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KEY=ACTION - SUTTON CROSS

BOLT ACTION: WORLD WAR II WARGAMES RULES

SECOND EDITION

Bloomsbury Publishing The second edition of the simple, yet enjoyable, Bolt Action World War II Wargaming Rules.

KONFLIKT '47

WEIRD WORLD WAR II WARGAMES RULES

*Bloomsbury Publishing 1944 Atomic testing at Los Alamos opens a rift in the fabric of space, while the detonation of the Fat Boy atomic bomb over Dresden creates a second. German and American scientists determine that signals are being transmitted through the rifts, many indecipherable, but some containing revolutionary scientific and technological theorems. Desperate for any military advantage, Germany and the US swiftly apply these discoveries to their war efforts, and incredible new weapons begin to appear on the battlefield. Angered by America's refusal to share the secrets of Rift-tech, Stalin declares war on the US and Britain, and the Allies are fractured. 1947 World War II has entered a completely new phase. Power-armoured infantry armed with personal wonder-weapons follow super-heavy tanks and mechanised walkers into battle, smashing defences with colossal firepower, while genetic monstrosities are sent out to hunt and terrorise enemy forces. This is the new nature of war. This is Konflikt '47. *** With rules inspired by the award-winning Bolt Action system, this standalone game takes World War II to a completely new level, and offers everything required to harness the incredible weapons and technologies made possible by the rift signals, and to engage in tabletop battles for supremacy and survival.*

BOLT ACTION: ARMIES OF GERMANY

2ND EDITION

Bloomsbury Publishing Revised and expanded for Bolt Action 2nd Edition, this book provides players with all of the information they need to command Germany's military might. Detailed unit options and theatre selectors allow players to build armies for any of Germany's campaigns, from the Blitzkrieg against Poland and France, through North Africa and the Eastern Front, to the fall of Normandy and the defence of Germany.

BOLT ACTION: ARMIES OF GERMANY

2ND EDITION

Bloomsbury Publishing A detailed guide to German forces for Bolt Action, updated and expanded for the second edition of the rules.

BOLT ACTION: ARMIES OF GERMANY

Bloomsbury Publishing This book provides Bolt Action players with all of the information they need to field the military forces of Germany. Detailed army lists allow players to construct German armies for any theatre and any year of the war, including the early campaigns in Poland and France, the dusty tank war in the North African desert, the bloody battles on the Eastern Front, and the final defence of Normandy, occupied France and Germany itself. With dozens of different unit types including Fallschirmjager, Waffen-SS, and the dreaded Tiger tank, players can assemble a huge variety of troops with which to battle their opponents.

BOLT ACTION: ARMIES OF GREAT BRITAIN

Bloomsbury Publishing With this latest supplement for Bolt Action, players can now build an army for Great Britain and the Commonwealth. From early campaigns in Europe to the deserts of North Africa and the jungles of the Far East, British forces faced the Axis threat. The army lists presented here have all the information needed to field such elite units as the Paras, Commandos, Chindits and SAS alongside the steadfast 'Tommy'.

BOLT ACTION: KOREA

Bloomsbury Publishing Beginning in 1950, the Korean War was a defining moment for the UN and the entirety of the early Cold War, widening the already monumental gulf between the east and west, capitalist and communist. This supplement for Bolt Action expands the rules-set from its World War II roots to this new, and truly modern, conflict. Bolt Action: Korea contains all the rules, Theatre Lists, scenarios, and new and exciting units, never seen in Bolt Action before, to wargame this turbulent period of world history.

BOLT ACTION: ARMIES OF THE UNITED STATES

Bloomsbury Publishing 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.

BOLT ACTION: CAMPAIGN: MARKET GARDEN

Bloomsbury Publishing Market Garden was a bold plan, designed to capture the Rhine crossings along the Dutch-German border and establish a foothold for an advance into Germany. A massive combined arms operation involving airborne landings and an armoured thrust, it was one of the most dramatic and controversial operations of the war. This new Campaign Book for Bolt Action allows players to command the forces facing each other across the Rhine, fighting key battles and attempting to change the course of history. New, linked scenarios, rules, troop types and Theatre Selectors provide plenty of options for novice and veteran players alike.

BOLT ACTION: CAMPAIGN: BATTLE OF THE BULGE

Bloomsbury Publishing The Ardennes, 1944. Driven back by the Allies since D-Day, Germany launches a surprise offensive on the Western Front. This assault against the unprepared Allied lines is the opening move in one of the largest battles of World War II. This new Campaign Book for Bolt Action allows players to take command of both armies in this desperate battle, fighting it as they believe it should have been fought. New, linked scenarios, rules, troop types and Theatre Selectors provide plenty of options for novice and veteran players alike.

BOLT ACTION: CAMPAIGN: D-DAY: OVERLORD

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

BOLT ACTION: CAMPAIGN: SEA LION

Bloomsbury Publishing The year is 1940, and the German invasion of Britain has begun. With this new campaign book for Bolt Action, players can fight the battles of World War II's greatest 'what if' scenario. Defend the cliffs of Dover and the beaches of Kent from wave after wave of German landing craft. Parachute into the Home Counties in a surgical strike to capture Winston Churchill. Rally the Home Guard in a last, desperate attempt to keep England free of the Nazi invaders! Containing new rules, scenarios, and unit types covering all of the unique features of this alternate history campaign, it offers a chance for all Bolt Action players to truly rewrite the history of World War II.

BOLT ACTION: TANK WAR

Bloomsbury Publishing Tank War, the new supplement for Bolt Action, gives players the option to expand their games to a whole new level - armoured warfare. Recreate such great engagements as the battle of Kursk with the scenarios, army options and special rules found in this book. Whether you want to add more armour to your existing armies or build an entirely armoured force, Tank War has you covered.

BOLT ACTION: CAMPAIGN: FORTRESS BUDAPEST

Bloomsbury Publishing A book of scenarios and special rules for the siege of Budapest, offering a new challenge to fans of the highly popular Bolt Action series.

BOLT ACTION: CAMPAIGN: ITALY: SOFT UNDERBELLY

Bloomsbury Publishing With the Axis Powers ejected from North Africa, the Western Allies look to take the fight across the Mediterranean and into Mussolini's Italy. This supplement for Bolt Action focuses on Operation Husky, the airborne and naval invasion of Sicily, the hard-fought battles in the villages and rugged mountain passes of that island, and the advance up the Italian Peninsula towards Rome. With a host of scenarios, new units, special rules, and Theatre Selectors this book contains everything players need to refight these important battles in defence of the Regno d'Italia or to strike at the underbelly of Axis-controlled Europe.

BEYOND THE GATES OF ANTARES

BOLT ACTION: CAMPAIGN: STALINGRAD

Bloomsbury Publishing One of the most infamous and decisive battles of the Second World War, Stalingrad was a turning point of the Eastern Front, showing that the German juggernaut was not invincible. This Campaign Book for Bolt Action allows players to refight the fierce Battle of Stalingrad, from the actions of the surrounding area and within the city itself, to the encirclement, concerted relief efforts, and the final attempted breakout. New, linked scenarios, rules, troop types, and Theatre Selectors provide plenty of options for both novice and veteran players alike.

BOLT ACTION: CAMPAIGN: NEW GUINEA

Bloomsbury Publishing In 1942, Japanese forces invaded the island of New Guinea and started a bitter, three-year campaign against

allied Australian and American forces. Fought in dense jungles and across rugged mountaintops, the grueling fight pushed men to their very limits and forced commanders to adopt new strategies and tactics for the harsh island terrain. Filled with new rules, scenarios, and unit types, this supplement for Bolt Action provides players with all of the information they need to set their games in this unforgiving battlefield.

BOLT ACTION: CAMPAIGN: MARKET GARDEN

Osprey Games A book of scenarios and special rules for Operation Market Garden, sure to appeal to all fans of Bolt Action who want a new challenge.

BLACK POWDER

BATTLES WITH MODEL SOLDIERS IN THE AGE OF THE MUSKET

Black Powder is Warlord Games' first publication. It is a beautiful book in its own right with hundreds of color photographs taken by the Perry brothers of the most exquisitely painted model soldiers from their world-renowned collection. The rule book's intention is inspire a collector to play gentlemanly games with their own collections of soldiers with friends where the emphasis is on the spirit of the age of musket, not the letter of the rule. With decisive battles from the key wars of the period, such as El Teb, from the Sudan War, Ntombi River from the Zulu Wars, Alma from the Crimean War and Freemans Farm from the American War of Independence, as well as two fictional scenarios from the American Civil War and Napoleon's Wars, there really is something to keep everyone happy. It is a hearty publication and not for nitpickers or miseries. There are some good gags in it, but it also plays well and enables players to conduct a very big battle in a civilized period of time, leaving them more time to chat about the highs and lows and what ifs. Rick Priestley is best known as the famous Warhammer and Warhammer 40000 author, the world's best selling table top miniatures game and Product Director for Games Workshop. He lives in Nottingham. Jervis Johnson is also an internationally renowned games writer and luminary in the gaming world. Jervis also lives in Nottingham but has a very posh voice.

BOLT ACTION: CAMPAIGN: D-DAY: BRITISH & CANADIAN SECTORS

Bloomsbury Publishing New scenarios and rules for Bolt Action covering the British and Canadian sectors of Operation Overlord. Covering the fiercely contested British and Canadian sectors of D-Day, including the beaches of Gold, Juno, and Sword. This new Campaign Book for Bolt Action allows players to refight the Anglo-Canadian beach landings, beach head breakouts, and Airborne assaults. New, linked scenarios, rules, troop types, and Theatre Selectors provide plenty of options for both novice and veteran players alike.

BOLT ACTION: BATTLEGROUND EUROPE

D-DAY TO GERMANY

Bloomsbury Publishing Take the fight to the enemy with this new theatre book for Bolt Action. From the D-Day landings to the final battle for Berlin, this volume gives players everything they need to focus their gaming on these final campaigns in the European Theatre of Operations. Scenarios and special rules offer something for all Bolt Action players, regardless of the armies they collect.

BOLT ACTION: ARMIES OF ITALY AND THE AXIS

Bloomsbury Publishing While many nations flocked to the side of the Allies, others joined forces with Germany as part of the Axis. This volume is the definitive guide to the armies of Italy, Hungary, Bulgaria, Romania and Finland. Fight the Winter War against the Soviets, hold back the British in North Africa, or help shore up the German offensives on the Eastern Front with this latest supplement for Bolt Action.

BOLT ACTION: CAMPAIGN: THE WESTERN DESERT

Bloomsbury Publishing One of the most popular and enduring campaigns of World War II is that of the Western Desert, where Allied armies beat back the hard-pressed German and Italian forces under the gruelling African sun. Covering crucial operations such as Crusader, Lightfoot, and Supercharge, and the great battles of Tobruk, El Alamein, and Gazala, this book brings the unforgiving battlefields of North Africa to the tabletop. In-depth information on the forces involved, linked scenarios, and new Theatre Selectors make this an ideal resource for any Bolt Action player with an interest in the Desert War.

BOLT ACTION: DUEL IN THE SUN

THE AFRICAN AND ITALIAN CAMPAIGNS

Bloomsbury Publishing With *Duel in the Sun*, players can take command of the doughty Desert Rats of Montgomery's 8th Army, the fast-moving and hard-hitting raiders of the Long Range Desert Army (LRDG), or Rommel's mighty Afrika Korps, to recreate some of the most iconic battles of World War II - Operations Compass, Crusader and Torch, Tobruk, and Alamein, amongst others. Offering scenarios, special rules and new troop types, this Theatre Book for Bolt Action also takes players across the Mediterranean from North Africa, where they can follow the Italian Campaign from the invasion of Sicily, through the battles for Anzio and Cassino, to the final assaults on the Gothic Line.

BOLT ACTION: CAMPAIGN: D-DAY: US SECTOR

Bloomsbury Publishing New scenarios and rules for Bolt Action covering the American sectors of D-Day, the largest seaborne invasion

in history. Covering the fiercely contested US sectors of D-Day, including the beaches of Omaha and Utah. This new Campaign Book for Bolt Action allows players to refight the fierce American beach landings, beach head breakouts, and Airborne assaults. New, linked scenarios, rules, troop types, and Theatre Selectors provide plenty of options for both novice and veteran players alike.

SOCIAL CAPITAL

John Wiley & Sons Social capital is a principal concept across the social sciences and has readily entered into mainstream discourse. In short, it is popular. However, this popularity has taken its toll. Social capital suffers from a lack of consensus because of the varied ways it is measured, defined, and deployed by different researchers. It has been put to work in ways that stretch and confuse its conceptual value, blurring the lines between networks, trust, civic engagement, and any type of collaborative action. This clear and concise volume presents the diverse theoretical approaches of scholars from Marx, Coleman, and Bourdieu to Putnam, Fukuyama, and Lin, carefully analyzing their commonalities and differences. Joonmo Son categorizes this wealth of work according to whether its focus is on the necessary preconditions for social capital, its structural basis, or its production. He distinguishes between individual and collective social capital (from shared resources of a personal network to pooled assets of a whole society), and interrogates the practical impact social capital has had in various policy areas (from health to economic development). Social Capital will be of immense value to readers across the social sciences and practitioners in relevant fields seeking to understand this mercurial concept.

STATEBUILDING

John Wiley & Sons After civil wars end, what can sustain peace in the long-term? In particular, how can outsiders facilitate durable conflict-managing institutions through statebuilding - a process that historically has been the outcome of bloody struggles to establish the state's authority over warlords, traditional authorities, and lawless territories? In this book, Timothy Sisk explores international efforts to help the world's most fragile post-civil war countries today build viable states that can provide for security and deliver the basic services essential for development. Tracing the historical roots of statebuilding to the present day, he demonstrates how the United Nations, leading powers, and well-meaning donors have engaged in statebuilding as a strategic approach to peacebuilding after war. Their efforts are informed by three key objectives: to enhance security by preventing war recurrence and fostering community and human security; to promote development through state provision of essential services such as water, sanitation, and education; to enhance human rights and democracy, reflecting the liberal international order that reaffirms the principles of democracy and human rights. Improving governance, alongside the state's ability to integrate social differences and manage conflicts over resources, identity, and national priorities, is essential for long-term peace. Whether the global statebuilding enterprise can succeed in creating a world of peaceful, well-governed, development-focused states is unclear. But the book concludes with a road map toward a better global regime to enable peacebuilding and development-oriented statebuilding into the 21st century.

BOLT ACTION: EMPIRES IN FLAMES

THE PACIFIC AND THE FAR EAST

Bloomsbury Publishing Far from the battlefields of Europe and North Africa, Allied forces fought a very different war against another foe, from the jungles of Burma to the islands of the Pacific and the shores of Australia. This new Theatre Book for Bolt Action allows players to command the spearhead of the lightning Japanese conquests in the East or to fight tooth and nail as Chindits, US Marines and other Allied troops to halt the advance and drive them back. Scenarios, special rules and new units give players everything they need to recreate the ferocious battles and campaigns of the Far East, from Guadalcanal to Okinawa, Singapore, the Philippines, Iwo Jima and beyond.

BOLT ACTION: ARMIES OF GREAT BRITAIN

Osprey Publishing From Hitler's Blitzkriegs to the North African desert, Singapore, New Guinea, Burma, India, Sicily, Italy, Normandy, Arnhem, Ardennes, and the Ruhr, Churchill's Commonwealth, composed of the United Kingdom, Canada, Australia, New Zealand, India, South Africa, and many colonies, fought World War II in virtually every theater. Bolt Action players can use this book to simulate much more varied armies than what was possible to include in the core rulebook.

THANK YOU FOR MY SERVICE

Bantam The unapologetic, laugh-your-ass-off military memoir both vets and civilians have been waiting for, from a five-tour Army Ranger turned YouTube phenomenon and zealous advocate for veterans--this is Deadpool meets Captain America, except one went to business school and one went to therapy, and it's anyone's guess which is which.

BOLT ACTION: ARMIES OF THE SOVIET UNION

Osprey Publishing Stalin's Russian Winter War against Finland, and his World War II campaigns on Nazi Germany's eastern front (around Kiev, Leningrad, Moscow, Kharkov, Stalingrad, Kursk, Byelorussia, the Balkans, East Prussia, Warsaw, Hungary, and Berlin) constitute the largest land war in world history in terms of the number of troops engaged, and is also impressive in terms of the vast distances fought over. Russia took 20 million military and 20 million civilian casualties during a brutal four year war, and the Germans lost over 2 million military and 2 million civilian casualties as well. Bolt Action allows gamers to recreate a small part of this titanic struggle on the table-top.

BOLT ACTION: OSTFRONT

BARBAROSSA TO BERLIN

Bloomsbury Publishing Take charge of Operation Barbarossa and drive towards Moscow or command the steadfast defenders of the

Soviet Union. From the early battles for Leningrad and Sevastopol to the tank clash of Kursk and the bitter urban warfare of Stalingrad, this new Theatre Book for Bolt Action provides wargamers with new scenarios and special rules that give them everything they need to focus their gaming on the Eastern Front.

THE PRACTICAL GUIDE TO BOLT ACTION RIFLE ACCURIZING AND MAINTENANCE

BOLT ACTION: EMPIRES IN FLAMES

THE PACIFIC AND THE FAR EAST

Osprey Publishing Far from the battlefields of Europe and North Africa, Allied forces fought a very different war against another foe. From the jungles of Burma to the islands of the Pacific and the shores of Australia, this new theater supplement for Bolt Action allows players to command the spearhead of the lightning Japanese conquests in the East or to fight tooth and nail as Chindits, US Marines and other Allied troops to halt the advance and drive them back. Scenarios, special rules and new units give players everything they need to recreate the ferocious battles and campaigns of the Far East, from Guadalcanal to Okinawa, from Singapore to the Phillipines, Iwo Jima and beyond.

BOLT ACTION: ARMIES OF IMPERIAL JAPAN

Bloomsbury Publishing Following the assault on Pearl Harbor, the Imperial Japanese military saw action across Asia, from the capture and defence of the islands of the Pacific to the occupation of territory in China and Burma. With this latest supplement for Bolt Action, players have all the information they need to build a force of the Emperor's fanatically loyal troops and campaign through some of the most brutal battles of the war.

BOLT ACTION: CAMPAIGN: MARIANA & PALAU ISLANDS

Bloomsbury Publishing The Mariana and Palau Islands campaign, also known as Operation Forager, was intended to facilitate the recapture of the Philippines and to provide bases for the bombing of the Japanese mainland. This new Campaign Book for Bolt Action allows players to recreate the fierce battles of Saipan, Peleliu, Guam, and many others. With new, linked scenarios, rules, troop types, and Theatre Selectors, this book provides plenty of options for both novice and veteran players alike.

BOLT ACTION: CAMPAIGN: BATTLE OF FRANCE

Osprey Games The Battle of France saw German forces sweep across the Low Countries and towards Paris, crushing Allied resistance in just six weeks. From Fall Gelb and the British withdrawal from Dunkirk to the decisive Fall Rot, this new supplement for Bolt Action allows players to take command of the bitter fighting for France, and to refight the key battles of this campaign. Linked scenarios and new rules, troop types, and Theater Selectors offer plenty of options for novice and veteran players alike.

5 KINDS OF NONFICTION

ENRICHING READING AND WRITING INSTRUCTION WITH CHILDREN'S BOOKS

Once upon a time, nonfiction books for children routinely included concise, stodgy writing. Most of the books were text heavy, with just a few scattered images decorating, rather than enhancing, the content and meaning. But nonfiction has changed dramatically over the last two decades, evolving into a new breed of visually dynamic, engaging texts that delight as well as inform. The timing of these groundbreaking changes couldn't be better, as English Language Arts standards now put an increased focus on nonfiction reading and writing. For decades, we've classified fiction as a way to study, understand, and, ultimately, teach it better. However, up to now, nonfiction hasn't received this same level of intention. In *5 Kinds of Nonfiction: Enriching Reading and Writing Instruction with Children's Books*, Melissa Stewart and Marlene Correia present a new way to sort nonfiction into five major categories and show how doing so can help teachers and librarians build stronger readers and writers. Along the way, they: introduce the 5 kinds of nonfiction--active, browseable, traditional, expository literature, and narrative--and explore each category through discussions, classroom examples, and insights from leading children's book authors; offer tips for building strong, diverse classroom and library collections; provide more than 20 activities to enhance literacy instruction; and include innovative strategies for sharing and celebrating nonfiction with students. With more than 150 exemplary nonfiction book recommendations and Stewart and Correia's extensive knowledge of literacy instruction, *5 Kinds of Nonfiction* will elevate your understanding of nonfiction in ways that speak specifically to the info-kids in your classrooms, but will inspire all readers and writers.

WARLORDS OF EREHWON

RULEBOOK
