

Gears Of War 2 Weapons Guide

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Ltd Ed Art of Gears of War 3

The best-selling video game series returns to comics! Discover the origins of General RAAM and how he became the most feared Locust on all Sera. Includes free code for exclusive digital game content! FOR THE HORDE! Before he was a general leading the assault against humanity on the surface, RAAM was an upstart commander tasked with waging an unwinnable war against the Lambent to protect the Locust homeland. With the enemy pushing inexorably forward, he knows the Horde must turn its attention to more vulnerable prey, and he'll use every atrocity and deception at his disposal to bring Queen Myrrah around to his way of thinking. A prequel to the original Gears of War, written by Kurtis J. Wiebe (Rat Queens) with art by Max Dunbar (Dungeons & Dragons). See how it all began as the Queen's deadliest servant steers the course of history to bring about Emergence Day and the attack on humans, setting in motion the events of the game!

United States Army in World War 2, War in the Pacific, Campaign in the Marianas (Hardcover)

A bumper collection of facts about video games from YouTuber extraordinaire, Larry Bundy Jr, this book will debunk myths and urban legends, delve into developers' biggest successes and failures, explore the odd characters behind the games and unearth the obscure, the forgotten, the cancelled and the abandoned aspects of the gaming world. For the past decade, Larry has painstakingly trawled through countless old magazines, routinely harassed developers, and blackmailed journalists to uncover these amazing tidbits and anecdotes that would have fallen by the wayside of history. Now he has compiled them into a fun, full-colour book with sections on botched game launches, pointless peripherals, unreleased video

game movies, weird guest fighters and much, much more. Along the way, he has invited a few famous gaming guests, including Stuart Ashen and Did You Know Gaming?, to provide their favourite quips for your personal perusal. So whatever your level of knowledge about video games, you're guaranteed to learn a ton of entertaining new information.

Gears of War: Jacinto's Remnant

With its acclaimed gameplay, intense characters, and visceral action, the GEARS OF WAR franchise has helped define the modern shooter genre. Written by Arthur Gies, GEARS OF WAR: RETROSPECTIVE is a detailed look back at the entire GEARS franchise, from the first game's initial development as an Xbox 360 title, all the way up to the series' upcoming entry -GEARS 5. Learn the history of GEARS through the words of its developers, designers, and artists, accompanied by key visuals, concept art, and more.

The Gun Seller

Level Up! The Guide to Great Video Game Design

The end of the Cold War, the evolving mission of the U.S. Armed Services, the dramatic improvements in commercial manufacturing--these and other trends are changing how we provide for the common defense. What will we need in the way of defense manufacturing in the year 2010--a short few years away? How should we best spend our defense funds? Defense Manufacturing in 2010 and Beyond sets forth a vision for the nation's defense manufacturing, including policies, technologies, systems, processes, practices, and financial implications. Eight specific trends are forecast--defense spending, the relationship between defense and commercial industries, the nature of the threat to our nation, the emergence of new technologies, and other areas--and their implications for defense manufacturing are explored. The committee describes manufacturing advancements that are around the corner--virtual enterprise, and more--and examines how these breakthroughs will likely meet or fail to meet defense manufacturing requirements. This expert panel identifies the highest priorities and recommends strategies for matching future manufacturing capabilities with our defense needs. February

A Fiery Peace in a Cold War

Continuing the saga of the bestselling game series! With the Locust Horde apparently destroyed, Jacinto's survivors have begun to rebuild human society on the Locusts' stronghold. Raiding pirate gangs take a toll—but it's nothing that Marcus Fenix and the Gears can't handle. Then the nightmare that they thought they'd left behind begins to stalk them again.

Something far worse, something even the Locust dreaded, has emerged to spread across the planet, and not even this remote island haven is beyond its reach. Gears and Stranded must fight side by side to survive their deadliest enemy yet, falling back on the savage tactics of another bloody siege—Anvil Gate. From the Trade Paperback edition.

Gears of War: Bloodlines

Enter the war-torn world of Sera and join the desperate fight against the Locust with this deluxe Gears of War® poster collection. With forty high-quality removable posters, this collection features exciting poster art and striking visuals of the memorable characters, key scenes, and deadly weapons of the critically acclaimed video game series.

GameAxis Unwired

A classic work of American literature that has not stopped changing minds and lives since it burst onto the literary scene, *The Things They Carried* is a ground-breaking meditation on war, memory, imagination, and the redemptive power of storytelling. *The Things They Carried* depicts the men of Alpha Company: Jimmy Cross, Henry Dobbins, Rat Kiley, Mitchell Sanders, Norman Bowker, Kiowa, and the character Tim O'Brien, who has survived his tour in Vietnam to become a father and writer at the age of forty-three. Taught everywhere—from high school classrooms to graduate seminars in creative writing—it has become required reading for any American and continues to challenge readers in their perceptions of fact and fiction, war and peace, courage and fear and longing. *The Things They Carried* won France's prestigious Prix du Meilleur Livre Etranger and the Chicago Tribune Heartland Prize; it was also a finalist for the Pulitzer Prize and the National Book Critics Circle Award.

Game Informer Magazine

NEW YORK TIMES BEST-SELLING AUTHOR – NOMINATED FOR THE 2019 HUGO AWARD FOR BEST SERIES – WINNER OF THE 2016 LOCUS AWARD – NOMINATED FOR THE HUGO, NEBULA AND ARTHUR C. CLARKE AWARDS. *DEATH AND NEW BEGINNINGS* Shuos Jedao is awake. ... and nothing is as he remembers. In his mind he's a teenager, a cadet—a nobody. But he finds himself in the body of an old man, a general controlling the elite forces of the hexarchate, and the most feared—and reviled—man in the galaxy. Jedao carries orders from Hexarch Nirai Kujen to re-conquer the fractured pieces of the hexarchate on his behalf. But he has no memory of ever being a soldier, let alone a general, and the Kel soldiers under his command hate him for a massacre he can't remember committing. Kujen's friendliness can't hide the fact that he's a tyrant. And what's worse, Jedao and Kujen are being hunted by an enemy who knows more about Jedao and his crimes than he does himself

Gears of War: Anvil Gate

25 years after the events of Gears of War 3, a fresh generation of heroes will encounter a new enemy that threatens to bring humanity even closer to extinction. To commemorate the next chapter, Dark Horse Books is joining forces with The Coalition to bring fans The Art Of Gears Of War 4. This gorgeous volume is a must-have item for veteran Gears and rookies alike!

The Effects of Nuclear Weapons

Grab your pencil and get ready to draw more of your favorite Outfits, back bling, and weapons with Epic Games' second official how to draw book! This all-new collection includes step-by-step instructions and expert tips to make your sketches as epic as your in-game achievements and features the authentic Fortnite holographic seal. In this legendary guide, learn to draw over 30 more of the game's most popular icons--from the best Outfits to the most-envied back bling and gliders. You'll go step-by-step with easy-to-follow instructions from rough sketch to detailed finish. INCLUDES: 18 classic Outfits 5 awesome weapons The most iconic back bling and gliders Drawing guide Expert art tips, including how to draw figures and perspective YOU TOO can create drawings that will inspire fear in your enemies.

The Official Xbox Magazine

Marcus Fenix and Dominic Santiago fought together at the pivotal battle of Aspho Fields, but now as they fight to save the remnants of the human race from the menace of the Locust Horde, secrets from the past return to haunt them.

Gears of War: The Slab

Based on the blockbuster Xbox game, this is the stunning story of the men and women who stood between a planet and total destruction—and now have to face the consequences of their actions. After a brutal fifteen-year war for survival, the Coalition of Ordered Governments is forced to destroy mankind's last city in a final bid to stop the Locust Horde. As the survivors flee Jacinto, they must contend with the last of the Locust, bent on vengeance, as they struggle to stay alive in an icy wilderness. Marcus Fenix, Dom Santiago, and their fellow Gears fight to get Jacinto's refugees to a safe haven, but find themselves in a lawless new world where the enemy is human—and as desperate and dangerous as any grub.

The Odyssey of Homer

Examines the mission that killed Osama Bin Laden and describes previously unreported missions that illustrate the life and work of a SEAL and the evolution of the team after the events of September 11.

Gears of War

THE NEW YORK TIMES, WALL STREET JOURNAL, LOS ANGELES TIMES, AND USA TODAY BESTSELLER "A band of brothers in an American tank . . . Makos drops the reader back into the Pershing's turret and dials up a battle scene to rival the peak moments of Fury." --The Wall Street Journal From the author of the international bestseller A Higher Call comes the riveting World War II story of an American tank gunner's journey into the heart of the Third Reich, where he will meet destiny in an iconic armor duel--and forge an enduring bond with his enemy. When Clarence Smoyer is assigned to the gunner's seat of his Sherman tank, his crewmates discover that the gentle giant from Pennsylvania has a hidden talent: He's a natural-born shooter. At first, Clarence and his fellow crews in the legendary 3rd Armored Division--"Spearhead"--thought their tanks were invincible. Then they met the German Panther, with a gun so murderous it could shoot through one Sherman and into the next. Soon a pattern emerged: The lead tank always gets hit. After Clarence sees his friends cut down breaching the West Wall and holding the line in the Battle of the Bulge, he and his crew are given a weapon with the power to avenge their fallen brothers: the Pershing, a state-of-the-art "super tank," one of twenty in the European theater. But with it comes a harrowing new responsibility: Now they will spearhead every attack. That's how Clarence, the corporal from coal country, finds himself leading the U.S. Army into its largest urban battle of the European war, the fight for Cologne, the "Fortress City" of Germany. Battling through the ruins, Clarence will engage the fearsome Panther in a duel immortalized by an army cameraman. And he will square off with Gustav Schaefer, a teenager behind the trigger in a Panzer IV tank, whose crew has been sent on a suicide mission to stop the Americans. As Clarence and Gustav trade fire down a long boulevard, they are taken by surprise by a tragic mistake of war. What happens next will haunt Clarence to the modern day, drawing him back to Cologne to do the unthinkable: to face his enemy, one last time. Praise for Spearhead "A detailed, gripping account . . . the remarkable story of two tank crewmen, from opposite sides of the conflict, who endure the grisly nature of tank warfare." --USA Today (four out of four stars) "Strong and dramatic . . . Makos established himself as a meticulous researcher who's equally adept at spinning a good old-fashioned yarn. . . . For a World War II aficionado, it will read like a dream." --Associated Press

Gears of War

From Neil Sheehan, author of the Pulitzer Prize—winning classic A Bright Shining Lie, comes this long-awaited, magnificent epic. Here is the never-before-told story of the nuclear arms race that changed history—and of the visionary American Air Force officer Bernard Schriever, who led the high-stakes effort. A Fiery Peace in a Cold War is a masterly work about

Schriever's quests to prevent the Soviet Union from acquiring nuclear superiority, to penetrate and exploit space for America, and to build the first weapons meant to deter an atomic holocaust rather than to be fired in anger. Sheehan melds biography and history, politics and science, to create a sweeping narrative that transports the reader back and forth from individual drama to world stage. The narrative takes us from Schriever's boyhood in Texas as a six-year-old immigrant from Germany in 1917 through his apprenticeship in the open-cockpit biplanes of the Army Air Corps in the 1930s and his participation in battles against the Japanese in the South Pacific during the Second World War. On his return, he finds a new postwar bipolar universe dominated by the antagonism between the United States and the Soviet Union. Inspired by his technological vision, Schriever sets out in 1954 to create the one class of weapons that can enforce peace with the Russians—intercontinental ballistic missiles that are unstoppable and can destroy the Soviet Union in thirty minutes. In the course of his crusade, he encounters allies and enemies among some of the most intriguing figures of the century: John von Neumann, the Hungarian-born mathematician and mathematical physicist, who was second in genius only to Einstein; Colonel Edward Hall, who created the ultimate ICBM in the Minuteman missile, and his brother, Theodore Hall, who spied for the Russians at Los Alamos and hastened their acquisition of the atomic bomb; Curtis LeMay, the bomber general who tried to exile Schriever and who lost his grip on reality, amassing enough nuclear weapons in his Strategic Air Command to destroy the entire Northern Hemisphere; and Hitler's former rocket maker, Wernher von Braun, who along with a colorful, riding-crop-wielding Army general named John Medaris tried to steal the ICBM program. The most powerful men on earth are also put into astonishing relief: Joseph Stalin, the cruel, paranoid Soviet dictator who spurred his own scientists to build him the atomic bomb with threats of death; Dwight Eisenhower, who backed the ICBM program just in time to save it from the bureaucrats; Nikita Khrushchev, who brought the world to the edge of nuclear catastrophe during the Cuban Missile Crisis, and John Kennedy, who saved it. Schriever and his comrades endured the heartbreak of watching missiles explode on the launching pads at Cape Canaveral and savored the triumph of seeing them soar into space. In the end, they accomplished more than achieving a fiery peace in a cold war. Their missiles became the vehicles that opened space for America.

The Bomb

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own

projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems - including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chili recipe -making it an even more indispensable guide for video game designers both "in the field" and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

Gears of War Poster Collection

Prepare for the Gears 5 game with this pulse-pounding mission and a whole new squad! All first printings include a download code to access the "Hivebusters Bundle," which contains the Mechanic Mac skin as well as a banner of the Hivebusters cover art. After successfully busting a Swarm hive on the remote island of Pahanu, this suicide squad will face their most dangerous mission yet--going after the Swarm that decimated the home settlement of one of their own! As Mac seeks to take revenge against the monsters that wiped out his hometown, tempers rise as Keegan and Lahni try to keep the team on track, but are they on a collision course with certain death? Set on the fictional planet of Sera, the Gears of War series charts the story of humanity's struggle against an army of monstrous, fearsome, and brutal adversaries through a captivating tale of hope, comradery, and survival.

Gears of War: the Rise of Raam

"A skillful mix of Bertie Wooster and James Bond . . . A thoroughgoing pleasure from beginning to end" (Booklist). From the multitalented British actor, beloved for his roles on Blackadder, Jeeves and Wooster, and House, this is a spot-on spy spoof about hapless ex-soldier Thomas Lang, who is drawn unwittingly and unwillingly into the center of a dangerous plot of international terrorists, arms dealing, high-tech weapons, and CIA spooks. "There is mystery, intrigue, sex, and violence, all of which Lang tosses off with sarcastic wit and remarkable poise. Laurie's humor hits home. Although the subject is serious, even plausible, much of this comedy-thriller is laugh-out-loud funny." —Library Journal "Suspenseful, hilarious, witty, surprising, ridiculous, and pretty wonderful . . . A delightful novel." —The Washington Post Book World

Gears of War: Hivebusters

The Delta Squad continues its efforts to save the world's survivors, who have been forced to destroy their own cities and civilizations, from the brutal Locust Horde that launched its first attack fifteen years earlier.

Grunt: The Curious Science of Humans at War

This collection bridges the gap between the Lightmass Bombing at the end of the first 'Gears of War' game and the start of the second game.

Gears of War Limited Edition Strategy Guide

The new novel set within the action of the Xbox Game Studios video game Gears 5, by New York Times bestselling author Jason Hough. THE OFFICIAL TIE-IN TO THE EXCITING VIDEO GAMES GEARS 5 AND GEARS TACTICS In the aftermath of Settlement 2's destruction, Kait Diaz reels from the near loss of a close friend amid utter defeat at the hands of the Swarm. To move forward, she must choose either to walk the Outsider path of her mother, or rise to her beckoning duty as a Gear, as her father did. As Kait grapples with her circumstance, an unexpected ally illuminates secrets from the past that offer a new perspective. Over four decades before, the two superpowers of Sera - the Coalition of Ordered Governments, and the Union of Independent Republics - wage a bitter, worldwide conflict known as the Pendulum Wars. For nearly a century, the two have fought to wrest control over Sera's most precious energy resource: Imulsion. On the 79th year of the Pendulum Wars, Gabriel Diaz is a decorated Lieutenant Colonel serving the Coalition, assigned to Vectes Naval Base - a fortress that's seen little action despite its close proximity to UIR territory. The island's relative quiet is disturbed when a COG special forces team known as Ghost Squad arrive with a mysterious mission to the nearby island of Knifespire: an unforgiving rock of seemingly no strategic value. When the Ghosts send out a distress call, it's up to Gabe to evacuate them - and what he discovers on Knifespire could change the very course of the Pendulum Wars. There, the Battle of Gatka Ridge will define Gabe's legacy, and shape the future of his daughter, Kait Diaz.

Arsenal of Democracy

Fight a war against the overpowering Locust Horde and win! Gears of War Limited Edition Strategy Guide features a complete walkthrough of the entire game. A detailed listing of weapons, items, equipment and bestiary will keep you one step ahead. It reveals expert boss strategies and unbeatable tactics for each gameplay mode to help you win. Plus, find limited edition bonus art book, content, a foldout and more!

FORTNITE (Official): How to Draw 2

Get more from Gears of War 2 with this new guide dedicated to downloadable contentA brand new compilation combining all previous Gears of War 2 game add-ons with brand new multiplayer and campaign content. You'll find the Gears of War 2:

Dark Corners game-add on, which features seven new multiplayer maps and a deleted campaign chapter, Road to Ruin. Plus, in-depth multiplayer strategies for each new area.Covers Xbox 360.

The Things They Carried

Spearhead

Describes joint Army, Naval and Marine operations to capture Saipan, Tinian, and Guam, and the development of these islands as bases for further American joint operations against the Japanese homeland. Includes maps, tables, charts, illustrations, appendixes, bibliographical note, glossary and index.

No Easy Day

Gears of War 2

Play the sequel of the year Gears of War 2 taking on new characters, better weapons, nastier enemies in grander locations and win. With a bonus foldout and more!Gears of War 2 Signature Series Guide features a complete step-by-step walkthrough for single-player and co-op player campaigns keeping you ahead of the game. Find detailed maps revealing key locations, weapons, ammo and more and multi-player coverage with expert tips and tactics. Includes a complete list of Xbox achievements.Covers Xbox 360.

World War 2 In Review: German Fighting Vehicles

The Art of Gears of War 3 takes you behind the scenes of one of Epic Games' biggest releases. It features character, environment, monster, weapons, and vehicle concept art and production art in comprehensive galleries. The book shows some of the unseen art that makes Gears of War 3 one of history's most anticipated games.

Gears of War: Retrospective

A New York Times / National Bestseller "America's funniest science writer" (Washington Post) Mary Roach explores the science of keeping human beings intact, awake, sane, uninfected, and uninfested in the bizarre and extreme circumstances

of war. Grunt tackles the science behind some of a soldier's most challenging adversaries—panic, exhaustion, heat, noise—and introduces us to the scientists who seek to conquer them. Mary Roach dodges hostile fire with the U.S. Marine Corps Paintball Team as part of a study on hearing loss and survivability in combat. She visits the fashion design studio of U.S. Army Natick Labs and learns why a zipper is a problem for a sniper. She visits a repurposed movie studio where amputee actors help prepare Marine Corps medics for the shock and gore of combat wounds. At Camp Lemmonier, Djibouti, in east Africa, we learn how diarrhea can be a threat to national security. Roach samples caffeinated meat, sniffs an archival sample of a World War II stink bomb, and stays up all night with the crew tending the missiles on the nuclear submarine USS Tennessee. She answers questions not found in any other book on the military: Why is DARPA interested in ducks? How is a wedding gown like a bomb suit? Why are shrimp more dangerous to sailors than sharks? Take a tour of duty with Roach, and you'll never see our nation's defenders in the same way again.

Gears of War: Coalition's End

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

The Art of Gears of War 4

MARCUS FENIX. WAR HERO. LOYAL SON. TRAITOR. Ten years after Emergence Day, as the Locust Horde advances on humanity's last defended area—Ephyra—in a bloody war that has seen billions die, Marcus Fenix does the unthinkable: he defies orders and abandons his post during a critical battle in a bid to rescue his father, weapons scientist Adam Fenix. But Adam is buried in the rubble during a ferocious assault on the Fenix mansion, and Ephyra falls to the enemy. Marcus, grieving for a father everyone believes is dead, is court-martialed for dereliction of duty and sentenced to forty years in the Coalition of Ordered Government's brutal maximum security prison, known simply as the Slab. But Adam is very much alive, snatched from the destruction by the elite Onyx Guard on Chairman Richard Prescott's orders. He's now a long way from home and in a prison of his own—a COG doomsday bunker on the tropical island of Azura, a place hidden from the rest of Sera since the Pendulum Wars. His own guilty secret has been exposed: Adam knew the Locust existed deep below the surface of Sera long before Emergence Day, and were being driven from their tunnels by a lethal parasite known as the Lambent. Now he has to find a way to destroy the Lambent while the dwindling COG forces fight to hold back a growing Locust army that's threatening to overrun the city. As Adam struggles to find redemption in his comfortable island jail, Marcus seeks his own atonement in the squalid, closed world within the Slab's granite walls. While Dom Santiago and Anya Stroud fight to get him released, ready to make any sacrifice to free him, Marcus gradually finds unexpected kinship among

Sera's most dangerous criminals—and a way to carry on his personal war against the Locust. “Adam, you knew this day would come.” It was a familiar voice: silky, imperial, polished, and utterly human. “Hello, Myrrah.” Adam Fenix found himself thinking of the terrible Locust food again. “You got my message, then.” “And how right you were. We do need you. And we shall take you. I hope you're not planning anything foolish. You have responsibilities, Adam.” It would be a living death. The Locust Queen would never release him, even if he developed a countermeasure. But he didn't deserve any better. “I also have my service pistol.” “And I can take your son at any time.” He had the measure of her, then, and she had his. “You leave Marcus out of this. It's a condition.” He opened the desk drawer and took out the handgun, a 9mm officer's weapon. It made a distinctive clunk on the wooden desktop as he slammed it down. “If anything happens to him, I don't care what happens to the rest of Sera.”

Revenant Gun

The President has the power to end the world in minutes. Right now, no one can stop him. Since the Truman administration, America has been one “push of a button” away from nuclear war—a decision that rests solely in the hands of the President. Without waiting for approval from Congress or even the Secretary of Defense, the President can unleash America's entire nuclear arsenal. Almost every governmental process is subject to institutional checks and balances. Why is potential nuclear annihilation the exception to the rule? For decades, glitches and slip-ups have threatened to trigger nuclear winter: misinformation, false alarms, hacked warning systems, or even an unstable President. And a new nuclear arms race has begun, threatening us all. At the height of the Cold War, Russia and the United States each built up arsenals exceeding 30,000 nuclear weapons, armed and ready to destroy each other—despite the fact that just a few hundred are necessary to end life on earth. From authors William J. Perry, Secretary of Defense in the Clinton administration and Undersecretary of Defense for Research and Engineering in the Carter administration, and Tom Z. Collina, the Director of Policy at Ploughshares Fund, a global security foundation in Washington, DC, *The Button* recounts the terrifying history of nuclear launch authority, from the faulty 46-cent microchip that nearly caused World War III to President Trump's tweet about his “much bigger & more powerful” button. Perry and Collina share their firsthand experience on the front lines of the nation's nuclear history and provide illuminating interviews with former President Bill Clinton, former Secretary of Defense Jim Mattis, Congressman Adam Smith, Nobel Peace Prize winner Beatrice Fihn, senior Obama administration officials, and many others. Written in an accessible and authoritative voice, *The Button* reveals the shocking tales and sobering facts of nuclear executive authority throughout the atomic age, delivering a powerful condemnation against ever leaving explosive power this devastating under any one person's thumb.

Training to Fly - Military Flight Training 1907-1945

From the author the classic *The Wizards of Armageddon* and Pulitzer Prize finalist comes the definitive history of American policy on nuclear war—and Presidents' actions in nuclear crises—from Truman to Trump. Fred Kaplan, hailed by *The New York Times* as “a rare combination of defense intellectual and pugnacious reporter,” takes us into the White House Situation Room, the Joint Chiefs of Staff’s “Tank” in the Pentagon, and the vast chambers of Strategic Command to bring us the untold stories—based on exclusive interviews and previously classified documents—of how America’s presidents and generals have thought about, threatened, broached, and just barely avoided nuclear war from the dawn of the atomic age until today. Kaplan’s historical research and deep reporting will stand as the permanent record of politics. Discussing theories that have dominated nightmare scenarios from Hiroshima and Nagasaki, Kaplan presents the unthinkable in terms of mass destruction and demonstrates how the nuclear war reality will not go away, regardless of the dire consequences.

Gears of War 2

The Button

"Describes the uniforms, gear, and weapons used by Union and Confederate forces during the American Civil War"--Provided by publisher.

Defense Manufacturing in 2010 and Beyond

Throughout World War II, Detroit's automobile manufacturers accounted for one-fifth of the dollar value of the nation's total war production, and this amazing output from "the arsenal of democracy" directly contributed to the allied victory. In fact, automobile makers achieved such production miracles that many of their methods were adopted by other defense industries, particularly the aircraft industry. In *Arsenal of Democracy: The American Automobile Industry in World War II*, award-winning historian Charles K. Hyde details the industry's transition to a wartime production powerhouse and some of its notable achievements along the way. Hyde examines several innovative cooperative relationships that developed between the executive branch of the federal government, U.S. military services, automobile industry leaders, auto industry suppliers, and the United Automobile Workers (UAW) union, which set up the industry to achieve production miracles. He goes on to examine the struggles and achievements of individual automakers during the war years in producing items like aircraft engines, aircraft components, and complete aircraft; tanks and other armored vehicles; jeeps, trucks, and amphibians; guns, shells, and bullets of all types; and a wide range of other weapons and war goods ranging from search lights to submarine nets and gyroscopes. Hyde also considers the important role played by previously underused workers—namely African Americans and women—in the war effort and their experiences on the line. *Arsenal of Democracy* includes an

analysis of wartime production nationally, on the automotive industry level, by individual automakers, and at the single plant level. For this thorough history, Hyde has consulted previously overlooked records collected by the Automobile Manufacturers Association that are now housed in the National Automotive History Collection of the Detroit Public Library. Automotive historians, World War II scholars, and American history buffs will welcome the compelling look at wartime industry in Arsenal of Democracy.

Fact Hunt

The encyclopedia of weapons of world war II is the most detailed and authoritative compendium of the weapons of mankind's greatest conflict ever published. It is a must for the military, enthusiast, and all those interested in World War II.

Weapons, Gear, and Uniforms of the Civil War

The Encyclopedia of Weapons of World War II

Merriam Press World War 2 In Review Series. First eBook Edition 2017. Pictorials with histories of these German military vehicles: (1) Panzerkampfwagen V "Panther" medium tank (2) Panzerjäger Panther "Jagdpanther" tank destroyer (3) Panzerkampfwagen VIII "Maus" super-heavy tank (4) Sd.Kfz. 2 Kettenkrad: German Light Half-track Gun Tractor. 508 BW/color photos/illustrations.

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