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Lord of Ruin

La antigua Roma y su civilización han ejercido a lo largo de los siglos una importante influencia en la conformación de la cultura europea y occidental -desde instituciones y regímenes políticos hasta manifestaciones artísticas y distintas formas de entretenimiento- y hoy sigue teniendo un peso

decisivo tanto en los ámbitos eruditos y canónicos como en los más populares. Así, si los estudios de Tradición Clásica se han desarrollado en torno a obras y autores vinculados a la "alta cultura" y a su influjo posterior como "modelos venerables", solo más recientemente una nueva disciplina, la Recepción Clásica, se ha ocupado de las diversas reinterpretaciones y apropiaciones del acervo clásico, reflejo de los intereses e inquietudes cambiantes de las sociedades, y por ello a menudo con finalidades muy distintas a las que tuvieron en el momento de su creación. Esto es algo que atestiguan muchas de las manifestaciones de la llamada "cultura de masas". Desde esta perspectiva, la selección de textos de este volumen pretende ser ilustrativa de la recepción de Roma en la cultura popular contemporánea y representativa de la multiplicidad de reelaboraciones, apropiaciones y reinterpretaciones que ha tenido y sigue teniendo la civilización romana en nuestros días. Para ello, se sirve de los ejemplos extraídos de las literaturas populares (histórica, de terror, infantil y juvenil), el cine y la televisión, el cómic, los videojuegos, la música e incluso de la interpretación de los héroes romanos desde la perspectiva empresarial. Desde esta aproximación, se aspira también a superar la distancia que suele haber entre los estudios académicos dedicados a la Antigüedad clásica y el gran público.

Beastslayer

This lecture introduces fundamental principles of online multiplayer games, primarily massively

multiplayer online role-playing games (MMORPGs), suitable for students and faculty interested both in designing games and in doing research on them. The general focus is human-centered computing, which includes many human-computer interaction issues and emphasizes social computing, but also, looks at how the design of socio-economic interactions extends our traditional notions of computer programming to cover human beings as well as machines. In addition, it demonstrates a range of social science research methodologies, both quantitative and qualitative, that could be used by students for term papers, or by their professors for publications. In addition to drawing upon a rich literature about these games, this lecture is based on thousands of hours of first-hand research experience inside many classic examples, including World of Warcraft, The Matrix Online, Anarchy Online, Tabula Rasa, Entropia Universe, Dark Age of Camelot, Age of Conan, Lord of the Rings Online, Tale in the Desert, EVE Online, Star Wars Galaxies, Pirates of the Burning Sea, and the non-game virtual world Second Life. Among the topics covered are historical-cultural origins of leading games, technical constraints that shape the experience, rolecoding and social control, player personality and motivation, relationships with avatars and characters, virtual professions and economies, social relations inside games, and the implications for the external society. Table of Contents: Introduction / Historical-Cultural Origins / Technical Constraints / Rolecoding and Social Control / Personality and Motivation / Avatars and Characters / Virtual Professions and Economies / Social Relations Inside Games / Implications for External Society

Romance of the Three Kingdoms

The American Revolution-and thus the history of the United States-began not on land but on the sea. Paul Revere began his famous midnight ride not by jumping on a horse, but by scrambling into a skiff with two other brave patriots to cross Boston Harbor to Charlestown. Revere and his companions rowed with muffled oars to avoid capture by the British warships closely guarding the harbor. As they paddled silently, Revere's neighbor was flashing two lanterns from the belfry of Old North Church, signaling patriots in Charlestown that the redcoats were crossing the Charles River in longboats. In every major Revolutionary battle thereafter the sea would play a vital, if historically neglected, role. When the American colonies took up arms against Great Britain, they were confronting the greatest sea-power of the age. And it was during the War of Independence that the American Navy was born. But following the British naval model proved crushingly expensive, and the Founding Fathers fought viciously for decades over whether or not the fledgling republic truly needed a deep-water fleet. The debate ended only when the Federal Navy proved indispensable during the War of 1812. Drawing on decades of prodigious research, historian George C. Daughan chronicles the embattled origins of the U.S. Navy. From the bloody and gunpowder-drenched battles fought by American sailors on lakes and high seas to the fierce rhetorical combat waged by the Founders in Congress, *If By Sea* charts the course by which the Navy became a vital and celebrated American institution.

The Art of Total War

The Sassanians ruled the last great imperial Empire of Persia before the Arab conquests of the 7th century. Rome's only equal in the classical world, the Sassanian Empire had an enormous impact on the development of architecture, mythology, arts, music, military tactics and technology. Within the Sassanian military, the cavalry was the most influential element, and Sassanian cavalry tactics were adopted by the Romans, Arabs, and Turks. Their cavalry systems of weaponry, battle tactics, Tamgas, Medallions, court customs, and costumes influenced Romano-Byzantine and medieval European culture, and this book allows the reader to see how a little-studied eastern power affected the development of cavalry traditions in the western world.

The Goths

Lost Battles

Neurological Assessment is a quick reference tool to identifying those all important links to pathology and physiology - crucial for efficient clinical reasoning and ultimately better patient care. Based around one potential sub-problem encountered by neurologically-impaired patients, each assessment chapter begins with a Summary Bite and then provides photographic guidance on how to examine and define the problem with an explanation as to why it is important to assess it. All sections give detailed reasoning on any possible

findings from the assessment technique and an example of how to record the procedure. Blank notes areas throughout encourage the clinician to reflect on the technique carried out and to consider the overall impression from the patient, so facilitating the process of clinical reasoning. Part of the Physiotherapist's Toolbox Series - unlock your key skills! Perfect for use on placement and in the clinic. Highly illustrated with clear step-by-step guidance Includes five main pathologies and basic neuroanatomy to support clinical reasoning Primarily aimed at guiding clinical assessment Hints, Tips and Caution boxes provide easy to digest small packages of information essential to clinical practice All sections follow the same structure and format for ease of use Spiral-binding allows for easy, lie-flat reference

Neferata

This omnibus tells the story of Tyrion and Teclis, saviours of high elf race and the heroes of Ulthuan. Tyrion and Teclis: the most legendary high elf heroes to roam the earth. Destined for greatness from birth, the twin brothers are as different as darkness and light. While Tyrion, a calculating tactician and unrivalled swordsman, inspires valour and fidelity in those around him, Teclis is the most powerful natural sorcerer of the age, harnessing a power that rivals even the mythic Caledor. Relive the twins' most gripping adventures - from their quest through the deadly jungles of Lustria in search of the fabled lost sword of Caledor, through to the blood-thirsty battle to save their homeland from the malevolent Witch

King, Malekith. This collection of William King's Blood of Aenarion, Sword of Caledor and Bane of Malekith brims with rip-roaring adventure.

Fertility and Resources

Dark Heresy

Despite recent advances in important aspects of the lives of girls and women, pervasive challenges remain. These challenges reflect widespread deprivations and constraints and include epidemic levels of gender-based violence and discriminatory laws and norms that prevent women from owning property, being educated, and making meaningful decisions about their own lives--such as whether and when to marry or have children. These often violate their most basic rights and are magnified and multiplied by poverty and lack of education. This groundbreaking book distills vast data and hundreds of studies to shed new light on deprivations and constraints facing the voice and agency of women and girls worldwide, and on the associated costs for individuals, families, communities, and global development. The volume presents major new findings about the patterns of constraints and overlapping deprivations and focuses on several areas key to women's empowerment: freedom from violence, sexual and reproductive health and rights, ownership of land and housing, and voice and collective action. It highlights promising reforms and interventions from around the world and lays out an

urgent agenda for governments, civil society, development agencies, and other stakeholders, including a call for greater investment in data and knowledge to benchmark progress.

The Shaping of Turkey in the British Imagination, 1776-1923

The volume is divided into three parts, corresponding to the three main phases in Gothic history: their early history down to the fourth century, the revolution in Gothic society set in motion by the arrival of the Huns, and the history of the Gothic successor states to the western Roman Empire. At its heart lies a new vision of Gothic identity, and of the social caste by whom it was defined and transmitted.

The Hobbit Party

As the dark forces of Chaos bring destruction to the northern lands of Kislev, only dwarf warrior Gotrek Gurnisson and his human companion, Felix Jaeger, stand between the evil hordes and the ancient city of Praag. Reprint.

Neurological Assessment

If By Sea

The Daily Disciplines of Leadership is a comprehensive and down-to-earth manual for school leaders that addresses the daunting challenges that

today's principals, superintendents, and teacher-leaders face on a daily basis. Written by Douglas Reeves-- a leading authority on academic standards, performance assessment, and accountability-- the information in this book is based on his extensive experience working with educators, administrators, and school board members from across the country and internationally. Reeves discusses the basic purpose of leadership, presents four key leadership archetypes, and offers practical recommendations for action. Covering a wide range of topics-- from accountability systems to personal communications-- this book will serve as the 'go to' resource for novice and seasoned school leaders alike.

Total War Rome: Destroy Carthage

This book is about the principal writings that shaped the perception of Turkey for informed readers in English, from Edward Gibbon's positing of imperial Decline and Fall to the proclamation of the Turkish Republic (1923), illustrating how Turkey has always been a part of the modern British and European experience. It is a great sweep of a story: from Gibbon as standard textbook, through Lord Byron the pro-Turkish poet, and Benjamin Disraeli the Romantic novelist of all things Eastern, followed by John Buchan's Greenmantle First World War espionage fantasies, and then Manchester Guardian reporter Arnold Toynbee narrating the fight for Turkish independence.

I Am 58 and Majestic

Eric Gustave Geijer wrote *The History of the Swedes* between 1832-36 in 5 volumes in Swedish; it was translated into English by G. H. Turner, ESQ., M.A. (c.1845); but the English translation only contained the first 3 books which covers from earliest times to 1654 the ascension of Charles X. xvi./348pp., Very rare book. Considered a landmark text on the topic. Facsimilie reprint, computer scanned and enhanced, excellent quality; attractive color cover with 10mm. clear plastic cover sheet, plastic comb bound.

The Daily Disciplines of Leadership

A visual journey through 3,000 years of naval warfare From the clash of galleys in Ancient Greece to deadly encounters between nuclear-powered submarines in the 20th century, explore every aspect of the story of naval warfare on, under and above the sea. Visit every major naval conflict in time through detailed vital statistics of the combatants and outcomes. Examine the changing face of life aboard a vessel, from punishment and discipline to food and recreation. Take a look at crews and their roles through the ages exploring hierarchies and organisation. Packed with photographs, maps, 3D battle plans and eyewitness accounts this is the ultimate guide to the evolution of naval conflict.

Battle at Sea

Ancient Violence in the Modern Imagination

The vampire queen Neferata plots to create a new empire. Neferata is a queen without a kingdom. Lahmia has fallen, her vampire children have scattered and she is reduced to draining blood from the beasts of the mountains. After a chance encounter with a party of dwarfs, she sets her sights on a capital for her new empire - the stronghold of Silver Pinnacle. She calls her allies to battle - but can she truly trust Ushoran, Lord of Masks, and his bestial Strigoi vampires?

Under the Eagle

The defence industry was one of the pillars of the classic command economy system in Central Europe. Since the early 1990s the sector has gone through dramatic changes. It was radically downsized, reorganized and restructured according to the needs of the emerging new socio-economic systems. One of the major factors that shaped this adjustment was the enlargement of NATO and the European Union and the prospect of integration into these two organizations. The military establishments and defence industries became principal actors in the integration process, which helped them to acquire new economic resources and political legitimization. At the same time, integration presented unexpected new challenges and constraints for the restructuring defence industry in the region. This report describes how the defence industry adjusted to the changed political and economic environment in both the domestic and international context. The comparative analysis of the post-cold war experience of six Central

European countries - Bulgaria, the Czech Republic, Hungary, Poland, Romania and Slovakia, which joined in the first two waves of enlargement - provides valuable lessons for other countries in their processes of socio-economic transformation.

History of the Swedes

This book provides the first in-depth exploration of video games as history. Chapman puts forth five basic categories of analysis for understanding historical video games: simulation and epistemology, time, space, narrative, and affordance. Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past. By taking an inter-disciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form.

Impossible Peace

An illustrated guide to Viking warfare from strategy and weapons to culture and tradition: “a very excellent introduction to the Viking age as a whole” (Justin Pollard, historical consultant for the Amazon television series Vikings). From the time when sailing was first introduced to Scandinavia, Vikings reached virtually every corner of Europe and even America with their raids and conquests. Wherever Viking ships roamed, enormous suffering followed in their wake, but the encounters between cultures also brought

immense change to both European and Nordic societies. In *Vikings at War*, historian Kim Hjarðar presents a comprehensive overview of Viking weapons technology, military traditions and tactics, offensive and defensive strategies, fortifications, ships, and command structure. The most crucial element of the Viking's success was their strategy of arriving by sea, attacking with great force, and withdrawing quickly. In their militarized society, honor was everything, and ruining one's posthumous reputation was considered worse than death itself. *Vikings at War* features more than 380 color illustrations, including beautiful reconstruction drawings, maps, cross-section drawings of ships, line-drawings of fortifications, battle plan reconstructions, and photos of surviving artifacts, including weapons and jewelry. Winner of Norway's Saga Prize, *Vikings at War* is now available in English with this new translation. "A magnificent piece of work [that] I'd recommend to anyone with an interest in the Viking period." —Justin Pollard, historical consultant for the Amazon television series *Vikings*

Merovingian Military Organization, 481-751

One CD-ROM disc in pocket.

Digital Games as History

Braving untold perils and impossible odds to retrieve the five objects of power, Malus Darkblade must now return them to the ancient daemon Tz'arkan, but he is

beginning to wonder if the evil creature can be trusted to honor its commitment to return his soul. Original.

The Pontic-Danubian Realm in the Period of the Great Migration

Presents concept art, scenery landscapes, and character designs of the popular computer game franchise.

Europe - Against the Tide

Anyone who has read *The Hobbit* and *The Lord of the Rings* can gather that their author hated tyranny, but few know that the novelist who once described himself as a hobbit (in all but size) was (even by hobbit standards) a zealous proponent of economic freedom and small government. There is a growing concern among many that the West is sliding into political, economic, and moral bankruptcy. In his beloved novels of Middle-Earth, J.R.R. Tolkien has drawn us a map to freedom. Scholar Joseph Pearce, who himself has written articles and chapters on the political significance of Tolkien's work, testified in his book *Literary Giants, Literary Catholics*, "If much has been written on the religious significance of *The Lord of the Rings*, less has been written on its political significance—and the little that has been written is often erroneous in its conclusions and ignorant of Tolkien's intentions." Much more work is needed in this area, not least because Tolkien stated, implicitly at least, that the political significance of the work was

second only to the religious in its importance. Several books ably explore how Tolkien's Catholic faith informed his fiction. None until now have centered on how his passion for liberty and limited government also shaped his work, or how this passion grew directly from his theological vision of man and creation. *The Hobbit Party* fills this void. The few existing pieces that do focus on the subject are mostly written by scholars with little or no formal training in literary analysis, and even less training in political economy. Witt and Richards bring to *The Hobbit Party* a combined expertise in literary studies, political theory, economics, philosophy, and theology.

Armies of Feudal Europe 1066-1300

Fertility in animals directly reflects access to scarce resources, such as food and territory. In humans, the situation is more complex. Patterns of breast feeding, contraception and ideas about age of marriage and desired family size all affect fertility. This book explores the relation among these factors and access to scarce resources, via income, education and other forms of status.

En los márgenes de Roma

The second book in the *A Song of Ice and Fire* trilogy. Sansa Stark is trapped in marriage to the feeble Lannister boy, child of incest, who is King Joffrey. In the North the Starks prepare for battle with the Lannisters.

ECGBL 2018 12th European Conference on Game-Based Learning

This cute 58th Birthday Gift Unicorn Journal / Diary / Notebook is an IDEAL gift idea! It is 6 x 9 inches in size with 110 blank lined pages with a Unicorn theme for writing down thoughts, notes, ideas, or even sketching.

An Illustrated Encyclopedia of the Uniforms of the Roman World

The Florentine Histories

Roleplaying games.

Vikings at War

Was sind die gegenwärtigen Herausforderungen der Europäischen Union? Wie reagiert sie auf internationale Veränderungen und Krisen? Und wie antwortet sie auf ihre Kritiker in den Mitgliedsstaaten? 16 Beiträge von internationalen Experten geben auf diese Fragen eine Antwort.

Battle for Europe

The collected essays in this volume focus on the presentation, representation and interpretation of ancient violence – from war to slavery, , rape and murder – in the modern visual and performing arts,

with special attention to videogames and dance as well as the more usual media of film, literature and theatre. Violence, fury and the dread that they provoke are factors that appear frequently in the ancient sources. The dark side of antiquity, so distant from the ideal of purity and harmony that the classical heritage until recently usually called forth, has repeatedly struck the imagination of artists, writers and scholars across ages and cultures. A global assembly of contributors, from Europe to Brazil and from the US to New Zealand, consider historical and mythical violence in Stanley Kubrick's *Spartacus* and the 2010 TV series of the same name, in Ridley Scott's *Gladiator*, in the work of Lars von Trier, and in Soviet ballet and the choreography of Martha Graham and Anita Berber. Representations of Roman warfare appear in videogames such as *Ryse: Son of Rome* and *Total War*, as well as recent comics, and examples from both these media are analysed in the volume. Finally, interviews with two artists offer insight into the ways in which practitioners understand and engage with the complex reception of these themes.

Arms Industry Transformation and Integration

From USA Today Bestselling Author K Webster, comes a new MC dark standalone novel! I had it all. Family. Career. A future. Until a couple of bikers took it brutally away from me. They scarred me both inside and out, killing the man I once was. Jared Koynakov is dead and Koyn rose from the ashes. Ten years later, I live by a code that is shaped by hate, anger, and

revenge.As prez, I've built a brotherhood of men who share the same thirst for vengeance and are loyal until the end.Together, we will find those bastards and end them.Every last one of them.All it takes is one slip, and I almost have them in my grasp.Until a pretty pageant girl, who looks far too much like my daughter, steps into the fray causing the ultimate distraction.I must choose between my revenge and being her savior.I'm one helluva biker with a taste for torture, but I'm an even better daddy

Sassanian Elite Cavalry AD 224-642

In this first book of a new historical fiction series, a crack Roman legion invades Britain in this brazen tale of military adventure, political intrigue and heroism It is the year 42 AD, and Centurion Macro, battle-scarred and fearless, is in the heart of Germany with the Second Legion, the toughest in the Roman army. Cato, a new recruit and the newly appointed second-in-command to Macro, will have more to prove than most. In a bloody skirmish with local tribes, Cato gets his first chance to prove that he's more than a callow, privileged youth. As their next campaign takes them to a land of unparalleled barbarity - Britain - a special mission unfolds, thrusting Cato and Macro headlong into a conspiracy that threatens to topple the Emperor himself. Filled with the kind of historical details that brings the adventure to life, Simon Scarrow's *Under the Eagle* is destined to become a military fiction classic.

Tyrion & Teclis

Library of New Jersey Civil Complaint Forms

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.

A Clash of Kings

In 1993 luminaries from around the world signed the 'Oslo Accords' - a pledge to achieve lasting peace in the Holy Land - on the lawn of the White House. Yet things didn't turn out quite as planned. With over 1,000 Israelis and close to four times that number of Palestinians killed since 2000, the Oslo process is now considered 'history'. *Impossible Peace* provides one of the first comprehensive analyses of that history. Mark LeVine argues that Oslo was never going to bring

peace or justice to Palestinians or Israelis. He claims that the accords collapsed not because of a failure to live up to the agreements; but precisely because of the terms of and ideologies underlying the agreements. Today more than ever before, it's crucial to understand why these failures happened and how they will impact on future negotiations towards the 'final status agreement'. This fresh and honest account of the peace process in the Middle East shows how by learning from history it may be possible to avoid the errors that have long doomed peace in the region.

Online Multiplayer Games

Presents a visual reference of the fighting men of the period from 8th century BC to the fall of Constantinople in 1453, with images of military dress, weaponry, artillery, ships, siege engines, and fortifications.

Voice and Agency

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 Alexander the Great's Empire, to total war in North Africa and the Siege of Carthage. Scipio's success brings him admiration and respect, but also attracts greed and jealousy - for the closest allies can become the bitterest of enemies. And then there is the dark

horse, Julia, of the Caesar family – in love with Scipio but betrothed to his rival Paullus – who causes a vicious feud. Ultimately for Scipio it will come down to one 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 also a journey to the core of Roman times, through a world of extraordinary military tactics and political intrigue that Rome's warriors and citizens used to cheat death.

Koyn (Royal Bastards MC)

Merovingian Military Organization, 481–751 was first published in 1972. Minnesota Archive Editions uses digital technology to make long-unavailable books once again accessible, and are published unaltered from the original University of Minnesota Press editions. In the area which is now France and was then Gaul, military institutions fundamentally influenced the successes and failures of the Merovingian dynasty, from 481 to 751. Professor Bachrach examines this period in detail, studying the forms of military organization and their relation to political power. Various aspects of the subject are controversial among scholars specializing in early medieval history, yet this is the first book-length study on the subject to be published. For a hundred years scholars have equated the military institutions of Merovingian Gaul with the customs of the Franks, a minority of the population who were rapidly

acculturated. Professor Bachrach's study shows the heterogeneous nature of Merovingian military organization, composed of many institutions drawn from non-Frankish people especially from the remains of the Roman Empire. By dealing with all of the significant sources he demonstrates that there was frequent change in the military institutions rather than revolutionary change. The fluid nature of the military organization also is seen to have had profound effects upon the exercise of political power. Probably the most significant finding of the study is that Merovingian military organization, like much else in Merovingian Gaul, resembled Roman Gaul far more than Germania.

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