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Aliens exist... and, as it turns out, most of them aren't that friendly. Jacob Brown wasn't even born yet the first time they attacked Earth. He was only fourteen the second time it happened. When Earth finally came together and fielded its first spaceborne military, Jacob didn't hesitate to volunteer. Serving aboard a mighty starship, he'd be able to defend his planet-and his family-when, inevitably, they came again. Just as he's about to graduate training, however, Jacob is approached by an officer from Naval Special Operation Command and given a choice: volunteer for a risky mission to a dangerous, lawless world, or give up his dream of serving in the military and go home. He has no idea why he's being singled out in such an unusual manner, but now it's either agree to their demands or give up his dream of being on a starship. Soon, getting his career back on the right track will be the least of his concerns when it seems like everyone-and everything-he meets is trying to kill him. When he stumbles upon a secret most people on Earth are blissfully unaware of he realizes it's not just the aliens he needs to be worried about. "Marine" is the first book in the Terran Scout Fleet Series by the bestselling author of the Omega Force Series and Black Fleet Trilogy. Since output reduction can co-exist with cost reduction/innovation, and that these latter features are desirable, cost reduction and innovation operate to justify infringement of the substantive obligation. Thus, this monograph argues that output, cost, and innovation are the only legitimate issues in an Article 81 analysis. It is in this sense that the monograph is concerned with the boundaries of Article 81 EC. Addressing the problems surrounding the interpretation and application of Article 81 of the EC Treaty, this monograph shows how it affects the regulation and limits of EC competition law. This monograph addresses two problems surrounding the interpretation and application of Article 81 of the EC Treaty - what is competition and how does Article 81 ensure that competition is protected. After over 40 years of application and a period of modernisation, decentralisation, and reflection, it is possible to understand Article 81 and what it seeks to achieve. The monograph's aim is to reveal the intellectual order and rational structure underlying the law so as to enable the reader to understand Article 81 in a clear and rigorous manner. This is done by breaking Article 81 down into its constituent elements and examining the function that each element serves. Arguing that jurisdiction rests on a public/private distinction, both the substantive and the justificatory rules are cast to generate obligations appropriate for private actors to perform. Actors and activities falling within the scope of Article 81 are subject to the substantive element prohibiting contrived reductions in output. What enemy could be more terrifying than a soulless, alien machine? A year ago the Kher Empire was forced to retreat, but they were not beaten. In ORION FLEET they return with a new weapon. A huge ship driven by AI begins methodically grinding inhabited worlds to dust. This unstoppable enemy is without fear or remorse, and the Rebels begin a desperate battle just to slow its advance. Leo Blake takes Earth's first warship into space to find a counter to this deadly new attack. The Imperial Fleets take notice of Earth's interference, and they're intent upon revenge. Even if he wins, Blake might have doomed our homeworld. ORION FLEET is the second book in the Rebel Fleet series, Military SF by bestselling author B. V. Larson. "The remnants of the Expeditionary Force stranded on the alien-controlled planet 'Paradise' get a chance to prove themselves, in a simple off-world training mission with a ship full of teenage alien cadets. When the mission goes horribly wrong and the survival of everyone on Paradise is at risk, the Merry Band of Pirates may have to come to the rescue. Unless they get killed first..." -- Page [4] of cover. The Galactics arrived with their Battle Fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined a vast Empire that spanned the Milky Way. When the Earth is invaded by a rival empire, James McGill's legion must defend the Home World. The top brass has complex plans, but none of that matters much to McGill, who chooses his own unique path. Traveling to star systems no human has ever visited, he searches for a technological edge to beat the enemy before it's too late. Along the way he unleashes new terrors, triggering the biggest battles in human history. HOME WORLD is the sixth book of Undying Mercenaries Series, a novel of military science fiction by bestselling author B. V. Larson. The series starts with book #1, STEEL WORLD. The Imperials have devised a cunning new method of destroying Rebel worlds. Captain Leo Blake is largely responsible for both our survival and our current predicament. He and his crew are infamous among the stars. As a result, when ships of an unknown configuration begin flowing out of swirling rifts above Earth, Blake is called upon again to deal with the problem. But the approaching fleet isn't what it seems. They're employing an entirely new way to exterminate Rebels. They will accept nothing less than conquering Earth--or better yet, destroying all life on our planet. Alpha Fleet is the third book in the Rebel Fleet series. In A Humanist in Reformation Politics Mads Langballe Jensen offers the first contextual account of the political philosophy and natural law theory of the German reformer Philipp Melancthon (1497-1560). A novel of military science fiction telling the story of Earth's annexation by an alien empire. Long considered a primitive people on a backwater planet, humanity finds itself in the middle of a war, and faced with extinction. It has been two decades since the daughter of the death goddess enacted her cruel betrayal. Two decades since the other nine gods were slain, their semi-divine progeny murdered, and the disparate peoples of the Riverland forced to bend knee to their new empress and her armies of the dead. But when bandits kidnap a youth at the edges of the empire, two aged and broken heroes emerge from obscurity to attempt an unlikely rescue. Neither man relishes confronting the forces of their dread empress, but when they learn that their quarry is being held for sacrifice in the imperial city of Rekkidu, they reluctantly begin gathering a crew of uniquely talented criminals to attempt an impossible rescue. A rescue whose failure could have shattering consequences. For they are Jarek and Acharsis, the last of the demigods, long thought dead and whose return could shake the very foundations of the empire. Besides the unusually rich illustrations (over 190 colored images: illustrations, artifacts, maps, monuments), this book offers a fresh view on the Dacian-Roman wars, eliminating as much as possible from the ideological nationalist ballast that came to burden the Romanian view of history. Radu Oltean gathered and adapted most archaeological findings and historical studies, old and new, for a wider public of history lovers. He avoided too much speculation on events that remain unclear for history, but made frequent use of words like "perhaps" and "probably". On occasion, Oltean ventured possible scenarios for the rare instances when historical or archaeological sources were more generous. Some readers may be surprised to discover that events or their interpretation are not at all as learned in school or seen in dramatized movies, in old books and magazines or even in certain museums. The Singularity. It is the era of the posthuman. Artificial intelligences have surpassed the limits of human intellect. Biotechnological beings have rendered people all but extinct. Molecular nanotechnology runs rampant, replicating and reprogramming at will. Contact with extraterrestrial life grows more imminent with each new day. Struggling to survive and thrive in this accelerated world are three generations of the Macx clan: Manfred, an entrepreneur dealing in intelligence amplification technology whose mind is divided between his physical environment and the Internet; his daughter, Amber, on the run from her domineering mother, seeking her fortune in the outer system as an indentured astronaut; and Sirhan, Amber's son, who finds his destiny linked to the fate of all of humanity. For something is systematically dismantling the nine planets of the solar system. Something beyond human comprehension. Something that has no use for biological life in any form... This work is a history of the Pacific, the ocean that became a theatre of power and conflict shaped by the politics of Europe and the economic background of Spanish America. There could only be a concept of the Pacific once the limits and lineaments of the ocean were set and this was undeniably the work of Europeans. Fifty years after the Conquista, Nueva Espa? and Peru were the bases from which the ocean was turned into virtually a Spanish lake. Set against the backdrop of intergalactic politics and war, Dawn Among the Stars follows the stories of three Humans as they struggle to understand the universe on a cosmic scale. Can the three work with the Shielders to save Earth, or will they lose the only home they've ever known? Marine First Lieutenant Jacob Brown is bored. For months he's been sitting around on an alien planet, waiting for command to recall his scout team so they could rest and be re-outfitted. The team went through hell during their previous mission, losing both their commanding officer and their ship. For now, Jacob was acting CO of Scout Team Obsidian and their ship was a broken down old surplus combat shuttle they'd stolen from narco-smugglers on a planet called Niceen-3. When command finally does reach out, however, it isn't to order Obsidian home for some much needed R&R. Instead, they are being reactivated and sent out into the contested space of the recently conquered Eshquarian Empire to track down a single Terran cruiser called the Eagle's Talon. The Talon's captain has gone rogue and is operating within a fleet of ships bent on open rebellion against the quadrant's only remaining superpower. If that ship is discovered within the rebel fleet, Earth will bear the brunt of the ConFed's reprisal. Jacob's team is in a race against time to locate the missing ship and her rogue captain so that a Navy strike force can swoop in and reclaim her... or destroy her. Star Watch defeated the Swarm Invasion Fleet, but at a terrible cost in destroyed star systems, smashed battleships and billions of dead. In the aftermath of the costly victory, chaos threatens as worlds leave the Commonwealth of Planets, face mass starvation or succumb to increased piracy. The war against the Swarm Imperium has just begun. Humanity needs unity or each planet will fall alone. Brigadier O'Hara of Star Watch Intelligence stumbles onto a secret conspiracy. Someone is trying to destroy the Commonwealth from within, and they have an alien artifact of incredible power. O'Hara summons Captain Maddox. Although she fears to lose him, she knows that Maddox and his crew have the best chance of finding the hidden enemy. If the captain fails, the Commonwealth will be powerless to stop its destruction. What O'Hara doesn't know-it would probably break her heart if she did-is that she has just sent Maddox into the most harrowing battle of his career. THE LOST ARTIFACT is the eighth book in the LOST STARSHIP SERIES. The mother, ruler of an entire world Sent to the heart of an old enemy to build a new peace The daughter, officer of a deadly warship Sent to the darkness to find the new enemy hunting them all Book 2 in the Dark Imperium series. In the void and upon the worlds of Greater Ultramar, the battle for the Imperium continues. Intent on rebuilding his home realm and using it as a base to reconstruct the ravaged stellar empire of mankind, the returned primarch Roboute Guilliman proceeds with his war to drive Mortarion and his Death Guard Traitor Legion from the domain of the Ultramarines. But when Guilliman brings his brother to battle upon the diseased plains of Parmenio, the intervention of a greater power in their fraternal struggle threatens to upend the Imperial Regent's understanding of the galaxy, and his place within it. Primarchs and ideologies clash in this second, thrilling part of the Dark Imperium trilogy. Romance of the Perilous Land is a roleplaying game of magic and adventure set in the world of British folklore, from the stories of King Arthur to the wonderful regional tales told throughout this green and pleasant land. It is a world of romantic chivalry, but also of great danger, with ambitious kings, evil knights, and thieving brigands terrorising the land, while greedy giants, malevolent sorcerers, and water-dwelling knuckers lurk in the shadows. As valiant knights, mighty barbarians, subtle cunning folk, and more, the players are heroes, roaming the land to fight evil, right wrongs, and create their own legends. The long war has transformed the Hundred Worlds into heavily fortified star systems. Their economies are geared for military output, and they raise specialized soldiers to save our species. Assault Captain Derek Straker is one such man among many. Deep inside enemy territory, the genetically sculpted captain must find a path to victory. In 1997, M. Kontsevich proved that every Poisson manifold admits a formal quantization, canonical up to equivalence. In doing so he solved a longstanding problem in mathematical physics. Through his proof and his interpretation of a later proof given by Tamarkin, he also opened up new research avenues in Lie theory, quantum group theory, deformation theory and the study of operads ... and uncovered fascinating links of these topics with number theory, knot theory and the theory of motives. Without doubt, his work on deformation quantization will continue to influence these fields for many years to come. In the three parts of this volume, we will 1) present the main results of Kontsevich's 1997 preprint and sketch his interpretation of Tamarkin's approach, 2) show the relevance of Kontsevich's theorem for Lie theory and 3) explain the idea from topological string theory which inspired Kontsevich's proof. An appendix is devoted to the geometry of configuration spaces. Collects short stories exploring themes of time and space travel, self-discovery, and science and technology. MUTINY For Lt. Commander Colin MacIntyre, it began as a routine training flight over the Moon. For Dahak, a self-aware Imperial battleship, it began millennia ago when that powerful artificial intelligence underwent a mutiny in the face of the enemy. The mutiny was never resolved-Dahak was forced to maroon not just the mutineers but the entire crew on prehistoric Earth. Dahak has been helplessly waiting as the descendants of the loyal crew regressed while the mutineers maintained control of technology that kept them alive as the millennia passed. But now Dahak's sensors indicate that the enemy that devastated the Imperium so long ago has returned-and Earth is in their path. For the sake of the planet, Dahak must mobilize its defenses. And that it cannot do until the mutineers are put down. So Dahak has picked Colin MacIntyre to be its new captain. Now MacIntyre must mobilize humanity to destroy the mutineers once and for all-or Earth will become a cinder in the path of galactic conquest. At the publisher's request, this title is sold without DRM (Digital Rights Management). Twenty-four examples of societal collapse help develop a new theory to account for their breakdown. Detailed studies of the Roman, Mayan and Cacaoan collapses clarify the processes of disintegration. The Sisters of Battle are the Emperor's most devout worshippers, fierce warriors preaching the purity of the Imperium and scourging their enemies with bolter and flamer. When an Ecclesiarchy outpost, Sanctuary 101, comes under attack, the Sisters are quick to retaliate. But they face an unknown alien, an implacable foe that has never been encountered - the fearless, soulless necrons. With wave after wave of metallic nightmares assaulting the bastion, a vicious battle will be fought - one that can only end in the total destruction of the unrelenting xenos, or the annihilation of the proud Sororitas. The Third Frontier War is raging, and all across human-occupied space worlds are burning. Massive battlefleets struggle for dominance and kilometer-long war ships exchange thermonuclear barrages. Battered in the early years of the war, the Western Alliance is resurgent. The brilliant Admiral Augustus Garret leads the Alliance fleet from victory to victory, taking the war to the very heart of the enemy empires. And on the ground, Colonel Erik Cain, hero of the Marine Corps, leads his crack troops again into combat, seeking the final battle. In the background, the secretive intelligence agencies of the despotic Superpowers plot and scheme, using their own soldiers as pawns in the great game for control of space. But the final battle will be fought in the reddish sands of a backwater world, and the prize will be the staggering secret that has lain hidden in a

remote cave for untold centuries. All the Powers struggle for the ultimate victory, but at what cost? The Cost of Victory is the second book in the Crimson Worlds series and the sequel to Marines. The Crimson Worlds Series: Marines (Crimson Worlds I) - Available Now! Tombstone (A Crimson Worlds Prequel) - Available Now! A Little Rebellion (Crimson Worlds III) - December 2012 The First Imperium (Crimson Worlds IV) - March 2013 Bio-tech aliens battle Mechs built by humans! After centuries in stasis, a lost task force returns home. Arriving from the infinite void the surviving ships discover that the Imperium lies in ruin. The Homeworld itself is destroyed, and nothing lives in the Ancestral System except an infestation of unknown bipedal beings--creatures soft, red of blood and warm of flesh... When you colonize a planet, make sure the owners aren't coming back... MECH is the story of a new Earth colony built upon the ancient Homeworld of a civilization presumed (incorrectly) to be long dead. MECH is a full novel, 90,000 words in length, by bestselling author B. V. Larson. Humanity is fractured and on the brink of war...The United Terran Federation and the Eastern Star Alliance have been fighting in minor skirmishes along the border region for the last few years, but now it threatens to break out into a full-on war with the victor assuming control of all human space.The Alliance has fired the opening shots with a horrific strike on a civilian target, killing millions and shocking the Federation's parliament into action. Now mighty fleets of starships are moving against each other, ready for the final battle that will settle the conflict once and for all. The venerable Admiral Jackson Wolfe prepares himself for one last fight as his nemesis, Admiral Vadim Kohl, looks to make a name for himself by defeating the infamous Federation officer in battle. Jackson knows events are now in motion that can't be stopped and only one thing is certain: win or lose, nothing will ever be the same again. Ancient Knowledge Networks is a book about how knowledge travels, in minds and bodies as well as in writings. It explores the forms knowledge takes and the meanings it accrues, and how these meanings are shaped by the peoples who use it.Addressing the relationships between political power, family ties, religious commitments and literate scholarship in the ancient Middle East of the first millennium BC, Eleanor Robson focuses on two regions where cuneiform script was the predominant writing medium: Assyria in the north of modern-day Syria and Iraq, and Babylonia to the south of modern-day Baghdad. She investigates how networks of knowledge enabled cuneiform intellectual culture to endure and adapt over the course of five world empires until its eventual demise in the mid-first century BC. In doing so, she also studies Assyriological and historical method, both now and over the past two centuries, asking how the field has shaped and been shaped by the academic concerns and fashions of the day. Above all, Ancient Knowledge Networks is an experiment in writing about 'Mesopotamian science', as it has often been known, using geographical and social approaches to bring new insights into the intellectual history of the world's first empires. You Should Never Speak Truth To Power... The Galactic Empire is dying and chaos and anarchy are breaking out everywhere. After a disastrous mission against terrorists on Earth itself, Captain Edward Stalker of the Terran Marine Corps makes the mistake of speaking truth to power, telling one of the most powerful men in the Empire a few home truths. As a result, Captain Stalker and his men are unceremoniously exiled to Avalon, a world right on the Rim of the Empire. It should have been an easy posting... Well, apart from the bandits infesting the countryside, an insurgency that threatens to topple the Empire's loose control over Avalon, and a corrupt civil government more interested in what it can extort from the population than fighting a war. The Marines rapidly find themselves caught up in a whirlwind of political and economic chaos, fighting to preserve Avalon before the competing factions tear the world apart. They're Marines; if anyone can do it, they can. The battle to save the Empire starts here. A new kind of alien invasion... When Quentin Draith wakes up in a private sanatorium, he has no memory of who he is or how he received the injuries riddling his body. All he knows is that he has to get out, away from the drugs being pumped into him and back to the real world to search for answers. His first question: How did his friend Tony's internal organs fill with sand, killing him in a Las Vegas car crash? After a narrow escape, he tracks down the basic facts: he is an investigator and blogger specializing in the supernatural--which is a good thing, because Quentin's life is getting stranger by the minute. It seems he is one of a special breed, a person with unusual powers. He's also the prime suspect in a string of murders linked by a series of seemingly mundane objects. The deeper he digs and the harder he works to clear his name, the more Quentin realizes that some truths are better off staying buried... The essays selected here for translation derive largely from Thomasius's work on Staatskirchenrecht, or the political jurisprudence of church law. These works, originating as disputations, theses, and pamphlets, were direct interventions in the unresolved issue of the political role of religion in Brandenburg-Prussia, a state in which a Calvinist dynasty ruled over a largely Lutheran population and nobility as well as a significant Catholic minority. In mandating limited religious toleration within the German states, the provisions of the Peace of Westphalia (1648) also provided the rulers of Brandenburg-Prussia with a way of keeping the powerful Lutheran church in check by guaranteeing a degree of religious freedom to non-Lutherans and thereby detaching the state from the most powerful territorial church. Thomasius's writings on church-state relations, many of them critical of the civil claims made by Lutheran theologians, are a direct response to this state of affairs. At the same time, owing to the depth of intellectual resources at his disposal, these works constitute a major contribution to the broader discussion of the relation between the religious and political spheres. The Battle for Alesia was a decisive moment in world history. It determined whether Rome would finally conquer Gaul or whether Celtic chieftain Vercingetorix would throw off the yoke and consequently whether a number of independent Celtic tribal kingdoms could resist the might of Rome. Failure would have been a total defeat for Julius Caesar, not just in Gaul but in the Senate. His career would have been over, his enemies would have pulled him down, civil war would have ensued, no dictatorship, no liaison with Cleopatra. Rome would not have become an empire beyond the Mediterranean. European, and therefore world history might have been a very different story. Caesar's campaign of 52 BC frequently hung in the balance. Vercingetorix was a far more formidable opponent than any he'd encountered in Gaul; bold charismatic and imbued with strategic insight of the highest order. The Romans were caught totally off-guard and it seemed all too likely their grip on Gaul, which Caesar had imagined secure, would be pried free. The Siege of Alesia itself was one of the most astonishing military undertakings of all times. Caesar's interior siege lines stretched for 18 kilometers and were surrounded by an outward facing line three kilometres longer, complete with palisades, towers, ditches, minefields and outposts. This work was completed in less than three weeks. Vercingetorix's refuge proved a trap and, despite an energetic defense and the arrival of a huge relief army, there was to be no escape. Caesar's Greatest Victory fully reveals both sides of the conflict, to explore in depth the personalities involved and to examine the legacy of the campaign which still resonates today. The arms, equipment, tactics and fighting styles of Roman and Celtic armies are explained, as well as the charisma and leadership of Caesar and Vercingetorix and the command and control structures of both sides. Using new evidence from archaeology, the authors construct a fresh account of not just the siege itself but also the Alesia campaign and place it into the wider context of the history of warfare. This is Roman history at its most exciting, featuring events still talked about today. One starship will either save Earth or destroy her.A century ago our star erupted, destroying Earth's wormhole network and closing off trade with her colonized planets. After being out of contact with the younger worlds for so many years, Humanity is shocked when a huge ship appears at the edge of the Solar System. Our outdated navy investigates, both curious and fearful. What they learn from the massive vessel shocks the planet. The lost colonies have survived-but the reunion isn't going to be a happy one. Our descendants are vastly superior in the art of warfare. Worse, there are other beings undreamed of beyond the human frontier: strange, unfathomable...alien. Battle Cruiser Defiant, the first capital ship to darken Earth's skies, is tasked with exploring new passages to the younger planets. Old Earth must reunite with her children...but can humanity survive the inevitable conflicts? Captain William Sparhawk, determined to follow a path of honor and truthfulness, dares to rise to the challenge.BATTLE CRUISER is a military science fiction novel by bestselling author B. V. Larson.

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