

No Plan Survives Contact (Adventures Of The Starship Satori Book 4)

Incredible but True Stories of Confronting Death and Emerging Victorious
The rock climber who cut off his own arm with a penknife. The hiker who fought off a mountain lion. Passengers who survive the crash of a bush plane in Alaska. We read headlines we sometimes find hard to believe, yet there are on record dozens of such events. Here is a collection of tales from everyday people who faced terrible odds, accidents, extreme weather, wild animals, or severe injury, many describing how they entered another state of consciousness – an “adrenaline high” – to He came. He saw. He stole the freakin’ Merlin. In the wake of the troglodan attack on Earth, fledgling Knight Nate Arturi and his unruly crew venture into Alliance space in pursuit of the mysterious Black Knight. The mission couldn’t be more simple. Find the Black Knight, recover the Beacon, and save the Merlin. But simple isn’t always easy, and the title of Excalibur Knight isn’t what it once was. Arriving in Alliance space, Nate and fellow Knight Ivera quickly find themselves caught in a deadly web of political ambition with ooperian assassins haunting their every move. But to complete their mission, they’ll have to go renegade and forfeit everything. Can two rogue Knights stop the rising tides of galactic war? Earth. A world untouched by magic, or so its people believe. Gavin’s unexpected return shatters that belief, throwing the world into panic. And all Gavin wants is to return to Drakmoor. Will he succeed? Read now to find out!

‘Jon Levy is what happens when you mix a behavioral scientist like Robert Claidini with Indiana Jones.’—Lewis Howes, New York Times bestselling author of The School of Greatness
Jon Levy used to be a nerd. Now, he runs with the bulls in Pamplona, battles Kiefer Sutherland in Jenga, and crashes million-dollar weddings. How did he do it? The E.P.I.C. Model of Adventure, a breakthrough four-step process (Establish, Push Boundaries, Increase, Continue) for building the perfect adventure, from picking the right team, to choosing the right mission, and taking the brilliance of Timothy Ferriss’s The 4-Hour Work Week, and the geeky enthusiasm of a TED Talk, this book is your ticket to the next level. You’ll learn plenty, but the first lesson is easy: nothing good happens after 2 AM—except the most EPIC experiences of our lives

Book 3 of the Empire of Bones Saga

Once Bitten

Command Decisions
Space Adventure, Alien Contact, and Military Science Fiction
Book 4 of the Humanity Unlimited Saga
An Arthurian Space Opera Adventure

The crew races against time to learn more about the deadly Naga, an enigmatic race of alien predators who will stop at nothing to find the starship Satori. A risky mission is put together: a return to the dead world where they first encountered the Naga. There the crew will try to wrest the information they so desperately need directly from the satellite defenses the aliens placed to blockade the planet. It should be a simple scouting run. They'll be in and out before the Naga have any idea they are even there. But no plan survives contact with the enemy.

Adventure is always escapist and often utopian, yet we find solidarity with others and Kafkaesque existential rabbit holes within the words we use to celebrate high-flying escapades. Even when adventures are small in the cosmic scope, the terminology of thrilling exploits promotes a false sense of contradictions and insights through more than five hundred terms, from A-OK to zoom. Semanticsian Joshua Glenn sourced terms from Shakespeare, military and biker jargon, hip hop and surfer slang, survivalist and gamer subcultures, comic books, and beyond to ask questions about meaning and selfhood. This diverting survey, paired with copious illustrations by the acclaimed cartoonist Seth, is introduced by Mark Kingwell in a thought-provoking essay. The Adventurer's Glossary extends the entertaining and incisive critique found in the trio's previous books. The Idler's Glossary and The Wage Slave's Glossary. This third instalment turns its lens to the language of risk, excitement, and journeying into the unknown, taking readers on their own semantic adventure.

David Herriot served almost 40 years in the Royal Air Force as a navigator, first on the Buccaneer S2 and subsequently on the Tornado GR1. This volume recounts his early career operating the Buccaneer on three operational flying tours plus a tour as an instructor on the Operational Conversion Unit. With almost 2500 hours on an aircraft that was operated at high-speed, in all weathers and at ultra low-level, his task in the rear seat was a demanding one. But Herriot was more than just the guy in the back of a Buccaneer: he was, quite routinely, and often to the exasperation of his seniors, the life and soul of any party that was taking place either at home base or when overseas defending the flanks of NATO. This is an epic adventure for the aviation enthusiast, particularly those with affection for the Blackburn Buccaneer, and is one that provides a great deal more than the usual introduction to a specific aircraft type and the people who flew it. Here the reader will find an absolute insight into life on a fast jet squadron, at work and mischievous play during the Cold War and they will be introduced to some of the modern Royal Air Forces greatest characters.

Jackson "Jax" Caruso inherited a ship from his parents. They're dead, they don't need it. The unification wars happened a while ago. Jax's parent's fought for the losing side. Now he takes the jobs he can get: smuggling, bounty hunting, hauling cargo. If it pays, he'll do it. When Jax is approached with a job that seems too good to be true, he should have known better, he should have walked. He didn't. Now he and a few friends are in it deep: Imperial entanglements are the least of their concerns with organized crime on their tails. Will Jax and his friends finish the job without getting caught, or killed? Only one way to find out! Get your copy today! Space opera, LGBTQ soffi, sci-fi action adventure, science fiction, space adventure, galactic empire, lgbt, space opera adult, space opera series, military science fiction, scifi adventure, space opera book, science fiction adventure, space western, science fiction, action, scifi, galactic empire

Nehemiaspace
The 2 AM Principle
Shuffling the Deck: The Knutpunkt 2018 Color Printed Companion
Never Give Up
Discover the Science of Adventure
The Commodore
Janine

Three complete novels from the Jade Ihara Adventures series by USA Today Bestselling Author David Wood and Sean Ellis! ORACLE Sometimes, knowing the future is not enough... For more than a millennium, the Oracle of Delphi guided kings and conquerors with stunningly accurate visions of the future. But, with the rise of a new God, the Oracle faded from memory. Now, the power of the Oracle is about to change the world once more. While excavating a previously uncharted passage beneath the ancient city of Teotihuacan, archaeologist Jade Ihara makes a startling discovery: enormous stone spheres, arranged to resemble a model of the solar system, slowly orbiting a golden sun. Even more fantastic, when Jade attempts to move one of the spheres, she catches a glimpse of the future...a premonition that will save her life and launch her into a desperate race to unlock the mysterious secret of the oracular orbs. Jade is accompanied by her old friend, former Navy SEAL Pete "Professor" Chapman, and pursued by a relentless secret society intent on burying the secret of the Oracle forever. Return to the world of the Dane Maddock Adventures in the first book of a thrilling new series, as Jade crosses the globe in pursuit of the secret of the Oracle. CHANGEILING

You can't always recognize the face of your enemy. Two thousand years ago, the legendary mathematical genius Archimedes was poised on the brink of the greatest discovery in human history when his life was brutally snuffed out. His murder has never been explained. While investigating the strange Paracas skulls—believed by some to be the remains of extraterrestrial explorers—archaeologist Jade Ihara receives an unexpected visit from an old foe seeking her help against entities he calls “Changelings” and their plot to manufacture a false chapter of human history. Hounded by radical extremists led by Atash Shah—a man bent on becoming the Mahdi prophesied to unite the Islamic world—and haunted by the faceless puppetmasters who secretly control the world, Jade must follow the trail of clues to uncover a deadly truth that has been erased from history. Can she solve the mystery of Archimedes’ murder, or will she become the next victim of the conspiracy to hide the truth? EXILE Jade Ihara is caught in a centuries old power struggle between a slave cult who believes she might be the incarnation of the goddess of liberty, and a secret cabal with plans for world domination. Can she unravel the mystery of the Cult of Veritas and find their sacred relics before it's too late? David Wood and Sean Ellis deliver another action-packed thriller that will keep you on the edge of your seat! Fans of Indiana Jones, Tomb Raider, Rogue Angel, and Dane Maddock will love Exile! Praise for David Wood and Sean Ellis “I'll admit it. I am totally exhausted after finishing the latest Jade Ihara page-turner by David Wood and Sean Ellis. What an adventure! I kept asking myself how the co-authors came up with all this fantastic stuff. This is a great read that provides lots of action, and thoughtful insight as well, into strange realms that are sometimes best left unexplored.” Paul Kemprecoos, author of Cool Blue Tomb and The NUMA Files “Dane and Bones... Together they're unstoppable. Rip-roaring action from start to finish. Wit and humor throughout. Just one question – how soon can we see the next one? Because I can't wait.” Graham Brown, author of Shadows of the Midnight Sun “Ellis and Wood are a partnership forged in the fires of Hell. Books don't burn hotter than this!”– Steven Saville, author of the Ogmios thrillers

It's Not Easy Being Green follows Dick Strawbridge and his family as they leave their comfortable home in the Midlands to tackle a remarkable self-sufficiency project – New House Farm in Cornwall. Their main objective is to have as little negative impact on the planet as possible by producing no waste and removing their dependency upon fossil fuels – all without compromising on their comfortable, modern 21st-century lifestyles. It's a laudable aim, but they are definitely not eco-warriors! With his hands-on, flamboyant approach, Dick offers practical tips on everything, from constructing water wheels, gadgets and greenhouses, to the trials of living with animals and knocking up 'proper' wholesome food. Packed with information about the cost of power, sourcing building materials, taking up permaculture and finding transport alternatives, It's Not Easy Being Green highlights the small steps that can change your life and is a simple, inspirational guide for everyone considering the path to green living.

The universe can be savage, but these heroes won't go down without a fight. Seven full-length novels by bestselling authors that explore the far reaches of the universe, the limits of the human mind, and the divide between man and machine. Aliens, AI, and post-apocalyptic adventure—you'll find them all among the Savage Stars. Download this collection of series starters today! About the Books: Starship Making by C. Gockel On an icy, barren world, a starship dreams of doom.Her nightmares will force an alien race to make contact with the most unlikely of heroes—GT9, a pleasure 'bot struggling to find purpose, and Volka, a lonely mutant on a repressive homeworld. The galaxy will be shaken to its core. The starship is waking. Ekin Ex Machina by G. S. Jensenen When man and machine are one and the same, death is no longer an inevitability. Though Nika Tescarav has lived many lives, she no longer remembers them. But if whoever erased her past did so to silence her, they've failed. Enter a world of technological wonders, exotic alien life, captivating worlds—and a dark secret that will shatter it all. Crystalline Space by A. K. DuBoff Elle and a team of companions with magically enhanced abilities embark on an interstellar quest to stop an alien invasion. If Elle and her friends can't stop the Darkness corrupting the crystalline network connecting the planets, their worlds and loved ones will be lost in shadow forever. Star Nomad by Lindsay Buroker The Alliance has toppled the tyrannical empire. It should be a time for celebration, but not for fighter pilot Captain Alisa Marchenko. After barely surviving a crash in the final battle for freedom, she's stranded on a dustball of a planet, billions of miles from her young daughter. She has no money or resources, and there are no transports heading to Perun, her former home and the last imperial stronghold. The Legacy Human by Susan Kaye Quinn What would you give to live forever? Elijah wants to become an ascender, a human/machine hybrid, but it's forbidden for legacy humans like him. When he's sponsored for the creative Olympics, he could win everything, including ascendance... or lose it all playing the ascenders' Games. Bypass Gemini by Joseph Lallo Lex was the next great horseless pilot until a fixed race got him banned. Now a freelance delivery boy, life couldn't get any worse. Then a mysterious suitcase got him mixed up with mobsters, a megacorp, and a mad scientist. Now he must solve the mystery or die trying. The

concordia Desception by J. J. Green After spending 184 years in suspended animation, scientist Carriad begins a new life in a remote space colony. On a planet rife with intrigue, betrayal, and alien threats, can she fight to preserve humanity's future in the stars? It took three weeks to destroy civilization. It won't be rebuilt in a day. A year after the outbreak, a sharp winter is followed by a sudden thaw. Spring has come early to Nova Scotia, bringing new hope. For the thirteen thousand survivors who've found sanctuary in northern Canada, and for the first time since the apocalypse, extinction isn't imminent. But it looms large in the near future, a legacy of the nuclear war that destroyed civilization. As the weather improves, some survivors quit the small community. Even more plan their departure. The old-world supplies of food, oil, and ammunition have been consumed. More will have to be grown, drilled, and made. Medicine, paper, clothes: in a few years there will be none left to salvage. If it can't be manufactured, it will have to be forgone. What knowledge can't be preserved will be lost. Humanity's future appears bleak unless more people can be found. Hoping there is some truth in the rumours of a redoubt in Vancouver, an expedition to the Pacific is launched. The journey will be perilous as North America was ground zero for the outbreak, and for the nuclear war. Set in Canada and beyond, as survivors from the Atlantic and Pacific meet. Please note: this book features places and events, and heroes and villains from Life Goes On Books 1-3, the saga of survivors in the Pacific.

The Easy Way Is Always Mined
Savage Stars
Science-Fiction Combined-Arms Wargaming

A Clayton T. Porter Adventure

The Adventures and Misadventures of a Young Veterinary Surgeon

Horizon Wars

A Captivating Story of an Exceptional Lady

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.

Twenty remarkable stories. Twenty award winning & bestselling authors. One incredible science fiction collection to awaken your mind to infinite possibilities. Aliens, snipers, warships, royalty, intrigue. Battles fought with railguns, plasma beams, and blasters--with words--or even only within the mind. The universe is expanding, and these are its fantastic stories, beyond our understanding, beyond time and space itself. What we do know should terrify us--and what we don't know can kill us. Yet human courage will take us beyond our limits--far beyond in deep space. Maybe even closer to home where the boundaries exist only in our minds. More than 500 action-packed pages of never-a-dull-moment entertainment! When you discover we're not alone in the universe, will you be prepared? Grab your copy of The Expanding Universe Volume 4 today.Information War by Craig Martelle- The first casualty, when war comes, is the truth. Checkmate by Jonathan P. Brazee- Winning is everything, especially in war. Breaker by David VanDyke- When the most notorious freedom fighter in human space is captured, his mission is over. Or is it? Endpoint by Michael Campling- One mission will make or break Sergeant John Chapman's career: it's just a damned shame nobody told the enemy. Unexpected Bounty by Terry Mixon- Zag the bounty hunter just wanted a beer. The universe had a different plan.Messenger by Yudhanjaya Wijeratne & R.R. Viridi- Am I a man dreaming that I am a machine, or a machine dreaming of being a man?Duty by Bill Patterson- The greatest problem with doing one's duty sometimes is deciding exactly when one's duty lies.The Burden of Honor by Kevin McLaughlin- Sir Drake returns home to rally his people against an ancient enemy. But threats far closer threaten to turn his mission to ashes before he can even begin.The Spike by Nathan Mutch- When John McCormack emerges from the alien wreckage, only he knows what he leaves behind--and what he has brought with him.Lights Out by Kayelle Allen- He can save mankind. After he does one important thing. Die.Darkened Skies: Chancianr 3 by Drew Avera- Thrust into a life or death situation, the next decision Tawny makes could cost her everything.Skin Suits by Justin Bell- Centuries after Earth's destruction, a descendent of the ancient planet makes one last attempt to rediscover his heritage, but when an insightful alien army stands in his way, his quest to find out who he was may just end the man he is.Daughters of Ayor by David R. Bernstein- The SalvationOne's mission was to find a new home for a dying civilization, but a massive solar flare slowly kills all but one crew member. One Last Battle by Timothy Ellis- The Yorktown Recon fleet is scouting the Cuba system in Earth sector, at the beginning of the last big sector war. A broken fighter pilot makes a choice, without knowing living or dying has consequences to the future.Tuesday by Lyn Forester- A gambler. A prostitute. An orphan. On a toxic planet where people live in stacked cities, segregated by social status, a lot can happen in one day.Mothers by C.M. Simpson- No warrior is so fierce as a mother with young; and, when mothers band together, enemies need beware.Alaska's Vengeance by J. L. Stowers- It should have been a simple rescue mission, but when an enemy vessel packing heat and a major grudge intercepts the warship Alaska's Vengeance, it's up to Captain Dani Devereaux and her crew to outsmart and outlast their ruthless adversary.Sycorax by Jenetta Penner- An arrogant black market space trader, a broken down ship with an attitude, and a beautiful girl trapped on a deserted space station. What could go wrong? Probably everything.Warp Three by David J. VanBergen Jr.- Even the best pilot in the galaxy can have a bad day when traveling at three hundred times the speed of light.A Little Surprise by P R Adams- No plan survives

first contact with the enemy. She must betray his trust to achieve her mission. But fooling an alien warrior comes with a price. A guest of the Lathar, Jane hasn't forgotten she's a hard as nails marine. Tasked with finding a way to beat the technologically-advanced aliens, she needs to find answers for her superiors... before they ever want the alien the nukes and doom the human race. Just one problem. A scarily-sexy alpha male alien warrior with long hair and a sexy growl. He wants her for his mate and time is running out. Both to get the intel she needs, and to stay out of his bed. Because once he gets her there, she knows she'll never want to leave... A beautiful stowaway is the last thing he needs, but everything he's ever wanted. Karryl has wanted Jane from the moment he saw her. The human soldier is feisty and dangerous, everything he wants in a female. He knows she desires him, but she resists his claim. Called away on a mission into a dangerous part of space, an unexpected stowaway puts a crimp in his plans. Ego says she followed him, sense says she's a spy. He'll finish his mission and get her back to the safety of Lathar Prime. He'll make her body burn in his bed, get the truth out of her... and claim her as his mate. But no plan survives contact with the enemy. They must contend with a crash landing, a case of amnesia, and an enemy who think it would be better if Karryl took a long walk out of a short airlock... Keywords: alien mate romance, alien romance, space books for adults, scfi, scfi books, scfi romance, scfi fi adventure, scfi fi series, space marine, alien warrior, Alpha Male

Nothing is ever easy... Tensions rise as the Coalition pursues its war of conquest. Who will be their next target? The Provisional Parliament in the old Commonwealth sinks deeper into fascism as people flee their worlds in droves. Those fleeing head straight for Beta Magellan. Only time will tell when Cole must face the next major choice: get involved in the war or let it pass him and Beta Magellan by. Which will he choose? Read Now to find out!

My Life in the Wild

Home Sweet Home

The Black Knight

A Supernatural Action Adventure Opera

The Jane Barnaby Adventures Box Set

Introduction to War Theory

Blood of Patriots

Fluxfall Horizon is a parallel Earths tabletop roleplaying game. Players play as "lancers," who are from the late 24th century. For reasons all their own, they each wish to travel to an alternate Earth and then promptly return. But no plan survives contact with a faulty Quantum Hub! This game is a "Powered by the Apocalypse (PbtA)" type of game where stats are minimal and narrative elements dominate in a collaborative storytelling environment. The game includes:Light Rules for an adventure RPGCharacter Creation for 10 playsheetsHow to Run a SessionParallel Earth Generator: billions of possible combinationsSeven distinct scenarios: Includes rollable tables for the GM to generate thousands of iterationsPrintable GM sheets for tracking PC, Earth and Team Goal detailsBackgrounds for all five factions: ChronoCorp, Armed Alliance, Foundation, Order of the Continuum and World CouncilFour distinct External Threats

War, like death and taxes, seems eternal but is it inevitable? Do nations simply blunder into it? What is victory and how is it achieved?The author of this original and lively study answers these and other perennial questions about War and Warfare (not the same thing) that scholars often ignore.Pike explains how strategy fuses objectives and action, how war leaders invariably (and literally) lose the plot; how the relationship between generals and politicians is key.He looks at nuclear war and provides some provocative insights; he argues that Mutually Assured Destruction (MAD) - while a hideous concept - provides strategic stability.He also highlights the absurdity and folly of past wars - football wars, wars about pigs or ears - but stresses that wars, a last resort once diplomacy has failed, are lost by those blinded by hubris, irresolution or simple strategic confusion.This is the first volume in a trilogy 'Making Sense of War.' 'War in Context' will be published in the spring/summer of 2022. Both learned and a joy to read, Pike synthesises 2,000 years of scholarship and cuts through the fog of war and history.' Antony Bird (writer and historian)

Budding entrepreneurs face a challenging road. The path is not made any easier by all the clichés they hear about how to make a startup succeed—from platitudes and conventional wisdom to downright contradictions. This witty and wise guide to the dilemmas of entrepreneurship debunks widespread misconceptions about how the world of startups works and offers hard-earned advice for every step of the journey. Instead of startup myths—legends spun from a fantasy version of Silicon Valley—Rizwan Virk provides startup models—frameworks that help make thoughtful decisions about starting, growing, managing, and selling a business. Rather than dispensing simplistic rules, he mentors readers in the development of a mental toolkit for approaching challenges based on how startup markets evolve in real life. In snappy prose with savvy pop-culture and real-world examples, Virk recasts entrepreneurship as a grand adventure. He points out the pitfalls that appear along the way and offers insights into how to avoid them, sharing the secrets of founding a startup, raising money, hiring and firing, when to enter a market and when to exit, and how to value a company. Virk combines lessons learned the hard way during his twenty-five years of founding, investing in, and advising startups with reflections from well-known venture capitalists and experts. His candid advice makes Startup Myths and Models an ideal guide for those readers just embarking on the startup life and those looking for their next adventure.

Harry Rogers and his friends are at it again.

The Buccaneer Years

Claiming Her Alien Warrior

Adventures of a Cold War Fast-Jet Navigator

7 Novels of Space Opera, Aliens, AI, and Post Apocalyptic Adventures

Tom of Adventure Design PoD

Escape Rooms and Other Immersive Experiences in the Library

Any Job Will Do

This book provides entrepreneurs with a clear, specific road map to successful business and growth management, explaining the vital details of techniques for executing changes in day-to-day business operations to handle rapid business growth.
• Focuses on providing down-to-earth tips for executing growth strategies rather than describing leadership concepts in general terms
• Provides information that meets the exact needs of readers who commonly have limited business experience, being experts in the product, service, or technology they are selling
• Clearly demonstrates the key strategies necessary to grow and sustain a relatively new small business
• Presents guidance ideally suited to successful entrepreneurs and business leaders with non-business backgrounds

When Alan Reece qualified as a veterinary surgeon at the dawn of the new millennium, he had a plan: save the world, one animal at a time. Of course, no plan survives contact with the enemy, and Alan soon discovers he has far more enemies than he was expecting - aside from vicious pets, difficult owners, surly farmers, and children from hell, he finds himself working with an unbinged and jealous surgeon who makes it his personal mission ruin Alan's life. Battling long hours, life and death decisions, tragic cases, a complaint from the Royal College of Veterinary Surgeons and an unexpected love triangle, Alan's hopes of saving the world are quickly replaced with a simple question: Can he even last a year in practice? Once Bitten... is the story of a young vet's first few months in practice, and how they changed his life forever.

Aliens on Earth forty years ago. Their anatomy proved unfathomable and all attempts at communication failed. But through trade, humanity gained technology that allowed them to colonise the stars. The price: live humans for every alien faster-than-light drive. Kara's sister was one of hundreds exchanged for this technology, and Kara has little love for aliens. So when she is drafted by GalDiv – the organisation that oversees alien trades – it is under duress. A group of colonists have been kidnapped by aliens and taken to an uncharted planet, and an unusual team is to be sent to negotiate. As an ex-army sniper, Kara's role is clear. But anti-Marc has to combat experience, although the team's pro-og The is adamant that he has a part to play. All three know that success is unlikely. For how will they negotiate with aliens when communication between the species is impossible?

No plan survives contact with the enemy. Especially when the enemy has capabilities you don't know about. T'Chezz is upping the effort with the war and unleashing an unbound Demon on San Diego while Katie / Pandora and Calvin happen to be in town. However, to save Calvin, Katie is going to have to divulge more abilities that could get back to Korbin. With the special weapons taking a toll on his plans, T'Chezz finds out he isn't the only one who has new capabilities. So, he decides to increase the burn. Katie and Pandora are having to learn how to work together...and yet make sure that Korbin believes Katie isn't being taken on a ride by a Demon with centuries of guile under her belt. Join Katie and Pandora as T'Chezz starts to understand the people of Earth don't want him. Scroll back to the top, and click “Read for Free” or “Buy Now” and kick back for a fun supernatural action packed adventure that will have you yelling for the good guys, and laughing at the arguments between Katie and ... her. -- NOTE: This book contains cursing. Perhaps humorous cursing, but cursing nevertheless. If this offends you, I don't suggest reading this book.

Alien Surgeon's Seduction

About War

The Adventurer's Glossary

PAX Dracons

What You Won't Learn in Business School

Who Survives And Why

Haven Ascendant

A few years ago the author, Chris Brown, gave a lecture to a group of fifty eminent historians. He asked them two questions: had they ever written about war?Of course they all had, history is war. And how many had read a book about the theory of war? There was a reserful silence. This remarkable admission initiated the writing of War Theory. In the same vein, the pre-eminent military historian Michael Howard, having lectured young army officers at Sandhurst on the Italian Campaign of 1942, was asked a single question by an impatient captain: OK, but what were its lessons?Here are those lessons, distilled. This book is for the reader who is starting his or her journey in war theory - students, journalists, junior military professionals - and anyone with a general interest who would like to know more about how wars actually work.

With the assistance of Kroski's guide, libraries everywhere can offer their own take on these exciting forms of entertainment, engagement, and education. Biologist, wildlife photographer, and tactically trained anti-poaching expert Clayton Porter witnesses what appears to be a routine drug-smuggling flight across the Arizona-Mexico border. Instead, he uncovers a sophisticated operation involving a secret lodge high in the Sierra Madre, canned hunts for endangered jaguars, a ring of opioid-dealing doctors in the U.S., and a string of cartel victims partially consumed by a large predator. After Porter unwittingly throws a wrench into the works and those close to him are targeted for vengeance, he embarks on a mission of total retaliation. Get ready for an edge-of-your-armchair ride with Clayton T. Porter, a new kind of action hero who's as likely to employ a rattlesnake as a rifle against the bad guys.

An indispensable survival guide to some of life's toughest situations, from New York Times bestselling author Bear Grylls. The world-famous survival expert and reality television star teaches you how to make everyday an unforgettable adventure. Life in the outdoors teaches us invaluable lessons. Encountering the wild forces us to plan and execute goals, face danger, push our "limits," and sharpen our instincts. But our most important adventures don't always happen in nature's extremes. Living a purpose-driven, meaningful life can often be an even greater challenge. . . . In A Survival Guide for Life, Bear Grylls, globally renowned adventurer and television host, shares the hard-earned wisdom he's gained in the harshest environments on earth, from the summit of Mt. Everest to the boot camps of the British Special Forces. Filled with exclusive, never-before-told tales from Bear's globe-trekking expeditions, A Survival Guide for Life teaches every reader--no matter your age or experience--that we're all capable of living life more boldly, of achieving our most daring dreams, and of having more fun along the way. Here's to your own great adventure!

Navigating the Whitewater Rapids of Entrepreneurial Success: Leading Small Business Growth

It's Not Easy Being Green

How to Achieve Your Goals, Thrive in Adversity, and Grow in Character

A Survival Guide for Life

Chilling True Stories from America's Haunted Hot Spots

The Role-playing Game

Trail of the Jaguar

All archaeology student Jane Barnaby had to do was deliver a box of pottery shards to her professor at his dig site, along with his new car. Yes, his office was in Oxfordshire, and his dig site was in Spain, a trip of 1,400 miles across three countries and two bodies of water. Still, it should have been simple. That is, until everything went wrong.... And it kept on going wrong, all through the first three books of the Jane Barnaby Adventures. Follow Jane in this three-novel box set as she outwits international art thieves, solves a fifty-year-old mystery and chases across Europe in pursuit of a Russian spy. You'll find action, adventure, intrigue, humor and a little romance, too! This set includes FINDERS KEEPERS, LOSERS WEEPERS and HER BROTHER'S KEEPER.

Operation Market Garden: a plan to capture the bridge over the Rhine at Arnhem and outflank the German front. In all twelve thousand airborne troops were to land, either by parachute or glider, at three drop zones and move towards their objective. As the world now knows the mission was to be 'a bridge too far' for the British forces. Mike Rossier has interviewed three of the survivors of those fateful days, each involved in a different flank of the British attack, and in vivid detail reconstructs the events that lead up to this most famous of glorious defeats. It is at once a story of hubris and bad planning, but also of valiant sacrifice and inspirational courage.

A fantasy adventure game, at its very heart, is about developing an open-ended "story" of the characters. The referee is in charge of the fantasy world, and the players direct the actions of their characters in that fantasy world. Neither the referee nor the group of players has complete control over what's going to happen, and the result is an evolving set of surprises for both the referee and the players. Unlike the players, as the referee and creator of the game world, most of your "work" is done ahead of

time. To some degree or other, you have to create the groundwork for the adventure before the game starts. Even though no battle plan survives contact with the enemy - and if you're an experienced referee you know exactly what I mean - the game has to start ... with a starting point. This might just be a vague set of ideas, or it might be as complex as a set of maps with a detailed key and well thought-out encounters for the players to run into. The Tome of Adventure Design is organized as a series of "books," each one providing resources at every step of the way. The vast majority of the content of each book is made up of random generation tables that we created over a quarter of a century (sigh) for our own use. It should be said up front that these are tables for deep design - in other words, most of them are too long, and contain too many unusual or contradictory entries, for use on the spot at the gaming table. There are already many excellent books of tables for use on the fly; the tables in these books are different. They work best as a tool for preparation beforehand, providing relatively vast creative resources for browsing and gathering, rather than quick-use tables designed to provide broad, fast brushstrokes. Our shorter tables tend to deliver cryptic results designed to shock the reader's creativity into filling in the gaps, whereas the longer tables are unusably vast for easy random generation, being designed to shock the reader's creativity into operation by presenting a sea of possibilities. P. T. Deutermann's previous novels of the US Navy in World War II - Pacific Glory, Ghosts of Bungo Suido, and Sentinels of Fire - have been acclaimed by reviewers and readers for their powerful drama and authentic detail. In The Commodore, the Navy in 1942-1943 is fighting a losing battle against Japan for control of the Solomon Islands. Vice Admiral William "Bull" Halsey is tasked to change the course of the war. Halsey, a maverick, goes on the offensive and appoints a host of new destroyer commanders, including a wild-card named Harmon Wolf. An American Indian from a Minnesota reservation, Wolf has never fit in with the traditional Navy officer corps. But under Halsey, Wolf's aggressive tactics and gambling nature bring immediate results, and he is swiftly promoted to Commodore of an entire destroyer squadron. What happens next will change Wolf's life, career, and the fate of his ships forever. An epic story of courage, disaster, survival, and triumph that culminates in the pivotal battle of Vela Gulf, The Commodore is a masterful novel of an unlikely military hero.

The Expanding Universe 4

Netherspace 1

Surviving the Evacuation, Book 18: Rebuilt in a Day

Fluxfall Horizon

A Novel

One Family's Journey Towards Eco-friendly Living

Ghostly Adventures

The second book of a story about one man's experience in his attempt to survive the unthinkable. This is a tale of deception, adventure, magic and horror, woven in the fabric of courage, innovation and trailer-trash humor. Things are not as they appear and outcomes could be unimaginably dark. Plans may seem foolproof, but no plan survives first contact with the enemy.

Admired by millions as the star of Man vs. Wild and the acclaimed NGC series Running Wild, global adventurer Bear Grylls has explored places few would dare to go. Now, he shares time-honored lessons for leading an adventurous life through stories drawn from his personal experiences, as well as encounters with a diverse group of celebrities who have participated in his wildly popular television shows. In these inspiring pages, Grylls chronicles his life since stepping onto the small screen, taking readers on his most famous adventures, sharing stories from his favorite expeditions, and capturing his hairiest survival challenges. The followup to the internationally best-selling Mud, Sweat and Tears, this new autobiography goes behind the scenes on infamous Man vs. Wild shoots and provides an insight into what it's really like to "Run Wild" with guests including President Obama, Roger Federer, and Julia Roberts. Along the way, Bear explores the valuable lessons he's learned in the wild, opens up about his most personal challenges and achievements, and celebrates the true value of adventure and the enduring importance of courage, kindness, and resilience. Written for outdoor enthusiasts and armchair adventurers alike, Never Give Up offers an inspiring path to help readers live their best lives.

She was his the moment she stepped aboard. He'll fight everyone, even the emperor himself, to keep her... Like most Lathar, First Healer Isan K'Vass didn't expect to ever find his mate. The genetic plague that had ravaged their race meant they had no females, and his tainted bloodline meant he would be last in line for one of the rare human females. Or it should. Until a human combat team boards the Veral'vias and he see's HER. Flame haired. Curvy. Dangerous. And all his, if the secrets in his blood don't tear them apart first... Aliens should not be hot. At all. Not ever. Shannon Taylor had one thing on her mind when she boarded the alien vessel. Her mission. But no plan survives first contact with the enemy and her rescue mission goes sideways quicker than a cat on a hot tin roof. Finding herself the prisoner of the Lathar, and one, hot as hades healer in particular, she needs to keep her wits about her if she's ever going to get herself the hell of this alien ship. However, the Lathar aren't as bad as she'd been told and it's all she can do to remember that Isan, her sexy healer, is the enemy. Only he's not, he kisses like a dream, and they end up on the same side on a mission into dangerous territory to root out an enemy to both their people. But treachery lurks in the shadows and when Shannon is betrayed, will her warrior reach her in time. Or is their happily-ever-after over before it could begin? Keywords: alien doctor, alien mate romance, alien romance, space books for adults, sci fi, sci fi books, sci fi romance, sci fi adventure, sci fi series, alien mate romance, alien mate series

After finding the derelict, apparently alien, Spaceship in the Asteroid Belt. Ice's plan was simple. Get his friends together and the four of them would discover it's secrets, retrofit a ship with the Faster than Light Drive it had to have, and go exploring. No plan survives contact with implementation. Keeping the Alien a secret, not to mention paying for the research, starts Ice, Fire, Brain and Doc on an adventure to Saturn and beyond. On the trip, they attempt to research the ship while keeping it hidden from the unwanted passengers that the investors send along to "help." Of course, the raiders or as most people call them, Pirates, become a problem and the crew of Orion find out who their real friends are. The story continues in the soon to be released sequel, Hot Pursuit.

No Plan Survives Contact

Leading Small Business Growth

Extreme Outdoor Adventures

And Business Is Good

We Fought at Arnhem

The Jade Ihara Adventures Omnibus

Startup Myths and Models

Command Decisions Book 3 of the Empire of Bones Saga by Terry Mixon Between a rock and a hard place. After winning a hard-fought victory, Commander Jared Mertz and Princess Kelsey discover another insidious foe blocking their way home. A remnant of the Old Empire still exists and seems allied with the savage, AI-dominated Pale Ones. With the existence of the Terran Empire at stake, another enemy, this one from Jared's past, threatens everything they've worked so hard to achieve. Jared and Kelsey must fight for survival while the fate of humanity hangs in the balance.

No Plan Survives Contact

There are certain towns that we all associate with ghost stories and sightings. But creepy encounters happen everyday all throughout this country-in towns that you may never have heard of, to normal people, just like you! With Ghostly Adventures, you can travel to these terrifying towns and share in the scare. Let ghost guru, Christopher Balzano, be your guide through the jaw-dropping true tales that happen all around the U.S., in places like: the Boston hotel where old Mr. Parker returns to check on his guests the lost village of Dudleytown, Connecticut, where all residents vanished without a trace the Summerwind Mansion in northeast Wisconsin, whose secret compartment housed a man's corpse for years Terrifying true tales and frightening facts come together to create hours of eerie entertainment that you can read on your own or out loud with friends. With Ghostly Adventures, you can stop just wondering about ghosts and get to know them yourself! Christopher Balzano: is a teacher and folklorist. He has been investigating the unknown for twelve years and is currently running the Massachusetts Paranormal Crossroads website. His writing has appeared in The Haunted Times, Mystery Magazine, as well as Unexplained Paranormal Magazine. His investigations have been covered by The Boston Globe, The Boston Herald, The Standard Times, and Worcester Magazine. Balzano lives in Boston, MA.

A Space Opera Adventure