

Chapter 1 : Big Brother 18 Battle Back: Who Returned? | TV Guide

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Facebook Twitter The Horten Ho is generally known by a few unique names. The plane was called the H. IX, by the Horten Brothers. The identity Ho had been given to the plane by the German Ministry of Aviation. Sometimes, it was also called the Gotha Go , because Gothaer Waggonfabrik was the name of the German maker who manufactured the plane. It was the primary plane with elements in its design which can be alluded to as stealth innovation, to obstruct the ability of radar to identify the plane. The Horten Ho being restored at Steven F. The wings of the H. IX plane were produced using two carbon infused plywood boards, stuck to each other with sawdust and charcoal blend. The Hortens flew an unpowered glider in March of The flying machine did not resemble any current plane being used in the Second World War. It looked fundamentally the same as the cutting edge American B-2 Bomber. Goring was very much inspired with the plan and transferred it from the Hortens to the German aviation organization Gothaer Waggonfabrik. At Gothaer, the plan experienced a few noteworthy upgrades. The outcome was a jet powered model, the H. IX V2, which was first flown on 2nd February, Expelled from the venture, the Horten Brothers were working with the Horten H. Work on the next model rendition of the plane, the H. In , Northrop-Grumman, utilizing those designs plans which were available, fabricated a full-size generation of the H. IX V3 by using only those materials which were available in Germany in Cynrik de Decker Engineers at Northrop needed to see whether the German aircraft could really be resistant to radar. Northrop tried the non-flying reproduction at its classified radar testing office in Tejon, California. During the testing, the frequencies utilized by British radar offices toward the end of the war were directed towards the reproduction. Tom Dobrenz, a Northrop Grumman stealth master, said with regards to the H. IX, after being picked up by British Homeland Defense radar, the Royal Air Force would have had only 8 minutes from the time of detecting the airplane before it approached England, rather than the standard 19 minutes. While the design turned out to be stealthy, it has been contended that it was not intended to be stealthy. There is no written proof in Germany that the design was expected to be what would later be recognized as stealth innovation. As the reflection of electric waves on metallic surfaces is good, such will be the image on the radar screen; on the contrary, on wood surfaces, that reflection is little, these resulting barely visible on the radar. In , Reimar Horten wrote in Nurflugel: Continues on Page 2.

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April 15, at 6: April 15, at 7: March 31, at 8: As an archaeologist myself, I would love to be able to excavate a site like this, especially the human remains. I hope that they are able to identify the soldiers and send them home to their families. June 9, at 2: Let the teachers teach real world and not FCAT or one test that is all memorization nuff said its a great find for history lets teach it to our kids and the new generation June 9, at 1: But, thanks for the tangent anyway There are teams of folks that have the responsibility to ensure the fallen are returned to their homes and assured the proper burial. It saddens me to see that both countries did not take the responsibility to return the fallen. After the exchange of strategic positions the fallen should have been collected and tagged for removal at a later date. June 11, at 3: January 4, at This usually indicates the host did not receive a timely response. I thought you may want to know. Best wishes Jim October 21, at 2: People, wake up, nothing staged here, all you see is what the expedition did to prove it exists, and mark the departed, as for the other items, obviously they were looking for country of origin and who was actually here, the site was left and now it is in the hands of the higher powers whether to excavate it or not, but iam sure they will try to send the dead home, and get rid of the live ordnance! January 7, at 7: Formative assessment â€” Formative assessment is generally completed in a course or project. To my head the idea of woman president is a thing speculative, going past the generally accepted rules and at the very best susceptible to the theoretical and philosophical comprehension. February 17, at 3: It seems too complicated and extremely wide for me. April 20, at 5:

Chapter 3 : Battlefield Quotes (53 quotes)

Brothers on the Battlefield. Home â†’ Artists â†’ Brothers on the Battlefield. Civil War Anniversary Musical Tribute " a quantum leap forward in what a.

A new form of dueling, " Turbo Duels ", now take place on motorcycles called " Duel Runners ". While regular dueling still exists, Turbo Duels have become a popular form of entertainment for spectators, who watch them in specially-designed stadiums. This series also takes place in an altered time-line due to Iliaster intervening with the past. Fortune Cup Main article: Along the way, Yusei runs into " Sector Security ", a ruthless and bias police force who try to keep Satellite residents from entering New Domino City through any means necessary. However, in the middle of their duel, a strange and powerful red dragon appears in the middle of the stadium; after the clash between Stardust Dragon and Red Dragon Archfiend. Goodwin tries to tell Jack not to worry, and that all will soon be revealed to him. The Facility Yusei is sent to the Facility. Here he learns the legend of the Signers. He also fights against unjust treatment of the inmates, particularly by dueling the warden Mr. After defeating Armstrong, Yusei is released. Yusei then takes time to retrieve his confiscated Deck and Duel Runner back. Yusei is forced to enter, for the safety of his captured friends from Satellite. The 5 of them witness the past, when the Stairway to the Dragon Star existed. As they pass it, Yusei notices 5 individuals on top of the Stairway who on that time carried the same Marks of the Dragon and were Signers back then. And after that they witness the future, where Satellite is being destroyed by a strange force, where on its remains a Spider mark appears. Jack pushes an intense Duel on Yusei in order to win and keep his title, but Yusei once again wins settling his score and being declared as the new King of Turbo Duels. Dark Signers Main article: Dark Signers arc After the Crimson Dragon is seen at the Fortune Cup the Dark Signers take action and begin preaching its evil and asking the people of Satellite to join them if they want salvation. They intend to open a gate to the Netherworld in the B. Yusei returns to Satellite to save his friends from the new threat. He is then reunited with his friend Crow Hogan , who is willing to assist in fighting the Dark Signers. The Dark Signers turn out to be people who came back from the dead for power, revenge, or unfinished business. During their Shadow Duels , the Dark Signers sacrificed the souls of hundreds of people so they could unleash the Earthbound Immortals. Although many of the Dark Signers had a change of hearts during their duels, they would then end up being controlled and possessed by the Envoy of the Netherworld forcing them to complete their task of defeating the Signer. Still the Signers manage to defeat all of the existing Dark Signers along with their Earthbound Immortals, freeing the souls of those used to summon the Immortals. Each Dark Signer turned to dust after their defeat. Despite defeating all the current Dark Signers, the Signers were unable to activate all the control units on time, thus the King of the Netherworld was resurrected. Goodwin holds the ultimate Shadow Turbo Duel inside his Condor geoglyph as a ritual to welcome the King itself. Yusei, Jack and Crow accepted and engaged against him on a 3-on-1 Duel. Crow and Jack take damage, rendering them unable to continue, leaving only Yusei to finish the Duel. With the exception of the Goodwin brothers, the Dark Signers are returned to life, with no recollection of their time as Dark Signers. At the beginning of season 2, a meteor in the shape of a giant tablet falls in the outskirts of the city. A group of servants of Iliaster arrive and manage to get Lazar to tow the tablet out of the crater. Days after that, a mysterious Turbo Duelist named Ghost , appears and has been making other duelists crash after losing in a Turbo Duel. When Yusei duels him, he gets the upper hand only to have Ghost turn the tables and summon his Synchro Killer monster, " Meklord Emperor Wisel ". After being pushed into a corner, Yusei comes out on top by summoning " Majestic Star Dragon " to defeat Ghost. After the duel, Yusei finds out that Ghost was actually a Duelbot. Much later after their Duel, Yusei and his friends go on numerous adventures of their own. Crow duels Bashford , in a junkyard and tries to get him to move in with Martha. Jack duels Don Piero , who convinces poor people into taking loans by signing unfair contracts. Yusei gets kidnapped by a rival team from the World Racing Grand Prix. As direct result of it, Akiza makes a choice involving Turbo Dueling. Yusei, who is looking for ways to defeat Wisel without Synchro Summon , is then challenged by the mysterious Vizion. During their duel, Vizion uses the new Accel Synchro Monsters. One day, Luna and Leo

meets a mysterious new rich classmate named Lester, a boy who apparently likes to hang out with Luna. Lester gives Luna the board as a gift. However, one day a mysterious duelist on a duel board challenges them to a duel. The duelist turns out to be Lester, and he summons his ultimate monster, Meklord Emperor Skiel. Yusei and the rest of the gang arrive to watch the duel, and Yusei thinks that Skiel looks like Wisel. The next day, no one in the school seems to know who Lester is besides them, and his mansion has vanished. Later, the 3 of them are in charge of taking care of an amnesiac young man named Bruno. Yusei spends time with him, as they share common skills and interest in mechanical engineering. As a result they are able to create an ultimate engine program. However Lazar steals it and the 4 of them go after him. At the end of the chase, Yusei ends up dueling against a Guard Robot, who has him and Lazar locked inside a warehouse. Jack Turbo Duels against a Duelbot who has taken his identity. Crash Town Yusei receives a letter from a woman named Barbara. He is in Crashtown, a town ruled by duels and is part of the Radley gang, who send other duelists to slavery. Thus he is able to defeat him with the purpose of taking him away from that town. Later Yusei tries to escape from the excavation with Kalin, and end up encountering West and Nico. However Lawton along with 2 other comrades appear too, therefore Yusei challenges him to a Turbo Duel, so that Kalin and the kids can escape. The duel ends inconclusively due to an underhanded action by Lawton, separating the kids from Kalin and Yusei and abducting them, thinking they met their demise when he saw them landing in a crevice. To his surprise, they are still alive and, challenges him to a Duel to free the town and retrieve the kids. The duel rages on, with Lawton trying to defeat Kalin at all costs. And as the duel progresses with Lawton about to lose, he and Barbara attempt to double-cross them again, but are stopped by Crow Hogan and Jack Atlas. In one last attempt, Lawton detonates explosives in the city creating a diversion. Kalin then ultimately defeats Lawton. After the duel finally ends, Lawton and Barbara are taken into custody by Sector Security. A close-up of the sign then shows that the town is now Satisfaction Town, in honor of The Enforcers. When Sherry and Bruno try to scan the card Z-ONE, he, she and Yusei are momentarily transported to an odd area where a mysterious entity was. Crow has an accident and breaks his right shoulder three days before the tournament becoming unable to participate. Akiza gets to replace him. The series of duels are a long and hard one for them, but in the end they end up victorious. The second team they face off against is Team Catastrophe. Yusei later uses it against Primo to defeat him. However Jakob and Lester later appear before him, Jack and Crow. After this meeting, Jack and Yusei travel to Nazca summoned by Greiger. With it he obtains the "Red Nova Dragon" card. Later Yusei and company captures Lazar in order to obtain some clues about Iliaster. Yusei, Bruno and Sherry sneak into the company to find any clue to this group. There they learn about Infinity and experience its power as Iliaster to achieve Falsification of history. Victory for Yusei and co. However Team Taiyo is never the less defeated. Yusei, Jack and Crow meet up with Team Ragnarok before their match. They learn the story behind the 3 Aesir of the Stars, as well as about the Rune Eye. Soon after, the 2 teams clash on the semifinals, each determined to win in order to face Team New World on the finals and stop Iliaster once and for all. Though Jack, Crow and Yusei are squared in by the 3 Aesir during the match, Yusei ends the duel with a victory. However even though Yusei has a chance to counter, the 3 individuals once again turn the table by combining into their true form Aporia. Ark Cradle However after this events, the Grand Design gets finally completed allowing the gigantic Divine Temple to descend upon the city. Standing in their way is Sherry LeBlanc, having aligned with Iliaster upon seeing the future, the reborn Aporia, the mysterious turbo duelist Antinomy, and the enigmatic master of the Divine Temple itself, Z-one. Upon reaching the Ark Cradle, the Signers are split into groups by Z-one. Akiza with Crow, Jack with the twins, and Yusei with Vizor. Each group then goes in to stop the 3 Planetary Gears.

Chapter 4 : Battle Brothers review (early access) | Rock Paper Shotgun

Brothers On The Battlefield. 67 likes. Classical music favorites from Bach to Bernstein. American jazz music from the big band era. Stars and Stripes.

The description of the 2nd edition changes is based on the draft of December , and reviewed with the permission of the author. Field of Battle is a full size 8. Separate playsheets 2 pages only are included plain paper " I suggest printing out one of the online files for these especially the color version that I did! These rules require a deck of Sequence Cards for each army. Very basic, utilitarian versions are provided on plain cardstock which must be cut out. These are certainly adequate to play the game, but are unlovely. A much nicer set of standard sized color cards are now available from Piquet. In addition, I have designed my own full color cards for Field of Battle with the standard of the relevant nation on the backs of the cards that print out onto Avery Business card stock using a home inkjet printer. Typically a player will control 2 to 5 Command groups, with roughly 8 to 25 units, say about " figures depending upon basing. Four stand units of Infantry represent about a battalion of " men, four stand units of Cavalry represent regiments of " men, and 2 stand units of Artillery represent 6 " 8 guns with crew. I have scaled these up to as much as three times these ratios, i. I have used these rules on tables as small as 5 x 6 feet, and up to 24 feet or more. Basing is not terribly critical to the play of Field of Battle. Provided both sides are based the same, the important part of basing is frontage. Infantry, cavalry and artillery stands should all have the same or close to it frontage, roughly 1. Field of Battle uses a Sequence Deck to govern the actions that your troops may take. The better decks have more good cards and fewer Lull cards. All decks have 27 cards. The high roller gets to chose whether he will act first or second, but unlike standard Piquet, BOTH sides get the full difference in pips as "impetus" to spend. Each impetus turns a new card, and allows ALL the units of that side to act on that card, if able. When duplicate Leadership die rolls occur, OR one side goes through their entire deck a turn is completed. Thus the flow of events is quite unpredictable, with a marked tendency to ebb and flow! A command Group typically contains 2 to 6 units, but there is no absolute upper limit, and some might have a single unit. Each command group has a Leader general , and each Leader has a Leadership Die determined randomly but influenced heavily by the army he belongs to for example, French Leaders in will, on average, be much better have higher Leadership Die types than Austrian ones, but by the difference is much less pronounced. Otherwise, ALL the units in the Command Group will get 1, 2., or 3 segments of movement depending upon how they scored against the D6 roll. Higher die types are better. To resolve fire combat, the unit modifies its Combat die type up or down hierarchy: If the Combat die roll is higher, for every 3 pips of difference, the target loses a unit integrity. When a unit reaches zero UI, it routs; if it reaches -1, it is removed from play entirely. A similar procedure is used to resolve Melee in Field of Battle, but this time only the opposing Combat Die types are used, and both sides modify their die type by a similarly short, straightforward table of modifiers. There are some special provisions for victorious Cavalry and defeated artillery. This greatly speeds up play. At the same time, each army starts the game with a limited number of Morale Points, averaging about one per unit. Each time a unit takes hits, one Morale Point is surrendered for each Unit Integrity lost. As much as I enjoy Field of Battle, like most other Napoleonic wargamers, I have my own biases when it come to Napoleonic Warfare on the tabletop. The following are some very minor adjustments that I make to the game in order to more closely reflect my own tastes. Feel free to use some, none, or all of them in your own games. Infantry not in Square versus Cavalry: That is as it should be, but I feel that for the Napoleonic era, cavalry is still a bit weak when compared to the infantry. Therefore, we give infantry not in Square fighting Cavalry a Down 2 modifier. Other formation modifiers still apply, particularly the Up 1 for Infantry in Attack Column. The introduction of militarized drivers during the Napoleonic era greatly improved the mobility of field artillery when compared to, say, the 7 Years War. Artillery Combat Die Ratings: Considering the lack of bounce through fire, as well as the negative modifiers for Artillery in Melee which includes last minute defense of Battery fire , we feel that artillery are a bit underpowered as per standard Field of Battle ratings. The ratings for units have been altered so this may also need re-evaluation for 2nd edition

games. Therefore, we roll a D20 for Leader casualties instead of a D This does not subject the Corps commander to a Survival Test. Changes introduced by the Second Edition include: I originated this and have been using it for years - necessary, especially for any scenarios where there are reinforcements marching onto the table! Similarly, artillery units that BEGIN the game or enter the table as reinforcements may unlimber at any time using a MOVE segment for the change; thereafter normal deployment rules apply. Players with multiple command groups must choose which group to roll for first, then move that group. Then chose the next, and roll for an move that group, Then the next, and so forth. You may not roll for all your groups and then decide who to move and in what order! Cavalry have moved up about a die type for CD on average, and Heavy Artillery have moved up somewhat on average, too. Sequence deck compositions are unchanged. This continues until at least one side suffers 3 hits or more total 1 UI or more , at which point the melee is over and the loser retreats a distance equal to the total hits suffered in all rounds fought. Cavalry that rolled EVEN are destroyed. Victorious cavalry and Natives that roll Odd in their final round lose 1 UI as pursuers; no actual pursuit move is made, and the UI may be regained. There is no Morale point cost for this Pursuit UI loss; however, if this reduces the victorious unit to zero UI it is removed from the game rather than routing. I like this change, as I tend to dislike Pursuit rules in general Routed units that are contacted by the enemy are destroyed outright, but no additional Morale Points are lost for this. New rules are added for Cavalry evading from melee against infantry and artillery, and Limbered Artillery and Skirmishers evading from melee. Squares may only be engaged in melee on a Melee card, not on an Even winning LD roll. New rules harsher penalties are imposed for armies whose C-in-C has been lost and not yet replaced. New Army Morale test results " now, if your C-in-C fails the roll, game over; your army retires from the field! If your C-in-C has been lost, the army automatically fails the roll. This card now allows units within HALF a move segment of the enemy to move into contact with the enemy and resolve melee immediately. Target must be in line of sight, move must be straight without change of facing incline move is allowed , and no interpenetration of friendly units is allowed. Points range from a low of FoB2 includes a system for this; I have no further information about this, but would note that Brent has already done scenario generation in great depth for Theater of War and also Command Piquet previously; I would expect the system to be similar to those, but I could be completely wrong there! The First battle of Polotok.

Chapter 5 : Lost Battles of the Vietnam War

Battle Brothers is a challenging turn based, tactical RPG in a fantasy setting for PC currently in Early Access. Check out the developers blog to find out more!

David and Goliath 1 Samuel As I step up to the podium, a list of the ten most well-known, over-used jokes known to man is handed to me -- with instructions to tell the jokes in a way that makes my audience laugh. I do not mean that we know these stories too well, for most often we do not. But we think we know them well, and consequently, we have a long list of preconceived ideas. Preliminary Observations It may be helpful to consider several observations in advance of our study in 1 Samuel 17 of David and Goliath. Specifically, the Septuagint omits verses , 41, 50, The traditional Hebrew text, known as the Masoretic Text, does not omit these verses. Since the Masoretic Text is the original text and the Septuagint is only a translation and sometimes a rather loose one , we will assume the translators of the Septuagint purposely omitted these verses which were a part of the original text. Second, there appears to be a discrepancy between chapter 16, where Saul knows and loves David, and chapter 17, where Saul appears not to know who David is. Various solutions are proposed. These are some possible explanations for this apparent problem. We should also note that If Jesse is indeed very old during the days of Saul Is this not why Jesse sends David to check on the welfare of his sons see Third, chapter 17 very nicely compliments chapter 16 by supplying details not present in the previous chapter. It is in chapter 17 that we see a clear picture of David and his character by the words and actions recorded here. Anyone who tries to drive a wedge between these two chapters by pointing to apparent inconsistencies fails to appreciate the continuity which does exist between them. Fourth, this is a war which never needed to be fought, save for the foolishness of Saul in chapter Saul sees his army dissolve before his eyes and disobeys God by failing to wait for Samuel to offer the burnt offering Jonathan initiates an attack on a Philistine outpost in chapter 14, which results in divine intervention by means of an earthquake. The battle against the Philistines could be won decisively by the Israelite army except for an edict which Saul foolishly declares. The weariness of the soldiers due to their hunger keeps them from fighting well as the day drags on. Further, the extra time it takes to properly prepare food for this famished army of Israelites costs Saul and his men the window of opportunity for a decisive and final victory over the Philistines. Fifth, only a fraction of the 58 verses in chapter 17 actually describe the fight between David and Goliath. When viewed in isolation, the story of David and Goliath looks very different than when seen in the broader perspective of the preceding Scriptures Genesis through 1 Samuel We shall begin at Genesis If it is true that Goliath is both cursing Israel and her God, then if God is a covenant-keeping God, we would expect Goliath to be divinely cursed. Biblically speaking, a dark cloud already hangs over the head of Goliath, the blasphemous Philistine. Now, when the Israelites arrive at Kadesh-barnea, spies are sent into the land of Canaan to assess the promised land. The land and its fruits are magnificent. The only problem for ten of the spies is the size of the inhabitants of the land: When their children “ the second generation of Israelites “ are ready to possess the land, God gives them very clear instructions regarding their response to the enemies they will face in possessing the land: Joshua is the one who will cross ahead of you, just as the LORD has spoken. He will not fail you or forsake you. In the Book of Judges, we read of the men God raises up to deliver His people from their enemies. Listen to the words of Hannah recorded in chapter 2: In chapter 4, we come to the first battle with the Philistines in the Book of 1 Samuel. When the Israelites suffer defeat at the hands of the Philistines, they take the Ark of God with them to war, assured that it will magically bring them victory. In chapter 7, the Israelites repent of their sins and go to Mizpah to be judged by Samuel and to worship God. When the Philistines hear this gathering, they assume it is some kind of hostile military maneuver, so they muster their forces and encircle the high place where the Israelites are assembled. In chapter 8, the Israelites demand a king to judge them and to rule over them. A good part of their motivation is wanting someone who will go before them and fight their battles for them see 8: Saul is chosen, a man who stands head and shoulders above his fellow Israelites 9: The confrontation is not initiated by Saul, but by his son, Jonathan, who attacks a Philistine garrison stationed in Israel Saul panics because of the size of the Philistine army and because his army is

continuing to shrink. This is the beginning of the end for Saul. Saul seems to prefer it this way rather than to risk any aggressive offensive action. Jonathan makes a very David-like move. Without telling anyone especially his father, Jonathan takes his armor bearer and attacks an outpost of Philistines with these words, which reflect his character and the quality of his faith: When we view the confrontation between the Israelites and the Philistines and the confrontation between David and Goliath in light of previous biblical revelation, we gain a very different perspective. Are the Israelites, including Saul, terrified by Goliath? They should not be. Indeed, such fear is not only a lack of faith, but disobedience to the commands God has given to His people see Deuteronomy 1: Are they terrified by this giant? They should consider the theology and practice of Jonathan, who believes that God is not limited by the number of warriors who fight in His name. This situation is neither new or novel. The odds are no worse here than elsewhere. Israel simply lacks faith. Israel lacks godly leadership. Saul never seems to take the initiative in precipitating a military confrontation with the Philistines, and this is no exception. After their partial defeat and humiliation at the hand of the Israelites in chapter 14, the Philistines seem eager to not only regain the military dominance they once held over Israel see 4: The two armies square off approximately 15 miles southwest of Jerusalem, 61 digging in on opposite sides of the Elah valley and setting up camp on the sides of two mountains, each of which slopes down to the valley with a brook running between see We may very well wonder why this standoff continues for so long, with both sides feigning a fight with loud shouting and all of the hype of war, but with no real contact and no casualties. Saul and his army do not really want to fight, and neither do the Philistines. They employ steel as well as bronze in their implements of war. They have chariots, for example see The danger of fighting in such rough terrain is clearly stated later on in 2 Samuel. The Villain and the Victor Am I not the Philistine and you servants of Saul? Choose a man for yourselves and let him come down to me. And Jesse was old in the days of Saul, advanced in years among men. And the names of his three sons who went to the battle were Eliab the first-born, and the second to him Abinadab, and the third Shammah. It is possible that Goliath is the commander of the Philistine forces, but I see no compelling reason to think so. He is not mentioned in the first three verses of chapter 17 and only seems to emerge after a lengthy standoff between the two armies. Goliath seems to speak for the entire Philistine army when he proposes a solution to the stalemate between the two armies. It is one which will give him great pleasure he seems to love a good fight, and the fact that he is alive bears witness that he has not lost a fight yet, and the Philistines a real advantage, if Goliath prevails. In this way, only one life would need to be lost to determine the victorious army. Over a period of forty days, the Israelites seem to become increasingly fearful and reluctant to oblige Goliath. All the while, Goliath seems to become more and more bold. Twice a day morning and evening Goliath approaches the Israelite front lines and challenges any Israelite warrior with the courage to come out and fight him. I can imagine that as the days wear on, Goliath becomes more arrogant, perhaps approaching even closer and closer to them with the Israelites fleeing when he does so see His offer is first a challenge and then it seems to become a taunt. He is trying to goad the Israelites into action. This is an easy challenge for Goliath to make. After all, this fellow is a giant. If his height is not enough to terrorize the Israelites, his armor would send a chill up their spine. He wears a bronze helmet and a coat of armor weighing about pounds, and his legs are also protected by armor. He carries a bronze javelin between his shoulder blades and has a spear heavy enough that some of us might need a friend to take up one end just to help carry it. The head of the spear weighs about 15 pounds by some estimates, and others suggest even more. Besides all the protective equipment Goliath wears or carries, he has an armor bearer who goes ahead of him to hold up a shield. Along with their king, they are terrified by this Philistine giant. No one wants to take on this giant. Morning and evening for forty days 64 Goliath tries to provoke someone to fight him, and he terrorizes those who do not. Goliath, the Philistine champion, is described in verses in terms of his towering physical stature and his impressive defensive and offensive armor. We are simply told that he is the youngest of eight sons of Jesse, the Ephrathite of Bethlehem Judah. We are further told that Jesse is a very old man during the years that Saul reigns verse There are several reasons. Second, in order for David to be recognized as the one whose offspring will someday be the Messiah, he must be of the tribe of Judah see Genesis His being the youngest in the family explains why he is assigned to care for the sheep, and also why his aged father sends him to deliver food to his brothers and bring back a report

about their welfare.

Chapter 6 : Horten IX glider | Aircraft |

Big Brother 18 Battle Back: Round 1: Glenn Garcia vs Jozea Flores - Jozea wins One little twist on the return of the Berry Balanced comp is there is a "poison berry" that will knock out your opponent's current column of berries.

The first Divided Kingdom period: Do you not know that it will be bitter in the end? How long will you refrain from telling the people to turn back from following their brothers? Abner the son of Ner, commander of the army of Israel, and Amasa the son of Jether, commander of the army of Judah. Saul before David b. Saul, the psychotic king who drove himself insane c. Saul hunts David 2. Righteous Abner and Wicked Joab. We have righteous army general named Abner allied with the wicked king Ish-bosheth and a wicked army general names Joab allied with righteous David. Twice David fired Joab as his commander: When Abner defected from Ish-bosheth to David in Hebron, Job murdered Abner against the wishes of David, who then pronounced two separate curses upon Joab and his household for the assassination. It reminds me of the story that I took an unwanted male piglet I had recently acquired to a party and then had a pig naming contest. When I read the names out everyone cheered for their choice. The winner was clearly "Sir Hamlette". I then surprised everyone with the news that the winner of the piglet naming contest, also won the piglet! To my horror by daughter was the winner! After Absalom was killed by Joab, it is quite puzzling why David chose to keep Amasa as his new army general until you keep in mind that David did not want Joab to be his army commander. Joab then murdered Amasa to get his job back. David had already instructed Solomon to find a way to execute Joab: This final act of rebellion against the wishes of King David was all Solomon needed to have Joab executed while he held the horns of the Alter in Gibeon. With Joab executed, Solomon then replaced Abiathar, the last high priest in the line of Eli, with Zadok. Saul finally died and David is now able to finally take control of the kingdom as its sole monarch. However one son of Saul named Ish-bosheth, is proclaimed king and for two years ruled everywhere except Judah while David was king in Judah. Saul had killed the priests and none officiated during this period. The tabernacle of Moses would remain in Gibeon until it is taken down after it is replaced by the new tabernacle of David in Jerusalem. Once the Temple is built by Solomon, this tabernacle of Moses will be put in a room inside the Temple for storage where it vanishes from recorded history forever. Gibeah is the first Royal city. Excavations of this site are planned in the next few years. Gibeah is also called the "second Sodom" because in BC Judges This is where the Levite priest had his Bethlehemite wife raped and murdered and he cut her in pieces and sent her to through Israel. The result was a call to war and the tribe of Benjamin was almost wiped out, save men. Saul was a descendant of those men and chose Gibeah, his home town, as his Royal city. Echoing the woman being cut up years earlier from this same spot, Saul cuts up oxen in pieces and sends them throughout Israel as a call to war to defend the men at Jabesh-Gilead who were under attack of Moab. This is how it looks today: In BC, Saul is born. In BC, Samuel was 52 years old when he anointed Saul at age 30 year old as king. In BC, Saul had been king for 27 years but had failed to obey God twice and is told another will replace him. In Samuel dies an old man, at 88 years old. For about 4 years, Samuel can look down from Ramah where he lives and see the Tabernacle between BC. In BC Saul and Jonathan die. Saul was 72 years old when he died k. Jonathan was 57 years old when he died. David was 30 when he began to reign as king in Hebron between BC m. This is the beginning of the divided kingdom period for two years when David ruled Judah and Ish-bosheth ruled the other 11 tribes. He reigns in Jerusalem for 33 years. In BC, Solomon is born. David becomes king in Hebron after Saul dies: David always asked God for specific direction for everything he did. Today we have scripture that provides a moral framework for our choices. This contrasts with Saul who rarely consulted God and therefore often brought a curse upon himself when he slaughtered the priests at Nob and then Gibeonites thinking he was doing well. David, the man of peace, sends a message of peace and reconciliation to Jabesh Gilead because they buried their "home town boy" after the Philistines killed him. Even though David made wise peace with those closely allied with Saul, trouble was soon to follow because evil will never rest. The House of Saul causes trouble for David: Ish-bosheth made King over Israel: In fact the first divided kingdom period was the two years Ish-bosheth was king of Israel and David was king of Judah. Abner is actually a righteous man. No doubt the

wicked slander Saul had been spreading about David. After all, it was Abner who led the hunt for David at the bidding of Saul who painted David as an evil person. And behold, you are taken in your own evil, for you are a man of bloodshed! It is interesting that Abner took and made Ish-bosheth king in the transjordan city of Mahanaim and not Gibeah of Saul. This is a puzzle. Why would the son of Saul not be crowned king in the first royal city and the palace of his father Saul? What we do not know, is that Gibeah of Saul is never again used as a place of any kind of importance again after Saul dies. There are only two references to Gibeah of Saul after the death of Saul: In BC when Isaiah simply mentions it poetically: Mahanaim had an ancient connection with Jacob as being a place where Jacob saw angels: Later, David would seek refuge in Mahanaim during the coup of Absalom. And Absalom crossed the Jordan, he and all the men of Israel with him. The battle of Abner and Joab at the pool of Gibeon: The battle at the pool of Gibeon: Archeology has given us a rich historical view of the actual pool at Gibeon: See study of Gibeon. You can imagine Joab and his soldiers sitting with his feet dangling over the edge of the pool on one side and Abner with his soldiers sitting on the opposite side! Abner challenges Joab to a battle challenge where each side would choose 12 soldiers who line up and face each other. After a one, two, three, GO command, each grabs his opposite opponent by the hair and runs the other through with his sword, killing all 24 soldiers at the same time. This may be where they got the idea in the Battle of , where the Red coats would line up in rows against the Blue coats and when the command was given, each fired at his opponent across the way, killing all soldiers in both front lines. Kind of dumb and senseless. The native Indians fighting on the Canadian side changed all this when they ambushed the American troops, contrary to established battle methods. The USA and Canada have only had one war against each other and the Canadians "wamped" the USA, forcing them to retreat and who have never had the courage since to fight Canada. The Americans are taught a false and partial history of the battle of and often protest at the truth that they lost the war. If they had won the war, Canada would now be part of the USA! In fact, Canada owned all the land for miles south of the Great Lakes but decided to make the border in the middle of the lakes because of the strategic protection these large lakes provided against any future USA aggression. Fortunately, Canada invented the telephone, Lacrosse, Hockey, Basketball and insulin and peace has existed between the two great nations ever since! But I digress. e. He began to chase Abner. Now the story that follows is in great detail in the Bible. The reason for the extra detail, is to show that Abner was a righteous man who actually warned Asahel twice to stop chasing him before he thrust his spear backwards killing Asahel in self-defense. Later, Joab would murder innocent Abner and David pronounced a curse on Joab, who was later killed himself. After Asahel is killed the entire battle stops and the soldiers on both sides stand and look at the corpse. Abner then takes the moral initiative to offer a cease fire: Joab blames the death of his brother Asahel on Abner because he is the one who initially made the "battle of " challenge at the pool of Gibeon. Joab then blows the trumpet in formal ceasefire and both armies return home. Abner returns to Mahanaim and Joab returns to Hebron. After this there was long and continued civil warfare during the two years Ish-bosheth was king of the 11 northern tribes the ten, plus Benjamin 4. Below are actual photos of the pool of Gibeon that can be seen today! This is an amazing proof from archeology that the Bible stories are true and real history! This is the photo of when the pool of Gibeon was first excavated in by J. Here is an excavation photo: The snail-like appearance of the spiral staircase goes underground and continues to the water source deep underground:

The Horten Ho is generally known by a few unique names. The plane was called the blog.quintoapp.com, by the Horten Brothers. The identity Ho had been given to the plane by the German Ministry of Aviation.

The Story of the Ho Flying wing designs were not an entirely new idea and had been used before in both gliders and powered aircraft. Despite the aerodynamic advantages, the lack of a tail tended to make fly wing aircraft prone to uncontrolled yaws and stalls. Northrop Grumman revealed this year it is developing a second flying wing stealth bomber, the B Raider, to succeed its B-2 Spirit. This first appeared in Walter Horten was an ace fighter pilot in the German Luftwaffe, having scored seven kills flying as wingman of the legendary Adolf Galland during the Battle of Britain. His brother Reimar was an airplane designer lacking a formal aeronautical education. In their youth, the pair had designed a series of innovative tail-less manned gliders. In , Luftwaffe chief Herman Goering laid out the so-called 3x specification for a plane that could fly one thousand kilometers an hour carrying one thousand kilograms of bombs with fuel enough to travel one thousand kilometers and backâ€”while still retaining a third of the fuel supply for use in combat. Such an airplane could strike targets in Britain while outrunning any fighters sent to intercept it. Clearly, the new turbojet engines Germany had developed would be required for an airplane to attain such high speeds. But jet engines burned through their fuel very quickly, making raids on more distant targets impossible. Such an airframe would require less engine power to attain higher speeds, and therefore consume less fuel. Flying wing designs were not an entirely new idea and had been used before in both gliders and powered aircraft. The Horten brothers were given the go-ahead to pursue the concept in August They first built an unpowered glider known as the H. The V1 had long, thin swept wings made of plywood in order to save weight. Lacking a rudder or ailerons, the H. The elevons could be moved differentially to induce roll, or together in the same direction to change pitch, while the spoilers were used to induce yaw. Following successful tests of the V1 glider at Oranienberg on March , the subsequent V2 prototype was mounted with two Jumo B turbojet engines nestled to either side of a cockpit pod made of welded steel tubing. It also featured a primitive ejection seat and a drogue chute deployed while landing, while redesigned tricycle landing gear was installed to enable the plane to carry heavier loads. The first test flight occurred on February 2, The manta-shaped jet exhibited smooth handling and good stall resistance. The prototype even reportedly beat an Me jet fighter, equipped with the same Jumo engines, in a mock dogfight. Test pilot Erwin Ziller performed a number of turns and dives in an effort to restart the engine, before apparently passing out from the fumes and spiraling his plane into the ground, mortally wounding him. Regardless, Goering had already approved the production of forty flying wings, to be undertaken by the Gotha company, which mostly produced trainers and military gliders during World War II. The production planes were designated Ho s or Go s. Construction of four new prototypesâ€”numbered V3 through V6â€”was initiated, two of which would have been two-seat night fighters. However, the Ho never made it off the ground. When American troops of VIII Corps rolled into the factory at Friedrichroda, Germany in April , they found just the cockpit sections of the prototypes in various stages of development. A single pair of corresponding wings was found 75 miles away. The most complete of the four, the V3 prototype, was shipped back to the United States for study along with the wings, and can today be seen under restoration at the Udvar-Hazy Center of the United States Air and Space Museum in Chantilly, Virginia.

Chapter 8 : Roster of Quantrill's, Anderson's, Todd's & Other Missouri Partisan Rangers

The Battle of Franklin was the second military action in the vicinity; a battle in was a minor action associated with a reconnaissance in force by Confederate cavalry leader Maj. Gen. Earl Van Dorn on April

It is hinted by Russ T. Koopa trained the Koopa Bros. Eventually, the Koopa Bros. They eventually left and traveled to a fortress that would become their own , whose Bob-ombs they took command of. According to the Bob-ombs that were jailed in the fortress, the Koopa Bros. The resident Bob-ombs were enslaved and worked non-stop. Those that rebelled were jailed, and the indigo Bob-ombs that Mario ends up fighting within the fortress were all supplied by Bowser to take their place. Paper Mario[edit] The Koopa Bros. Soon after revealing their attack, the Koopa Bros. With help from Merlon , who sees through the Koopa Bros. Fortress, he alerts his brothers and they proceed to set about making various traps and obstacles in their home, all of which Mario passes. Yellow Ninjakoopa in particular lays a trap involving a? Block which activates a trap door below it when struck, which places Mario in the same jail that the rebel Bob-ombs reside. In a last-ditch effort to stop Mario, Red Ninjakoopa has his brothers set up three Bill Blasters on top of the fortress, which Mario also manages to overcome. Reaching the Koopa Bros. When their fake Bowser is destroyed, the Koopa Bros. Mario is able to defeat the Koopa Bros. It is revealed that the rebel Bob-ombs, before escaping, patched the hole through which they escaped with two planks of wood and nailed them in place. This temporarily prevents the Koopa Bros. After the Koopa Bros. In the letter, the Koopa Bros. Also, for a short while after their defeat, the Koopa Bros. However, if Mario visits it later, they are gone, indicating that they eventually managed to escape, though the wooden barricade remains. There is also a piece of Toad Town News documenting their defeat. In Chapters , the Koopa Bros. Super Ultra Mighty Koopa Bros. When Mario beats Jr. Troopa, the Guard Door reasons that since Jr. Troopa defeated the Koopa Bros. Troopa, Mario has technically completed the task assigned to him and lets him pass. During the ending parade of Paper Mario, the Koopa Bros. As the Koopa Bros. In addition, a Koopa Brother can be seen watching the Chuck Quizmo show. In volume 1 of Super Mario-Kun , a Japan-exclusive manga, nine years prior to the release of Paper Mario, a similar group called the "Mutant Ninja Sentai Nokonoko Koopa Troopa Men" appear to attack Mario, Luigi , and Yoshi in a platform-filled area, taking on various disguises and using shell-like shurikens in combat. Red Ninjakoopa[edit] The leader of the Koopa Bros. When Mario reaches the roof of the Koopa Bros. Fortress, Red Ninjakoopa has the other three Koopa Bros. When Mario reaches Koopa Bros. Additionally, when Mario first enters the chamber where he battles the Koopa Bros. Fortress, Yellow Ninjakoopa sets a trap for him; when Mario hits a rigged? Block , a trapdoor opens beneath him and sends him falling into the Koopa Bros. He is apparently the third-in-command of the Koopa Bros. Fortress by Mario, Green Ninjakoopa takes defense precautions and has a key sealed away and guarded. He also appears to be the last-in-command of the Koopa Bros. Profiles and stats[edit].

Chapter 9 : David and Goliath (1 Samuel) | blog.quintoapp.com

The Horten brothers also worked on the Horten blog.quintoapp.com, an intercontinental bomber that was part of the Amerika Bomber project. Among other advanced Horten designs of the s was the supersonic delta-wing H.X, designed as a hybrid turbojet/rocket fighter with a top speed of Mach , but tested only in glider form (as the Horten blog.quintoapp.com).

This week, the tough, turn-based strategy of Battle Brothers [[official site](http://officialsite.com)]. The life of a sellsword is not a forgiving one. Oh, oh I see what you mean. Battle Brothers is set in a world of grimy fantasy, where goblins and bandits and goblin bandits assault you on the road, demanding your money and your life. You play as a posse of armed mercenaries, travelling between towns and taking contracts, but once you get into combat you really see that you are just a bunch of weird medieval busts, taking turns to die on a multi-layered hexagonal grid. They must be difficult. My first band of merry murderers took odd jobs of bandit-cleaning, concluding that this was a better-paying task than the mundane delivery quests offered in most towns. You can get gold for escorting a caravan along a boring road but gold for clearing a bunch of highwaymen from their hideout. It was all down to the fighting. You have action points, of course, and both movement and combat will eat these up. A warrior with a two-handed axe can perform a round swing, slashing at everyone in a circle even at your own dudes if they are in those spaces. If you and an enemy are facing off, tile to tile, any attempt by either man to move will result in an automatic free swing for the other fighter. This means when you sidle up to an enemy, you are usually there until one of you dies. There are some ways out of this, though. You can stun enemies with blunt weapons, or knock them back a space if you have a shield, freeing you up to move away. In summary, there are lots of small micro-tactics and strategies to be used in combat. Your enemy will probably use them all better than you do. So we limped away from Dagger Den and I collected my reward and recruited some more men. The extra coin did not go very far. You have to buy lots of stuff to keep your band in good shape – food is used every day, medicine is important to have on hand, and expensive repair tools are needed to keep equipment ship-shape after every fight. On top of that, all your men have their own daily wage and they will not stick around if you cannot pay. I would learn this last thing the hard way. I gathered the men and equipped them as best I could. This time, I would not make the mistake of going into battle for anything less than a very good wage. I travelled between the towns, all with very German-sounding names – Brunwald, Stohlhoven, Kargburg – occasionally buying my men a round in the tavern, which has a chance to either put them in high spirits or get them drunk and useless. The towns only had caravan escort missions available. I spat at the offers. Perhaps if I traveled into the shroud of unknown space, we would find a new town where the gold was over-flowing. We stepped off the carefully set roads and went into the wilderness. On the first day, we reached the sea. There were no towns. On the second day, we made it through a desert. On the third day, we ran out of money. Reinhart the Hound, our greatest warrior, deserted us. On the fourth day, Arnold Axefella left and never came back. We walked through a fetid swamp, where the remaining men got sick and vomited. That night, Gustav the Quick, the only soldier who was not inflamed and vomiting, abandoned the group. On the fifth day, there was a town. It was called Hurgash Ghaal. It was full of deadly orcs. Knowing that this was the end of the brigade unless we got some money to keep the last four men happy, I decided to make a desperate raid on the orcs. I knew this was a mistake before I had even clicked on the town with the little sword cursor, but there was no alternative. We were running out of food and I was gold pieces in debt to my own employees. Ten orcs rampaged out of the shadows of the combat screen and viciously enveloped the men, tearing them apart within four rounds of turns. Be at peace, Cowardly Joe. I never saw you land a single hit. Rest well, Heinrich the Historian. You did absolutely nothing of note. My second gang of mercs fared better. I had played the first game on Iron Man mode, meaning every bad decision was carved in autosave stone. For the second group, I did the same, but vowed to play a little more traditionally. It went much better. The map had changed, generating new lands and new German-sounding names – Lichtburg, Hattlund, Harkenstadt – I hit the poorest town I could find and hired every cheap fisherman, pilgrim and farmhand that would come along, arming them with bargain bucket knives and straw

hats. One of them used to work in a kennel and could command attack dogs. Things started going wrong because of goblins. We had been swanning around the same five or six towns, patrolling roads, hunting direwolves, drinking in the taverns of Grunforst, visiting the kennels of Wolfswall, replacing dead dogs with other soon-to-be-dead dogs, when one of the councilmen of a town offered us a whopping gold to kill some goblins. I was not going to turn it down. Perhaps I should have. It transpires that goblins are fond of poison. We came out of the battle alive, but I had lost two men, including my best and most reliable berserker, Wotsit Skullman, who was the best shieldbreaker in the group, but also liked to wear the skull of an indeterminate animal on his head. We got the gold from this job and made even more money from the piles of salt we had looted from the goblins, but the gang never recovered from the loss of its best fighter. I had a decision to make now. We had money but only five men. The low chance to hit for all rookie-level fighters is probably the most punitive thing about the combat. Grassy Knees Lee loved to run away during a battle, until he died in an ambush by bandits. Anyway, the archers were still hitting nothing but air. I decided rather than hiring new men, who would probably only die in a few turns, just like Jaws the Wardog, Fang the Wardog, and Rags the Wardog, we would instead invest in better equipment. I gave all five men the best armour I could find, equipped four of them with strong shields and gave the last man an impossibly expensive two-handed axe. It was Dietrich With No Surname, and he would swing this shining axe exactly twice before being summarily beheaded by an orc gang we had been employed to destroy. Naggy Larry was the last to die, surrounded by angry green men who once again ended my game. This time we lasted nine rounds, which is what I meant when I said that things fared much better for the second group. Battle Bros is a tough game. Soldier improvement happens slowly but their deaths happen quickly, giving battles the same feeling of peril as an XCOM skirmish, if not more. And despite constant scraping for gold and loot, it never feels like you have enough. These impressions are based on build