

Star Fleet Battles Master Rulebook

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BLANCHARD ISABEL

Mercury Rising: John Glenn, John Kennedy, and the New Battleground of the Cold War

Games Workshop
In Ivory Shoals, twelve-year-old Gussie Dwyer--audacious, resilient, determined to adhere to the morals his mother instilled in him--undertakes to trek across the sumptuous yet perilous peninsula of post-Civil War Florida in search of his father, a man who has no idea of his son's existence. Gussie's journey sees him cross paths with hardened Floridians of every stripe, from the brave and noble to a bevy of cutthroat villains, none worse than his amoral shark of a stepbrother. Rich in visceral details and told with a pulse-quickening pace, Ivory Shoals is a distinctly American story, in the tradition of Mark Twain and Cormac McCarthy. The novel is also a timeless epic, tracking Gussie's odyssey from childhood toward adulthood. Will he survive his quest, and at what cost?

A Call to Colors Digireads.Com

A riveting history of the epic orbital flight that put America back into the space race. If the United States couldn't catch up to the Soviets in space, how could it compete with them on Earth? That was the question facing John F. Kennedy at the height of the Cold War—a perilous time when the Soviet Union built the wall in Berlin, tested nuclear bombs more destructive than any in history, and beat the United States to every major milestone in space. The race to the heavens seemed a race for survival—and America was losing. On February 20, 1962, when John Glenn blasted into orbit aboard Friendship 7, his mission was not only to circle the planet; it was to calm the fears of the free world and renew America's sense of self-belief. Mercury Rising re-creates the tension and excitement of a flight that shifted the momentum of the space race and put the United States on the path to the moon. Drawing on new archival sources, personal interviews, and previously unpublished notes by Glenn himself, Mercury Rising reveals how the astronaut's heroics lifted

the nation's hopes in what Kennedy called the "hour of maximum danger."

A Memoir GoodBlood

The Squadron Strike Supplement covering the Four Years War, leading up to the Battle of Axanar.

Index Card RPG Core W. W. Norton & Company

A group biography of seven enduring and beloved games, and the story of why—and how—we play them. Checkers, backgammon, chess, and Go. Poker, Scrabble, and bridge. These seven games, ancient and modern, fascinate millions of people worldwide. In *Seven Games*, Oliver Roeder charts their origins and historical importance, the delightful arcana of their rules, and the ways their design makes them pleasurable. Roeder introduces thrilling competitors, such as evangelical minister Marion Tinsley, who across forty years lost only three games of checkers; Shusai, the Master, the last Go champion of imperial Japan, defending tradition against "modern rationalism"; and an IBM engineer who created a backgammon program so capable at self-learning that NASA used it on the space shuttle. He delves into the history and lore of each game: backgammon boards in ancient Egypt, the Indian origins of chess, how certain shells from a particular beach in Japan make the finest white Go stones. Beyond the cultural and personal stories, Roeder explores why games, seemingly trivial pastimes, speak so deeply to the human soul. He introduces an early philosopher of games, the aptly named Bernard Suits, and visits an Oxford cosmologist who has perfected a computer that can effectively play bridge, a game as complicated as human language itself. Throughout, Roeder tells the compelling story of how humans, pursuing scientific glory and competitive advantage, have invented AI programs better than any human player, and what that means for the games—and for us. Funny, fascinating, and profound, *Seven Games* is a story of obsession, psychology, history, and how play makes us human.

Star Trek Adventures - Beta Quadrant W. W. Norton & Company

"Wonderful . . . a rousing dramatization of

history's greatest sea battle." -James D. Hornfischer, author of *The Last Stand of the Tin Can Sailors* "I shall return" is General Douglas MacArthur's promise to the Filipinos. It will take 165,000 troops and 700 ships in the bloody battle of Leyte Gulf to do it. Among them is the destroyer USS Matthew and her skipper, Commander Mike Donovan, a veteran haunted by earlier savage battles. What Donovan doesn't know is that Vice Admiral Takao Kurita of Japan has laid an ingenious trap as the Matthew heads for the treacherous waters of Leyte Gulf. But Donovan faces something even deadlier than Kurita's battleships: Explosives secretly slipped on board American ships by saboteurs are set to detonate at any time. Now the Matthew's survival hinges on the ability of Donovan and his men to dismantle a bomb in the midst of the panic and the chaos of history's greatest naval battle. "Gobbell's sea tales . . . will have you looking up your nearest Navy recruiter." -W.E.B. Griffin "[John Gobbell is] a first-rate storyteller." -Stephen Coonts From the Paperback edition.

Zones of Control MIT Press

The popular Space Marine Battles series is relaunched with an epic novel that sees the whole Blood Angels Chapter in action, fighting a desperate rearguard battle to defend their home world from the predations of the tyrannid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyrannids, Lord Dante returns to Baal to marshal the entire Blood Angels Chapter and their Successors against Hive Fleet Leviathan. Thus begins the greatest conflict in the history of the sons of Sanguinius. Despite a valiant battle in the void around Baal, the Blood Angels are unable to stop the tyrannids drawing ever closer, but their petitions for reinforcements are met with dread news. The Cadian Gate, the Imperium's most stalwart bastion against Chaos, has fallen. In their darkest hour, no help will reach the beleaguered Dante and his warriors. Is this truly then the Time of Ending?

Three Sigma Leadership NewsMax Media, Inc.

THE #1 NEW YORK TIMES BESTSELLER IS

NOW A MAJOR-MOTION PICTURE DIRECTED BY RON HOWARD AND STARRING AMY ADAMS, GLENN CLOSE, AND GABRIEL BASSO "You will not read a more important book about America this year."—The Economist "A riveting book."—The Wall Street Journal "Essential reading."—David Brooks, New York Times Hillbilly Elegy is a passionate and personal analysis of a culture in crisis—that of white working-class Americans. The disintegration of this group, a process that has been slowly occurring now for more than forty years, has been reported with growing frequency and alarm, but has never before been written about as searingly from the inside. J. D. Vance tells the true story of what a social, regional, and class decline feels like when you were born with it hung around your neck. The Vance family story begins hopefully in postwar America. J. D.'s grandparents were "dirt poor and in love," and moved north from Kentucky's Appalachia region to Ohio in the hopes of escaping the dreadful poverty around them. They raised a middle-class family, and eventually one of their grandchildren would graduate from Yale Law School, a conventional marker of success in achieving generational upward mobility. But as the family saga of Hillbilly Elegy plays out, we learn that J.D.'s grandparents, aunt, uncle, sister, and, most of all, his mother struggled profoundly with the demands of their new middle-class life, never fully escaping the legacy of abuse, alcoholism, poverty, and trauma so characteristic of their part of America. With piercing honesty, Vance shows how he himself still carries around the demons of his chaotic family history. A deeply moving memoir, with its share of humor and vividly colorful figures, Hillbilly Elegy is the story of how upward mobility really feels. And it is an urgent and troubling meditation on the loss of the American dream for a large segment of this country.

Seven Games: A Human History Del Rey

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Dungeon Master's Screen Modiphius Entertainment

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover

Technical Manual Simon and Schuster

This book follows on from 'The Portable Wargame' and 'Developing The Portable Wargame' to cover naval wargames that can be fought on a gridded tabletop. The book contains six sets of rules (three of

which are from the 'Portable Naval Wargame' stable), four explanatory battle reports, and a chapter that explains 'How to ...' build simple model American Civil War ironclads. Aimed mainly at the wargamer who wants to include aspects of naval warfare in their wargames, it is suitable for both novice and experienced wargamers.

The Odyssey CreateSpace

Members of the naval service will find that at all points in their careers they can expect to be involved to some extent in the planning and execution of official ceremonies and social events. Protocol is a code of established guidelines on proper etiquette and precedence which, when followed, lays the foundation for a successful event. From this foundation, the host should consider the facets which make a particular situation unique, and from there, use imagination to design a memorable occasion. The most important consideration in planning should always be the comfort of one's guests. A clever host/hostess is able to reach a proper mixture of protocol and common sense that will enable guests to enjoy themselves completely. If this is accomplished, an event is truly successful. *Training Command, Star Fleet Academy* McSweeney's

The manuscript contains a Roman history in Latin (369 pages), followed in a later hand by a page each of "A copy of the jury at the assises held at Huntington before Judge Doderidge July 1619" and "A copy of a jury for the county of Sussex in the late rebellious troublesome times;" and in a third hand, two elegy poems on four pages on the death of George Payne, Fellow of King's College, Cambridge, by Chafay and J. Upton.

Master and Apprentice (Star Wars) Open Road + Grove/Atlantic

A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data

Only War Barrons Educational Series Incorporated

The worldwide bestseller, Ender's Game by Orson Scott Card comes to the screen at last in a major motion picture event in November 2013. Starring Hugo's Asa Butterfield, Harrison Ford, and Ben Kingsley, the movie is sure to inspire a new audience of fans to read the book that started it all. Once again, Earth is under attack. An alien species is poised for a final assault. The survival of humanity depends on a military genius who can defeat the aliens. But who? Ender Wiggin. Brilliant. Ruthless. Cunning. A tactical and strategic master. And a child. Recruited for

military training by the world government, Ender's childhood ends the moment he enters his new home: Battle School. Among the elite recruits Ender proves himself to be a genius among geniuses. He excels in simulated war games. But is the pressure and loneliness taking its toll on Ender? Simulations are one thing. How will Ender perform in real combat conditions? After all, Battle School is just a game. Isn't it?

MONEY Master the Game Simon and Schuster

Presents an account of the U.S.S.

Enterprise history, discussing her voyages, propulsion, and tactical abilities.

A Novel of the Leyte Gulf Lulu.com

"Open Game License version 1.0a"--4th unnumbered page.

Stories of Guthrie County Iowa's Combat Veterans Naval Institute Press

Foreword by Admiral Sir John Woodward.

When published in hardcover in 1997, this book was praised for providing an engrossing education not only in naval strategy and tactics but in Victorian social attitudes and the influence of character on history. In juxtaposing an operational with a cultural theme, the author comes closer than any historian yet to explaining what was behind the often described operations of this famous 1916 battle at Jutland.

Although the British fleet was victorious over the Germans, the cost in ships and men was high, and debates have raged within British naval circles ever since about why the Royal Navy was unable to take advantage of the situation. In this book Andrew Gordon focuses on what he calls a fault-line between two incompatible styles of tactical leadership within the Royal Navy and different understandings of the rules of the games.

A Memoir of a Family and Culture in Crisis Presidio Press

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

Ivory Shoals Arrow

As a technical organization, charged with performing groundbreaking and pathfinding challenges on a daily basis, NASA has long valued the role of its Chief Engineers and Lead Systems Engineers. Although it takes a team to accomplish our missions and no members are unimportant, the Chief Engineers and Lead Systems Engineers who we look to lead our technical teams are critical to the success of our endeavors. It is this corps of dedicated, experienced, and passionate problem solvers and leaders who battle the technical headwinds that face every

project, finding often hidden solutions and overcoming seemingly insurmountable obstacles to create paths to success. Furthermore, it is that indomitable spirit of ingenuity and perseverance that defines the Agency. Developing our Chief Engineers and Lead Systems Engineers is a commitment of the NASA engineering community, and one of our tenets for excellence. This development ensures our corps of engineers obtain the depth of technical acumen that they require, first as discipline engineers and then as Chief Engineers and Lead Systems Engineers, but also the associated management skills and experience to ensure they can interact with the rest of the project team and with program, Center, and Agency leadership. What's more, this development also ensures that NASA Chief Engineers and Lead Systems Engineers proficiently serve as leaders of their own technical teams, and that's what this book is all about. These technical leaders are critical to successfully implementing the three safety tenets we inherited from the Apollo program. These include the following: Strong in-line checks and balances. This means that engineers check their fellow engineers, and that no one checks their own homework. 1. Healthy tension

between responsible organizations. In NASA today that is the programs and the three Technical Authorities (Engineering, Safety, and Health and Medical). Each organization has to be on equal footing with separate but equal chains of command to allow issues to be raised independently and provide the healthy tension to create organizational checks and balances. 2. "Value-added" independent assessment. "Value-added" means you bring in outside technical experts to peer review critical issues. Having a fresh set of eyes on a problem can provide a different perspective, leverage different experiences and result in more robust solutions. 3. NASA arrived at these three tenets through considerable blood, sweat, and loss, and our commitment to them is now inscribed in our Agency governance. As Chief Engineers and Lead Systems Engineers, your role in this is paramount, and achieving excellence in this is an expectation of your job. Serving in this role is not an easy task, but it is a tremendously rewarding one. You are the leaders of your technical teams, owners of the technical baseline, standard bearers of engineering best practices, decision makers, risk mitigators and problem solvers. You are Chief Engineers

and Lead Systems Engineers, the title of which should say it all.

Axanar Graywolf Press

The first novel in a two-part Typhon Pact adventure set in the universe of Star Trek: The Next Generation! In the wake of the final Borg invasion, which destroyed entire worlds, cost the lives of sixty-three billion people, and struck a crippling blow to Starfleet, six nations adversarial to the United Federation of Planets—the Romulan Star Empire, the Breen Confederacy, the Tholian Assembly, the Gorn Hegemony, the Tzenkethi Coalition, and the Holy Order of the Kinshaya—joined ranks to form the Typhon Pact. For almost three years, the Federation and the Klingon Empire, allied under the Khitomer Accords, have contended with the nascent coalition on a predominantly cold-war footing. But as Starfleet rebuilds itself, factions within the Typhon Pact grow restive, concerned about their own inability to develop a quantum slipstream drive to match that of the Federation. Will leaders such as UFP President Bacco and RSE Praetor Kamemor bring about a lasting peace across the Alpha and Beta Quadrants, or will the cold war between the two alliances deepen, and perhaps even lead to an all-out shooting war?