

READ FREE HALO CRYPTUM ONE OF THE FORERUNNER SAGA

Halo: Cryptum

The first novel in the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago, the galaxy was populated by a great variety of beings. But one species—eons beyond all others in both technology and knowledge—achieved dominance. They ruled in peace, but met opposition with quick and brutal effectiveness. They were the Forerunners—the keepers of the Mantle of Responsibility, the next stage of life in the Universe’s Living Time. And then they vanished. This is their story.

Halo: Silentium

"In the last years of the Forerunner empire, chaos rules. The Flood--a horrifying shape-changing parasite--has arrived in force, aided by unexpected allies. Internal strife within the ecumene has desperately weakened Forerunner defenses. Too little, too late, the legal rate of Juridicals is only now investigating possible crimes by the Master Builder and others. Evidence-gathering agents known collectively as Catalog have been dispatched to collect testimony from the Librarian and both Didacts: the Ur-Didact, treacherously abandoned in a Flood-infested system, and the Bornstellar Didact, who accompanies the Librarian as she preserves specimens against the dire possibility of Halo extermination. Facing the imminent collapse of their civilization, the Librarian and the Ur-Didact reveal what they know about the relationship between the long-vanished Precursors and the Flood. The Precursors created many technological species, including humanity and the Forerunners. But the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before...Because of that barbarism, a greater evil looms. Only the Ur-Didact and the Librarian--husband and wife pushed into desperate conflict--hold the keys to a solution. Facing the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time--to prevent an insane evil from dominating the entire universe"--

Halo: Silentium

The final novel of the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago. Chaos rules the final days of the Forerunner empire. The Flood—a horrifying, shape-changing, and unstoppable parasite—has arrived in force, aided by unexpected allies, and internal strife has desperately weakened Forerunner defenses. Facing the imminent collapse of their civilization, the Forerunners known as the Ur-Didact and the Librarian reveal what they know about the relationship between the long-vanished race of the Precursors and the Flood. While the Precursors created many technological species, including those of the Forerunners and humanity itself, the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before. Because of that savagery, a greater evil looms. Only the Ur-Didact and the Librarian—husband and wife pushed into desperate conflict—hold the keys to a solution. As they face the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time—a shocking act designed to prevent an insane abomination from dominating the entire galaxy...

Halo: Primordium

The second novel of the Forerunner Saga trilogy by science fiction legend Greg Bear—set in the Halo universe and based on the New York Times bestselling video game series! One hundred thousand years ago. In the wake of the apparent self-destruction of the alien Forerunner empire, two humans—Chakas and Riser—are like flotsam washed up on very strange shores indeed. Captured by the Forerunner known as the Master Builder and then misplaced during a furious battle in space, Chakas and Riser now find themselves on an inverted world, where horizons rise into the sky and humans of all kinds are trapped in a perilous cycle of horror and neglect. They have become both research animals and strategic pawns in a cosmic game whose madness knows no end—a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners who expect to inherit their sacred Mantle of Responsibility to all living things. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo ringworld in search of a way home, an explanation for the warrior spirits rising up within, and the reason for the Forerunner Librarian's tampering with human destiny. Their travels will take them into the domain of a powerful and monstrous intelligence—known as “the Captive” by Forerunners, and “the Primordial” by ancient human warriors, this being may not only control the fate of Chakas, Riser, and the rest of humanity, but of all sentient life across the galaxy...

Hull Zero Three

Trapped on a mysterious spaceship, the only way to escape is to survive. A thrilling novel from the Hugo and Nebula award-winning Greg Bear. A starship hurtles through the emptiness of space. Its destination - unknown. Its purpose? A mystery. Its history? Lost. Now, one man wakes up. Ripped from a dream of a new home, a new planet and the woman he was meant to love in his arms, he finds himself wet, naked, and freezing to death. The dark halls are full of monsters but trusting other survivors he meets might be the greater danger. All he has are questions: Who is he? Where are they going? What happened to the dream of a new life? What happened to the woman he loved? What happened to Hull 03? All will be answered, if he can survive. Uncover the mystery. Fix the ship. Find a way home. HULL ZERO THREE is an edge of your seat thrill-ride through the darkest reaches of space, from one of the genre's biggest names. Perfect for fans of Arthur C. Clarke's RAMA or the film EVENT HORIZON.

City at the End of Time

Do you dream of a city at the end of time? In a time like the present, on a world that may or may not be our own, three young people - Ginny, Jack, and Daniel - dream of a fabulous, decadent city in the distant future: the Kalpa. The dreams of Ginny and Jack overtake them without warning, leaving their bodies behind while carrying their consciousnesses forward, into the minds of two inhabitants of the Kalpa - a would-be warrior, Jebrassy, and an inquisitive explorer, Tiadba - who have been genetically retroengineered to possess qualities of ancient humanity. In turn, the dreams of Tiadba and Jebrassy carry them back, into the minds of Jack and Ginny. As for Daniel: he dreams of an empty darkness - all his future holds. But more than dreams link Ginny, Jack, and Daniel. They are fate-shifters, born with the ability to skip like stones across the surface of the fifth dimension, inhabiting alternate versions of themselves. And they are each guardians of an object whose origins and purpose are unknown, a gnarled, stony artifact called a sum-runner that persists unchanged through all versions of time. They can save the future, but they are being hunted down.

Quantico

The Dome of the Rock in Jerusalem has been blown to bits by extremists, and, in retaliation, thousands have died in another major attack on the United States. Now the FBI has been dispatched to deal with a new menace. A plague targeted to ethnic groups--Jews or Muslims or both--has the potential to wipe out entire populations. But the FBI itself is under political assault. There's a good chance agents William Griffin, Fouad Al-Husam, and Jane Rowland will be part of the last class at Quantico. As the young agents hunt a brilliant homegrown terrorist, they join forces with veteran bio-terror expert Rebecca Rose. But the plot they uncover--and the man they chase--prove to be far more complex than anyone expects.

Halo: Mortal Dictata

With the Covenant War over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. The angry, bitter colonies, still with scores to settle from the insurrection put on hold for thirty years, now want justice—and so does a man whose life was torn apart by ONI when his daughter was abducted for the SPARTAN-II program. Black ops squad Kilo-Five find their loyalties tested beyond breaking point when the father of their Spartan comrade, still searching for the truth about her disappearance, prepares to glass Earth's cities to get an answer. How far will Kilo-Five go to stop him? And will he be able to live with the truth when he finds it? The painful answer lies with a man long dead, and a conscience that still survives in the most unlikely, undiscovered place.

Halo: The Thursday War

WELCOME TO HUMANITY'S NEW WAR: SILENT, HIGH STAKES, AND UNSEEN. This is a life-or-death mission for ONI's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Elites, once the military leaders of the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation - keeping the Elites busy with their own insurrection - turns into a desperate bid to extract one member of Kilo-Five from the seething heart of an alien civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan-010. Meanwhile, the treasure trove of Forerunner technology recovered from the shield world of Onyx is being put to work. And a kidnapped Elite plots vengeance on the humans he fears will bring his people to the brink of destruction.

Halo: Evolutions Volume I

The original Halo: Evolutions, split into two volumes. This volume contains stories by: Tobias S. Buckell B. K. Evenson Jonathan Goff Eric Nylund Frank O'Connor Eric Raab When humanity expanded beyond the safety of Earth to new stars and horizons, they never dreamed what dangers they would encounter there. When the alien juggernaut known as the Covenant declared holy war upon the fragile human empire, millions of lives were lost—but, millions of heroes rose to the challenge. In such a far-reaching conflict, not many of the stories of these heroes, both human and alien, have a chance to become legend. This collection holds eleven stories that dive into the depths of the vast Halo universe, not only from the perspective of those who fought and died to save humanity, but also those who vowed to wipe humanity out of existence. Included in this volume you'll find the stories of: * A Spartan II washout who was most dangerous when he was told he could not serve with his fellow warriors. * An ONI intelligence officer who falls captive to a ravenous pack of Brutes * A dying man standing between The Covenant and the location of Earth, with only a compromised AI to aid him * The confession of an ODST who tried to get more out of the war than just victory * A select unit of Spartan IIIs put on a mission to succeed against against a never-before-seen Elite force * The impossible life and possible death of Admiral Preston J. Cole * And new to this volume, a glimpse into Forerunner life in "Soma the Painter" At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Halo: Fractures

A sensational short story collection in the HALO universe. Launch again into galaxy-spanning conflict and legendary heroism. These stories span untold millennia, from the age of the Forerunners to the aftermath of the Covenant's bloody war against humanity and the shocking events surrounding the resurrection of the mysterious Guardians. These are tales of bravery and sacrifice that blaze brightly at the very heart of the Halo universe.

Halo Graphic Novel (New Edition)

Edition statement from publisher's website.

Halo: Evolutions

When humanity expanded beyond the safety of Earth to new stars and horizons, they never dreamed what dangers they would encounter there. When the alien juggernaut known as the Covenant declared holy war upon the fragile human empire, millions of lives were lost—but, millions of heroes rose to the challenge. In such a far-reaching conflict, not many of the stories of these heroes, both human and alien, have a chance to become legend. This collection holds eleven stories that dive into the depths of the vast Halo universe, not only from the perspective of those who fought and died to save humanity, but also those who vowed to wipe humanity out of existence. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

HALO: Broken Circle

Examines the lore of the popular video game franchise, beginning at the birth of the Covenant and the initial bargain between the Prophets and the Elites and recounting the betrayal, by a rebel splinter group, that ultimately brings destruction. 100,000 first printing.

Halo: Oblivion

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 2526. It has been more than a year since humanity first encountered the hostile military alliance of alien races known as the Covenant, and several weeks after the United Nations Space Command's devastating counterattack of Operation: SILENT STORM was deemed an overwhelming success. The UNSC has put its faith in the hands of the Spartans, led by the legendary Master Chief, John-117: enhanced super-soldiers raised and trained from childhood via a clandestine black ops project to be living weapons. But the Covenant—enraged and fearful of their enemy's unexpected strategies and prowess—is not taking its recent defeat lightly, and is now fully determined to eradicate humanity from existence, brutally overrunning the ill-fated planets of the Outer Colonies faster than retreats can be ordered. If the UNSC has any chance of stemming the tide of the war, the Master Chief and Blue Team must drop onto an empty, hellish world in order to capture a disabled Covenant frigate filled with valuable technology. It has all the makings of a trap, but the bait is far too tempting to ignore—and this tantalizing prize is being offered by a disgraced and vengeful Covenant fleetmaster, whose sole opportunity for redemption lies in extinguishing humanity's only hope of survival...

Halo: The Flood

The bestselling adaptation of the iconic video game Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as the Covenant, the crew of the Pillar of Autumn, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew's only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this "Halo" is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret and true purpose—even as a monstrous and far more vicious

enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

With the Lightnings

Daniel Leary is a lieutenant in the Cinnabar Navy with no money and no prospects. Adele Mundy is a scholar whose family was massacred by the Government of Cinnabar. Kostroma is a wealthy planet which is under threat of invasion. Daniel, Adele, and the scratch crew they gather aren't much to stand in the way of a powerful invasion fleet. They have nothing on their side but each other -- and heaven help whatever tries to stand in their way!

HALO: Hunters in the Dark

A coalition of humans and Elites must overcome their differences as they embark on a covert mission back to the Ark, an enigmatic place beyond comprehension from which few have returned.

Halo: Initiation

Halo®—one of the most iconic video game franchises in history—comes to Dark Horse! Before she was a supersoldier defending humanity as part of the Spartan-IV program, Sarah Palmer was an ODST—Orbital Drop Shock Trooper—carrying out the most dangerous missions behind enemy lines! Join her on her dramatic journey from the ranks of humanity's toughest leathernecks to the highest echelon of elite warriors in the galaxy. Collects the three-issue miniseries. * A new era of Halo® comics begins at Dark Horse! * The Halo franchise has sales eclipsing \$3 billion over its lifetime! * From one of the writers on Halo 4—comics veteran Brian Reed!

Halo

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! 2526. It has been almost a year since humanity engaged in its destructive first contact with a theocratic military alliance of alien races known as the Covenant. Now the hostilities have led to open war, and the United Nations Space Command understands virtually nothing about its new enemy. There are only two certainties—the Covenant is determined to eradicate humanity, and they have the superior technology to do just that. The UNSC's only hope lies with the Spartans: enhanced super-soldiers trained from childhood via a clandestine black-ops project to be living weapons. Their designated commander, Petty Officer John-117, has been assigned to lead the Spartans on a desperate counterattack designed to rock the Covenant back on its heels, and to buy humanity the time it needs to gather intelligence and prepare its defenses. But not everyone wants the Spartans to succeed. A coalition of human rebel leaders believes an alliance with the Covenant to be its best hope of finally winning independence from the Unified Earth Government. To further their plans, the insurrectionists have dispatched a sleeper agent to sabotage the UNSC counterattack—and ensure that John-117 and the Spartans never return from battle....

Primordium

In the wake of the apparent self-destruction of the Forerunner empire, two humans — Chakas and Riser — are like flotsam washed up on very strange shores indeed. They find themselves on an inverted world where horizons rise into the sky and where humans of all kinds are trapped in a perilous cycle of neglect. They have become strategic pawns in a cosmic game whose madness knows no end — a game of ancient vengeance between the powers who seeded the galaxy with life, and the Forerunners. In the company of a young girl and an old man, Chakas begins an epic journey across a lost and damaged Halo in search of a way home, an explanation for the warrior spirits rising up within, and for the Librarian's tampering with human destiny. This journey will take them into the domain of a powerful and monstrous intelligence who claims to

be the Last Precursor, and who now has control of both this Halo and the fate of Forerunners and humans alike. Called the Primordial by ancient human warriors, this intelligence may control the fate of not only Chakas, Riser, and the rest of humanity, but all of sentient life.

Halo: Bad Blood

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! Just hours following their climactic battle on the Forerunner planet Genesis, the Spartans of Blue Team and Fireteam Osiris find themselves running for their lives from the malevolent machinations of the now-renegade artificial intelligence Cortana. But even as they attempt to stay one step ahead, trouble seems to find Spartan Edward Buck no matter where he turns. A secret mission enacted by the Office of Naval Intelligence could possibly help turn the tide, and has Buck reluctantly agreeing to reform his old team, Alpha-Nine. Because if the band is really getting back together for this one, that means everybody—including the Spartan who Buck never wants to see again, the one who committed the ultimate betrayal of trust...

Halo: The Thursday War

The second novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. Welcome to humanity's new war: silent, high stakes, and unseen. This is a life-or-death mission for the Office of Naval Intelligence's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Sangheili, once the military leaders of the alien alliance known as the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation—keeping the Sangheili occupied with their own insurrection—turns into a desperate bid to extract one member of Kilo-Five from the seething heart of a brutal civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the human worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan Naomi-010. Meanwhile, the treasure trove of Forerunner technology recovered from the Forerunner shield world of Onyx is being put to work, even as a kidnapped Sangheili plots vengeance on the humans he fears will bring his people to the brink of destruction...

Halo: Point of Light

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! August 2558. Rion Forge was once defined by her relentless quest for hope amidst the refuse and wreckage of a post-Covenant War galaxy—years spent searching for family as much as fortune. But that was before Rion and the crew of her salvager ship Ace of Spades encountered a powerful yet tragic being who forever altered their lives. This remnant from eons past, when the Forerunners once thrived, brought with it a revelation of ancient machinations and a shocking, brutal history. Unfortunately, the Ace crew also made dire enemies of the Office of Naval Intelligence in the process, with the constant threat of capture and incarceration a very real possibility. Now with tensions mounting and ONI forces closing in, Rion and her companions commit to this being's very personal mission, unlocking untold secrets and even deadlier threats that have been hidden away for centuries from an unsuspecting universe....

Halo: Shadow of Intent

After decades of combat against the humans and then the traitorous Covenant Prophets, the Sangheili warrior Rtas 'Vadum—the Half-Jaw—has earned a long rest. But not all of the Prophets perished in their holy city, High Charity, and now one of their fearsome Prelates has sworn his vengeance. This powerful threat has set a cataclysmic plan in motion—a plan to lure the Half-Jaw into a trap that will herald the utter destruction of the entire Sangheili race...

Halo: Contact Harvest

The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But humanity has unknowingly trespassed on holy ground—straying into the path of the aggressive, theocratic empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human freighter soon catapults all of mankind into a struggle for its very existence. But humanity is also currently locked in a bitter civil war of its own: the Insurrection. With resources strained to the breaking point, the ultimate survival of Harvest's citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one will stand above the rest—a young Marine staff sergeant named Avery Johnson....

Halo: Last Light

An original novel set in the Halo Universe and based on the New York Times bestselling video game series! It is 2553, and the three-decade long Covenant War that defined a generation has suddenly drawn to a close. Yet, in the remotest parts of human space, tensions remain that threaten to overflow into another full-scale conflict. Beneath the surface of the planet Gao lies a vast cavern system renowned for its therapeutic effects and rumored miraculous cures. But now Gao natives are turning up brutally murdered down there—violent acts that happen to coincide with the recent arrival of a UNSC research battalion protected by Spartan Blue Team, led by the renowned Spartan-II Fred-104. Maverick detective Veta Lomis of the Gao Ministry of Protection is only trying to do her job as the Special Inspector assigned to catch a serial killer—one who is possibly hiding within the Spartan ranks—but she never anticipates the situation spiraling out of control into an all-out crisis. When Gao is revealed to harbor ancient Forerunner technology that could solidify the UNSC's military supremacy for centuries to come, Insurrection loyalists within the planetary government will do anything—even align with a vicious faction of what remains of the Covenant—to ensure that never happens...

On the German Art of War

English translation of the military manual that guided the German Army in World War II This book was carried into battle by officers and NCOs and had been classified by the U.S. Army until the year 2000 Topics include command, attack, defense, tanks, chemical warfare, logistics, and more Truppenführung ("unit command") served as the basic manual for the German Army from 1934 until the end of World War II and laid the doctrinal groundwork for blitzkrieg and the early victories of Hitler's armies. Reading it is as close to getting inside the minds behind the Third Reich's war machine as you are likely to get.

Halo: Smoke and Shadow

An original novella set in the Halo Universe and based on the New York Times bestselling video game series! Find. Claim. Profit. In a post-Covenant War galaxy littered with scrap, it's the salvager's motto. And with a fast ship and a lust for adventure, Rion Forge has certainly made her mark on the trade. But when the discovery of a wrecked United Nations Space Command cruiser brings Rion's past back to haunt her, stirring fresh hope into a decades-old wound, she's hell-bent on finding answers: What really happened to her father, John Forge, and his ship, the Spirit of Fire? This electrifying novella also contains the complete text of Kelly Gay's short story "Into the Fire," originally featured in the acclaimed collection Halo: Fractures!

Halo: Ghosts of Onyx

The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Once considered clandestine, the Spartan-II program has now gone public. Tales of armored super-soldiers fending off thousands of Covenant attacks have become the stuff of

legend. While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultra-secret cell of the Office of Naval Intelligence known as “Section Three” devises a plan to buy the UNSC vital time. It will need hundreds of willing soldiers, though—and one more Spartan—to get the job done. The planet Onyx is virtually abandoned and the perfect place to set this new plan in motion. But when the Master Chief destroys Halo, something is triggered deep within Onyx: Ancient Forerunner technology stirs, and fleets of UNSC and Covenant vessels race to claim it and change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own...

Halo: New Blood

When the United Nations Space Command decide to create a new generation of Spartans to defend humanity from threats both outside and within, they come to Gunnery Sergeant Edward Buck with an extraordinary proposition. With the Covenant War finally over, is it time for him to retire to the sidelines for a life he could only dream about...or is he prepared to step up and become part of the military's new blood?

Halo: The Cole Protocol

The New York Times bestseller—part of the expanded universe based on the award-winning video game series Halo! 2535. It is the first, desperate days of the Human-Covenant War, and the United Nations Space Command has enacted “the Cole Protocol” to safeguard Earth and its inner colonies from discovery by its merciless alien foe. Many are called upon to rid the galaxy of lingering navigation data that could potentially reveal the location of Earth and ensure the destruction of humanity. Among those tasked with eliminating any trace of such dangerous information is Navy Lieutenant Jacob Keyes—now saddled with a top-secret mission by the Office of Naval Intelligence...one that will take him to a corner of the galaxy where nothing is as it seems. Out beyond the Outer Colonies lies the planet Hesiod, a gas giant surrounded by a vast asteroid belt. As the Covenant continues to glass the human-occupied planets near Hesiod, many of the survivors, aided by a stronghold of human insurrectionists, are fleeing to the asteroids for refuge. They have transformed the tumbling satellites into a tenuous yet ingenious settlement known as the Rubble—and have come face-to-face with a Covenant settlement of Kig-Yar...yet somehow survived. News of this unlikely treaty has spread to the warring factions. Luckily for the UNSC, this uneasy alliance is in the path of the Spartan Gray Team, a three-person renegade squad whose simple task is to wreak havoc from behind enemy lines in any way they see fit. But the Prophets have also sent their very best—an ambitious and ruthless Elite whose quest for nobility and rank is matched only by his brutality...

Halo Glasslands

The Covenant has collapsed after a long, brutal war that saw billions slaughtered on Earth and her colonies. For the first time in decades, however, peace finally seems possible. But though the fighting's stopped, the war is far from over: it's just gone underground. The UNSC's feared and secretive Office of Naval Intelligence recruits Kilo-Five, a team of ODSTs, a Spartan, and a diabolical AI to accelerate the Sangheili insurrection. Meanwhile, the Arbiter, the defector turned leader of a broken Covenant, struggles to stave off civil war among his divided people. Across the galaxy, a woman thought to have died on Reach is actually very much alive. Chief scientist Dr. Catherine Halsey broke every law in the book to create the Spartans, and now she's broken some more to save them. Marooned with Chief Mendez and a Spartan team in a Forerunner slipspace bubble hidden in the destroyed planet Onyx, she finds that the shield world has been guarding an ancient secret – a treasure trove of Forerunner technology that will change everything for the UNSC and mankind. As Kilo-Five joins the hunt for Halsey, humanity's violent past begins to catch up with all of them as disgruntled colony Venezia has been biding its time to strike at Earth, and its most dangerous terrorist has an old, painful link with both Halsey and Kilo-Five that will test everyone's loyalty to the limit.

Halo: Saint's Testimony

An all-new digital single—part of the New York Times bestselling series based on the blockbuster Xbox® games! The military-grade artificial intelligence known as Iona has only one week to live. After that, the UNSC will legally terminate her seven-year existence in order to stave off the threat of the data corruption phenomenon known as “rampancy,” a condition that will eventually take hold of her functionality and persona, endangering all those around her. In a last-ditch effort to save herself, Iona has successfully launched an unprecedented legal appeal against her own death sentence—a case being watched very closely at not only the highest levels of human government, but by others with a very different agenda...

Halo

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series with the latest entry, Halo Infinite, out in 2020! October 2559. It has been a year since the renegade artificial intelligence Cortana issued a galaxy-wide ultimatum, subjecting many worlds to martial law under the indomitable grip of her Forerunner weapons. Outside her view, the members of Blue Team—John-117, the Master Chief; Fred-104; Kelly-087; and Linda-058—are assigned from the UNSC Infinity to make a covert insertion onto the ravaged planet Reach. Their former home and training ground—and the site of humanity's most cataclysmic military defeat near the end of the Covenant War—Reach still hides myriad secrets after all these years. Blue Team's mission is to penetrate the rubble-filled depths of CASTLE Base and recover top-secret assets locked away in Dr. Catherine Halsey's abandoned laboratory—assets that may prove to be humanity's last hope against Cortana. But Reach has been invaded by a powerful and ruthless alien faction, who have their own reasons for being there. Establishing themselves as a vicious occupying force on the devastated planet, this enemy will soon transform Blue Team's simple retrieval operation into a full-blown crisis. And with the fate of the galaxy hanging in the balance, mission failure is not an option...

The Forge Of God

On July 26, Arthur Gordon learns that Europa, the sixth moon of Jupiter, has disappeared. Not hiding, not turned black, but gone. On September 28th, Edward Shaw finds an error in the geological records of Death Valley. A cinder cone was left off the map. Could it be new? Or, stranger yet, could it be artificial? The answer may be lying beside it—a dying Guest who brings devastating news for Edward and for Planet Earth. As more unexplained phenomena spring up around the globe—a granite mountain appearing in Australia, sounds emanating from the earth's core, flashes of light among the asteroids—it becomes clear to some that the end is approaching, and there is nothing we can do. Facing the destruction of all they know, some people turn to God, others to their families, and a few turn to saviors promising escape from a planet being torn apart. Will they make it in time? And who gets left behind to experience the last moments of beauty and chaos on earth?

Halo: Retribution

An original novel set in the Halo Universe and based on the New York Times bestselling video game series! December 2553. Less than a year after the end of the Covenant War, a string of violent incidents continues to threaten the tenuous peace in human-held space, culminating in the assassination of UNSC fleet admiral Graselyn Tuwa and the abduction of her family. It is a provocation so outrageous that the Office of Naval Intelligence must retaliate swiftly and ferociously—but only after its operatives identify her killer and rescue the hostages. This mission will be the first for homicide-detective-turned-ONI-operative Veta Lopis and her young team of Spartan-IIIs, and something feels wrong from the start. The obvious suspect is an infamous Brute who leads the Keepers of the One Freedom, an ex-Covenant splinter group in fierce opposition to the UNSC. But Lopis and her team soon realize that the truth is much more insidious than they could ever have imagined, and with Fred-104, Kelly-087, and Linda-058 of Blue Team for combat support, they must stop a plan hatched in the bowels of the secret research station Argent Moon—a plan so sinister it could destroy all those still reeling from thirty years of intergalactic conflict...

A Fishery for Modern Times

A Fishery for Modern Times examines the ways in which the state, ideologies of development, and political, economic, and social factors, along with political actors and fishing company owners, contributed to the expansion of the industrial fishery from the 1930s through the 1960s.

Doctor Who: The Secret Lives of Monsters

A unique, in-depth look into the hidden lives and mysteries of the monsters from the hit BBC series Doctor Who—a fully illustrated color compendium that reveals proof of the existence of alien life out there and among us, packaged with removable artwork commissioned exclusively for the book. For years, world governments and multinational organizations like the secretive UNIT have suppressed the truth. In this book, leading alienologist Justin Richards finally blows the lid off the biggest conspiracy to radically alter our world since The Scarlioni Incident. Not only is there proof that alien life exists. The aliens are already here. Based on exclusive access to classified UNIT and Torchwood files—shocking information that has been suppressed for centuries—The Secret Lives of Monsters reveals the terrifying truth behind the rumors and legends. Packed with iconic photographs, eyewitness accounts, diagrams and illustrations, and sixteen removable color prints, The Secret Lives of Monsters offers background details on a diverse range of alien species—including planetary and genetic origins, habits, social organization, and first human contact. If you want to know why the Sontaran's probic vent is his weak point or what it is used for; how Daleks reproduce; or how to determine whether your best friend is a Zygon, the answers—as well as everything you need to know to survive future invasions—are here in The Secret Lives of Monsters.

Halo: The Fall of Reach

The New York Times bestselling origin story of the Master Chief—part of the expanded universe based on the award-winning video game series Halo! The twenty-sixth century. Humanity has expanded beyond Earth's system to hundreds of planets that colonists now call home. But the United Earth Government and the United Nations Space Command is struggling to control this vast empire. After exhausting all strategies to keep seething colonial insurrections from exploding into a full-blown interplanetary civil war, the UNSC has one last hope. At the Office of Naval Intelligence, Dr. Catherine Halsey has been hard at work on a top-secret program that could bring an end to the conflict...and it starts with seventy-five children, among them a six-year-old boy named John. And Halsey could never guess that this child will eventually become the final hope against an even greater peril engulfing the galaxy—the inexorable confrontation with a theocratic military alliance of alien races known as the Covenant. This is the electrifying origin story of Spartan John-117—the Master Chief—and of his legendary, unstoppable heroism in leading the resistance against humanity's possible extinction.

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