

Hostile Ground

The threat of the Noori, the ancient enemy of the hippos of Filpini, looms like a dark cloud just beyond the horizon. In order to keep watch against a possible invasion, king Pelyas sends his son Rumpo to establish a colony of hippos on the outskirts of the Noori's lands. The Noori, however, seem prepared to use any means necessary to drive the intruders back. The conflict turns into a vicious duel between Rumpo and the Noori commander, where each is forced to use all his skill in scheming and strategic thinking and neither will yield an inch of ground without a fight. In *On Hostile Ground* B.A. Seloaf combines epic fantasy with modern, witty dialogue. His characters belong to races never before featured in fantasy literature. He provides the reader with both tragedy, comedy, romance and spine-chilling thrills, all woven together into a most memorable story. "Action-packed . . . he brings the reader artfully through the fog of war with clarity" (20th Century Aviation Magazine). Vietnam has often been called our "first helicopter war," and indeed, the US Marine Corps, as well as Army, had to feel its way forward during the initial combats. But by 1967, the combat was raging across South Vietnam, with confrontational battles against the NVA on a scale comparable to the great campaigns of WWII. In 1968, when the Communists launched their mammoth counteroffensive, the Marines were forced to fight on all sides, with the helicopter giving them the additional dimension that proved decisive in repelling the enemy. The author of this book, a Vietnam veteran and Purple Heart recipient who has also worked at the USMC History Division and National Museum of the Marine Corps in Quantico, uses his experiences as a company commander to bring the story to life by weaving personal accounts, after-action reports, and official documents into a compellingly readable narrative of service and sacrifice by Marine pilots and crewmen. The entire story of the war is depicted through the prism of Marine helicopter operations, from the first deployments to support the Army of the Republic of Vietnam against the Viet Cong through the rapid US buildup to stop the North Vietnamese Army, until the final withdrawal from our Embassy. "Superlative research." —Leatherneck

Our personal and professional lives often put us in contact with people who exhibit intimidating, menacing and sometimes outright violent behavior. Ed Lewis has faced hundreds of such confrontations as part of a professional restraint team at a mental health facility as well as on the streets as a private investigator, and in that environment he discovered the psychological and physical secrets of defusing such hostile subjects or, if necessary, restraining their attacks. In *Hostile Ground*, he gives you a graduate course in such topics as handling fear during a confrontation, recognizing different types of aggressors, identifying common reasons for assaultive behavior, reading body language for signs of impending violence, defusing a hostile situation and managing physical assaults if all else fails. Whether your job puts you in harm's way or you're simply an ordinary citizen who interacts with the public on a daily basis, you will learn from this book.

On Hostile Ground Book One of the Hippo Chronicles Universe

Enemy territory is a dangerous place to fall in love.

Another new release of the highly sought-after classic commentary series from one of the most respected and articulate expositors of the twentieth century. "John Phillips writes with enthusiasm and clarity, ...cutting through the confusion and heretical dangers associated with Bible interpretation." -Moody Magazine

Watch your step... It was meant to be an easy mission, a walk in the park. But SG-1's first trip off-world after Colonel O'Neill's return from Edora (*STARGATE SG-1: One Hundred Days*) proves to be anything but easy. Trapped for a covert assignment, O'Neill must conceal the truth from his team at all costs. So when Dr Daniel Jackson is injured and the mission begins to go awry, tensions quickly reach a breaking point. Stranded on a hostile planet, and desperate to find a way home before it's too late, O'Neill leads his fractured team on a desperate journey across a barren and forsaken world. Faced with an enemy more vicious than anything they've encountered before, only SG-1's strength as a unit will keep them alive—if the secret O'Neill is hiding doesn't tear them apart first...

After the deaths of three undercover cops investigating a drug ring in a seedy strip club in Seattle, Detective Mahir Hussain has been sent to finish the job. He joins the club's security team in the hopes of finding enough evidence to bust the operation before the men in charge find a reason to put him in a shallow grave. To protect the strippers, only gay men can work the club. Ridley, the cold and intimidating head of security, knows exactly how to test potential new hires—including Mahir. From the minute they meet, Mahir and Ridley engage in a dangerous dance of sex and mind games. Mahir needs to find his evidence before Ridley figures out he's a cop—and before they both grow too close to betray one another. As the game goes on, Mahir burrows deeper into the operation, where he learns there's much more happening than meets the eye... and why every cop who made it this far has been silenced with a bullet. This book was previously published.

A deserted island. A secret training ground. And a murderer on the loose. Sarah Sullivan was just six years old when her parents were killed in front of her. Ever since that day, all she's ever wanted to do is to stop others from experiencing the same devastation. And now, twenty years later, she's just days away from realizing her dream of becoming a detective. Then, in a heartbeat, her hopes are ripped away. Bound and blindfolded. Pitted against the ex-boyfriend who disappeared without a trace. Sarah is forced to make a difficult choice. Her captors say they can help her find her parents' killer. They say their cause is noble and just. But then comes the first body...

Do whatever it takes to survive... Addy Rutgers survived a treacherous, brutal upbringing after her parents died. Trained for death and seduction and forced to work for her brother's covert ops organization, she learned to rely only on herself and chameleon her way through every mission. With him dead and his organization dismantled, she now has a new life at The Arsenal—one where she can shed her personas and be herself. Now, she must immerse herself in the nightmarish world she fled and trust the one man with the power to destroy her. To slay a monster, you must become one... Kristof Lavrov sank into the criminal underworld two decades ago with one objective—revenge. The sacrifices made are only outnumbered by the atrocities he's committed under the banner of vengeance. What little of his humanity remains is now under fire when he agrees to help the one woman that he'd sacrifice anything to protect. Their lives have intersected more than once, and he's always had the strength to walk away. Until now. They must work together to save those they love, but the real war is one neither of them is prepared to wage.

In our increasingly polarized society, there are constant calls for compromise, for coming together. For many, these are empty talking points—for Lucy Moore, they are a life's work. As an environmental

mediator, she has spent the past quarter century resolving conflicts that appeared utterly intractable. Here, she shares the most compelling stories of her career, offering insight and inspiration to anyone caught in a seemingly hopeless dispute. Moore has worked on wide-ranging issues—from radioactive waste storage to loss of traditional grazing lands. More importantly, she has worked with diverse groups and individuals: ranchers, environmental activists, government agencies, corporations, tribal groups, and many more. After decades spent at the negotiating table, she has learned that a case does not turn on facts, legal merit, or moral superiority. It turns on people. Through ten memorable stories, she shows how issues of culture, personality, history, and power affect negotiations. And she illustrates that equitable solutions depend on a healthy group dynamic. Both the mediator and opposing parties must be honest, vulnerable, open, and respectful. Easier said than done, but Moore proves that subtle shifts can break the logjam and reconcile even the most fiercely warring factions. This book should be especially appealing to anyone concerned with environmental conflicts; and also to students in environmental studies, political science, and conflict resolution, and to academics and professionals in mediation and conflict resolution fields.

Sun Tzu The Art of War™ Yellow Edition is a profound wisdom and fundamental knowledge for competitive thinking of today whether in business, politics, or anything else in between. Its strategy principles and formulas are timeless and universal as well as proven and practical. This book has a comprehensive translation of Sun Tzu The Art of War™. It is the only translation in the world that has 360 strategy principles which are easy to read and understand. Mastering these proven principles and practicing them will make you decisive and effective in the way you lead your people and make your decisions. For more information on our business strategy books, business strategy planners, business strategy courses, and business strategy certification programs, visit our websites: www.JamesSonhill.com and www.SunTzuStore.com.

This book contains poems by Alexander Pope, 18th-century English poet best known for his satirical verse and use of heroic couplet.

Air power for warfighting is a story that's been told many times. Air power for peacekeeping and UN enforcement is a story that desperately needs to be told. In rich detail this volume describes: aircraft transporting vital supplies to UN peacekeepers and massive amounts of humanitarian aid to war-affected populations; aircraft serving as the 'eyes in sky' to keep watch for the world organization; and combat aircraft enforcing the peace. Rich poignant case studies illuminate the past and present use of UN air power, pointing the way for the future.

Fighting Rommel examines how and why some armies innovate under pressure while others do not. Focusing on the learning culture of the British Imperial Forces, it looks at the Allied campaign during the Second World War against the Afrika Korps of Rommel. The volume highlights the hitherto unexplored yet key role of the British Indian Army, the largest volunteer force in the world. It also introduces 'learning culture' as a heuristic device. Further, it goes on to analyze military innovation on the battlefield, in victory and defeat. A major intervention in the study of the Second World War, this book will be indispensable to scholars and researchers of military history, especially British and German, battlefield history, and defence and strategic studies.

Cheats Unlimited are the specialists when it comes to video game cheats, tips and walkthrough guides. Fronted by the glamorous and gorgeous Cheat Mistress, Cheats Unlimited has helped over seven million gamers worldwide over the last 12 years. Through phone lines, fax machines, the Web and WAP sites and now eBooks, we have been there for gamers when they've needed us the most. With EZ Cheats: Video Game Cheats, Tips and Secrets, we aim to help you unlock the game's full potential with a series of tips, cheat codes, secrets, unlocks and Achievement/Trophy guides, covering Xbox 360, PlayStation 3, Nintendo Wii, DS and PSP. Whether you want to find out how to spawn specific vehicles, learn how to open up harder difficulty settings, or discover sneaky ways to earn additional ingame currency, we have the answers. EZ Cheats are compiled by expert gamers who are here to help you get the most out of your games. EZ Cheats: Video Game Cheats, Tips and Secrets 5th Edition covers all of the current consoles: Xbox 360, PlayStation 3 and Nintendo Wii. With all the top games covered, including Batman Arkham City, Battlefield 3, Uncharted 3: Drake's Deception, Gears of War 3, Mortal Combat, Call Of Duty: Modern Warfare 3, The Legend of Zelda: Skyward Sword, LA Noir, The Elder Scrolls V: Skyrim, Sonic Generations, FIFA 12, Rage, Saints Row The Third, amongst hundreds more top titles.

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