

IP For Dummies (R), 6th Edition

Warhammer 40,000

2012. Kaufeld, John; Smith, Jeremy (2006). *Trading Card Games For Dummies. For Dummies.* pp. 186. ISBN 978-0-471-75416-9. Hall, Charlie (22 May 2018).

Warhammer 40,000 is a British miniature wargame produced by Games Workshop. It is the most popular miniature wargame in the world, and is particularly popular in the United Kingdom. The first edition of the rulebook was published in September 1987, and the tenth and current edition was released in June 2023.

As in other miniature wargames, players enact battles using miniature models of warriors and fighting vehicles. The playing area is a tabletop model of a battlefield, comprising models of buildings, hills, trees, and other terrain features. Each player takes turns moving their model warriors around the battlefield and fighting their opponent's warriors. These fights are resolved using dice and simple arithmetic.

Warhammer 40,000 is set in the distant future, where a stagnant human civilisation is beset by hostile aliens and supernatural creatures. The models in the game are a mixture of humans, aliens, and supernatural monsters wielding futuristic weaponry and supernatural powers. The fictional setting of the game has been developed through a large body of novels published by Black Library (Games Workshop's publishing division). Warhammer 40,000 was initially conceived as a sci-fi counterpart to Warhammer Fantasy Battle, a medieval fantasy wargame also produced by Games Workshop. Warhammer Fantasy shares some themes and characters with Warhammer 40,000 but the two settings are independent of each other. The game has received widespread praise for the tone and depth of its setting, and is considered the foundational work of the grimdark genre of speculative fiction, the word grimdark itself derived from the series' tagline: "In the grim darkness of the far future, there is only war".

Warhammer 40,000 has spawned many spin-off media. Games Workshop has produced a number of other tabletop or board games connected to the brand, including both extrapolations of the mechanics and scale of the base game to simulate unique situations, as with Space Hulk or Kill Team, and wargames simulating vastly different scales and aspects of warfare within the same fictional setting, as with Battlefleet Gothic, Adeptus Titanicus or Warhammer Epic. Video game spin-offs, such as Dawn of War, the Space Marine series, the Warhammer 40,000: Rogue Trader turn based game, and others have also been released.

Battle of Stalingrad

basement—about a dozen wax-like dummies. We did not go into the basement itself – what was the use? There was nothing we could do for them. Most of the nearly

The Battle of Stalingrad (17 July 1942 – 2 February 1943) was a major battle on the Eastern Front of World War II, beginning when Nazi Germany and its Axis allies attacked and became locked in a protracted struggle with the Soviet Union for control over the Soviet city of Stalingrad (now known as Volgograd) in southern Russia. The battle was characterized by fierce close-quarters combat and direct assaults on civilians in aerial raids; the battle epitomized urban warfare, and it was the single largest and costliest urban battle in military history. It was the bloodiest and fiercest battle of the entirety of World War II—and arguably in all of human history—as both sides suffered tremendous casualties amidst ferocious fighting in and around the city. The battle is commonly regarded as the turning point in the European theatre of World War II, as Germany's Oberkommando der Wehrmacht was forced to withdraw a considerable amount of military forces from other regions to replace losses on the Eastern Front. By the time the hostilities ended, the German 6th Army and 4th Panzer Army had been destroyed and Army Group B was routed. The Soviets' victory at Stalingrad shifted the Eastern Front's balance of power in their favour, while also boosting the morale of the

Red Army.

Both sides placed great strategic importance on Stalingrad, for it was one of the largest industrial centres of the Soviet Union and an important transport hub on the Volga River: controlling Stalingrad meant gaining access to the oil fields of the Caucasus and having supreme authority over the Volga River. The city also held significant symbolic importance because it bore the name of Joseph Stalin, the leader of the Soviet Union. As the conflict progressed, Germany's fuel supplies dwindled and thus drove it to focus on moving deeper into Soviet territory and taking the country's oil fields at any cost. The German military first clashed with the Red Army's Stalingrad Front on the distant approaches to Stalingrad on 17 July. On 23 August, the 6th Army and elements of the 4th Panzer Army launched their offensive with support from intensive bombing raids by the Luftwaffe, which reduced much of the city to rubble. The battle soon degenerated into house-to-house fighting, which escalated drastically as both sides continued pouring reinforcements into the city. By mid-November, the Germans, at great cost, had pushed the Soviet defenders back into narrow zones along the Volga's west bank. However, winter set in and conditions became particularly brutal, with temperatures often dropping tens of degrees below freezing. In addition to fierce urban combat, brutal trench warfare was prevalent at Stalingrad.

On 19 November, the Red Army launched Operation Uranus, a two-pronged attack targeting the Romanian armies protecting the 6th Army's flanks. The Axis flanks were overrun and the 6th Army was encircled. Adolf Hitler was determined to hold the city for Germany at all costs and forbade the 6th Army from trying a breakout; instead, attempts were made to supply it by air and to break the encirclement from the outside. Though the Soviets were successful in preventing the Germans from making enough airdrops to the trapped Axis armies at Stalingrad, heavy fighting continued for another two months. On 2 February 1943, the 6th Army, having exhausted its ammunition and food, finally capitulated after several months of battle, making it the first of Hitler's field armies to have surrendered.

In modern Russia, the legacy of the Red Army's victory at Stalingrad is commemorated among the Days of Military Honour. It is also well known in many other countries that belonged to the Allied powers, and has thus become ingrained in popular culture. Likewise, in a number of the post-Soviet states, the Battle of Stalingrad is recognized as an important aspect of what is known as the Great Patriotic War.

Bruce Lee

Hoi-chuen. His early martial arts experience included Wing Chun (trained under Ip Man), tai chi, boxing (winning a Hong Kong boxing tournament), and frequent

Bruce Lee (born Lee Jun-fan; November 27, 1940 – July 20, 1973) was a Hong Kong-American martial artist, actor, filmmaker, and philosopher. He was the founder of Jeet Kune Do, a hybrid martial arts philosophy which was formed from Lee's experiences in unarmed fighting and self-defense—as well as eclectic, Zen Buddhist and Taoist philosophies—as a new school of martial arts thought. With a film career spanning Hong Kong and the United States, Lee is regarded as the first global Chinese film star and one of the most influential martial artists in the history of cinema. Known for his roles in five feature-length martial arts films, Lee is credited with helping to popularize martial arts films in the 1970s and promoting Hong Kong action cinema.

Born in San Francisco and raised in British Hong Kong, Lee was introduced to the Hong Kong film industry as a child actor by his father Lee Hoi-chuen. His early martial arts experience included Wing Chun (trained under Ip Man), tai chi, boxing (winning a Hong Kong boxing tournament), and frequent street fighting (neighborhood and rooftop fights). In 1959, Lee moved to Seattle, where he enrolled at the University of Washington in 1961. It was during this time in the United States that he began considering making money by teaching martial arts, even though he aspired to have a career in acting. He opened his first martial arts school, operated out of his home in Seattle. After later adding a second school in Oakland, California, he once drew significant attention at the 1964 Long Beach International Karate Championships of California by

making demonstrations and speaking. He subsequently moved to Los Angeles to teach, where his students included Chuck Norris, Sharon Tate, and Kareem Abdul-Jabbar.

His roles in America, including playing Kato in *The Green Hornet*, introduced him to American audiences. After returning to Hong Kong in 1971, Lee landed his first leading role in *The Big Boss*, directed by Lo Wei. A year later he starred in *Fist of Fury*, in which he portrayed Chen Zhen, and *The Way of the Dragon*, directed and written by Lee. He went on to star in the US-Hong Kong co-production *Enter the Dragon* (1973) and *The Game of Death* (1978). His Hong Kong and Hollywood-produced films, all of which were commercially successful, elevated Hong Kong martial arts films to a new level of popularity and acclaim, sparking a surge of Western interest in Chinese martial arts. The direction and tone of his films, including their fight choreography and diversification, dramatically influenced and changed martial arts and martial arts films worldwide. With his influence, kung fu films began to displace the wuxia film genre—fights were choreographed more realistically, fantasy elements were discarded for real-world conflicts, and the characterisation of the male lead went from simply being a chivalrous hero to one that embodied the notion of masculinity.

Lee's career was cut short by his sudden death at age 32 from a brain edema, the causes of which remain a matter of dispute. Nevertheless, his films remained popular, gained a large cult following, and became widely imitated and exploited. He became an iconic figure known throughout the world, particularly among the Chinese, based upon his portrayal of Cantonese culture in his films, and among Asian Americans for defying Asian stereotypes in the United States. Since his death, Lee has continued to be a prominent influence on modern combat sports, including judo, karate, mixed martial arts, and boxing, as well as modern popular culture, including film, television, comics, animation, and video games. Time named Lee one of the 100 most important people of the 20th century.

List of common misconceptions about science, technology, and mathematics

Gizmodo Australia. Retrieved 2024-08-23. a. Spadafori, Gina (1996). *Dogs for Dummies*. IDG Books. ISBN 978-1-56884-861-7 b. Siegal, Mordecai (Ed.; 1995). UC

Each entry on this list of common misconceptions is worded as a correction; the misconceptions themselves are implied rather than stated. These entries are concise summaries; the main subject articles can be consulted for more detail.

Nissan Micra

2024. Retrieved 13 April 2019. "Design 200912688 | Registration 327987". IP Australia | Australian Design Search. Archived from the original on 28 April

The Nissan Micra, also known as the Nissan March (Japanese: マーチ, Hepburn: Nissan M^{ar}chi), is a supermini car (B-segment) that has been produced by the Japanese automobile manufacturer Nissan from 1982. The March name has always been used in the Japanese markets but also in many export markets across Asia and Latin America and others.

The Nissan Micra/March partially replaced the Nissan Cherry. It was exclusive to Nissan Japanese dealership network Nissan Cherry Store until 1999 when the "Cherry" network was combined into Nissan Red Stage until 2003. Until Nissan began selling kei cars in Japan, the March was Nissan's smallest vehicle there. Unlike most Nissans in the domestic market, it was never sold under other names through other distribution chains.

Batman: Arkham Asylum

2010 Develop Awards the game won in two categories: Best Use of a Licence or IP and In-House Studio (Rocksteady Studios). The game also gained two nominations

Batman: Arkham Asylum is a 2009 action-adventure game developed by Rocksteady Studios and published by Eidos Interactive in conjunction with Warner Bros. Interactive Entertainment. Based on the DC Comics superhero Batman and written by veteran Batman writer Paul Dini, Arkham Asylum was inspired by the long-running comic book mythos. In the game's main storyline, Batman battles his archenemy, the Joker, who instigates an elaborate plot to seize control of Arkham Asylum, trap Batman inside with many of his incarcerated foes, and threaten Gotham City with hidden bombs.

The game is presented from the third-person perspective with a primary focus on Batman's combat and stealth abilities, detective skills, and gadgets that can be used in combat and exploration. Batman can freely move around the Arkham Asylum facility, interacting with characters and undertaking missions, and unlocking new areas by progressing through the main story or obtaining new equipment. The player is able to complete side missions away from the main story to unlock additional content and collectible items. Combat focuses on chaining attacks together against numerous foes while avoiding damage, while stealth allows Batman to conceal himself around an area, using gadgets and the environment to silently eliminate enemies.

Development began at Rocksteady Studios in May 2007, with a 40-person team that expanded to 60 people by the project's conclusion after approximately 21 months. Among other sources, the game design was inspired by the Batman comics of Neal Adams and Frank Miller, as well as Grant Morrison's Arkham Asylum: A Serious House on Serious Earth graphic novel. Built on Unreal Engine 3, Arkham Asylum's production underwent several variations, refining both gameplay such as the combat system, and the central story, resulting in the removal of plot elements and some of Batman's main enemies, who did not fit the tone of the rest of the game. Rocksteady began developing ideas for a sequel months before Arkham Asylum's completion, hiding hints to the sequel within the game.

Arkham Asylum was released worldwide for PlayStation 3 and Xbox 360 video game consoles in August 2009, followed by a Windows version. The game received critical acclaim, particularly for its narrative, atmosphere and combat, though some criticism was directed at its boss fights. Upon release, many reviewers called it the "greatest comic book game of all time." It won several awards, including Best Action Adventure game, Best Game, and Game of the Year from various media outlets, and it held the Guinness World Record for "Most Critically Acclaimed Superhero Game Ever". It has been cited as one of the greatest video games ever made. The game received a "Game of the Year Edition" in 2010, and a remastered version for the PlayStation 4 and Xbox One in 2016. A version for the Nintendo Switch was released in 2023.

Arkham Asylum's success launched the Batman: Arkham series, comprising video game sequels and spin-offs, comic books, merchandise, and movies, beginning in 2011 with its direct sequel Arkham City.

Tax haven

May 2019. Retrieved 27 April 2019. "U.S. Chamber International IP Index, 6th Edition, 2018" (PDF). Global Intellectual Property Center. February 2018

A tax haven is a term, often used pejoratively, to describe a place with very low tax rates for non-domiciled investors, even if the official rates may be higher.

In some older definitions, a tax haven also offers financial secrecy. However, while countries with high levels of secrecy but also high rates of taxation, most notably the United States and Germany in the Financial Secrecy Index (FSI) rankings, can be featured in some tax haven lists, they are often omitted from lists for political reasons or through lack of subject matter knowledge. In contrast, countries with lower levels of secrecy but also low "effective" rates of taxation, most notably Ireland in the FSI rankings, appear in most § Tax haven lists. The consensus on effective tax rates has led academics to note that the term "tax haven" and "offshore financial centre" are almost synonymous. In reality, many offshore financial centers do not have harmful tax practices and are at the forefront among financial centers regarding AML practices and international tax reporting.

Developments since the early 21st century have substantially reduced the ability of individuals or corporations to use tax havens for tax evasion (illegal non-payment of taxes owed). These include the end of banking secrecy in many jurisdictions including Switzerland following the passing of the US Foreign Account Tax Compliance Act and the adoption by most countries, including typical tax havens, of the Common Reporting Standard (CRS) – a multilateral automatic taxpayer data exchange agreement initiated by the OECD. CRS countries require banks and other entities to identify the residence of account holders, beneficial owners of corporate entities and record yearly account balances and communicate such information to local tax agencies, which will report back to tax agencies where account holders or beneficial owners of corporations reside. CRS intends to end offshore financial secrecy and tax evasion giving tax agencies knowledge to tax offshore income and assets. However, huge and complex corporations, like multinationals, can still shift profits to corporate tax havens using intricate schemes.

Traditional tax havens, like Jersey, are open to zero rates of taxation, and as a consequence, they have few bilateral tax treaties. Modern corporate tax havens have non-zero official (or "headline") rates of taxation and high levels of OECD compliance, and thus have large networks of bilateral tax treaties. However, their base erosion and profit shifting (BEPS) tools—such as ample opportunities to render income exempt from tax, for instance—enable corporations and non-domiciled investors to achieve de facto tax rates closer to zero, not just in the haven but in all countries with which the haven has tax treaties; thereby putting them on tax haven lists. According to modern studies, the § Top 10 tax havens include corporate-focused havens like the Netherlands, Singapore, the Republic of Ireland, and the United Kingdom; while Luxembourg, Hong Kong, the Cayman Islands, Bermuda, the British Virgin Islands, and Switzerland feature as both major traditional tax havens and major corporate tax havens. Corporate tax havens often serve as "conduits" to traditional tax havens.

The use of tax havens results in a loss of tax revenues to countries that are not tax havens. Estimates of the § Financial scale of taxes avoided vary, but the most credible have a range of US\$100-250 billion per annum. In addition, capital held in tax havens can permanently leave the tax base (base erosion). Estimates of capital held in tax havens also vary: the most credible estimates are between US\$7-10 trillion (up to 10% of global assets). The harm of traditional and corporate tax havens has been particularly noted in developing nations, where tax revenues are needed to build infrastructure.

Over 15% of countries are sometimes labelled tax havens. Tax havens are mostly successful and well-governed economies, and being a haven has brought prosperity. The top 10-15 GDP-per-capita countries, excluding oil and gas exporters, are tax havens. Because of § Inflated GDP-per-capita (due to accounting BEPS flows), havens are prone to over-leverage (international capital misprice the artificial debt-to-GDP). This can lead to severe credit cycles and/or property/banking crises when international capital flows are repriced. Ireland's Celtic Tiger, and the subsequent financial crisis in 2009-13, is an example. Jersey is another. Research shows § U.S. as the largest beneficiary, and the use of tax havens by U.S. corporates maximised U.S. exchequer receipts.

The historical focus on combating tax havens (e.g. OECD-IMF projects) had been on common standards, transparency and data sharing. The rise of OECD-compliant corporate tax havens, whose BEPS tools were responsible for most of the lost taxes, led to criticism of this approach, versus actual taxes paid. Higher-tax jurisdictions, such as the United States and many member states of the European Union, departed from the OECD BEPS Project in 2017-18 to introduce anti-BEPS tax regimes, targeted raising net taxes paid by corporations in corporate tax havens (e.g. the U.S. Tax Cuts and Jobs Act of 2017 ("TCJA") GILTI-BEAT-FDII tax regimes and move to a hybrid "territorial" tax system, and proposed EU Digital Services Tax regime, and EU Common Consolidated Corporate Tax Base).

Pseudonym

their real identities (for example, by placing their real name on their user page). The pseudonym of unregistered users is their IP address, which can, in

A pseudonym (; from Ancient Greek ?????????? (pseud?numos) 'falsely named') or alias () is a fictitious name that a person assumes for a particular purpose, which differs from their original or true meaning (orthonym). This also differs from a new name that entirely or legally replaces an individual's own. Many pseudonym holders use them because they wish to remain anonymous and maintain privacy, though this may be difficult to achieve as a result of legal issues.

Apostrophe

optional; *The New Fowler's Modern English Usage*, ed. Burchfield, R. W., 3rd edition, 1996, entry for "sake";, p. 686, ISBN 0198610211. In February 2007 Arkansas

The apostrophe (' , ') is a punctuation mark, and sometimes a diacritical mark, in languages that use the Latin alphabet and some other alphabets. In English, the apostrophe is used for two basic purposes:

The marking of the omission of one or more letters, e.g. the contraction of "do not" to "don't"

The marking of possessive case of nouns (as in "the eagle's feathers", "in one month's time", "the twins' coats")

It is also used in a few exceptional cases for the marking of plurals, e.g. "p's and q's" or Oakland A's.

The same mark is used as a single quotation mark. It is also substituted informally for other marks – for example instead of the prime symbol to indicate the units of foot or minutes of arc.

The word apostrophe comes from the Greek ?????????? [?????????] (h? apóstrophos [pros?idía], '[the accent of] turning away or elision'), through Latin and French.

Hung Ga

scene from a Shaw Brothers movie; it has many training chambers, wooden dummies, and hanging logs. There are now Lau Family Hung Kuen schools in China

Hung Ga Kuen (Cantonese) or Hongjiaquan (Mandarin) (Chinese: ???, meaning "fist of the Hung family") - alternatively shortened as either Hung Ga (??) or Hung Kuen (??) - is an ancient southern Chinese martial art, which roots lie in the Southern Shaolin kung fu. During the turn of the 3rd millennium, Hung Ga was one of the most widely practiced styles of kung fu from southern China in the world.

It is best known for its low and stable positions, its powerful attacks mainly developed with the upper limbs, many blocks and also the work of internal energy. Its techniques are influenced by Bak Fu Pai (White Tiger Kung Fu) as well as Fujian White Crane. In addition, the style takes up postures that imitate the other five classic animals of Shaolin quan: the tiger, the crane, the leopard, the snake and the bear, as well as hand forms of the dragon style qi-gong and it's simultaneous double strikes.

Hung Gar Kuen is represented in the world in mainly four family branches; Tang Fung, Lam, Chiu and Lau. What the four have in common is that they have branched out from the most famous Hung Gar master of them all, Wong Fei-hung. Despite differences between these family branches, they strive for the same goal, to preserve one of the richest martial arts from China.

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