of legend - and the gods and goddesses that ruled over them. Whether you want to lead the forces of Greek, Egyptian, Celtic or Norse mythology to battle, or build your own pantheon, *Of Gods and Mortals* presents everything you need. Each player takes control of a god, a handful of legendary characters and a number of mortal troops, forming a warband that must work in harmony to succeed. Although the gods are incredibly powerful, they are only as strong as the faith of the mortals who follow them - if their worshippers are cut down, gods become weaker, and if a deity is vanquished in combat, its followers may flee the field of battle. Success lies in employing a strategy that uses all your troops, from the mightiest to the most humble, as effectively as possible.

A Skirmish Game of Anthropomorphic Animals

A History of the Osmanlis Up to the Death of Bayezid I (1300-1403)

Absolute Emperor

The Secret History of Christ. The Shocking Legacy of the Grail

Fantasy Wargaming Rules

A Billion Suns

In Her Majesty's Name

An Alphabetical Digest of Nautical Terms, Including Some More Especially Military and Scientific ...

This book challenges the common belief that race and racism are phenomena that began only in the modern era.

From the first shots at Jumonville Glen to the surrender at Appomattox, *Rebels and Patriots* allows you to campaign with Washington, stand with Tarleton at Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, the rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet. Your Company is commanded by your Officer during these tumultuous conflicts. Each battle that your Officer faces allows him to develop new and interesting traits. Does he perform heroically and earn a *nom de guerre*? Or falter, to be forever known as a yellow-belly?

Designed by Michael Leck and Daniel Mersey, with a core system based on the popular *Lion Rampant* rules, *Rebels and Patriots* provides all the mechanics and force options needed to recreate the conflicts that forged a nation.

Step into the violent world of the 13th century, where the European states of the Levant battled with Muslim powers for control of Jerusalem. At the cutting edge of the conflict were the elite fighting men of the Crusader and Egyptian armies - the Knights Templar and the Mamluks, respectively. The Templars were the most famous and formidable of the European Military Orders, while the Mamluks were a slave caste whose fighting prowess had elevated them to the point of holding real political power, threatening their Ayyubid masters who relied on them so desperately for military success. This book draws on the latest research

to tell the story of three key engagements from the Fifth Crusade to the Seventh Crusade. It reveals the extraordinary ferocity which these battles were fought, and how the struggle between Templar and Mamluk came to shape the political future of the region.

Kobolds & Cobblestones is a skirmish wargame for rumbles between gangs in the city of Ordinsport's seedy underbelly. Players hire gangs of criminals, thugs and enforcers from a number of classic Fantasy races, and attempt to take control of the underworld and establish themselves as the city's kingpins. Playing card-based mechanics and a cunning bribery element keep players on their toes, as a one-sided battle can turn around in a flash.

The Pursuit of the Millennium

Holy War and the Crusades

Dissecting the Unholy Trinity of Dawkins, Harris, And Hitchens

Skirmish Wargames in the Crusades

Skirmish Wargames in the Age of the Samurai

Tactical Espionage Wargaming

Rebels and Patriots

Ronin

Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios – from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types – spies, mercenaries, criminals, hackers, special forces, and many more – to recruit the best possible team for the job. Players may also choose to join a faction – powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no two games of Black Ops should ever be the same!

The Roman Empire rules the civilised world with an iron fist, seemingly all-powerful and limitless. And yet, the power of Rome is secured not by its mighty legions, but by small bands of warriors and agents fighting a secret war. Tasked by the Emperor to explore ancient temples, forgotten labyrinths and beast-haunted caverns, they seek out artefacts hidden by the gods themselves, hunt creatures of myth and face enemies that would use dark magic against the empire. Broken Legions is a set of fantasy skirmish rules for a war unknown to history, fought in the shadows of the Roman Empire. Various factions recruit small warbands to fight in tight, scenario-driven battles that could secure the mystical power to defend – or crush – Rome. A points system allows factions to easily build a warband, and mercenaries and free agents may also be hired to bolster a force. Heroes and leaders may possess a range of skills, traits and magical abilities, but a henchman's blade can be just as sharp, and a campaign can see even the lowliest henchman become a hero of renown.

Following up with methodical play in the center, provides an opening repertoire based on 1 d4 and 2 c4 and discusses strategies for both

sides.

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.

Revolutionary Millenarians and Mystical Anarchists of the Middle Ages

Black Ops

The Law of Civilization and Decay

A Strategic Chess Opening Repertoire for White

Men of Bronze

Fighting for Christendom

Early London, Prehistoric, Roman, Saxon and Norman

Kobolds & Cobblestones

The end of the millennium has always held the world in fear of earthquakes, plague, and the catastrophic destruction of the world. At the dawn of the 21st millennium the world is still experiencing these anxieties, as seen by the onslaught of fantasies of renewal, doomsday predictions, and New Age prophecies. This fascinating book explores the millenarianism that flourished in western Europe between the eleventh and sixteenth centuries. Covering the full range of revolutionary and anarchic sects and movements in medieval Europe, Cohn demonstrates how prophecies of a final struggle between the hosts of Christ and Antichrist melded with the rootless poor's desire to improve their own material conditions, resulting in a flourishing of millenarian fantasies. The only overall study of medieval millenarian movements, *The Pursuit of the Millennium* offers an excellent interpretation of how, again and again, in situations of anxiety and unrest, traditional beliefs come to serve as vehicles for social aspirations and animosities.

Set in an age of feuding samurai, wandering swordsmen and fearless warrior monks, Ronin is a skirmish wargame that captures the flavour and excitement of such Akira Kurosawa films as *Seven Samurai* and *Yojimbo*. Whether they prefer the loyal samurai retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces - masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customisation of characters, while scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an

era of war.

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant - a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles - or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes.

Outremer: Faith and Blood Skirmish Wargames in the Crusades Bloomsbury Publishing

Pike and Shot Wargaming Rules

Mythological Wargame Rules

En Garde!

Encountering Islam on the First Crusade

The Pikeman's Lament

Broken Legions

Honours of War

An Essay on History

What is the relationship between the medieval crusades and the problems of the modern Middle East? Were the crusades the Christian equivalent of Muslim jihad? In this sweeping yet crisp history, Thomas F. Madden offers a brilliant and compelling narrative of the crusades and their contemporary relevance. Placing all of the major crusades within their social, economic, religious, and intellectual environments, Madden explores the uniquely medieval world that led untold thousands to leave their homes, families, and friends to march in Christ's name to distant lands. From Palestine and Europe's farthest reaches, each crusade is recounted in a clear, concise narrative. The author gives special attention as well to the crusades' effects on the Islamic world and the Christian Byzantine East.

It is 1895 and the world is in turmoil. The Great Powers compete for resources and the latest technology, and an undeclared and secret war rages between them all. This is battleground of the Adventuring Companies. These clandestine agents of the Great Powers operate in the shadows, matching skills and wits in pursuit of the newest scientific formulae or powerful occult artifacts. In Her Majesty's Name sets these adventuring

companies against each other in one-off encounters and in longer narrative campaigns. Companies are usually comprised of just 4-15 figures and two players could easily play three games in an evening, making an on-going campaign a highly viable option. In *Her Majesty's Name* has been designed to allow maximum versatility for the player - if you can imagine it, the system will help you build it. There is, however, a wealth of material provided in the book, covering weird science, mystical powers, and a range of pre-generated adventuring companies, including the British Explorers' Club, the Prussian Society of Thule, the US Marine Corps, the Légion Étrangère, the revolutionaries of the Brick Lane Commune, ancient Egyptian cults, and the mysterious Black Dragon Tong.

A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat. Using simple dice pool mechanics, you must carefully manage your resources and seize the opportunities that come your way in order to lead your fleet to victory and assert your dominance over the stars.

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees! Designed to recreate small battles or larger skirmishes with 50-80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic sleeves...

Interstellar Fleet Battles

The Men Who Would Be Kings

The Irrational Atheist

Change and Survival in French Polynesia, 1767-1945

Fantasy Skirmish Wargames in the Roman Empire

Atlas of Medieval Europe

The stone castles of Latvia and Estonia 1185-1560

Holy Blood, Holy Grail

The Seven Years' War was the pinnacle of 18th-century warfare, with dramatic campaigns and battles, famous leaders, and wide variety of colourful uniforms. Compared with the later Napoleonic Wars, tactics were simpler, armies more professional, and battles tended to be smaller. Using these quick-to-learn rules, players can bring this period to the tabletop, recreating anything from a small skirmish to a major pitched battle. Although simple, the rules allow for a wide range of tactics and reward historical play. That said, fog of war sometimes produces unexpected results and units don't always obey their orders! The game moves quickly, and players must be prepared to regroup and counterattack or to press home an advantage – a lot can happen in one move!

1944 Atomic testing at Los Alamos opens a rift in the fabric of space, while the detonation of the Fat Boy atomic bomb over Dresden creates a second. German and American scientists determine that signals are being transmitted through the rifts, many indecipherable, but some containing revolutionary scientific and technological theorems. Desperate for any military advantage, Germany and the US swiftly apply these discoveries to their war efforts, and incredible new weapons begin to appear on the battlefield. Angered by America's refusal to share the secrets of Rift-tech, Stalin declares war on the US and Britain, and the Allies are fractured. 1947 World War II has entered a completely new phase. Power-armoured infantry armed with personal wonder-weapons follow super-heavy tanks and mechanised walkers into battle, smashing defences with colossal firepower, while genetic monstrosities are sent out to hunt and terrorise enemy forces. This is the new nature of war. This is Konflikt '47. *** With rules inspired by the award-winning Bolt Action system, this standalone game takes World War II to a completely new level, and offers everything required to harness the incredible weapons and technologies made possible by the rift signals, and to engage in tabletop battles for supremacy and survival.

Covering the period from the fall of the Roman Empire through to the beginnings of the Renaissance, this is an indispensable volume which brings the complex and colourful history of the Middle Ages to life. Key features: * geographical coverage extends to the broadest definition of Europe from the Atlantic coast to the

Russian steppes * each map approaches a separate issue or series of events in Medieval history, whilst a commentary locates it in its broader context * as a body, the maps provide a vivid representation of the development of nations, peoples and social structures. With over 140 maps, expert commentaries and an extensive bibliography, this is the essential reference for those who are striving to understand the fundamental issues of this period.

On one side of the argument is a collection of godless academics with doctorates from the finest universities in England, France, and the United States. On the other is Irrational Atheist author Vox Day, armed with nothing more than historical and statistical facts. Presenting a compelling argument (but not for the side one might expect), Day strips away the pseudo-scientific pretensions of New Atheism with his intelligent application of logic, history, military science, political economy, and well-documented research. The arguments of Richard Dawkins, Sam Harris, Christopher Hitchens, Daniel Dennett, and Michel Onfray are all methodically exposed and discredited as Day provides extensive evidence proving, among other things, that: More than 93 percent of all the wars in human history had no relation to religion The Spanish Inquisition had no jurisdiction over professing Jews, Muslims, or atheists, and executed fewer people on an annual basis than the state of Texas Atheists are 3.84 times more likely to be imprisoned than Christians "Red" state crime is primarily in "blue" counties Sexually abused girls are 55 times more likely to commit suicide than girls raised Catholic In the twentieth century, atheistic regimes killed three times more people in peacetime than those killed in all the wars and individual crimes combined. The Irrational Atheist provides the rational thinker with empirical proof that atheism's claims against religion are unfounded in logic, fact, and science.

The Foundation of the Ottoman Empire

Swashbuckling Skirmish Wargames Rules

Empire of Magic

Steampunk Skirmish Wargaming Rules

The Sailor's Word-book

L ' œuvre d ' un historien guinéen à l ' époque coloniale / The Work of a Guinean Historian during the Colonial Period

Napoleonic Wargame Battles

Dragon Rampant