

## Total War Rome 2 Emperor Edition V2 0 0 Build 13903

*\*Includes pictures \*Highlights the reigns of each emperor and how Nero's reign set the chain of events in motion \*Includes online resources and a bibliography for further reading \*Includes a table of contents*

The 12 months known in history as the Year of the Four Emperors was a pivotal chapter in the long epoch of the Roman Empire. It marked the tumultuous end of the Julio-Claudian Dynasty and the advent of a year of civil war, renewal and realignment, the result of which was the establishment of a new era and the founding of a new (and arguably more rational and responsible) imperial dynasty. The controversial year began with the decline of the Julio-Claudian dynasty under the rule of Emperor Nero. Nero was the last ruler of a dynasty founded by Julius Caesar, who was perhaps the most famous Roman emperor that never was. The Julio-Claudian succession included such names as Augustus, Tiberius, Caligula, Claudius, and of course Nero, names that resonate with great power throughout the chronicles of Roman history, in many cases thanks to the violence, madness, misrule and decadence that seemed to take root at the center of imperial Rome at the dawn of the common era. In 54 CE, at the age of 16, Nero ascended to the imperial throne, and for the most part his arrival was well received. Among his early achievements was the granting of certain basic rights to slaves, the strengthening of the senate, a reduction in taxes and the general encouragement of modesty and restraint. He was initially attentive to the military, the central pillar of imperial power, and indeed, it was during his reign that the British resistance was broken in the aftermath of the rebellion of the Iceni Queen Boadicea, which in 61 CE resulted in a signature Roman victory. However, with the passage of time, the darker side of Nero's nature gradually began to manifest, and his cruelty and instability began to erode his early popularity. On July 18, 64 CE, Rome burned, with 3 of its 14 precincts destroyed and 7 others critically damaged. Although Nero responded to the disaster responsibly, by providing what assistance he could to those affected, rumors nonetheless circulated that he had been responsible for the fire, or at the very least had stood by and allowed it to consume those parts of Rome that he desired for the grandiose public works and building projects with which he was credited. In response to this, he blamed Christians for the fire, beginning the signature persecution of Roman Christians that has been so widely recorded in Roman history. Nero was eventually declared a public enemy, and finding himself without support, he committed suicide on June 9, 68 CE, the first Roman emperor to do so. Having left no heir, Nero's death plunged the empire into confusion and chaos, bringing to an end the Julio-Claudian lineage while at the same time offering no clear rule of succession. This presented the opportunity for influential individuals in the empire, and in particular provincial governors who also commanded large military garrisons, to express and further their own ambitions to power. The result was a period of instability and civil war as several pretenders to the throne, among them the emperors Galba, Otho and Vitellius, gained and lost power, until finally the emperor Vespasian seized and retained the imperial principate. Vespasian imposed order and discipline on a chaotic empire and founded the Flavian Dynasty, which survived until CE 96, encompassing the reigns of Vespasian himself (69-79), and his two sons Titus (79-81) and Domitian (81-96). The Year of the Four Emperors: The History of the Civil War to Succeed Nero as Emperor of Rome chronicles one of the most important years in the history of the Roman Empire. Along with pictures of important people, places, and events, you will learn about the Year of the Four Emperors like never before. From the author who "wraps mystery, action, myth, and deceit into one page turner of a book" (Nerd Reactor) comes Battle for Rome. War is on the horizon for the Roman Empire, and only Maxentius, tyrant of Rome, stands between the emperor Constantine and supreme power in the west.

*Aurelius Castus is now a tribune in Constantine's army. But this great honor brings new challenges, and Castus is tormented by suspicions that his young wife has been unfaithful. As Constantine becomes increasingly devoted to Christianity, he is forced to ask himself whether he is following the wrong man. The approaching war will decide the fate of the empire, but Castus's own battle will carry him much further—into the shadowy realms of treachery at the heart of Rome itself.*

*NEW YORK TIMES BESTSELLER • The extraordinary story of the World War II air, land, and sea campaign that brought the U.S. Navy to the apex of its strength and marked the rise of the United States as a global superpower Winner, Commodore John Barry Book Award, Navy League of the United States • Winner, John Lehman Distinguished Naval Historian Award, Naval Order of the United States With its thunderous assault on the Mariana Islands in June 1944, the United States crossed the threshold of total war. In this tour de force of dramatic storytelling, distilled from extensive research in newly discovered primary sources, James D. Hornfischer brings to life the campaign that was the fulcrum of the drive to compel Tokyo to surrender—and that forever changed the art of modern war. With a close focus on high commanders, front-line combatants, and ordinary people, American and Japanese alike, Hornfischer tells the story of the climactic end of the Pacific War as has never been done before. Here are the epic seaborne invasions of Saipan, Tinian, and Guam, the stunning aerial battles of the Great Marianas Turkey Shoot, the first large-scale use of Navy underwater demolition teams, the largest banzai attack of the war, and the daring combat operations large and small that made possible the strategic bombing offensive culminating in the atomic strikes on Hiroshima and Nagasaki. From the seas of the Central Pacific to the shores of Japan itself, *The Fleet at Flood Tide* is a stirring, authoritative, and cinematic portrayal of World War II's world-changing finale. Illustrated with original maps and more than 120 dramatic photographs "Quite simply, popular and scholarly military history at its best."—Victor Davis Hanson, author of *Carnage and Culture* "The dean of World War II naval history . . . In his capable hands, the story races along like an intense thriller. . . . Narrative nonfiction at its finest—a book simply not to be missed."—James M. Scott, *Charleston Post and Courier* "An impressively lucid account . . . admirable, fascinating."—*The Wall Street Journal* "An extraordinary memorial to the courageous—and a cautionary note to a world that remains unstable and turbulent today."—Admiral James Stavridis, former Supreme Allied Commander, NATO, author of *Sea Power* "A masterful, fresh account . . . ably expands on the prior offerings of such classic naval historians as Samuel Eliot Morison."—*The Dallas Morning News**

*The fall of Rome was just the beginning. A new empire will rise . . . AD 439: the Roman Empire is on the brink of collapse. With shocking speed a Vandal army has swept through the Roman provinces of Spain and north Africa, conquering Carthage and threatening Roman control of the Mediterranean. But a far greater threat lies to the east, a barbarian force born in the harsh steppelands of Asia, warriors of unparalleled savagery who will sweep all before them in their thirst for conquest - the army of Attila the Hun. For a small group of Roman soldiers and a mysterious British monk, the only defence is to rise above the corruption and weakness of the Roman emperors and hark back to the glory days of the Roman army centuries before, to find strength in history. But then they devise a plan of astonishing audacity that will take them to the heart of darkness itself, to the stronghold of the most feared warrior-king the world has ever known. In the showdown to come, in the greatest battle the Romans have ever fought, victory will go to those who can hold high the most potent symbol of war ever wrought by man - the sacred sword of Attila.*

*War and Empire in the Age of Justinian*

*Playing with the Ancient World*

*Beasts in Velvet*

*A Total War Novel*

*The Oxford Illustrated History of World War II*

*The History of the Civil War to Succeed Nero as Emperor of Rome*

***A fast-paced historical novel about two women with the power to sway an empire, from the New York Times and USA Today bestselling author of The Alice Network and The Rose Code. A.D. 69. The Roman Empire is up for the taking. Everything will change—especially the lives of two sisters with a very personal stake in the outcome. Elegant and ambitious, Cornelia embodies the essence of the perfect Roman wife. She lives to one day see her loyal husband as Emperor. Her sister Marcella is more aloof, content to witness history rather than make it. But when a bloody coup turns their world upside-down, both women must maneuver carefully just to stay alive. As Cornelia tries to pick up the pieces of her shattered dreams, Marcella discovers a hidden talent for influencing the most powerful men in Rome. In the end, though, there can only be one Emperor...and one Empress.***

***From the author of the bestselling The Dangerous Book for Boys Sweeping us into a realm of tyrants and slaves, of dark intrigues and seething passions, Conn Iggulden brings us a magnificent novel of ancient Rome—and of the early years of a man who would become the most powerful ruler on earth. In a city of grandeur and decadence, beauty and bloodshed, two boys, best friends, dream of glory in service of the mightiest empire the world has ever known. One is the son of a senator. The other is a bastard child. As young Gaius and Marcus grow to manhood, they are trained in the art of combat—under the tutelage of one of Rome’s most fearsome gladiators. For Marcus, a bloody campaign in Greece will become a young soldier’s proving ground. For Gaius, the equally deadly infighting of the Roman Senate will be the battlefield where he hones his courage and skill. And for both, the love of an extraordinary slave girl will be an honor each will covet but only one will win. But as Rome is thrust into the grip of bitter conflict, as every Roman prepares to take sides in the coming battle, Gaius and Marcus’s friendship will be put to the ultimate test....***

***The cradle of western civilisation, the ancient Greek world, was made up of a series of***

***independent city states some of which, such as Athens and Sparta, grew to become major world powers. The subject of this book is Greek warfare in the Classical Period, which stretches from the Greek victories over the Persian Empire to the death of Alexander the Great at the end of the 4th century, with the authoritative text by Nicholas Sekunda focusing primarily on providing as full an account as possible of Greek military dress during this period. The names of some of the battles (Marathon, Thermopylae, and Salamis) have become synonyms for fortitude and courage.***

***Despite the prevalence of video games set in or inspired by classical antiquity, the medium has to date remained markedly understudied in the disciplines of classics and ancient history, with the role of women in these video games especially neglected. Women in Classical Video Games seeks to address this imbalance as the first book-length work of scholarship to examine the depiction of women in video games set in classical antiquity. The volume surveys the history of women in these games and the range of figures presented from the 1980s to the modern day, alongside discussion of issues such as historical accuracy, authenticity, gender, sexuality, monstrosity, hegemony, race and ethnicity, and the use of tropes. A wide range of games of different types and modes are discussed, with particular attention paid to the Assassin's Creed franchise's 21st-century ventures into classical antiquity (first in Origins (2017), set in Hellenistic Egypt, and then in Odyssey (2018), set in classical Greece), which have caught the imagination not only of gamers, but also of academics, especially in relation to their accompanying educational Discovery Modes. The detailed case studies presented here form a compelling case for the indispensability of the medium to both reception studies and gender studies, and offer nuanced answers to such questions as how and why women are portrayed in the ways that they are.***

***Digitalisierung im Lateinunterricht***

***The World of Ancient Rome: A Daily Life Encyclopedia [2 volumes]***

***Case Studies***

***Belisarius***

***A Biography of Cancer***

***The Emperor's Spy***

An assessment of cancer addresses both the courageous battles against the disease and the misperceptions and hubris that have compromised modern understandings, providing coverage of such topics as ancient-world surgeries and the development of present-day treatments. Reprint. Best-selling winner of the Pulitzer Prize. Includes reading-group guide.

Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, *Gaming the Past* provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

AD 439: The Roman Empire is on the brink of collapse. With terrifying speed a Vandal army has swept through the Roman provinces of Spain and North Africa, conquering Carthage and threatening Roman control of the Mediterranean. But a far greater threat lies to the east, a barbarian force born in the harsh steppelands of central Asia, warriors of unparalleled savagery who will sweep all before them in their thirst for conquest - the army of Attila the Hun. For a small group of Roman soldiers and a mysterious British monk, the only defense is to rise above the corruption and weakness of the Roman emperors and hark back to the glory days of the army centuries before, to find strength in history. Led by Flavius, a young tribune, and his trusty centurion Macrobius, they fight a last-ditch battle against the Vandals in North Africa before falling back to Rome, where they regroup and prepare for the onslaught to come. Flavius learns that the British monk who had fled with them from Carthage is more than he seems, and he is drawn into a shady world of intelligence and intrigue under the aegis of Flavius' uncle Aetius, commander-in-chief of the Roman armies in the west, the man who alone has the power to rally Rome and her allies and save the western empire from annihilation. Aetius is desperate to buy time until his army

is strong enough to confront the Huns on the field of battle, and meanwhile will do anything to undermine their strength. Together they devise a plan of astonishing audacity that will take Flavius and Macrobius across the frontier and far up the river Danube to the heart of darkness itself, to the stronghold of the most feared warrior-emperor the world has ever known - and into alliance with the emperor's daughter, a warrior-princess who has sworn vengeance against her father for the death of her mother. In the showdown to come, in the greatest battle the Romans have ever fought, victory will go to those who can hold high the most potent symbol of war ever wrought by man - the sacred sword of Attila. From gaming consoles to smartphones, video games are everywhere today, including those set in historical times and particularly in the ancient world. This volume explores the varied depictions of the ancient world in video games and demonstrates the potential challenges of games for scholars as well as the applications of game engines for educational and academic purposes. With successful series such as "Assassin's Creed" or "Civilization" selling millions of copies, video games rival even television and cinema in their role in shaping younger audiences' perceptions of the past. Yet classical scholarship, though embracing other popular media as areas of research, has so far largely ignored video games as a vehicle of classical reception. This collection of essays fills this gap with a dedicated study of receptions, remediations and representations of Classical Antiquity across all electronic gaming platforms and genres. It presents cutting-edge research in classics and classical receptions, game studies and archaeogaming, adopting different perspectives and combining papers from scholars, gamers, game developers and historical consultants. In doing so, it delivers the first state-of-the-art account of both the wide array of 'ancient' video games, as well as the challenges and rewards of this new and exciting field.

The Oxford Illustrated History of World War Two

A Novel of Julius Caesar

The Field of Swords

Tragedy of Titus Andronicus

The Gods of War

*The saga of ancient Rome and of Julius Caesar comes to a conclusion as the would-be emperor leads his legions across the Rubicon River to confront his last rival for supreme power, a victory that will split Rome in a destructive civil war, test the bonds of long-time friendship, bring him the love of the Egyptian queen Cleopatra, and lead to the betrayal of his closest ally. Reprint.*

*This volume focuses on the depiction of women in video games set in historical periods or archaeological contexts, explores the tension between historical and archaeological accuracy and authenticity, examines portrayals of women in historical periods or archaeological contexts, portrayals of female historians*

*and archaeologists, and portrayals of women in fantastical historical and archaeological contexts. It includes both triple A and independent video games, incorporating genres such as turn-based strategy, action-adventure, survival horror, and a variety of different types of role-playing games. Its chronological and geographical scope ranges from late third century BCE China, to mid first century BCE Egypt, to Pictish and Viking Europe, to Medieval Germany, to twentieth century Taiwan, and into the contemporary world, but it also ventures beyond our universe and into the fantasy realm of Hyrule and the science fiction solar system of the Nebula.*

*Learn why the Roman Republic collapsed -- and how it could have continued to thrive -- with this insightful history from an award-winning author. In *Mortal Republic*, prize-winning historian Edward J. Watts offers a new history of the fall of the Roman Republic that explains why Rome exchanged freedom for autocracy. For centuries, even as Rome grew into the Mediterranean's premier military and political power, its governing institutions, parliamentary rules, and political customs successfully fostered negotiation and compromise. By the 130s BC, however, Rome's leaders increasingly used these same tools to cynically pursue individual gain and obstruct their opponents. As the center decayed and dysfunction grew, arguments between politicians gave way to political violence in the streets. The stage was set for destructive civil wars -- and ultimately the imperial reign of Augustus. The death of Rome's Republic was not inevitable. In *Mortal Republic*, Watts shows it died because it was allowed to, from thousands of small wounds inflicted by Romans who assumed that it would last forever.*

*Women in Historical and Archaeological Video Games* Walter de Gruyter GmbH & Co KG

*A Novel of Rome*

*A Novel of the Last Years of Rome*

*Twilight of Empire III*

*Women in Classical Video Games*

*Warriors of Ancient Greece*

*New Perspectives on Ethnic Diversity and Cultural Identity*

A daring dog takes a whirlwind tour of Rome in search of freedom in new picture book from beloved storyteller Mac Barnett and masterful illustrator Claire Keane Paolo the dachshund is trapped. Though he lives in Rome, a city filled with history and adventure, he is confined to a hair salon. Paolo dreams of the sweet life—la dolce vita—in the Eternal City. And then, one day, he escapes! Paolo throws himself into the city, finding adventure at every turn. Join our hero as he discovers the wonders of Rome: the ruins, the food, the art, the opera, and—of course—the cats. Readers will cheer the daring of this bighearted dog, whose story shows that even the smallest among us can achieve great things.

Wie kann der altsprachliche Unterricht in Zeiten immer weiter fortschreitender Digitalisierung noch mit modernen Fremdsprachen "mithalten"? Welche Möglichkeiten gibt es, den Lernenden antike Inhalte spaß- und nutzbringend durch digitale

Tools und Medien näherzubringen? Dieses Buch liefert nicht nur Antworten auf solcherlei Fragen, sondern ist primär darauf ausgelegt, sämtliche Möglichkeiten der Nutzung digitaler Tools zu sammeln, zu strukturieren, zu beschreiben, fachdidaktisch einzuordnen sowie zu bewerten und zu reflektieren. Dabei soll auch kritisch geprüft werden, ob z. B. LearningApps Kriterien wie Übersetzungsorientierung erfüllen, wie mit ZumPad eine Texterschließung gelingen kann oder wie ganz allgemein die Lernenden Medienkompetenz im Lateinunterricht erwerben können. Dieses Handbuch systematisiert den Medieneinsatz im LU und beschreibt dazu didaktische Modelle und Vorgehensweisen. Auch die Frage des Lernertrages wird nicht ausgeblendet, sondern es werden gezielt auch Grenzen und Probleme des Medieneinsatzes thematisiert. Nützliche Erfahrungen aus der Unterrichtspraxis runden das Werk ab.

The third volume in the acclaimed Emperor series, in which Conn Iggulden brilliantly interweaves history and adventure to recreate the astonishing life of Julius Caesar -- an epic tale of ambition and rivalry, bravery and betrayal, from an outstanding new voice in historical fiction.

New York Times bestselling author Colleen McCullough returns us to an age of magnificent triumphs, volcanic passions, and barbaric cruelties. Throughout the Western world, great kingdoms have fallen and despots lay crushed beneath the heels of Rome's advancing legions. But now internal rebellion threatens the stability of the mighty Republic. An aging, ailing Gaius Marius, heralded conqueror of Germany and Numidia, longs for that which was prophesied many years before: an unprecedented seventh consulship of Rome. It is a prize to be won only through treachery and with blood, pitting Marius against a new generation of assassins, power-seekers, and Senate intriguers—and setting him at odds with the ambitious, tormented Lucius Cornelius Sulla, once Marius's most trusted right-hand man, now his most dangerous rival.

Using Video Games to Teach Secondary History

Augustus

Eine Analyse Historischer Strategiespiele

Caligula

The Last Roman General

Total War Rome 2: The Sword of Attila

*World War Two was the most devastating conflict in recorded human history. It was both global in extent and total in character. It has understandably left a long and dark shadow across the decades. Yet it is three generations since hostilities formally ended in 1945 and the conflict is now a lived memory for only a few. And this growing distance in time has allowed historians to think differently about how to describe it, how to explain its course, and what subjects to focus on when considering the wartime experience. For instance, as World War Two recedes ever further into the past, even a question as apparently basic as when it began and ended becomes less certain. Was it 1939, when the war in Europe began? Or the summer of 1941, with the beginning of Hitler's war against the Soviet Union? Or did it become truly global only when the Japanese brought the USA into the war at the end of 1941? And what of the long conflict in East Asia, beginning with the Japanese aggression in China in the early 1930s and only ending with the triumph of the Chinese Communists in 1949? In *The Oxford Illustrated History of World War Two* a team of leading historians re-assesses the conflict for a new*



*generation, exploring the course of the war not just in terms of the Allied response but also from the viewpoint of the Axis aggressor states. Under Richard Overy's expert editorial guidance, the contributions take us from the genesis of war, through the action in the major theatres of conflict by land, sea, and air, to assessments of fighting power and military and technical innovation, the economics of total war, the culture and propaganda of war, and the experience of war (and genocide) for both combatants and civilians, concluding with an account of the transition from World War to Cold War in the late 1940s. Together, they provide a stimulating and thought-provoking new interpretation of one of the most terrible and fascinating episodes in world history.*

*Liberty is not, as the German precursors of Nazism asserted, a negative ideal. Whether a concept is presented in an affirmative or in a negative form is merely a question of idiom. Freedom from want is tantamount to the expression striving after a state of affairs under which people are better supplied with necessities. Freedom of speech is tantamount to a state of affairs under which everybody can say what he wants to say. At the bottom of all totalitarian doctrines lies the belief that the rulers are wiser and loftier than their subjects and that they therefore know better what benefits those ruled than they themselves. Werner Sombart, for many years a fanatical champion of Marxism and later a no less fanatical advocate of Nazism, was bold enough to assert frankly that the Führer gets his orders from God, the supreme Führer of the universe, and that Führertum is a permanent revelation.\* Whoever admits this, must, of course, stop questioning the expediency of government omnipotence. Those disagreeing with this theocratical justification of dictatorship claim for themselves the right to discuss freely the problems involved. They do not write state with a capital S. They do not shrink from analyzing the metaphysical notions of Hegelianism and Marxism. They reduce all this high-sounding oratory to the simple question: are the means suggested suitable to attain the ends sought? In answering this question, they hope to render a service to the great majority of their fellow men.*

*Studienarbeit aus dem Jahr 2017 im Fachbereich Pädagogik - Medienpädagogik, Ludwig-Maximilians-Universität München, Sprache: Deutsch, Abstract: Die Geschichtsdarstellungen sind im 21. Jahrhundert angekommen. Neue Medien haben die Möglichkeiten Geschichtsbewusstsein zu fördern und Wissen über Geschichte zu vermitteln vervielfacht. Wo es früher nur mündliche, schriftliche Vermittlung gab und die Veranschaulichung nur durch Gegenstände oder Reenactments möglich waren, so bieten heute Filmdokumentationen, Spielfilme, Podcasts, diskursive Webseiten und Blogs vielfache Wege um die Vergangenheit zu illustrieren. In den letzten Jahrzehnten nahmen besonders digitale Spiele aufgrund ihrer hohen Interaktivität eine Sonderstellung in dieser Entwicklung ein. Die lange von den Wissenschaftlern wenig beachteten Computerspiele und ihre Eigenheiten der Geschichtsdarstellung wurden besonders in den letzten Jahren zunehmend als ein interessantes, aber nicht problemfreies Medium zur Geschichtsdarstellung und Vermittlung betrachtet. Das Computerspiel kann historische Quellen und populäre Darstellungen nutzen, um die Vergangenheit zu inszenieren, doch es besteht häufig ein Konflikt zwischen historischer Genauigkeit und Game Design. Dies liegt nicht zuletzt auch an der eingeschränkten Kommunikation zwischen Spielentwicklern, Spielern und Historikern. Doch die Geschichtsdarstellung in digitalen Spielen hat heute häufig größeres Publikum als jene in geschichtswissenschaftlichen Darstellungen. Damit werden sie zu einem der populärsten Mittel der Geschichtsvermittlung. Erst in den vergangenen Jahren wurden daher verschiedene Vorschläge zur wissenschaftlichen Analyse von Computerspielen veröffentlicht. Einer der jüngsten und ausführlichsten Beiträge ist Adam Chapmans „Digital Games as History“ (2016). Im Folgenden soll daher sein Analysemuster vorgestellt und am Beispiel des Spiels „Total War: Rome II“5 (TWR II) veranschaulicht werden.*

*Gaius Julius Caesar Augustus Germanicus, the third Roman Emperor, is better known by another name: Caligula, a name synonymous with decadence, cruelty and madness. Rufus as a young slave grows up far from the corruption of the imperial court. His master is a trainer of animals for the gladiatorial arena, and Rufus discovers that he has a natural ability with animals, a talent for controlling and schooling them. It is his growing reputation as an animal trainer that attracts the cruel gaze of the Emperor, who wants a keeper for the imperial elephant. Rufus is bought from his*

*master and taken to the imperial palace where life is dictated by Caligula's ever shifting moods. Caligula is as generous as he is cruel, he is a megalomaniac who declares himself a living god and simultaneously lives in constant fear of the plots against his life. But his paranoia is not misplaced. Intrigue permeates his court, and Rufus and his friend Cupido find themselves unwittingly placed at the centre of a conspiracy to assassinate the Emperor.*

***Omnipotent Government***

***Emperor: The Gates of Rome***

***Making Win32 Applications Mobile***

***Lost Battles***

***Battle For Rome***

***Rome Resurgent***

In an increasingly mobile world, millions of developers with Windows programming experience need to quickly transfer their skills to creating compact, asynchronous CE applications. This book presents a roadmap to guide developers through the intricate task of creating and reworking Win32 applications to enable them to run efficiently and usefully on Windows CE-based mobile devices. \* Presents key metrics for developers to determine when and how best to proceed in porting Win32 applications \* Shows developers how to overcome the embedded-system bias inherent in Windows CE and how to write applications that use this as a strength \* Covers Unicode, which is mandatory for Windows CE, and explains how to consider the effect of various screen resolutions

The dark, crowded streets of Altdorf, greatest city of the Old World, have always teemed with rogues and cut-throats. But now the Watch is faced with its greatest challenge, a murderer so savage that he is known only as the Beast. Against a background of chaos and hysteria, three unlikely allies must work together to track down the killer. A trail of bloody clues leads to the Imperial court. Can the Beast be apprehended before the Empire is overwhelmed by the flames of revolution?

How far would you go for Rome? Carthage, 146 BC. This is the story of Fabius Petronius Secundus – Roman legionary and centurion – and of his general Scipio Aemilianus, and his rise to power: from his first battle against the Macedonians, that seals the fate of the Great's Empire, to total war in North Africa and the Siege of Carthage. Scipio's success brings him admiration and respect, but it also attracts greed and jealousy – for the closest allies can become the bitterest of enemies. And then there is the dark horse, Julia – Scipio's family – in love with Scipio but betrothed to his rival Paullus – who causes a vicious feud. Ultimately for Scipio it will come down to a question: how much is he prepared to sacrifice for his vision of Rome? Inspired by Total War: Rome II, from the bestselling Total War computer strategy game series, Destroy Carthage is the first in an epic series of novels. Not only the tale of one man's fate, it is a journey to the core of Roman times, through a world of extraordinary military tactics and political intrigue that Rome's warrior-citizens used to cheat death.

World War Two re-assessed for a new generation, from the 1930s through to the beginnings of the Cold War. This book provides a stimulating and thought-provoking new interpretation of one of the most terrible episodes in world history.

Women in Historical and Archaeological Video Games

## Cinematic Rome

### The Emperor of All Maladies

### Porting to Windows CE (Gearhead Press--In the Trenches)

### America at Total War in the Pacific, 1944-1945

### The Blood of Gods

Between the fall of the western Roman Empire in the fifth century and the collapse of the east in the face of the Arab invasions in the seventh, the remarkable era of the Emperor Justinian (527-568) dominated the Mediterranean region. Famous for his conquests in Italy and North Africa, and for the creation of spectacular monuments such as the Hagia Sophia, his reign was also marked by global religious conflict within the Christian world and an outbreak of plague that some have compared to the Black Death. For many historians, Justinian is far more than an anomaly of Byzantine ambition between the eras of Attila and Muhammad; he is the causal link that binds together the two moments of Roman imperial collapse. Determined to reverse the losses Rome suffered in the fifth century, Justinian unleashed an aggressive campaign in the face of tremendous adversity, not least the plague. This book offers a fundamentally new interpretation of his conquest policy and its overall strategic effect, which has often been seen as imperial overreach, making the regime vulnerable to the Islamic takeover of its richest territories in the seventh century and thus transforming the great Roman Empire of Late Antiquity into its pale shadow of the Middle Ages. In *Rome Resurgent*, historian Peter Heather draws heavily upon contemporary sources, including the writings of Procopius, the principal historian of the time, while also recasting that author's narrative by bringing together new perspectives based on a wide array of additional source material. A huge body of archaeological evidence has become available for the sixth century, providing entirely new means of understanding the overall effects of Justinian's war policies. Building on his own distinguished work on the Vandals, Goths, and Persians, Heather also gives much fuller coverage to Rome's enemies than Procopius ever did. A briskly paced narrative by a master historian, *Rome Resurgent* promises to introduce readers to this captivating and unjustly overlooked chapter in ancient warfare.

Only one man has the power and courage to preserve Rome from utter destruction-but to save the Empire, he must first overcome the Sword of Attila. In an epic campaign that historians have called the most crucial in history, two great warriors match strength and tactics in a colossal struggle for the fate of the known world. Ultimate authority in the fragile Western Empire rests on the shoulders of one man. Adhering to the ancient code of honor on which Rome was founded, he wages a single-minded struggle against barbarian invasions and internal decadence to prevent a catastrophic reign of terror. Respected and feared by friends and enemies alike, he is Count Flavius Aetius, Supreme General of the Legions-better known to history as the Last of the Romans. Facing

him is a foe who has led his Asian hordes on a rampage of conquest and terror, from the barren steppes of the north to the very sands of Persia, ruthlessly destroying vast swaths of civilization. Now he and his army of fierce horsemen have penetrated deep into Europe and are poised to strike at the heart of the empire, the city of Rome itself. The entire world shudders at mention of this man's name-Attila the Hun. Horrified victims call him the Scourge of God. On a sweltering June day in A.D. 451, the fates of these two titans of antiquity collide in a conflict of such massive carnage and heroism as to dwarf nearly every other single battle in history. Though little known today, this monumental contest on a remote plain in Gaul determined the fate of Europe-and the very course of civilization. In *The Sword of Attila*, Michael Curtis Ford once again demonstrates his mastery as a chronicler of battle, honor, and ancient worlds.

From the author's introduction: Ancient battles seize the modern imagination. Far from being forgotten, they have become a significant aspect of popular culture, prompting a continuing stream of books, feature films, television programs and board and computer games... there is a certain escapist satisfaction in looking back to an era when conflicts between entire states turned on clear-cut pitched battles between formed armies, lasting just a few hours and spanning just a few miles of ground. These battles were still unspeakably traumatic and grisly affairs for those involved - at Cannae, Hannibal's men butchered around two and a half times as many Romans (out of a much smaller overall population) as there were British soldiers killed on the notorious first day of the Somme. However, as with the great clashes of the Napoleonic era, time has dulled our preoccupation with such awful human consequences, and we tend to focus instead on the inspired generalship of commanders like Alexander and Caesar and on the intriguing tactical interactions of units such as massed pikemen and war elephants within the very different military context of pre-gunpowder warfare. *Lost Battles* takes a new and innovative approach to the battles of antiquity. Using his experience with conflict simulation, Philip Sabin draws together ancient evidence and modern scholarship to construct a generic, grand tactical model of the battles as a whole. This model unites a mathematical framework, to capture the movement and combat of the opposing armies, with human decisions to shape the tactics of the antagonists. Sabin then develops detailed scenarios for 36 individual battles such as Marathon and Cannae, and uses the comparative structure offered by the generic model to help cast light on which particular interpretations of the ancient sources on issues such as army size fit in best with the general patterns observed elsewhere. Readers can use the model to experiment for themselves by re-fighting engagements of their choice, tweaking the scenarios to accord with their own judgment of the evidence, trying out different tactics from those used historically, and seeing how the battle then plays out. *Lost Battles* thus offers a unique dynamic insight into ancient warfare, combining academic rigor with the interest and accessibility of simulation gaming. This book includes access to a downloadable computer simulation where the reader can view

the author's simulations as well create their own.

This eBook edition features exclusive bonus content, Conn Iggulden's original short story "Fig Tree." One of history's most notorious assassinations sets the stage for a riveting tale of political intrigue, epic battle, and righteous retribution in a new novel of ancient Rome from #1 New York Times bestselling author Conn Iggulden. THE BLOOD OF GODS Julius Caesar has been cut down. His blood stains the hands of a cabal of bold conspirators, led by famed general Marcus Brutus—whom Caesar once called a friend. Have these self-proclaimed liberators bravely slain a power-mad tyrant or brutally murdered the beloved Father of Rome? Hailed as heroes by a complicit Senate and granted amnesty, the killers eagerly turn toward plotting the empire's future under their control. But Caesar's death does not rest easily with all of Rome. For two men whose bonds of friendship, family, and fidelity to the emperor are unbreakable, the shocking assassination is nothing less than treason. And those responsible must pay with their lives. Through countless battles and years of peace, Marc Antony has wielded a sword and raised a cup at Caesar's side. Now, in the wake of the cold-blooded coup, he is powerless against the political might of Brutus and his treacherous senators. Yet with no weapons other than eloquence and outrage, Antony will turn the tide of public opinion and spark a rebellion that will set the streets of Rome ablaze. At the same time, Gaius Octavian, adopted son and chosen heir of Caesar, has gained wealth and influence beyond imagining. But the soul-deep wound of his father's death will never be healed by gold or power. He will rest only with the blood of the killers on his blade. Drawn together by their common cause, Antony and Octavian marshal their forces into an avenging army on a mission to reunite all that Caesar's fall has torn asunder. Even as his cohorts flee for their lives—or fall prey to vigilantes—a defiant Brutus vows never to relinquish what his ruthless ambition has won him. As opposing legions join in mortal combat, the destiny of Rome will turn on which of their commanders is the mightiest and most cunning. Marking the author's triumphant return to the setting of his celebrated Emperor series, The Blood of Gods unfolds with unmatched power, electric with the high-adventure storytelling, captivating historical detail, and stirring battle scenes for which Conn Iggulden is renowned. Praise for Conn Iggulden's Empire series "Dramatic historical fiction to keep adults turning pages like enthralled kids . . . [Iggulden] is a grand storyteller. . . . A spirited, entertaining read."—USA Today "Exhilarating . . . Words like 'brilliant,' 'sumptuous' and 'enchanted' jostle to be used, but scarcely convey the way Iggulden brings the schoolbook tale to life, or the compelling depictions of battle, treachery and everyday detail in a precarious world well lost but vividly re-created."—Los Angeles Times "What Robert Graves did for Claudius, Conn Iggulden now does for the most famous Roman emperor of them all—Julius Caesar."—William Bernhardt, author of Criminal Intent "[Iggulden] excels at describing battle scenes both small-scale and epic."—The Seattle Times "Utterly marvelous . . . Solid research and a real knack for character development bring [Julius Caesar] to life in a truly

magical, electrifying way.”—The Telegram (St. John’s, Newfoundland)

Mortal Republic

Ein fachdidaktischer Überblick

Gaming the Past

Rome: An Empire of Many Nations

Total War Rome: Destroy Carthage

Paolo, Emperor of Rome

The acclaimed historian and author of *Caesar* presents “a first-rate popular biography” of Rome’s first emperor, written “with a storyteller’s brio” (*Washington Post*). The story of Augustus’ life is filled with drama and contradiction, risky gambles and unexpected success. He began as a teenage warlord whose only claim to power was as the grand-nephew and heir of the murdered Julius Caesar. Mark Antony dubbed him “the man who owes everything to a name,” but he soon outmaneuvered a host of more experienced politicians to become the last man standing. Over the next half century, Augustus created a new system of government—the Principate or rule of an emperor—which brought peace and stability to the vast Roman Empire. In this highly anticipated biography, Goldsworthy puts his deep knowledge of ancient sources to full use, revealing the events of Augustus’ long life in greater detail than ever before. Goldsworthy pins down the man behind the myths: a consummate manipulator, propagandist, and showman, both generous and ruthless. Under Augustus’ rule the empire prospered, yet his success was always under threat and his life was intensely unpredictable.

This collection is based on the papers given at a conference at the University of Nottingham in September 2005. The conference was intended to explore Rome as a site for the making of films, and also its changing role as a setting for cinematic narrative. The resulting collection of essays will contribute to the burgeoning genre of studies on cinema and the city, by focusing on one particularly rich case study both for the nature of the films discussed, and the complexities of the city and its representation. The volume will also reach beyond film studies in so far as the essays draw on and inform other approaches to Rome’s cultural history (geography, art history, urban history, classics). The essays address a wide range of issues ranging from the interwar period to the present. A diverse set of cinematic interactions and interventions are placed within the context of the evolving architectural, social and political fabric of Rome in a period of rapid and often traumatic historical change. Implicit in the concept of the conference was the idea that cinematic representations of the city inherit and rework established habits of visualisation used to picture the Eternal City. Three other tropes which constitute key elements in Rome’s international reputation can be seen as being embedded in cinematic narratives. Firstly, the trope of transformation - artistic, psychological, and political. Secondly, the city’s reputation as a cosmopolitan crossroad. Thirdly, Rome’s status as a *locus classicus* for the juxtaposition of the ancient and modern, which was given a new relevance and complexity in films which sought to focus on aspects of contemporary life, be it in the form of the extreme contrasts of poverty and international bohemianism of the postwar era.

A military history of the campaigns of Belisarius, the greatest general of the Eastern Roman (Byzantine) Emperor Justinian. He twice defeated the Persians and reconquered North Africa from the Vandals in a single year at the age of 29, before going on to regain Spain and Italy, including Rome (briefly), from the barbarians. It discusses the evolution from classical Roman to Byzantine armies and systems of warfare, as well as the tactics of their chief enemies, the Persians, Goths and Vandals. It reassesses Belisarius’ generalship and compares him with the likes of Caesar

and Hannibal. It is illustrated with line drawings and battle plans as well as photographs.

Sebastos Pantera is newly returned from 5 years undercover work in Britannia. Sick of spying, he plans to retire into peaceful anonymity. But the schemes of his Emperor. But no sooner has he set foot in Gaul than he is met by his former spymaster Seneca who begs him to undertake his final mission.

Classical Antiquity in Video Games

Reconstructing the Great Clashes of the Ancient World

Zosimus: New History

A Daily Life Encyclopedia

The Grass Crown

How Rome Fell into Tyranny

*The center of gravity in Roman studies has shifted far from the upper echelons of government and administration in Rome or the Emperor's court to the provinces and the individual. The multi-disciplinary studies presented in this volume reflect the turn in Roman history to the identities of ethnic groups and even single individuals who lived in Rome's vast multinational empire. The purpose is less to discover another element in the Roman Empire's "success" in governance than to illuminate the variety of individual experience in its own terms. The chapters here, reflecting a wide spectrum of professional expertise, range across the many cultures, languages, religions and literatures of the Roman Empire, with a special focus on the Jews as a test-case for the larger issues.*

*This study of Ancient Rome offers a fascinating glimpse of what Roman society was like—from fashion, to food, to politics and recreation—gathered from literary works, art, and archaeological remains. • Focuses on daily life rather than dates and wars, making for engaging content for all readers • Offers a bibliography of important works as well as online and print resources for further reading • Includes coverage of a breadth of topics ranging from performing arts to town planning and military uniforms to banquets • Features approximately 250 entries with topics arranged alphabetically • Connects to national standards for world history*

*The following publication consists of 12 case studies, which encompass various aspects of the ICT impact on contemporary businesses, focusing - among other things - on such concepts as: crowdsourcing, the internet of things, design thinking, digital entertainment, e-commerce, online and off-line distribution or social media marketing.*

*The Sword of Attila*

*The Year of the Four Emperors*

*Daughters of Rome*

*Management in Virtual Environments*

*The Fleet at Flood Tide*

*First Emperor of Rome*