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A complete and in-depth review of exoplanet research, covering the discovery methods, physics and theoretical background. ...Offers a fully illustrated array of new creatures such as the boneclaw, eldritch giant, and web golem. It also includes advanced versions of some monsters Reprint of the original, first published in 1868. This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks) Includes over 50 photos and 22 maps THIS IS THE FOURTH in a series of five volumes dealing with the operations of United States Marines in Korea during the period 2 August 1950 to 27 July 1953. Volume IV presents in detail the operations of the 1st Marine Division and 1st Marine Aircraft Wing, the former while operating under Eighth Army control and also as part of IX Corps and X Corps, USA, and the latter while controlled by the Fifth Air Force. The period covered in this volume begins in the latter part of December 1950, when the Division rested in the Masan "bean patch," and continues through the guerrilla hunt, the Punchbowl fighting, and all other operations during 1951. The account ends...March 1952. "AMERICANS everywhere will remember the inspiring conduct of Marines during Korean operations in 1950. As the fire brigade of the Pusan Perimeter, the assault troops at Inchon, and the heroic fighters of the Chosin Reservoir campaign, they established a record in keeping with the highest traditions of their Corps. No less praiseworthy were the Marine actions during the protracted land battles of 1951, the second year of the Korean "police action." The 1st Marine Division, supported wherever possible by the 1st Marine Aircraft Wing, helped stem the flood of the Chinese offensive in April. Then lashing back in vigorous and successful counterattack, the Marines fought around the Hwachon Reservoir to the mighty fastness of the Punchbowl... The year of desperate fighting, uneasy truce, and renewed combat covered by this volume saw the operational employment of a Marine-developed technique—assault by helicopter-borne troops. Tactics were continually being refined to meet the ever changing battle situation. However, throughout the period, the one constant factor on which United Nations commanders could rely was the spirit and professional attitude of Marines, both regular and reserve. This is their hallmark as fighting men."- Gen. Shoup A deluxe leatherbound edition of one of the three D&D core rulebooks. This new, beautifully bound version of the "Monster Manual" joins the special editions of the "Player's Handbook" and the "Dungeon Master's Guide" to complete the premiere set of Dungeons & Dragons core rulebooks. Like the others, the title gets premium treatment in the form of a leather binding, emboss and foil treatment, gilt-edged paper, and an attached ribbon bookmark. Praise for the previous edition 'A relaxed, well-written and information-packed expedition discovering the history of eclipses' - The Sky at Night A complete guide to the most stunning of celestial sights, a total eclipse of the Sun Totality: The Great North American Eclipse of 2024 is the most comprehensive source of information, photographs, and illustrations to help readers understand and safely enjoy all aspects of solar eclipses. It includes information on how best to photograph and video record an eclipse, as well as abundant maps, diagrams, and charts, as well as covering the science, history, mythology, and folklore of eclipses. This new edition focuses especially on the eclipse of April 8, 2024 that passes across Mexico, the United States, and Canada, including detailed maps, precise locations, and weather prospects. The only complete guide to all aspects and uses of simulation—from the international leaders in the field There has never been a single definitive source of key information on all facets of discrete-event simulation and its applications to major industries. The Handbook of Simulation brings together the contributions of leading academics, practitioners, and software developers to offer authoritative coverage of the principles, techniques, and uses of discrete-event simulation. Comprehensive in scope and thorough in approach, the Handbook is the one reference on discrete-event simulation that every industrial engineer, management scientist, computer scientist, operations manager, or operations researcher involved in problem-solving should own, with an in-depth examination of: * Simulation methodology, from experimental design to data analysis and more * Recent advances, such as object-oriented simulation, on-line simulation, and parallel and distributed

*simulation * Applications across a full range of manufacturing and service industries * Guidelines for successful simulations and sound simulation project management * Simulation software and simulation industry vendors* This roadside safety design package has been developed to satisfy a need for training in this area. It is hoped that all persons involved in the design, construction, operation, and maintenance of highways will become familiar with the concepts contained in the program. The concepts and practices discussed come from those contained in the AASHTO publication, "Highway Design and Operational Practices Related to Highway Safety". They are discussed in considerable depth in this program and should provide a good working knowledge of roadside safety design. Much of the program is oriented around freeways; however, the principles apply equally toward the lower order highway. A multi-user game, web site, cloud application, or networked database can have thousands of users all interacting at the same time. You need a powerful, industrial-strength tool to handle the really hard problems inherent in parallel, concurrent environments. You need Erlang. In this second edition of the bestselling *Programming Erlang*, you'll learn how to write parallel programs that scale effortlessly on multicore systems. Using Erlang, you'll be surprised at how easy it becomes to deal with parallel problems, and how much faster and more efficiently your programs run. That's because Erlang uses sets of parallel processes-not a single sequential process, as found in most programming languages. Joe Armstrong, creator of Erlang, introduces this powerful language in small steps, giving you a complete overview of Erlang and how to use it in common scenarios. You'll start with sequential programming, move to parallel programming and handling errors in parallel programs, and learn to work confidently with distributed programming and the standard Erlang/Open Telecom Platform (OTP) frameworks. You need no previous knowledge of functional or parallel programming. The chapters are packed with hands-on, real-world tutorial examples and insider tips and advice, and finish with exercises for both beginning and advanced users. The second edition has been extensively rewritten. New to this edition are seven chapters covering the latest Erlang features: maps, the type system and the Dialyzer, WebSockets, programming idioms, and a new stand-alone execution environment. You'll write programs that dynamically detect and correct errors, and that can be upgraded without stopping the system. There's also coverage of rebar (the de facto Erlang build system), and information on how to share and use Erlang projects on github, illustrated with examples from cowboy and bitcask. Erlang will change your view of the world, and of how you program. *What You Need The Erlang/OTP system. Download it from erlang.org.*

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