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4E0 - FREDDY ADRIEL

Charles King (October 12, 1844 - March 17, 1933) was an American soldier and a distinguished writer. Born in New York capital, Albany, King was the son of Civil War general Rufus King, grandson of Columbia University president Charles King, and great grandson of Rufus King, who was one the signers of the United States Constitution on September 17, 1787, in Philadelphia. He graduated from West Point in 1866 and served in the Army during the Indian Wars under George Crook. He was wounded in the arm and head during the Battle of Sunset Pass forcing his retirement from the regular army as a captain in 1879. During this time he became acquainted with Buffalo Bill Cody. King would later write scripts for several of Cody's silents films. He also served in the Wisconsin National Guard from 1882 until 1897, becoming Adjutant General in 1895.

The Battle for Baqubah: Killing Our Way Out is a firsthand account—and sometimes a minute-by-minute tale—of a raw, in-your-face street fight with Al Qaeda militants over a fifteen-month span in the volatile Diyala Province of Iraq. This story is presented through the eyes of a first sergeant serving with B Company 1-12 Cavalry (Bonecrushers), 1st Cavalry Division, out of Fort Hood, Texas. The author takes the reader into the midst of the conflict in and around Baqubah—Iraq’s “City of Death”—a campaign that lasted most of 2007. The author and his fellow Bonecrushers watched as the city went from sectarian fighting amongst the Shiite and Sunnis, to an all-out jihad against the undermanned and dangerously dispersed US forces within Baqubah and the outlying areas.

Sulver’s Journey: Borge’s Gauntlet follows the warrior Sulver as he is summoned by the ancient and mysterious Magic Eye to stop the schemes of battle obsessed Borge, one of Genesis’s followers. The mutated Ice Ninja Borge has created a duplicate ice crystal and is going to use his dark energy and the energy from the crystal to infect Mount Oro’s atmosphere and the very mountain itself, which will then infect all it’s inhabitants and turn them into his fighting obsessed soldiers. Sulver will have to run the gauntlet as Borge has laid out a series of roadblocks along Mount Oro’s many trails. Sulver will have to rely on his wit, fighting abilities, his friends Dot, Rutho, and Doctor Britton, along with his own instincts and images from his dreams and his mysterious past if he is to save Mount Oro.

After the United States entered World War II in December 1941, three Cunard White Star liners, Aquitania, Queen Mary, and Queen Elizabeth, began the epic mission of transporting millions of GIs and British Empire troops across the North Atlantic. Without the protection of naval or air escort, these three ships formed the nucleus of the “Atlantic shuttle service” that relied heavily on speed and decoded Ultra intelligence to avoid potential U-boat traps. This gripping story is based on a secret journal kept by the author, a Royal Australian Navy lieutenant who served as the cipher officer aboard the Aquitania for fifty-three of her Atlantic crossings. His insider’s account of the classified sailing conferences and massive logistics obstacles is complimented by light-hearted observations of wartime New York and London. This recounting of a little-known aspect of Battle of the Atlantic is an authoritative, well-illustrated volume that will appeal to everyone interested in one of the great planning feats of World War II.

****Update 1st November 2021**** - In response to some reviews, the text has been checked and a number of errors corrected. A production error resulted in the duplicated text, This has been eliminated. I also took the opportunity to make some amendments to the narrative and chapter structure of the novel. ****** It is September 1939 and Falcon Squadron have traded in their Fairey Battle’s for new Bristol Blenheims. They’re going off to war.Wing Commander Winwright must overcome the lethargy of peacetime and mould his unit into an effective fighting force. Pilot Officer Chandler is the new arrival and the welcome has been far from friendly. The old hands view him with suspicion and he must survive friendly fire as well as enemy action to show them what he can do. On a routine training flight over France, Flying Officer Hagen catches a glimpse of the hell that is waiting for them if they let their guard down. Facing the battle hardened Luftwaffe, Falcon Squadron are

about to discover that war is far from a game.

This is the story of the fighting in Normandy by the veteran desert formations brought back by Montgomery from the Mediterranean in order to spearhead the invasion; 50th Infantry and 7th Armoured divisions, plus 4th Armoured Brigade. Heavily reinforced by individuals and fresh units, their task beyond the beaches was to push south to Villers Bocage with armour on the evening of D Day in order to disrupt German counter-attacks on the beachhead. Difficulties on 50th Division’s beaches and lost opportunities allowed time for the 12th Hitlerjugend SS Panzer Division and the equally elite 130th Panzer Lehr Division to arrive in Normandy, despite delays of their own caused by allied fighter bombers. The result was 4th Armoured Brigade’s thrust south encountered opposition from the start and was firmly blocked just south of Point 103 after an advance of less than 5 miles. A major counter-attack by Panzer Lehr failed, as did a renewed British attempt, this time by the vaunted 7th Armoured Division, which was halted at Tilly sur Seules. From here the fighting became a progressively attritional struggle in the hedgerows of the Bocage country south of Bayeux. More and more units were drawn into the fighting, which steadily extended west. Finally, an opportunity, via the Caumont Gap, to outflank the German defences was taken and 7th Armoured Division reached Villers Bocage. Here the County of London Yeomanry encountered the newly arrived Tigers of Michael Wittmann, with disastrous results. The Desert Rats were forced to withdraw having lost much of their reputation. There then followed what the battalions of 50th Division describe as their ‘most unpleasant period of the war’, in bitter fighting, at often very close quarters, for the ‘next hedgerow’.

For the first time, convincing locations have been found for all King Arthur’s battles.The inspiration for King Arthur’s Battle for Britain came from Eric’s discovery of an ancient Latin text in the British Library that listed the twelve battles of King Arthur. This presented an immediate challenge because only a few of the battle sites mentioned had been previously identified. After a decade searching mountains and moors throughout Britain, guided by references from early sources, Eric believes he has found convincing locations for all of Arthur’s battles.By developing an imaginary scenario for each battle in the chronological order of the text, a believable storyline has emerged depicting Arthur’s struggle to defend his country against nine different enemies, including dissident Britons as well as the invading Angles and Saxons. Eric has also discovered that it was Arthur’s own kith and kin who plotted his demise at the battle of Camlan. By linking clues interwoven with early poetry and legendary texts, Eric has been able to suggest the name of the Romano-British city most likely to have been King Arthur’s ‘Camelot’ and has also identified the site of Arthur’s military headquarters in the west. His search for new evidence confirms the location of Camlan and reveals the real Isle of Avalon, where Arthur was finally laid to rest.King Arthur’s Battle for Britain will appeal to anyone interested in the Arthurian period and the legend of King Arthur. Eric has been inspired by Geoffrey Ashe’s The Quest for Arthur’s Britain and John Morris’ The Age of Arthur.

A TEST OF LOYALTY... Clan Jade Falcon’s war efforts draw closer to Terra, but to conquer this ultimate prize, the Falcons’ vicious Khan, Malvina Hazen, must be able to trust all of her warriors to carry out her commands without hesitation—no matter how much death or collateral damage they will cause. For Malvina, victory is the only thing that matters, and those who stand in her way suffer swift and brutal elimination. Star Captain Archer Pryde is an unconventional Falcon MechWarrior who chafes at carrying out his Khan’s terror tactics, but he delivers results in combat, so Malvina has turned a blind eye to his beliefs so far. But when civilians on a conquered world revolt against their Clan masters, innocents are caught in the Falcons’ crosshairs. Archer and his fellow MechWarriors must prove their mettle to Star Colonel Nikita Malthus, the Khan’s vindictive advisor, by carrying out their scorched-earth orders to the letter. But are these orders a betrayal of what it means to be a true and honorable Jade Falcon? With both his loyalty and honor in question, Archer must run the gauntlet between duty and principles, or risk his own destruction.

Pulitzer-Prize-winner and bestselling author C. Vann Woodward recreates the gripping account of

the battle for Leyte Gulf—the greatest naval battle of World War II and the largest engagement ever fought on the high seas. For the Japanese, it represented their supreme effort; they committed to action virtually every operational fighting ship on the lists of the Imperial Navy, including two powerful new battleships of the Yamato class. It also ended in their greatest defeat—and a tremendous victory for the United States Navy. Features a new introduction by Evan Thomas, author of Sea of Thunder.

A trio of friends from New York City find themselves trapped inside a mechanical board game that they must dismantle in order to save themselves and generations of other children in this action-packed debut that’s a steampunk Jumanji with a Middle Eastern flair. Nothing can prepare you for The Gauntlet... It didn’t look dangerous, exactly. When twelve-year-old Farah first laid eyes on the old-fashioned board game, she thought it looked...elegant. It is made of wood, etched with exquisite images—a palace with domes and turrets, lattice-work windows that cast eerie shadows, a large spider—and at the very center of its cover, in broad letters, is written: The Gauntlet of Blood and Sand. The Gauntlet is more than a game, though. It is the most ancient, the most dangerous kind of magic. It holds worlds inside worlds. And it takes players as prisoners.

The first half of a two-part study on Operation Barbarossa, Hitler’s plan to invade Soviet Russia during World War II, and what went wrong. At dawn on 10 July 1941, massed tanks and motorized infantry of German Army Group Center’s Second and Third Panzer Groups crossed the Dnepr and Western Dvina Rivers, beginning what Hitler and most German officers and soldiers believed would be a triumphal march on Moscow, the Soviet capital. Less than three weeks before, on 22 June Hitler had unleashed his Wehrmacht’s massive invasion of the Soviet Union, code-named Operation Barbarossa, which sought to defeat the Soviet Red Army, conquer the country, and unseat its Communist ruler, Josef Stalin. Between 22 June and 10 July, the Wehrmacht advanced up to 500 kilometers into Soviet territory, killed or captured up to one million Red Army soldiers, and reached the western banks of the Western Dvina and Dnepr Rivers, by doing so satisfying the premier assumption of Plan Barbarossa that the Third Reich would emerge victorious if it could defeat and destroy the bulk of the Red Army before it withdrew to safely behind those two rivers. With the Red Army now shattered, Hitler and most Germans expected total victory in a matter of weeks. The ensuing battles in the Smolensk region frustrated German hopes for quick victory. Once across the Dvina and Dnepr Rivers, a surprised Wehrmacht encountered five fresh Soviet armies. Quick victory eluded the Germans. Instead, Soviet forces encircled in Mogilev and Smolensk stubbornly refused to surrender, and while they fought on, during July, August, and into early September, first five and then a total of seven newly mobilized Soviet armies struck back viciously at the advancing Germans, conducting multiple counterattacks and counterstrokes, capped by two major counteroffensives that sapped German strength and will. Despite immense losses in men and materiel, these desperate Soviet actions derailed Operation Barbarossa. Smarting from countless wounds inflicted on his vaunted Wehrmacht, even before the fighting ended in the Smolensk region, Hitler postponed his march on Moscow and instead turned his forces southward to engage “softer targets” in the Kiev region. The “derailment” of the Wehrmacht at Smolensk ultimately became the crucial turning point in Operation Barbarossa. This groundbreaking study, now significantly expanded, exploits a wealth of Soviet and German archival materials, including the combat orders and operational of the German OKW, OKH, army groups, and armies and of the Soviet Stavka, the Red Army General Staff, the Western Main Direction Command, the Western, Central, Reserve, and Briansk Fronts, and their subordinate armies to present a detailed mosaic and definitive account of what took place, why, and how during the prolonged and complex battles in the Smolensk region from 10 July through 10 September 1941. The structure of the study is designed specifically to appeal to both general readers and specialists by a detailed two-volume chronological narrative of the course of operations, accompanied by a third volume and a fourth, containing archival maps and an extensive collection of specific orders and reports translated verbatim from Russian. The maps, archival and archival-based, detail every stage of the battle.

The Battle of the North Atlantic was the longest continuous military campaign of World War II, running from 1939 until the defeat of Nazi Germany in 1945, though it reached its peak from mid-1940 through the end of 1943. The Battle of the North Atlantic pitted German U-boats and other warships of the German navy against Allied merchant shipping. Initially, convoys of merchant ships were protected for the most part by the British and Canadian navies and air forces. Starting in the early fall of 1941, before Pearl Harbor, these forces were aided by ships and aircraft of the United States. The Battle for the North Atlantic began on the first day of the European war and lasted for six years, involving thousands of ships and stretching over hundreds of miles of the vast ocean and seas in a succession of more than a hundred convoy battles and as many as a thousand single-ship encounters. Tactical advantage switched back and forth over the six years as new weapons, tactics, and countermeasures were developed by both sides. The Allies gradually gained the upper hand, driving the German surface raiders from the ocean by the end of 1942 and decisively defeating the U-boats in a series of convoy battles between March and May 1943.

The Battle of Jettena Junction is a remarkable work. This intriguing combination of fiction work and history textbook subverts and reverses the expectations of historical fiction, using plot as the backdrop for history rather than history as the backdrop for plot—a history book with a dash of fiction rather than a fiction book with a dash of history.

Richard Overy plumbs over 3,000 years of history, from the Fall of Troy in 1200 BC to the Fall of Baghdad in 2003, to locate the 100 battles that he believes the most momentous. Arranged by themes such as leadership, innovation, deception, and courage under fire, Overy presents engaging essays on each battle that together provide a rich picture of how combat has changed through the ages, as well as highlighting what has remained consistent despite advances in technology.

The selection of over 150 rare wartime photographs in this volume in Pen & Swords Images of War series offers a graphic visual record of the dramatic and bloody battles fought for the Crimea during the Second World War. They show every grim aspect of the fighting and reflect in many ways the ruthless character of the struggle across the entire Eastern Front. The German-led Axis forces took eight months to conquer the Crimea in 1941-2 the Soviet defenders of the fortified city-port of Sevastopol held out against repeated assaults for 250 days. In 1944, after the course of the war had turned against the Wehrmacht and their allies, the city was liberated by the Red Army, but only after over 120,000 Axis troops had been evacuated across the Black Sea. Naval operations involving the Soviet Black Sea Fleet and the Romanian Royal Navy are covered in the book, as is the battle in the air between the Luftwaffe and the Red Air Force. But perhaps the most memorable photographs give an insight into the ordinary soldiers experience of the fighting and show the enormous material damage the conflict left behind.

Naval Warfare 1919-45 is a comprehensive history of the war at sea from the end of the Great War to the end of World War Two. Showing the bewildering nature and complexity of the war facing those charged with fighting it around the world, this book ranges far and wide: sweeping across all naval theatres and those powers performing major, as well as minor, roles within them. Armed with the latest material from an extensive set of sources, Malcolm H. Murfett has written an absorbing as well as a comprehensive reference work. He demonstrates that superior equipment and the best intelligence, ominous power and systematic planning, vast finance and suitable training are often simply not enough in themselves to guarantee the successful outcome of a particular encounter at sea. Sometimes the narrow difference between victory and defeat hinges on those infinite variables: the individual's performance under acute pressure and sheer luck. Naval Warfare 1919-45 is an analytical and interpretive study which is an accessible and fascinating read both for students and for interested members of the general public.

The untold history of Beverly Hills and how, against all odds, it remained an independent, exclusive, and glamorous enclave through the efforts of Hollywood's film pioneers. If you look at a map of the sprawling city lines of Los Angeles, you'll notice a distinct hole in the middle. That is Beverly Hills, and there's a reason why it remains an island in the sea of LA. It's a tale inextricably linked with the dawn of cinema, a celebrity couple using their reputation to get what they wanted politically, and of course, the age old conundrum of California: water. For film stars who moved out to California in the early 20th century, Beverly Hills was a refuge from tabloid-heavy Los Angeles. It was also a societal blank slate: unlike Los Angeles, saddled with the East Coast caste system, Beverly Hills' developers were not picky about who settled there. It was the perfect place for Mary Pickford and Douglas Fairbanks who both came from mixed-ethnic, impoverished backgrounds. It allowed them to become among the first actors to reach 'superstar status' through hard-work and keen en-

trepreneurial instincts—and to keep their steamy affair out of the press. Today, listening to a celebrity advocating a cause doesn't raise an eyebrow. But in 1923, it was something new. This is the story of how the stars battled to keep their city free from the clutches of a rapacious Los Angeles and lay the groundwork for celebrity influence and political power. With a nuanced eye and fantastic storytelling, *The Battle for Beverly Hills* is an irresistible tale of glamour, fame, gossip, and politics.

"This book provides a strategic overview of the war that is interweaved with fascinating personal accounts, its campaigns and battles." - Professor Geoffrey Roberts. If the Second World War was Hitler's war, the vast military conflict that engulfed the Mediterranean between 1940 and 1945 was Mussolini's. In this exciting and illuminating account, Anthony Tucker-Jones explores the major campaigns across the whole Mediterranean, from the struggle for control of the Suez Canal to the Allied landings in the French Riviera in the summer of 1944. Includes: • Battle for Crete • The Desert Air War • Second Battle of El Alamein • Operation Crusader • Invasion of Sicily (Operation Husky) The actions of famous generals are introduced, including Erwin Rommel, Bernard Montgomery and George S. Patton, and how their strategic offensives pushed back Axis forces. Augmented by fascinating photographs and forwarded by Professor Geoffrey Roberts, *The Battle for the Mediterranean* tells the story of an all-encompassing conflict, by land, air and sea.

Separated from his friends in a brutal game of survival. Secrets uncovered at every turn. It wasn't the game he expected. THIS COMPLETE SERIES INCLUDES SIX BEST SELLING BOOKS WITH OVER 2000 PAGES OF THRILLING ACTION—AND 1000 FIVE-STAR REVIEWS/RATINGS! When Terran and his friends enter Kingmaker Saga, they're expecting a lifetime of adventure together, but a vengeful hag separates them, throwing their plans into disarray. Stuck in the unrelenting wilderness of the Rockleaf Forest and tracked by a dangerous Spirit Bear, Terran must push himself to develop new skills, find a way to reunite with his friends, and defeat the hidden forces moving quickly to destroy his new home. KEYWORDS: contemporary fantasy, coming of age, fae, complete series, best-selling, urban fantasy, action adventure, academy, new adult, university, dark fantasy, family, young adult, YA fantasy, wizard, mage, witch, dragon, supernatural, supernatural suspense, fantasy series, fantasy series for adults, paranormal mystery, magical worlds, modern fantasy, occult, paranormal, enemies to friends, legend, folk tale, elite, dark magic, thrilling, college, hero, power, privilege, hundred halls, thomas k. carpenter, forbidden magic, strong female lead, orphans, alternate worlds, class differences, badass women, binge read, loners and outcasts, found family, enemies to lovers, sword, spellbinding, magical heist, sprawling series, assassins, spies, diplomacy, rune spells, demonology, shape changing, soul magic, arcane, divination, harry potter, magicians, hundred halls, multi-series, epic adventure, animal companion, fantastic families, magical academies, litrpg, gamelit SIMILAR AUTHORS: Aleron Kong, Travis Bagwell, Dakota Krout, Xander Boyce, Apollos Thorne, Shirtaloon, Shemer Kuznits, Ernest Cline, Carrie Summers, Kyle Kirrin, Kit Falbo, Ravens Dagger, Troy Osgood

From September 1939 to the Blitzkrieg of May 1940, 'Run The Gauntlet' follows the adventures of an RAF light bomber squadron at the beginning of World War Two. Having traded in their Fairey Battles for new Bristol Blenheims, Falcon Squadron are off to war. The CO, Wing Commander Winwright must overcome the lethargy of peacetime and mould his unit into an effective fighting force. Pilot Officer Chandler is the new arrival and the welcome has not been exactly friendly. The old hands view him with suspicion and he must survive friendly fire as well as enemy action to show them what he is capable of. On a routine training flight, Flying Officer Hagen catches a glimpse of the hell that is waiting for all of them if they let their guard down for a moment. Facing the battle hardened Luftwaffe, Falcon Squadron are about to discover that war is far from a game. Supporting the Blenheim Society. This novel has been written with technical input from members of the Blenheim Society based at Duxford. The worlds only flying Blenheim is owned, operated by Blenheim (Duxford) Ltd who are the trustees of the aircraft and she was restored to fly under the auspices of the Aircraft Restoration Company who provide the licence coverage. Operating such a rare aircraft is an expensive undertaking so ♦1 from every novel sold is donated to help keep this warbird in the air for future generations to enjoy.

Iwo Jima was the United States Marine Corps' toughest ever battle and a turning point in the Pacific War. In February 1945, three Marine Divisions stormed the island's shores in what was supposed to be a ten-day battle, but they had reckoned without General Tadamichi Kuribayashi, the enemy commander.

While the Monitor and Merrimack are the most famous of the Civil War ironclads, the Confederacy had another ship in its flotilla that carried high hopes and a metal hull. The makeshift CSS Arkan-

sas, completed by Lt. Isaac Newton Brown and manned by a mixed crew of volunteers, gave the South a surge of confidence when it launched in 1862. For 28 days of summer, the ship engaged in five battles with Union warships, falling victim in the end only to her own primitive engines. The saga of the CSS Arkansas represents the last significant Rebel naval activity in the war's Western theater.

In 2003, Coalition Forces led by America and Great Britain invaded Iraq. In the immediate aftermath the country was left lawless and in turmoil. The army had disintegrated and the police force was none existent. Much of the once powerful nation's infrastructure was smashed and destroyed while the rest of the country, after years of crippling sanctions, had fallen in to disrepair. Western construction companies moved in to begin the rebuilding of Iraq and all the while, the insurgency campaign gained momentum. Kidnappings and attacks on westerners were becoming more frequent and larger, in both scale and daring. The death toll was rising. Many professional soldiers, from all over the world, realised that a lot of money could be made on the ever growing second front of the Iraq war. They left in their droves to join the 'Gold Rush'. Soon, these privately funded soldiers found themselves caught in savage and brutal attacks and gun battles in the streets of Iraq on a daily basis. Running the Gauntlet: The Private War in Iraq is the no punches pulled true account of one man's experiences of the anarchy that reigned after the fall of Saddam.

Policing in Britain was changed fundamentally by the rapid emergence of the automobile at the beginning of the twentieth century. This book seeks to examine how the police reacted to this challenge and moved to segregate the motorist from the pedestrian in an attempt to eliminate the 'road holocaust' that ensued.

A history of the military campaigns near Fort Ticonderoga, New York, in 1758.

Change your ATTITUDE. Change your BUSINESS. Change your FUTURE. What's stopping you from making the changes your business needs to thrive? The most dangerous move in business is the failure to make a move at all. The history of business is filled with companies that are no more because their leaders refused to enact change when the writing was on the wall. Fear. Apathy. Lack of personal responsibility. These simple human flaws can turn a good company into a dead company. The writing on the wall has never been clearer than it is now—and marketing phenomenon Jeffrey Hayzlett is on a mission to make you see it, understand it, and heed it. Today's business environment is so competitive and volatile that you can't afford to be satisfied with business as usual. You must make changes now to compete in the future. Building on the principles and concepts in his first book *The Mirror Test*, Hayzlett takes you on a step-by-step journey to: Develop a "takeover mentality" for your business Summon the vision and courage necessary for driving change Sharpen the mental and emotional toughness to make strategic, lasting change Execute the right changes and deal with any disruptions they might cause Sustain and manage your company's new-found momentum Change is already happening all around you—to products, to organizations, to entire industries. Eventually, it will happen to your company, whether from outside forces or your own initiative. You've always had the ability to institute positive change in your company. Now, with *Running the Gauntlet*, you have the inspiration and knowledge to make it happen and take control of it—instead of letting it control you. Praise for *Running the Gauntlet* "If the shoe fits, wear it! Jeff's advice fits any hard-charging business owner and leader." —Tony Hsieh, New York Times bestselling author of *Delivering Happiness* and CEO, Zappos.com "I've seen a lot of sharks, and Hayzlett's advice comes like a Hammerhead. He can smell blood from a mile away, so when Hayzlett jumps in big waters, some sharks have to jump out." —Daymond John, founder and CEO, FUBU, and star of ABC's business show *Shark Tank* "If Jeff were a wine, it would be strong, sassy, and bold - just like his savvy business advice. This is a wine you want to open again and again." —Gary Vaynerchuk, co-founder, Vaynermedia.com "Running the Gauntlet just played the Trump Card. This book is terrific!" —Ivanka Trump, EVP Trump Organization "It's time someone grabs you (and your business) by the shirt collar and shakes you! Strap on your chaps—business celebrity Jeff Hayzlett is going to take you on a rough-and-tumble ride that just might change the life of your business forever. Muster the courage and buy this book!" —Darren Hardy, Publisher, *SUCCESS* magazine, and bestselling author of *The Compound Effect*

In February 1942, three of the major ships of the German surface fleet - the battle-cruisers Scharnhorst and Gneisenau, and the heavy cruiser Prinz Eugen - stormed out of the harbour at Brest on a dramatic voyage back to Germany. Passing through the straights of Dover, the ships faced everything the Royal Air Force and the Royal Navy could throw at them. In a dramatic running fight, the ships managed to sail right under the nose of history's greatest maritime nation to reach the safety of Germany. The brilliantly executed operation brought great humiliation to the British - Hitler,

who had developed the plan, had judged perfectly the reaction of the British command to the Channel Dash. This book tells the complete story of this great race, from the planning through to the repercussions of this unique Germany victory.

This title is presented with a new foreword by Istvan Deak. The battle of Budapest in the bleak winter of 1944-45 was one of the longest and bloodiest city sieges of World War II. From the appearance of the first Soviet tanks on the outskirts of the capital to the capture of Buda Castle, 102 days elapsed. In terms of human trauma, it comes second only to Stalingrad, comparisons to which were even being made by soldiers, both German and Soviet, fighting at the time. This definitive history covers their experiences, and those of the 800,000 non-combatants around whom the battle raged.

Grinding, bloody, and ultimately decisive, the Petersburg Campaign was the Civil War's longest and among its most complex. Ulysses S. Grant and Robert E. Lee squared off for more than nine months in their struggle for Petersburg, the key to the Confederate capital at Richmond. Featuring some of the war's most notorious battles, the campaign played out against a backdrop of political drama and crucial fighting elsewhere, with massive costs for soldiers and civilians alike. After failing to bull his way into Petersburg, Grant concentrated on isolating the city from its communications with the rest of the surviving Confederacy, stretching Lee's defenses to the breaking point. When Lee's desperate breakout attempt failed in March 1865, Grant launched his final offensives that forced the Confederates to abandon the city on April 2, 1865. A week later, Lee surrendered at Appomattox Court House. Here A. Wilson Greene opens his sweeping new three-volume history of the Petersburg Campaign, taking readers from Grant's crossing of the James in mid-June 1864 to

the fateful Battle of the Crater on July 30. Full of fresh insights drawn from military, political, and social history, *A Campaign of Giants* is destined to be the definitive account of the campaign. With new perspectives on operational and tactical choices by commanders, the experiences of common soldiers and civilians, and the significant role of the United States Colored Troops in the fighting, this book offers essential reading for all those interested in the history of the Civil War.

The game begins again in this gripping follow-up to "exciting, clever" (Booklist) *The Gauntlet* that's a futuristic Middle Eastern *Zathura* meets *Ready Player One*! Four years after the events of *The Gauntlet*, the evil game Architect is back with a new partner-in-crime—The MasterMind—and the pair aim to get revenge on the Mirza clan. Together, they've rebuilt Paheli into a slick, mind-bending world with floating skyscrapers, flying rickshaws run by robots, and a digital funicular rail that doesn't always take you exactly where you want to go. Twelve-year-old Ahmad Mirza struggles to make friends at his new middle school, but when he's paired with his classmate Winnie for a project, he is determined to impress her and make his very first friend. At home while they're hard at work, a gift from big sister Farah—who is away at her first year in college—arrives. It's a high-tech game called *The Battle of Blood and Iron*, a cross between a video game and board game, complete with virtual reality goggles. He thinks his sister has solved his friend problem—all kids love games. He convinces Winnie to play, but as soon as they unbox the game, time freezes all over New York City. With time standing still and people frozen, all of humankind is at stake as Ahmad and Winnie face off with the MasterMind and the Architect, hoping to beat them at their own game before the evil plotters expand Paheli and take over the entire world.

The submarine was undoubtedly the most potent purely naval weapon of the twentieth century. In two world wars, enemy underwater campaigns were very nearly successful in thwarting Allied

hopes of victory - indeed, annihilation of Japanese shipping by US Navy submarines is an indicator of what might have been. That the submarine was usually defeated is a hugely important story in naval history, yet this is the first book to treat the subject as a whole in a readable and accessible manner. It concerns individual heroism and devotion to duty, but also ingenuity, technical advances and originality of tactical thought. What developed was an endless battle between forces above and below the surface, where a successful innovation by one side eventually produces a counter-measure by the other in a lethal struggle for supremacy. Development was not a straight line: wrong ideas and assumptions led to defeat and disaster.

The British Merchant Navy dominated the world trade routes in the years leading up to the Second World War. The star players of the fleet were the cargo liners, faster and larger than the tramps and offering limited passenger accommodation. On the outbreak of war these cargo liners became crucial to the nation's survival using their speed and expertise to evade Nazi warships, raiders and U-boats. Initially operating alone, but increasingly relying on Royal Navy protected convoys, these key elements of the Merchant Navy plied the oceans and seas despite mounting losses, throughout the war years. This superbly researched book describes numerous dramatic incidents. Some ended in disaster such as the New Zealand Shipping Company's *Turakina* which was sunk after a running battle with the German raider *Orion*. Others were triumphs for example *Operation Substance* when six fast cargo liners succeeded against all the odds in reaching besieged Malta with vital supplies. The common denominations in all these historic voyages were the courage and skilled seamanship of the Merchant Navy crews. As *Running The Gauntlet* vividly illustrates, their contribution to victory, too long overlooked, cannot be overstated.