

Dropfleet Commander Rules

This omnibus features the novels 'Grey Knights', 'Dark Adeptus', and 'Hammer of Daemons'.

From the scaling of Pointe-du-Hoc and the assault on Pegasus Bridge, to the landings on the Utah, Omaha, Gold, Juno, and Sword beaches, this new Campaign Book for Bolt Action allows players to take command of the Allied Forces or those of the defending Axis. Featuring new linked scenarios, rules, troop types, and Theatre Selectors, this volume provides plenty of options for both novice and veteran players looking to recreate these famous battles and begin the liberation of Europe.

Fantasirollespil.

A stunning artefact book for fans of the Horus Heresy From the ashes of the Great Crusade, treachery was born. Always first among the superhuman primarchs, the newly dubbed Warmaster Horus turned his back upon the Emperor and embraced the dark powers of Chaos. With fully half the military might of the fledgling Imperium at his command, he set his sights upon the throne of Holy Terra and waged a war which would divide the galaxy forever... Visions of war, visions of darkness, of treachery and death – all of this and more is contained within this heretical volume. Iconic depictions of the Space Marine Legions and the heroes that commanded them are presented alongside artwork from renowned artists Neil Robert, as well as brand new historical notes on the Warhammer 40,000 universe by Alan Merrett. Witness the end of an era and the beginning of something far darker, as the Heresy continues to unfold.

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

How-to-Guide of making wargame terrain

Beyond today's horizons lie uncountable wars still to be fought by mankind – on battlefields, against foes, and with weapons that can only be imagined. With Horizon Wars, wargamers can bring these future conflicts to the tabletop, no matter their exact vision of the future of warfare. Combining the feel of real-world combat and tactics with versatile and quick-to-learn rules, Horizon Wars is a 6mm company-level game that incorporates ground forces, aircraft and the titans of the battlefield – mechs. Whether you want to pit a handful of mechs against each other in quick clash of patrols, or line up combined-arms forces for a huge battle, the game remains fast-moving and enjoyable. Also included are full rules for building units from the ground up, allowing players to tailor their forces to suit the mission objectives or their figure collections.

Bigger than ever! A dungeon filled with insidious traps, a magnificent imperial throne room, the citadel of an immortal tyrant the possibilities for adventure are endless with Pathfinder Flip-Mat: Bigger Basic. With an area that is a whole 45% larger than Pathfinder Flip-Mat: Basic at their disposal, Game Masters can now dream even bigger! This massive gaming accessory presents two subtle textures smooth stone and fine dirt on which Game Masters can design any dungeon, battleground, or adventure set piece they desire. Don't feel like you always have to run your game in someone else's pre-designed world. With Pathfinder Flip-Mat: Bigger Basic, the setting of your next adventure is yours to create! Fully laid out, Flip-Mat: Bigger Basic measures 27 by 39 inches, but folds down to a convenient and portable 8 by 10 inches easy enough to toss into your bag for the game! Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!"

Trinity: Battleground is the miniatures game of the second Aberrant War. Psions and Aberrants fight toe to toe, psi power to taint on the killing fields of Earth's extrasolar colonies. Be the Seventh Legion as it arrives to strike back at the monstrosities entrenched at Khantze Lu Ge. Be the vengeful Aberrants who seek to wipe out humanity across the universe. This is the battle to the finish -- victory or annihilation! 20 pewter miniatures: 5 Seventh Legion Support 5 Abberant Support 6 Trinity Psions 4 Aberrants 1 Cardboard Vehicle 1 12" Terrain Hill 1 8" Terrain Hill 10 Ten-Sided Trinity Dice-Bag 1 Felt Dice-Bag 8 Sheets of Cardboard Counters and Templates 64-Page Rulebook Contents subject to change.

Ars Magica ("The Art of Magic") is the award-winning roleplaying game that focuses on wizards who are as powerful as the ones we know from legend and literature, and the land of Mythic Europe, where those legends are real. The rules encourage players to develop their characters over long periods of time, and make the covenant, the home base of the characters, as central to the stories as any individual character. Troupe-style roleplaying allows players to take on the roles of different characters in different stories, so that the players have equal access to power even though the characters do not. This new edition is rewritten to improve the rules for existing players, and to be more attractive and accessible to new audiences.

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.

RuneQuest Core book

This revised and updated edition of the classic Cold War novel Team Yankee reminds us once again might have occurred had the United States and its Allies taken on the Russians in Europe, had cooler geopolitical heads not prevailed. For 45 years after World War II, East and West stood on the brink of war. When Nazi Germany was destroyed, it was evident that Russian tank armies had become supreme in Europe, but only in counterpart to US air power. In 1945 US and UK bombers sent a signal to the advancing Russians at Dresden to beware of what the Allies could do. Likewise when the Russians overran Berlin they sent a signal to the Allies what their land armies could accomplish. Thankfully the tense standoff continued on either side of the Iron Curtain for nearly half a century. During those years,

however, the Allies beefed up their ground capability, while the Soviets increased their air capability, even as the new jet and missile age began (thanks much to captured German scientists on both sides). The focal point of conflict remained central Germany—specifically the flat plains of the Fulda Gap—through which the Russians could pour all the way to the Channel if the Allies proved unprepared (or unable) to stop them. Team Yankee posits a conflict that never happened, but which very well might have, and for which both sides prepared for decades. This former New York Times bestseller by Harold Coyle, now revised and expanded, presents a glimpse of what it would have been like for the Allied soldiers who would have had to meet a relentless onslaught of Soviet and Warsaw Pact divisions. It takes the view of a US tank commander, who is vastly outnumbered during the initial onslaught, as the Russians pull out all the cards learned in their successful war against Germany. Meantime Western Europe has to speculate behind its thin screen of armor whether the New World can once again assemble its main forces—or willpower—to rescue the bastions of democracy in time.

RuneQuest Roleplaying in Glorantha set for new players

The world has gone to hell and nearly everyone who has lived through it has gone mad. In PunkApocalyptic: The RPG, based on the wild and irreverent miniatures game of the same name by Bad Roll Games, you and your friends assume the roles of mercenaries who roam the Wasteland. In this bleak and radioactive land, you fight to survive, explore the ruins of what came before, and trade blood, sweat, and tears for the precious bullets that have become the land's currency. Explore the radioactive ruins, fight battle-crazed mutants, negotiate with bizarre cultists, bargain with junkers and scavengers, and unearth fantastic relics from the past. Brutal and filthy, PunkApocalyptic: The RPG offers thrilling adventures steeped in the carnage of a bleak and devastated future.

Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...

Faction book for the Malifaux game.

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!

Explore the story of the new Age of Sigmar faction, The Lumineth Realm-lords... A single, harrowing trial stands between Ferendir and a life of loyal service to his Alarith temple. But on the day of the young aelf's final initiation, a Slaaneshi warhost descends upon his mountain home, leaving slaughter and destruction in their wake and stealing a long-hidden Lumineth treasure of terrible power. His world now torn asunder, Ferendir and his stalwart masters Serath and Desriel are forced to navigate a realm at war to stop the depraved warriors of the Dark Prince. The three Alarith Stoneguard must gather a band of Lumineth champions and embark upon a perilous quest. Failure is inconceivable, for the Hedonites seek to awaken an ancient and cataclysmic weapon, one with the power to bring Hysh to its knees.

"History of Beasts" by Unknown. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten or yet undiscovered gems of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format. Tank War, the new supplement for Bolt Action, gives players the option to expand their games to a whole new level – armoured warfare. Recreate such great engagements as the battle of Kursk with the scenarios, army options and special rules found in this book. Whether you want to add more armour to your existing armies or build an entirely armoured force, Tank War has you covered.

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.

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

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless oppressors, only to learn that the Azlanti have taken both an experimental starship drive and one of the colonists--an old friend of the heroes--back to the Star Empire! "The Reach of Empire" is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne

Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

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.

Gunfighter's Ball is a set of tabletop miniatures rules for recreating Wild West gunfights with miniature figures and terrain.

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