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Coriolis

A veteran of the Central Intelligence Agency unmasking its culture of lethal lies in this devastating exposé, now with a new foreword by David MacMichael. Ralph W. McGehee was a patriot, dedicated to the American way of life and the international fight against Communism. Following his graduation with honors from Notre Dame, McGehee was recruited by the Central Intelligence Agency in 1952 and quickly became an able and enthusiastic cold warrior. Stationed in Southeast Asia in the mid-1960s, he worked to stem the Communist tide that was sweeping through the region, first in Thailand and later in Vietnam. But despite his notable successes in reversing enemy influence among the local peasants and villagers, McGehee found himself increasingly alienated from a company culture built on deceit and wholesale manipulation of the truth. While his country was being pulled deeper and deeper into the Vietnam quagmire, McGehee awoke to a chilling reality: The CIA was not a gatherer of actual intelligence to be employed in a legitimate war against dangerous enemies, but a tool of the president's foreign-policy staff designed solely to stifle the truth and fabricate "facts" that supported the agency's often immoral agenda. With courage and candor, Ralph McGehee illuminates the CIA's dark catalog of misdeeds in his stunning, no-holds-barred memoir of a life in the service of deception. Startling, eye-opening, and infuriating, Deadly Deceits is an honest and unflinching insider's look at a toxic government agency that the author cogently argues has no useful purpose and no moral right to exist.

Ancient Maya Pottery

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.

Undaunted: Normandy

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.

Food

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The Wargaming Compendium

An easy reader with illustrations of some extreme cars.

Iron Coffins

Stonehenge has always been a mystery, its original purpose lost in time. Titanic Games asks the question: what would five world-class game designers make of such a location if they were the ones to discover it? Titanic Games presents the world's first Anthology Board Game. We gathered together five talented game designers and gave each of them the same board and pieces. Five unique designers resulted in five unique games: an Arthurian showdown by Richard Borg, a monumental fire sale by James Ernest, a druidic election by Bruno Faidutti, a magical convocation by Richard Garfield, and an alien chariot race by Mike Selinker. Stonehenge contains: One rulebook with five games One game board One deck of 65 cards Five plastic trilithons 50 plastic disks 50 plastic bars Six plastic pawns

Solo-wargaming

Although the rise in computerized wargaming has transformed some aspects of the hobby, the traditional table-based wargame continues to go from strength to strength.

Measures for Research and Evaluation in the English Language Arts

In a land where even the gods are bound by oaths and prophecies! Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. Drawing inspiration from the ancient Greek epics, including The Odyssey, The Iliad, and The Argonautica. At the dawn of time, a war between the gods and Titans left the world of Thylea forever changed. Thousands of years later, the first mortals arrived, carried by ship and dragon. The Dragonlords were the champions who overthrew the Titans 500 years ago and forged the Oath of Peace. But the power of the Oath has waned, and now the Titans seek vengeance. You are one of the heroes called by prophecy to end the conflict once and for all. Poets will sing of your deeds for centuries to come! If you survive! Made in the UK.

Street Heat

Describes and evaluates in terms of presentation, rules, playability, realism, and complexity, wargames located in various ages and in real and imaginary lands

Dunn Kempf

Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.

A Shorthand Dictionary, Comprising a Complete Alphabetical Arrangement of All English Words, Written Without Vowels, Adapted to All Systems of Shortha

This collection explores monetary institutions linking Europe and the Americas in the seventeenth to nineteenth centuries.

Horizon Wars

In the war-torn land of Warrior Knights, the conflict is far from over. The new Crown and Glory expansion provides contenders to the throne with a multitude of new options, additions and variants. In this new expansion, a player can actually become King and attempt to prove that he has what it takes to retain the crown! It also includes Mission cards, new rules for mercenary Nobles, a new resource and much more.

Bibliotheca Americana Vetustissima

Dwarven miners attempt to bring the most riches to their clan by harvesting mithril and gems unearthed by a lava flow before the magma demon Magdar destroys them. A game of prospecting, claim-jumping, and greed.

Relicblade

Times are great for the Candyman. He's just re-opened his factory, sold millions of nut-covered chocolate logs and taught the world something about love. But too much is never enough. Now he's looking for a recruit from among his staff to pose as his arch nemesis, the Enemy Chocolatier. If you're good enough, that just might be you! Enemy Chocolatier is a Euro-style strategy game with colorful, modular boards and lots of back-stabbing and strategy!

Munchkin Cthulhu Cursed Demo

I Love My Tennis And Coffee Notebook Journal 120 College Ruled Pages 8.5 X 11 - This Journal Notebook is 8.5" X 11" And Contains 120 College Ruled Pages (60 Sheets)

Kobold Guide to Board Game Design

-- Captures the Santa Fe Railway, its operations, physical plant, and locomotives.-- Beautiful photography from the 1960s to 1990s from more than 90 contribution photographers-- Includes detailed equipment roster, maps, and single page mini-roster.-- No competing books on the Santa Fe.

I Love My Tennis and Coffee Notebook Journal 120 College Ruled Pages 8.5 X 11

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.

Wildlands: Map Pack 1

Portfolio of a Dragon

A two-player deck-building war game, pitting players against one another in the European theater of World War II. June, 1944. Through the D-Day landings, the Allies have seized a foothold on the beaches of Normandy. Now you must lead your troops forward as you push deeper into France and drive the German forces back. You will face intense resistance, machine gun fire, and mortar bombardment, but a great commander can turn the situation to their advantage! Undaunted:

Normandy is a deck-building game that places you and your opponent in command of American or German forces, fighting through a series of missions critical to the outcome of World War II. Use your cards to seize the initiative, bolster your forces, or control your troops on the battlefield. Strong leadership can turn the tide of battle in your favour, but reckless decisions could prove catastrophic, as every casualty you take removes a card from your deck. Take charge amidst the chaos of battle, holdfast in the face of opposition, and remain undaunted. Players:2 Ages:14+ Playing Time:45-60 minutes Contents: 108 cards, 18 large map tiles, dice, tokens, campaign booklet

Santa Fe Rails

Bethorm: The Plane of Tekumel RPG

Illustrated history of the history of nutrition in ancient Egypt.

Enemy Chocolatier

Once Upon a Time

The former German U-boat commander Herbert Werner navigates readers through the waters of World War II, recounting four years of the most significant and savage battles. By war's end, 28,000 out of 39,000 German sailors had disappeared beneath the waves.

Magdar

Lord of the Rings

Shadowrun Remains One Of The Most Beloved Gaming Settings Of All Time. The Cyberpunk-Crossed-With-Fantasy Setting Has A Wide And Enduring Appeal, And Anarchy Provides Rules For A New Style Of Play In This Great World. Storytelling Come To The Fore In This Book, Allowing Gamemasters And Players To Work Together To Craft A Fun, Fast-Moving Gaming Experience. Whether You'Re Brand New To Tabletop Role-Playing Or A Long-Time Shadowrun Player Just Looking For A Different Way To Enjoy Your Favorite Setting. Shadowrun: Anarchy Offers A Fun, Fantastic Storytelling Game.

Odyssey of the Dragonlords RPG

A sourcebook for the Shadowrun game system.

The Best of Board Wargaming

Deadly Deceits

Inspired by ideas of Phil Barker (of WRG fame), these rules were a tactical training game for the US Army for approximately twenty years. Written by Captains Dunn and Kempf, the rules aimed to accurately model potential battles between American forces in Europe and the Warsaw Pact. In addition to being fun to play, the game aimed to be worthwhile military training including: American and Warsaw Pact Tactics. Weapon capabilities and effects. Correct employment of indirect fire, such as artillery and mortars. Appropriate use of terrain. Defensive use of smoke. Creation of kill zones. This edition of the rules includes additional material that has emerged since the first edition. It is the Fort Leavenworth Combined Arms Training Center edition, plus the optional combat tables from the III Corps edition of the rules. These rules are published by the History of Wargaming Project as part of its work to document the development of professional wargaming.

Building Blocks of Tabletop Game Design

Stonehenge

Take Command! Ultimate Commander bridges the gap between hero-level small-group adventuring and large-scale battlefield action, bringing you a brand-new character class, the general! These great leaders are capable of wielding a squad of soldiers like a living weapon, trained in complex tactics and with extraordinary acumen on the battlefield. At the same time, they are fully integrated with the kingdom-building and mass combat rules introduced in Pathfinder Roleplaying Game Ultimate Campaign and expanded and enriched in Ultimate Rulership, Ultimate Battle, and Ultimate War from Legendary Games! Ultimate Commander includes an amazing array of class abilities and specialized stratagems, feats of command and leadership, and alternate favored class bonuses. It also brings you over a dozen archetypes for the general, from the criminal kingpin to radical revolutionary and the righteous redeemer to the marauding warbringer! It also presents the general's evil opposite, the hordelord, commanding a relentless zombie horde on their path of depravity! Whether your characters lead the armies of heaven or stand in the vanguard of villains, Ultimate Commander opens up a whole new route

to victory and conquest! Check out this 40-page supplement and Make Your Game Legendary!

The Complete Book of Wargames

Spacefaring humans and aliens conquer the lush planet Tekumel. Then a disaster casts the entire star system into a pocket dimension! Cut off for millennia, the survivors revert to savagery - while mastering the magic which operates in their new universe. Strange creatures prowl the wilderness. Mighty heroes battle in the arena. Underground chambers hold vast treasures. Pirates prowl the steaming seas. Automatons guard ancient technological wonders. Enemies plot the overthrow the Empire. Hostile aliens seek the destruction of Mankind. The Undying Wizards guard and manipulate the timeline. Nexus points open to the Demon Realms. And the Pariah Gods seek the end of existence itself! Powered by the skill-based Pocket Universe system, PCs can have almost any combination of abilities. Join a legion or hire your sword to the highest bidder. Become a sorcerer mastering ancient spells. Engage in foreign intrigue, seek adventure, study secrets of the ancient past Tekumel is a world of exotic adventure!

Red November

Part of Fantasy Flight's Silver Line of games, 'Red November', is a cooperative race against the clock as players assume the role of a gnome adventurer trapped inside a doomed submarine plagued by fires, floods, and reactor failures. As the gnomes move th

Ultimate Commander

Shadowrun Anarchy

Im getting a signal. Dalils voice crackled over the com. Were close. The navigator gazed into the darkness ahead, his face ghostly pale in the cold glow from the tabula in his hands.

Cluzzle

Starfinder Rpg - Near Space

Players- 2-4 Ages- 14+ Playing Time- 30-60 minutes Contents- Double-Sided Playing Board Travel into the further reaches of the Wildlands with this new set of maps. Introduce further wrinkles to your game via magical portals which help you rush around the map, or fissures which will slow your progress. Players will have to adapt to their new surroundings if they ever hope to get ahead. This map expansion for Wildlands adds a new double-sided board to the game, featuring new opportunities and obstacles, and can be used in conjunction with the faction expansions. This map pack requires a copy of Wildlands to play.

Complete Kobold Guide to Game Design

A volume of classification, interpretation, and analysis of Maya pottery using the type: variety-mode approach, exploring how communities in the region interacted through the lens of ceramic exchange.

Warrior Knights

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

Wargaming

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