

Warhammer Historical Legends Of The High Seas

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Blighted Empire - Clint Lee Werner 2013-07-23

Second novel in the Time of Legends: The Black Plague series The Black Plague spreads across the Empire, followed by a tide of monsters from legend: the skaven. In Altdorf, Emperor Boris's troops valiantly hold off the ratmen while the corrupt Emperor escapes to safety. In Middenheim, Graf Gunthar and his son Mandred defend their city against a horde of the vile invaders. And in Sylvania, the skaven find more than they had expected in the form of the necromancer Vanhal and his army of the dead... an army that gets larger as the plague worsens.

Sword of Caledor - William King 2013-12-10

Seminal fantasy author William King continues his Tyrion & Teclis high elf saga Tyrion - unparalleled swordsman and tactician. Teclis - greatest natural sorcerer of the age, his power rivalling that of fabled Caledor. Together these twins are the greatest high elf heroes to still walk the earth. Tyrion and Teclis venture into the deadly jungles of Lustria on a desperate hunt for the lost sword of Caledor Dragontamer, the fabled Sunfang. While they search for this ancient artefact, the dark elves continue their assault on Ulthuan, sending the deadly assassin Urian Poisonblade to kill the Everqueen. And in the Realm of Chaos, the Witch King Malekith makes a pact with another enemy of Tyrion and Teclis - the sinister daemon N'Kari.

Narwhals - Todd McLeish 2013-06-18

Among all the large whales on Earth, the most unusual and least studied is the narwhal, the northernmost whale on the planet and the one most threatened by global warming. Narwhals thrive in the fjords and inlets of northern Canada and Greenland. These elusive whales, whose long tusks were the stuff of medieval European myths and Inuit legends, are uniquely adapted to the Arctic ecosystem and are able to dive below thick sheets of ice to depths of up to 1,500 meters in search of their prey-halibut, cod, and squid. Join Todd McLeish as he travels high above the Arctic circle to meet: Teams of scientific researchers studying the narwhal's life cycle and the mysteries of its tusk Inuit storytellers and hunters Animals that share the narwhals' habitat: walrus, polar bears, bowhead and beluga whales, ivory gulls, and two kinds of seals McLeish consults logbooks kept by whalers and explorers and interviews folklorists and historians to tease out the relationship between the real narwhal and the mythical unicorn. In Colorado, he visits climatologists studying changes in the seasonal cycles of the Arctic ice. From a history of the trade in narwhal tusks to descriptions of narwhals' vocalizations as heard through hydrophones, *Narwhals* reveals the beauty and thrill of the narwhal and its habitat, and the threat it faces from a rapidly changing world. Watch the trailer:

http://www.youtube.com/watch?v=gHwaqdKyLCQ&list=UUge4MONgLFncQ1w1C_BnHcw&index=9&feature=plcp

Eaters of the Dead - Michael Crichton 2012-05-14

From the bestselling author of *Jurassic Park*, *Timeline*, and *Sphere* comes an epic tale of unspeakable horror. It is 922 A.D. The refined Arab courtier Ibn Fadlan is accompanying a party of Viking warriors back to their home. He is appalled by their customs—the gratuitous sexuality of their women, their disregard for cleanliness, and their cold-blooded sacrifices. As they enter the frozen, forbidden landscape of the North—where the day's length does not equal the night's, where after sunset the sky burns in streaks of color—Fadlan soon discovers that he has been unwillingly enlisted to combat the terrors in the night that come to slaughter the Vikings, the monsters of the mist that devour human flesh. But just how he will do it, Fadlan has no idea.

Wulfrik - C. L. Werner 2010

Wulfrik the Wanderer brings destruction and death everywhere he treads. Cursed by the Ruinous Powers, the champion must travel across the Old World and seek prizes to appease the forces of Chaos. But now dark forces plot against Wulfrik, and he must discover the enemy within or else his soul will be lost to the Dark Gods.

Thor - Graeme Davis 2013-09-20

In the stories of the ancient Vikings, Thor is a warrior without equal, who

wields his mighty hammer in battles against trolls, giants, and dragons. He is the god of storms and thunder, who rides to war in a chariot pulled by goats, and who is fated to fall in battle with the Midgard Serpent during Ragnarok, the end of all things. This book collects the greatest myths and legends of the thunder god, while also explaining their historical context and their place in the greater Norse mythology. It also covers the history of Thor as a legendary figure, how he was viewed by different cultures from the Romans to the Nazis, and how he endures today as a popular heroic figure.

A Secret Atlas - Michael A. Stackpole 2006

In a strange world in which talent can give birth to magic, the tormented dreams of one young woman affect the Royal Cartographer, sending him slowly mad and threatening to bring the nightmares that they share to life. Reprint.

Chosen Men - Mark Latham 2016-12-15

Chosen Men is a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars. The primary focus of the game is on soldiers and NCOs in light 'flank' companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. Although the game allows for the formation of accurately sized companies of light infantry and cavalry if you wish, these formations are broken down into small groups of up to a dozen men. For the most part, officers are not swashbuckling super-heroes, but staunch commanders who rally and direct their men to achieve the battlefield objectives. Although the game uses an alternating action turn sequence, officers can use their influence on multiple units at the same time in an effort to steal the initiative. With all rolls resolved using standard 6-sided dice, this game combines a classic wargaming feel with modern wargame mechanics.

Hero - R.A. Salvatore 2016-10-25

New York Times–bestselling series: The saga of one of fantasy's most beloved heroes reaches a sweeping, epic climax in this conclusion to the Homecoming trilogy Something akin to "peace" has come to the Underdark. The demon hordes have receded, and now the matron mothers argue over the fate of Drizzt Do'Urden. Even so, it becomes clear to one matriarch after another that while the renegade drow may come and go Menzoberranzan, the City of Spiders will crawl forever on. And so Drizzt is free to return to his home on the surface once again. Scores are settled as lives are cut short, yet other lives move on. For the lone drow there is only a single final quest: a search for peace, for family, for home—for the future. *Hero* is the third book in the Homecoming trilogy and the thirty-third book in the Legend of Drizzt series.

Neferata - Josh Reynolds 2013-01-01

The vampire queen Neferata plots to create a new empire. Neferata is a queen without a kingdom. Lahmia has fallen, her vampire children have scattered and she is reduced to draining blood from the beasts of the mountains. After a chance encounter with a party of dwarfs, she sets her sights on a capital for her new empire - the stronghold of Silver Pinnacle. She calls her allies to battle - but can she truly trust Ushoran, Lord of Masks, and his bestial Strigoi vampires?

The Price of the Stars - Debra Doyle 1992-10-15

Mageworlds Book One: The war with the Mageworlds is over. Now it's time for the real struggle to begin. Freebooter at heart, spacer by trade, Beka Rosselin-Metadi doesn't want to hear about her father whose rugged generalship held back the Mageworlds--or her highborn mother whose leadership has held the galaxy together ever since. Beka pilots spacecraft--as far from her famous family as possible, thanks very much. Then Beka's mother is assassinated on the Senate floor, and her father offers her Warhammer, prize ship from his own freebooting youth--if she'll use it to deliver the assassins to him "off the books." Looking for assassins has a tendency to make assassins look for you. In short order Beka's arranged her own very public death and adopted a new identity; now all she has to do is leave a trail of kidnappings and corpses across five star systems, and blow the roof off the strongest private fortress in

the Galaxy. If her own family can just get off her case long enough...! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Tyrion & Teclis - William King 2018-12-25

This omnibus tells the story of Tyrion and Teclis, saviours of high elf race and the heroes of Ulthuan. Tyrion and Teclis: the most legendary high elf heroes to roam the earth. Destined for greatness from birth, the twin brothers are as different as darkness and light. While Tyrion, a calculating tactician and unrivalled swordsman, inspires valour and fidelity in those around him, Teclis is the most powerful natural sorcerer of the age, harnessing a power that rivals even the mythic Caledor. Relive the twins' most gripping adventures - from their quest through the deadly jungles of Lustria in search of the fabled lost sword of Caledor, through to the blood-thirsty battle to save their homeland from the malevolent Witch King, Malekith. This collection of William King's Blood of Aenarion, Sword of Caledor and Bane of Malekith brims with rip-roaring adventure.

Hedonites of Slaanesh - 2019

Skin Medicine - Tim Curran 2009

An unspeakable evil is stalking the territory. Civil war veteran and bounty hunter Tyler Cabe, who is tracking a merciless murderer, must find a way to battle something beyond the imagination of living man. "Tim Curran goes hell-bent for leather in this supernatural thriller set in the Wild West, and he scores a big, bloody bullseye. Writing in the rich language of a Dark Angel on hell brewed whiskey, Curran gives us the scariest beasts ever to fork legs over a horse. Skin Medicine is a wild ride into the Dark Frontier." Randy Chandler Author of Bad Juju

A Fistful of Kung Fu - Andrea Sfiligoi 2014-02-20

A Fistful of Kung Fu brings the hyper-kinetic, bullet-spraying, demon-slaying, kung-fu-fighting action of Hong Kong movies and Asian cinema to the wargames tabletop. In a modern world walking a precarious line between the advances of next-generation technology and the tradition and mysticism of ancient cultures, Kung Fu schools face off in no-holds-barred tournaments, corporations hire agents and spies to steal each other's secrets, overworked SWAT teams respond to gunfights between feuding Triad and Yakuza clans, and ancient artefacts are sought by hopping vampires, demon sorcerers and cyborgs alike. Combining the gunfights of John Woo's Hard Boiled, the hand-to-hand combat of Enter the Dragon, the sheer mystical weirdness of Big Trouble in Little China, the wuxia action of Crouching Tiger Hidden Dragon, and everything in-between, A Fistful of Kung Fu is a skirmish wargame unlike any other.

Three Swords - C L Werner 2022-02-01

The Warriors Three must traverse space and time to save their realm from magical villainy, in this swashbuckling fantasy adventure from Marvel's Legends of Asgard While helping some rebels overthrow their tyrannical king, the Warriors Three meet an old mystic who claims to have been waiting for them. He describes to them the threat posed to Asgard by three sorcerous brothers, the Enchanters, who are each working to create an army to conquer Asgard. But the Enchanter's towers are scattered across time and space, and the Warriors Three will have to risk life and limb to stop these sorcerers before they can overthrow Odin's rule. But things are not quite as they seem, for in the shadows, someone is plotting against these heroes.

Rogue Stars - Andrea Sfiligoi 2016-12-15

Rogue Stars is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while hunted by an alien kill-team or hunt down a research vessel and fight zero-gravity boarding actions in the cold depths of space - whatever you can imagine, you can do.

The Wind from Faerie - Will Justus 2019-04-21

Kellan can only dream of a life without servitude, a life beyond the woods. And magic? That's just a legend. But after he discovers a book of magic in his master's library and begins to summon the power of wind, it becomes his obsession. When the emperor offers to test serfs for magical ability, it's everything Kellan could ask for: a chance for an education, a

chance to see the world, a chance for freedom. At the Lyceum, he finds not only that, but friends, enemies, and more danger than he bargained for. There, it doesn't take long for tales to form about Kellan the Fey. Can he become worthy of such renown? First, he must contend with the Wind from Faerie... Authors 4 Authors Content Rating This title has been rated 17+ appropriate for older teens and adults and contains: frequent intense violence frequent alcohol use strong language brief kissing For more information on our rating system, please, visit our Content Guide.

Outer Dark - Robbie MacNiven 2018-09-18

With tyrannid hive fleets approaching, the Carcharodons make a stand on the world of Piety V. If they can stop the xenos here, they will be able to end the menace before it begins. The Carcharodons' remit is an unenviable one - this Chapter of Space Marines plies the dark areas of space, endlessly hunting down the enemies of mankind. Living on the edge, with no fixed base of operations, they are creatures shaped by their environment, renowned for their ruthlessness and their brutality. With a fresh wave of tyrannid hive fleets approaching the galactic plane, the Carcharodons decide to use the world of Piety V as a bulwark. If they can stop the xenos here, they will be able to end the menace before it begins. But as they mobilise the planet's defenders and fight the tyrannids, the Carcharodons come to learn what the value of mankind truly is.

Tom Clancy's Splinter Cell: Firewall - James Swallow 2022-03-01

Legendary agent Sam Fisher teams up with a new NSA recruit - his own daughter - to save the world in this gripping new thriller from the renowned Tom Clancy's Splinter Cell® videogame universe Veteran Fourth Echelon agent Sam Fisher has a new mission recruiting and training the next generation of Splinter Cell operatives for the NSA's covert action division, including his daughter Sarah. But when a lethal assassin from Fisher's past returns from the dead on a mission of murder, father and daughter are thrust into a race against time as a sinister threat to global security is revealed. A dangerous cyberwarfare technology known as Gordian Sword - capable of crashing airliners, destroying computer networks and plunging entire cities into darkness - is being auctioned off to whichever rogue state makes the highest bid. Sam and Sarah must call on their very singular set of skills to neutralize Gordian Sword and stop the weapon falling into the wrong hands - at any cost...

The Song of Achilles - Madeline Miller 2012-04-12

SHORTLISTED FOR THE ORANGE PRIZE FOR FICTION 2012 Greece in the age of heroes. Patroclus, an awkward young prince, has been exiled to the court of King Peleus and his perfect son Achilles. Despite their differences, Achilles befriends the shamed prince, and as they grow into young men skilled in the arts of war and medicine, their bond blossoms into something deeper - despite the displeasure of Achilles's mother Thetis, a cruel sea goddess. But when word comes that Helen of Sparta has been kidnapped, Achilles must go to war in distant Troy and fulfill his destiny. Torn between love and fear for his friend, Patroclus goes with him, little knowing that the years that follow will test everything they hold dear.

Le Morte D'Arthur - Thomas Malory 2015-03-05

This brisk retelling of Le Morte D'Arthur highlights the narrative drive, humor, and poignancy of Sir Thomas Malory's original while updating his fifteenth-century English and selectively pruning over-elaborate passages that can try the patience of modern readers. The result is an adaptation that readers can enjoy as a fresh approach to Malory's sprawling masterpiece. The book's most famous episodes--the sword in the stone, the cataclysmic final battle--are all here, while lesser-known key episodes stand forth with new brightness and clarity. The text is accompanied by an up-to-date bibliography, including websites and video resources, and a descriptive index keyed--like the retelling itself--to the book and chapter divisions of William Caxton's first printed edition of 1485.

7th Sea Pirate Nations - John Wick Presents 2017-04-15

Piracy on the Seven Seas has reached a fever pitch. The black flag poses a constant danger for merchants and navies, as unscrupulous brigands seek their fortunes. But there are more dangers afoot than pirates: beasts lurking under the waves, rumors of haunted and immortal ghost ships...and the demon named "Reis." This book contains material for 7th Sea: Second Edition including new Backgrounds, Advantages, Stories and Sorceries. It also includes five new Pirate Nations: Numa, the land where legends were born and never left. La Bucca, the once-prison island turned headquarters for international intrigue. The Atabean Islands, where the ghosts of Rahuri ancestors sail alongside native peoples. Aragosta, home of the Brotherhood of the Coast and a pirate paradise. Jaragua, self-liberated slave colony and home of a new Sorcery called

Kap Sevi. Pirate Nations also includes new setting materials for 7th Sea featuring the Devil Jonah, the dreaded Reis and Theah's first multinational, the Atabeau Trading Company. There be adventure aplenty in these lands, more than any one crew can hope to see in a lifetime.

The End Times - Guy Haley 2015-04

The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. But for Queek Headtaker, the only destiny that matters is his own, as he plans his final assault on Karak Eight Peaks. In the depths of that ancient city, two rival kings - the goblin Skarsnik and the dwarf Belegar - prepare to meet the onslaught. And in Karaz-a-Karak, High King Thorgrim Grudgebearer presides over what he knows, in his heart, is the end of the dwarf empire. The Horned Rat rises and nothing will ever be the same...

Gurps Vikings - Graeme Davis 2018-10-25

"From the fury of the Norsemen, oh Lord, deliver us!" So prayed the Irish monks. To the victims of a Viking raid, the Norsemen were bearded giants with bloody axes. But the Viking was much more - a skilled navigator, a brave explorer, a hard-working trader. A dreamer whose songs and stories live even today. And a Viking was a free man - a man to whom honor and reputation were more important than life itself. Vikings is a complete guide to the Norse world, including maps, historical background, and details on society and religion. You can game any sort of Viking campaign, from fully realistic to magical and cinematic. Create a historical campaign, with sea battles, duels and bloody raids - or become a legendary berserker for mythic adventures with Thor and Odin!

Broken Legions - Mark Latham 2016-08-25

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.

The High King - Lloyd Alexander 2014-12-01

In this thrilling climax of the classic fantasy *The Chronicles of Prydain*, Death Lord Arawn has stolen the black sword Dyrnwyn, the most powerful weapon in the kingdom. At the request of Prince Gwydion, Taran rallies friends both old and new to raise an army to march against Arawn's terrible warriors. Together, they must battle through a frozen wasteland to Mount Dragon, where a deadly confrontation awaits and Taran's true destiny will at last be fulfilled. "Lloyd Alexander is the true High King of fantasy." - Garth Nix Winner of the Newbery Medal 1969

The Fellowship Of The Ring - J.R.R. Tolkien 2012-02-15

Begin your journey into Middle-earth... The inspiration for the upcoming original series on Prime Video, *The Lord of the Rings: The Rings of Power*. The Fellowship of the Ring is the first part of J.R.R. Tolkien's epic adventure *The Lord of the Rings*. One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them. Sauron, the Dark Lord, has gathered to him all the Rings of Power—the means by which he intends to rule Middle-earth. All he lacks in his plans for dominion is the One Ring—the ring that rules them all—which has fallen into the hands of the hobbit, Bilbo Baggins. In a sleepy village in the Shire, young Frodo Baggins finds himself faced with an immense task, as his elderly cousin Bilbo entrusts the Ring to his care. Frodo must leave his home and make a perilous journey across Middle-earth to the Cracks of Doom, there to destroy the Ring and foil the Dark Lord in his evil purpose.

Warlords of Erehwon - 2019

Shadowbreed - David Ferring 2002

Watch Dogs Legion: Day Zero - James Swallow 2020-10-13

A secretive resistance movement is the last line of defense in this heart-pounding prequel to 2020's most-anticipated video game release, Ubisoft's *Watch Dogs: Legion*. Bike messenger and wannabe troublemaker Olly Soames is the newest recruit to DedSec's Resistance movement, but when a stranger is shot dead in front of him, he realizes that danger is closer than he thinks... Sarah Lincoln is an aggressive young politician with questionable methods and big ambitions, and when a string of murders unfolds in her borough, it may be the opportunity she has been looking for to make a name for herself... Ex-MMA fighter turned leg-breaker Ro Hayes is in deep with the vicious Clan Kelley, the most brutal organized crime firm in the city's underworld, and her survival rests on uncovering a dead man's secrets... And for Danny, Ro's estranged brother and former soldier, his new career with private military contractor Albion is leading him down a very dark path, toward choices he may never be able to take back... Four lives are drawn into a murderous conspiracy that threatens to destroy DedSec and plunge the city of London into chaos. Something very bad is going down in London town...

Sword of Ruyn - R. G. Long 2018-02-16

The lone survivor of a horrible shipwreck, Ealrin may be destined for greatness. He just can't remember who he is. Cared for by the grizzled general Holve, he discovers that Ruyn is a continent plummeting towards genocide. Holve's country thrives on the coexistence of elves, dwarves, and men, but rumors and bigotry push the land toward bloodshed. Drawn into the conflict, Ealrin meets Blume, a teenage girl struggling to hold onto the peace she's always known. But her family hides a secret that could change the tides of battle. Will Ealrin choose to find the past he lost? Or will he prevent the annihilation of Ruyn? This book was originally published as "Wayward, The Sword Chronicles Vol 1".

Foundry Miniatures Compendium - Paul Sawyer 2008

This book is packed with rules, painting advice and ideas for making great-looking terrain. It will appeal to anyone interested in playing games such as exploration in *Darkest Africa*, fighting for survival and glory in Rome's gladiatorial arenas and plundering the West African coast with your band of cutthroat pirates.

returncharacterreturncharacterOver the past twenty years or so, Foundry has published many articles on different subjects in many different magazines, some of which you may have seen but most of which I am sure you haven't. returncharacterreturncharacterOur guest Editor, Paul Sawyer, has sifted through those articles and has pulled a selection of them together in a nicely balanced book, themed to concentrate on *Pirates and Darkest Africa*, but covering other historical periods too; Aztecs, Gladiators, Greeks and Romans. returncharacterreturncharacterSo, if you want some simple fun rules to play, some ideas on terrain making and painting then this book is for you. Enjoy.returncharacterreturncharacter returncharacterreturncharacter REVIEWS returncharacterreturncharacter...absolutely stunning...another great book to add to anyone's collection. IPMS, 01/2009

The Wargaming Compendium - Henry Hyde 2013-08-19

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.

Of Gods and Mortals - Andrea Sfiligoi 2013-10-20

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.

Bolt Action: Germany Strikes! - Warlord Games 2015-07-20

In 1939, Germany shattered the peace of Europe with a lightning-fast strike against Poland. The next year, it captured Denmark and Norway, before launching its famous Blitzkrieg against France, Belgium and The Netherlands. In less than two years of fighting, Nazi Germany became the master of mainland Europe. This new Theatre Book for Bolt Action allows players to command armies of German tanks driving across the continent or to lead the desperate defense of the outgunned Allied armies. New scenarios, special rules and units give players everything they need to recreate the devastating battles and campaigns of the early war in Europe, including the fall of Poland, the breaking of the Maginot Line and the dramatic retreat to Dunkirk.

War and Conquest - Rob Broom 2012-06

Become a great commander from history and shape destiny! Taking an army of model soldiers, you can recreate a famous battle, or simply enjoy a relaxing game with friends across the tabletop.

Blackbeard's Last Fight - Angus Konstam 2013-06-20

In April 1713 the War of the Spanish Succession came to an end. During the conflict hundreds of privateers - licenced pirates - preyed on enemy shipping throughout the Caribbean. These privateers now found themselves out of a job, and many turned to piracy. One of them was Edward Teach - more popularly known as "Blackbeard". He joined the pirates in New Providence (now Nassau) in the Bahamas, and by early 1717 he had become a pirate captain. From then on he caused havoc off the North American seaboard, in the West Indies and off Honduras, before appearing off Charleston, South Carolina in May 1718. He blockaded this major port for a week, an act that made Blackbeard the most notorious pirate of his day.

Guardians of the Forest - Graham McNeill 2005

A human knight is plunged into a strange, mystic realm when he joins forces with wood elves who are fighting to defend their forest homeland from marauding beastmen. As the forces of magic run wild, can wood elves and humans put aside their differences for long enough to defeat the evil forces of Chaos?

Legends of the High Seas - Tim Kulinski 2008