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With this latest supplement for Bolt Action, players now have all the information they need to field the varied military forces of the United States of America. Entering the war after the attack on Pearl Harbor, the United States immediately went to war on several fronts. In Europe and Africa, the Americans battled against the Germans and Italians, while in the Pacific the men of the Army and Marines faced the forces of Imperial Japan. This book allows players to choose from dozens of different troop types including Sherman tanks, Marine raiders, and paratroopers, and build a US force to fight in any theatre of the war. BattleTech celebrates its tenth anniversary with the BattleTech Compendium: the Rules of Warfare, the ultimate guide to combat in the 31st century. All the rules needed to simulate exciting conflicts between BattleMechs, vehicles, and infantry are included, revising and streamlining material from BattleTech, 3rd Edition, CityTech, 2nd Edition, and the original BattleTech Compendium. The Rules of Warfare also contains a concise history of the BattleTech universe and its movers and shakers, several new BattleMech and OmniTech designs, rules for miniatures play, and full-color illustrations. The definitive guide to playing a

character in Arcanis, a must have for every fan of Arcanis: the World of Shattered Empires and every player of Living Arcanis. All facets of being a Player Character are covered: Race, nationality, class, religion, magic, feat and skills. Includes more than 30 classes, 12 races, 100 feats, expanded rules for the Val, Dark Kin and Ss'ressen races (races distinct to Arcanis) Also includes detailed information on the Arcanis Pantheon, a prime area of distinction from other campaigns. The reader's choices determine the outcome of a young samurai student's battle with ninja warriors. *Zombie Smackdown* is a supplement for the *All Flesh Must Be Eaten* RPG. Features: Expanded rules for high-flying, bone-crunching wrestling action, including how to use Heat to pull off dramatic turn of events; Zombie Cast Member creation for wrestling mayhem; New Character Types and zombie aspects to drop kick any face or heel; backgrounds on four different styles of wrestling and the weapons you can but aren't supposed to use in the ring; details on combining different wrestling styles; Deadworlds featuring different wrestling styles and special Archetypes for each; and more! *Fields of Blood: The Book of War* provides everything you need to rule a nation, raise an army, and assault your enemies on the battlefield. With rules governing anything from small keeps to vast nations, your character can now be a hero both in the dungeon and on the battlefield. Features: A complete set of detailed wargame rules based on the d20 system mechanic to resolve combat at any scale; rules for leading troops, from a small squad of men to an army of thousands; rules for governing, from the cost of building and maintaining a small keep, to taxing a nation of millions; rules for NPC nations allowing GMs to run several dozen opposing realms at a time; leadership rules for every class, using your character's strengths to lead an army; rules for using miniatures, or tracking the battles on a simple map; new prestige classes for every character type, designed for use with this system; and more! *Burning Summer* is an adventure for the Lankhmar setting of *RuneQuest*, based on Fritz Leiber's classic adventures. As the unnatural heat rises to unprecedented levels and drought seizes the land, the heroes find shelter and intrigue in the hot, musty shadows of the city... *The Lostfinders Guide To Mire End* is the first in a series of 'Lostfinders Guides' for the critically acclaimed *a/state* roleplaying game. Each sourcebook concentrates on a particular burgh, giving vastly expanded information, maps, locales, people and adventure ideas. *The Lostfinders Guide To Mire End* features a host of new NPCs, background essays, a full map of Mire End as well as loads of adventure nuggets designed to guide your game group through this dark and edgy world. Delving deeper into the weird world of *Konflikt '47*, this supplement presents a range of new material for the game, including: - New units: Options for troops and technology that can be added to the armies presented in the rulebook. -

Special characters: Field the best of the best, elite men and women who may singlehandedly be the crucial element between victory and defeat. - New background: The history of the world of Konflikt '47 is detailed in more depth. - New rules: All-new means of waging war, including material previously published online. In the year 3050 the mysterious invaders known as the Clans struck without warning from beyond known space. Their advanced 'Mechs destroyed all opposition and captured planet after planet. Now the Clans' secrets are revealed in Field Manual: Warden Clans. The second of two volumes on the Clans, this BattleTech sourcebook describes the seven most noble Clans: Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven, and Steel Viper. Each Clans tactics, uniforms and battle histories are described in detail, along with new Clan 'Mechs and equipment. Each of the world's 192 nations is surveyed and mapped in detail, including full coverage of the world's newest nations. Maps are accompanied by an analysis of each country's political, historical, and demographic geography. Fantasirollespil. An enormous asteroid is on a collision course with Earth. Its impact will obliterate every one and everything on the planet, leaving the world a spinning, desolate husk. Some have known about the Doomsday Asteroid for sometime now. In fact, as a member of Odyssey Prime - a clandestine project created to prolong human life - it's your job to save humanity from extinction. Fortunately, Odyssey Prime has constructed mysterious portal devices. With them, your Odyssey teams can search for a final evacuation of the world and its inhabitants. At the same time, your Dam Con teams have to keep a lid on things at home. Odyssey Prime is strictly need-to-know. Panic in the streets only makes a nearly impossible job that much tougher! Odyssey Prime is a d20 Modern campaign setting of interdimensional/planetary adventures with the survival of the human race in the balance. It is a meta-game allowing seamless integration of any published setting, or any world of your own creation. The Odyssey Prime Corebook includes: a detailed background and history for the Odyssey Prime world; two campaign style choices: modern-day conspiracy and intrigue or high-tech dimensional exploration; detailed character information and new advanced classes; new skills and feats; new weapons, equipment, and vehicles; new rules to be used in any d20 Modern game, including a dramatic roll and alternate award systems; numerous adventure seeds, suggested worlds to explore, and a ready-to-run mission to get players started; and conversion notes to play Odyssey Prime using the Unisystem. A BattleTech and MechWarrior supplement describing the mercenary way of life. The adventurers wake up in the hold of a ship at sea, only to discover they've been press-ganged into a crew of scoundrels, thieves, and buccaneers from the pirate isles of the Shackles. When they're

assigned to a captured ship as part of a skeleton crew, the adventurers finally have a chance to stage a mutiny, but a sudden storm strands them on an isolated island inhabited by strange monsters? Can the adventurers survive the dangers of the island to overthrow their cruel captors and take control of their own destinies? Will they become feared pirates with their own ship, or will they meet their ends in a watery grave? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume launches the Skull & Shackles Adventure Path. This volume of Pathfinder Adventure Path also features details on the faith of Besmara, goddess of piracy, as well as details on the life of pirates adding new rules and insights useable throughout this high-seas campaign. New monsters from the depths of the sea and exotic islands also fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) pens a tale of pirates and lost treasures in the Pathfinder's Journal. Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures. Baggrundshistorier for rock'n'roll-scenen år 2013 The Free Worlds League (FWL) field manual provides an extensive survey of House Marik's Free Worlds League, one of the major Inner Sphere military powers. The manual includes a full military history of the rebellion-riddled confederation, from the Succession Wars to the Andurien Civil War and beyond, and profiles of every League regiment, including the elite Marik Guard and the chivalrous Knights of the Inner Sphere. Also included are color renderings of FWL uniforms and insignia and special rules for new, exclusive League weapons and BattleMechs.

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