

Halo Glasslands Halo Book 11

HALO: Hunters in the DarkHalo: RenegadesHalo:
Bad BloodHalo GlasslandsHALO: Last LightHalo
Graphic NovelHalo: Evolutions Volume IIHalo.
The thursday war. Kilo-Five trilogyHalo:
RetributionWinter HaloHalo: EnvoyHalo:
Shadows of ReachHaloHalo Boxed SetHalo: The
Thursday WarHalo: The Cole ProtocolHalo:
EvolutionsSacre BleuThe Ascendant
StarsDarksidere: The Abomination VaultHalo:
Silent StormHalo: InitiationHalo:
FracturesHalo: Mortal DictataHalo: New
BloodHalo: First StrikeHalo: Battle Born
(Battle Born: A Halo Young Adult Novel Series
#1)Gears of War 3Halo: OblivionBro on the
GoHALO: Smoke and ShadowHalo: SilentiumHalo:
Ghosts of OnyxHalo, Legacy of OnyxHalo:
Contact HarvestHalo: The Fall of ReachHALO:
The Thursday WarGears of War: The SlabHalo:
The FloodHalo: Cryptum

HALO: Hunters in the Dark

100,000 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, the next stage of life in the Universe's Living Time. And then they vanished. This is their

story. Bornstellar Makes Eternal Lasting is a young rebellious Forerunner. He is a Manipular, untried--yet to become part of the adult Forerunner society, where vast knowledge and duty waits. He comes from a family of Builders, the Forerunners' highest and most politically powerful rate. It is the Builders who create the grand technology that facilitates Forerunner dominance over the known universe. It is the Builders who believe they must shoulder the greatest burden of the Mantle--as shepherds and guardians of all life. Bornstellar is marked to become a great Builder just like his father. But this Manipular has other plans. He is obsessed with lost treasures of the past. His reckless passion to seek out the marvelous artifacts left behind by the Precursors--long-vanished superbeings of unknowable power and intent---forces his father's hand. Bornstellar is sent to live among the Miners, where he must come to terms with where his duty truly lies. But powerful forces are at play. Forerunner society is at a major crux. Past threats are once again proving relentless. Dire solutions--machines and strategies never before contemplated--are being called up, and fissures in Forerunner power are leading to chaos. On a Lifeworker's experimental planet, Bornstellar's rebellious course crosses the paths of two humans, and the long lifeline of a great military leader, forever changing Bornstellar's destiny and the fate of the entire galaxy. Halo: Cryptum

by Greg Bear is a tale of life, death, intergalactic horror, exile, and maturity. It is a story of overwhelming change--and of human origins. For the Mantle may not lie upon the shoulders of Forerunners forever.

Halo: Renegades

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: Bad Blood

THE BRO CODE provides men with all the rules they need to know in order to become a "bro"

and behave properly among other bros. THE BRO CODE has never been published before. Few know of its existence, and the code, until now, has been verbally communicated between those in the 'bro'. Containing approximately 150 "unspoken" rules, this code of conduct ranges from the simple (bros before hos) to the complex (the hot-to-crazy ratio, complete with bar graphs and charts). With helpful sidebros THE BRO CODE will help any ordinary guy become the best bro he can be. Let ultimate bro and co-author Barney Stinson and his book, THE BRO CODE share their wisdom, lest you be caught making eye contact in a devil's three-way (two dudes, duh.) Sample Articles from THE BRO CODE: Article 1: Regardless of veracity, a Bro never admits familiarity with a Broadway show or musical. Article 53: A Bro will, whenever possible, provide his Bro with prophylactic protection. Article 57: A Bro may not speculate on the expected Bro / chick ratio of a party or venue without first disclosing the present-time observed ratio.

Halo Glasslands

When the bombs that stopped the species war tore holes in the veil between worlds, they allowed entry to the Others. Now, a hundred years later, humans and shifters alike live in artificially lit cities designed to keep the darkness at bay . . . The humanoid

supersoldiers known as the déchet were almost eradicated by the war. Ever since, Tiger has tried to live her life in peace in hiding. But in the wake of her discovery that Central City's children are being kidnapped and experimented on, Tiger's conscience won't let her look the other way. The key to saving them lies within the walls of a pharmaceutical company called Winter Halo. But as Tiger learns more about the facility, her mission is derailed by a complication: Winter Halo's female security guards are being systematically attacked by an unknown force. Now Tiger must summon all her gifts to stop those responsible for both atrocities—no matter the cost to herself

HALO: Last Light

An original full-length novel set in the Halo universe and based on the New York Times bestselling video game series! It has been six years since the end of the Covenant War and yet on the planet Carrow, a world on the edge of the Joint Occupation Zone, a decisive new battle suddenly erupts. Human colonists and the alien Sangheili have already been living a tension-filled co-existence in this place, with Unified Earth Government envoy Melody Azikiwe attempting to broker a lasting peace between their two species. But as civil war now engulfs the Sangheili settlers, Melody must act on an

additional covert assignment courtesy of the Office of Naval Intelligence: find a way to free the SPARTAN-IIs known as Gray Team, held in stasis since the end of the war by a cunning Elite fleetmaster consumed with vengeance. And none can anticipate the ongoing violence leading to the discovery of an even greater, unstoppable threat—one hidden for eons below the surface of the planet....

Halo Graphic Novel

Molly Patel was only seven years old when the alien alliance known as the Covenant destroyed her homeworld and killed her family. Nine years later, when her adoptive parents--research scientists specializing in ancient Forerunner technology--are called to the mysterious and wondrous place known as Onyx, Molly objects. Molly is now forced to consider if she and her new parents have made a terrible mistake in coming here.

Halo: Evolutions Volume II

Halo Boxed Set Contact Harvest, Ghosts of Onyx and The Cole Protocol Contact Harvest: This is how it began It is the year 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But we have trespassed on holy ground--strayed into the path of an

aggressive alien empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human freighter catapults mankind into a struggle for its very existence. But humanity is also locked in a bitter civil war known as the Insurrection. So the 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 stands above the rest a young Marine staff sergeant named Avery Johnson. Ghosts of Onyx: The Spartan-II program has gone public. Tales of super-soldiers fending off thousands of Covenant attacks have become the stuff of legend. But just how many Spartans are left? While the Master Chief defends a besieged Earth, and the myriad factions of the Covenant continue their crusade to eliminate humanity, an ultrasecret cell of the Office of Naval Intelligence known as Section Three devises a plan to buy the UNSC vital time. They're going to need hundreds of willing soldiers thoughand 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 race to claim it to change the course of the Human-Covenant War. But this reawakened and ancient force may have plans of its own The Cole Protocol:

In the first, desperate days of the Human-Covenant War, the UNSC has enacted the Cole Protocol to safeguard Earth and its Inner Colonies from discovery by a merciless alien foe. Many are called upon to rid the universe of lingering navigation data that would reveal the location of Earth. Among them is Navy Lieutenant Jacob Keyes. Thrust back into action after being sidelined, Keyes is saddled with a top secret mission by ONI. One that will take him deep behind enemy lines, to a corner of the universe 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, helped by a stronghold of human Insurrectionists, are fleeing to the asteroid belt 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 sides. Luckily for the UNSC, this uneasy alliance is in the path of the Spartan Gray Team, a three-man 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 best--an ambitious and ruthless Elite, whose quest for nobility and rank is matched only by his brutality . . . and who

will do anything to secure his Ascendancy and walk the Path.

Halo. The thursday war. Kilo-Five trilogy

"Collects issues #19-#24 of the Dark Horse comic book series Halo: Escalation"--Title page verso.

Halo: Retribution

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 while a kidnapped Elite plots vengeance on the humans he fears will bring his people to

the brink of destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Winter Halo

The final 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. With the thirty-year-long Covenant War finally over, the Office of Naval Intelligence faces old grievances rising again to threaten Earth. Angry and bitter colonists—still wanting to settle scores from an insurrection put on hold for three decades—crave justice...as does a man whose life was torn apart by ONI when his young daughter was abducted for the SPARTAN-II program. Black-ops squad Kilo-Five now find its collective loyalty tested beyond the 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 someone long dead, and a conscience that still survives in the most unlikely, undiscovered place...

Halo: Envoy

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 Lopis 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...

Halo: Shadows of Reach

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 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 supersoldiers raised and 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 insurrectionist 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.

Halo

A volume of short works inspired by the universe as depicted in the popular video game expands the stories of its characters while offering new insights into a variety of storyline elements and races. Reprint. A best-selling book. Video game tie-in.

Halo Boxed Set

Following the sinking of the Jacinto at the conclusion of Volume 2, the Gears have fled to the island of Vectes where they struggle to defend the last remnants of humankind from The Stranded and a new menace, The Lambent—a deadly, mutating lifeform . Collects issues #14-24 of Gears of War.

Halo: The Thursday War

The New York Times bestselling aftermath of Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. The theocratic military alliance known as the Covenant is showing no mercy as it continues to assault every human world it encounters, but in the way lies humanity's greatest champion, the super-soldier Spartan John-117—the Master Chief. Together with his

AI companion Cortana and the last remaining Spartans, the galaxy-spanning fight rages on two fronts following the destruction of the human military stronghold Reach by Covenant forces and the mysterious artificial ringworld known as "Halo" at the hands of the Master Chief. One faction—a squad of Spartans lead by Blue Team's Fred-104 and Kelly-087—is trapped on the glassed surface of Reach, the only planet they've ever known as home. And beneath this ruined world, Dr. Catherine Halsey has discovered an ancient secretone that could alter the course of the war. Meanwhile, the Master Chief and Cortana lead a second group toward a gathering of Covenant warships, as the United Nations Space Command's worst nightmare has finally come true: the Covenant has discovered the location of Earth and is forming a massive fleet to utterly destroy it, as well as all who oppose the indomitable will of the Prophets...

Halo: The Cole Protocol

A sensational short story collection in the expansive universe of HALO, the New York Times bestselling series! Launch once more into galaxy-spanning conflict and legendary heroism...shards of an ever-expanding journey where human and alien alike find their finest hours in facing their greatest challenges. These scattered stories span untold

millennia, from the age of the ancient custodial race known as the Forerunners...to the aftermath of the Covenant's bloody war against humanity...and even the shocking events surrounding the resurrection of the mysterious Guardians. Halo: Fractures explores mythic tales of bravery and sacrifice that blaze brightly at the very heart of the Halo universe. Featuring electrifying works from such acclaimed authors as: Tobias Buckell • Troy Denning • Matt Forbeck • Kelly Gay • Christie Golden • Kevin Grace • Morgan Lockhart • John Jackson Miller • Frank O'Connor • Brian Reed • Joseph Staten • James Swallow

Halo: Evolutions

War erupts in the depths of space. Battle-ready factions converge above Darien, all with the same objective: to control this newly discovered planet and access the powerful weapons at its heart. Despotism forces dominate much of known space and they want this world too, but Darien's inhabitants are determined to fight for their future. However, key players in this conflict aren't fully in control. Hostile AIs have infiltrated key minds and have an agenda, requiring nothing less than the destruction or subversion of all organic life. And they are near to unleashing their cohorts, a host of twisted machine intelligences caged

beneath Darien. Fighting to contain them are Darien's hidden guardians, and their ancient ally the Construct, on a millennia-long mission to protect sentient species. As the war reaches its peak, the AI army is roaring to the surface, to freedom and an orgy of destruction. Darien is first in line in a machine vs. human war -- for life or the sterile dusts of space.

Sacre Bleu

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...

The Ascendant Stars

"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"--

Darksiders: The Abomination Vault

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: Silent Storm

Don't miss the first-ever young adult fiction novel based on the megahit Halo video game series!

Halo: Initiation

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: Fractures

The New York Times bestselling series based on the blockbuster video game for Xbox! It is 2555, more than two years after the Master Chief went missing-in-action following a decisive conflict on Installation 00—the massive, extragalactic Forerunner construct known as the Ark—as part of the final chapter in humanity's bloody thirty-year struggle against the overwhelming forces of the

Covenant. Now, as a tenuous peace exists between the humans and the Elites, a startling scientific discovery is made...and the riddle behind its Forerunner origins could very well seal the fate of the entire galaxy within a matter of weeks. In order to unravel these dangerous secrets, a heroic, hastily formed coalition of humans and Elites must attempt to overcome their differences as they embark on a covert mission back to the Ark—an astonishing, enigmatic place beyond comprehension from which few have returned and where mortal danger awaits them all...

Halo: Mortal Dictata

A volume of short works inspired by the universe as depicted in the popular video game expands the stories of its characters while offering new insights into a variety of storyline elements and races. Simultaneous. Video game tie-in.

Halo: New Blood

A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! 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 which 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...

Halo: First Strike

An original digital-first novella set in the Halo Universe and based on the New York Times bestselling video game series! Find. Claim. Profit. In a post-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. When the discovery of a wrecked UNSC 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 and his ship, the Spirit of Fire? This digital-first novella also contains the complete text of Kelly Gay's short story "Into the Fire," originally featured in the collection Halo: Fractures.

Halo: Battle Born (Battle Born: A Halo Young Adult Novel Series #1)

An original full-length novel 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 Rion Forge certainly made her mark on the trade. All she wanted was to grow her business and continue the search for her long-lost father, but her recent discovery of a Forerunner debris field at the edge of human-occupied space has now put her squarely in the crosshairs of the Office of Naval Intelligence and the violent remains of the Covenant. Each faction has a desire to lay claim to the spoils of ancient technology, whatever the cost, sending Rion and the crew of the Ace of Spades on a perilous venture—one that unexpectedly leads them

straight into danger far greater than anything they've ever encountered...

Gears of War 3

Halo: Oblivion

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.

Bro on the Go

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: Smoke and Shadow

The New York Times bestselling series based on the blockbuster Xbox® games! While Spartans get all the glory, no soldier—not even the legendary Master Chief—wins a war on their own. Gunnery Sergeant Edward Buck and his team of Orbital Drop Shock Troopers (ODSTs) played a major role in saving the Earth from all-out invasion at the end of the Covenant War—acts of bravery and ingenuity that did not go unnoticed by the United Nations Space Command. Now, after many Spartans have been killed in battle and the Master Chief is listed as MIA, the UNSC decides to create a new generation of Spartans to defend humanity from threats both outside—and within. When they come to Buck with an extraordinary proposition, he is forced to make a life-altering decision. With the Covenant War finally over, is it time for him to finally 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? Copyright © 2015 by Microsoft Corporation. All Rights Reserved. Microsoft, Halo, the Halo logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

Halo: Silentium

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: Ghosts of Onyx

In the 26th century, Earth's United Nations Space Command and the Covenant, a coalition of aliens, are engaged in a war within the Halo universe for ultimate control, in a collection of four stories depicting various conflicts during the struggle.

Halo, Legacy 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: Contact Harvest

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

Halo: The Fall of Reach

"Christopher Moore is a very sick man, in the very best sense of that word." —Carl Hiassen
"[Moore's novels] deftly blend surreal,

occult, and even science-fiction doings with laugh-out-loud satire of contemporary culture.” –Washington Post “If there’s a funnier writer out there, step forward.” –Playboy Absolutely nothing is sacred to Christopher Moore. The phenomenally popular, New York Times bestselling satirist whom the Atlanta Journal-Constitution calls, “Stephen King with a whoopee cushion and a double-espresso imagination” has already lampooned Shakespeare, San Francisco vampires, marine biologists, Death...even Jesus Christ and Santa Claus! Now, in his latest masterpiece, *Sacré Bleu*, the immortal Moore takes on the Great French Masters. A magnificent “Comedy d’Art” from the author of *Lamb*, *Fool*, and *Bite Me*, Moore’s *Sacré Bleu* is part mystery, part history (sort of), part love story, and wholly hilarious as it follows a young baker-painter as he joins the dapper Henri Toulouse-Lautrec on a quest to unravel the mystery behind the supposed “suicide” of Vincent van Gogh.

HALO: The Thursday War

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...

Gears of War: The Slab

An original full-length 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...

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..

Halo: Cryptum

MARCUS FENIX. WAR HERO. LOYAL SON. TRAITOR.
Ten years after Emergence Day, as the Locust

Horde advances on humanity's last defended area—Ephyra—in a bloody war that has seen billions die, Marcus Fenix does the unthinkable: he defies orders and abandons his post during a critical battle in a bid to rescue his father, weapons scientist Adam Fenix. But Adam is buried in the rubble during a ferocious assault on the Fenix mansion, and Ephyra falls to the enemy. Marcus, grieving for a father everyone believes is dead, is court-martialed for dereliction of duty and sentenced to forty years in the Coalition of Ordered Government's brutal maximum security prison, known simply as the Slab. But Adam is very much alive, snatched from the destruction by the elite Onyx Guard on Chairman Richard Prescott's orders. He's now a long way from home and in a prison of his own—a COG doomsday bunker on the tropical island of Azura, a place hidden from the rest of Sera since the Pendulum Wars. His own guilty secret has been exposed: Adam knew the Locust existed deep below the surface of Sera long before Emergence Day, and were being driven from their tunnels by a lethal parasite known as the Lambent. Now he has to find a way to destroy the Lambent while the dwindling COG forces fight to hold back a growing Locust army that's threatening to overrun the city. As Adam struggles to find redemption in his comfortable island jail, Marcus seeks his own atonement in the squalid, closed world within the Slab's granite walls. While Dom Santiago

and Anya Stroud fight to get him released, ready to make any sacrifice to free him, Marcus gradually finds unexpected kinship among Sera's most dangerous criminals—and a way to carry on his personal war against the Locust. “Adam, you knew this day would come.” It was a familiar voice: silky, imperial, polished, and utterly human. “Hello, Myrrah.” Adam Fenix found himself thinking of the terrible Locust food again. “You got my message, then.” “And how right you were. We do need you. And we shall take you. I hope you're not planning anything foolish. You have responsibilities, Adam.” It would be a living death. The Locust Queen would never release him, even if he developed a countermeasure. But he didn't deserve any better. “I also have my service pistol.” “And I can take your son at any time.” He had the measure of her, then, and she had his. “You leave Marcus out of this. It's a condition.” He opened the desk drawer and took out the handgun, a 9mm officer's weapon. It made a distinctive clunk on the wooden desktop as he slammed it down. “If anything happens to him, I don't care what happens to the rest of Sera.”

[Read More About Halo Glasslands Halo Book 11](#)

[Arts & Photography](#)

[Biographies & Memoirs](#)

[Business & Money](#)

[Children's Books](#)

[Christian Books & Bibles](#)

[Comics & Graphic Novels](#)

[Computers & Technology](#)

[Cookbooks, Food & Wine](#)

[Crafts, Hobbies & Home](#)

[Education & Teaching](#)

[Engineering & Transportation](#)

[Health, Fitness & Dieting](#)

[History](#)

[Humor & Entertainment](#)

[Law](#)

[LGBTQ+ Books](#)

[Literature & Fiction](#)

[Medical Books](#)

[Mystery, Thriller & Suspense](#)

[Parenting & Relationships](#)

[Politics & Social Sciences](#)

[Reference](#)

[Religion & Spirituality](#)

[Romance](#)

[Science & Math](#)

[Science Fiction & Fantasy](#)

[Self-Help](#)

[Sports & Outdoors](#)

[Teen & Young Adult](#)

[Test Preparation](#)

[Travel](#)