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The Ravens of Thri Sahashri

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EMERSON MCKENZIE

The Official Xbox

Magazine Pan

Macmillan

USA TODAY

BESTSELLER 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: Primordium

Simon and Schuster [Siren Menage & More ManLove: Erotic Romance, Contemporary, Alternative, Menage, BDSM, MMM, HFN] Jason Gardner is a new inmate in prison. One thing Jason doesn’t yet know is that a corrections officer named Terrence and another prisoner—Adam—are getting ready to play a major role in his life. His first night there, Jason finds his cell door unlocked and goes exploring. Soon he encounters Terrence and Adam engaged in

hot bondage sex that fascinates Jason every bit as much as his new prison life terrifies him. When Terrence spots Jason spying, he calls him into the cell to join the action. The three men soon throw themselves into a fit of sexual passion. When Terrence leaves the two prisoners alone that night, however, Adam confesses that he loves Terrence with all his soul, even though his sentence is up in only a few days. Jason feels compassion for Adam's plight, but he has a wounded heart and a dark past of his own. Now the three men must save their new relationship... if they can.

Halo: Ghosts of Onyx
 Bloomsbury Publishing
 A must-have guide to the Halo universe

Venture into the fascinating world of Halo with the Halo Encyclopedia and discover everything you ever wanted to know about the characters, weapons, vehicles, equipment and locations from Halo, Halo 2, Halo 3, Halo WARS, Halo 3 ODST and most recently, Halo: Reach. Humanity teeters on the brink of extinction, as hostile forces and ancient mysteries threaten to snuff out our first fiery foray into the universe. Find out all about Halo's human history and structure as well as an insight into key organisations from the Colonial Administration Authority to the UNSC. Discover all about the Covenant - its history and religion - as well as the Forerunners, Flood

and much more. The Halo Encyclopedia is what Halofans have been waiting for.

Halo Encyclopedia

Macmillan

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.

Battletech Technical Readout: 3050

Upgrade Simon and Schuster

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....

The Art of Halo

Scholastic Inc.

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...

HALO: Official Spartan Field Manual

Siren-BookStrand BattleTech celebrates its tenth anniversary with the BattleTech Compendium: the Rules of Warfare, the ultimate guide to combat in the 31st century. All the rules needed to simulate exciting conflicts between BattleMechs,

vehicles, and infantry are included, revising and streamlining material from BattleTech, 3rd Edition, CityTech, 2nd Edition, and the original BattleTech Compendium. The Rules of Warfare also contains a concise history of the BattleTech universe and its movers and shakers, several new BattleMech and OmniTech designs, rules for miniatures play, and full-color illustrations.

Halo: Silent Storm Dark Horse Comics

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 Glasslands Marvel 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....

Game Informer

Magazine Fasa

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?

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Halo: Contact Harvest Simon and

Schuster
 Norrin Radd sacrificed himself to save his planet and his true love Shalla-Bal from the world-devourer Galactus - but the price was servitude as mighty Galactus' herald, the Silver Surfer! Now, exiled on Earth, the Surfer struggles to understand the beauty and humanity of mortal men, and nobly seeks to heal the rifts that separate man from his brothers. Created by Stan Lee and Jack Kirby in the pages of FANTASTIC FOUR, the Silver Surfer embodies Lee's socially conscious writing and Kirby's mind-blowing cosmic concepts - and here, he is joined by another creator who grants him a soul-wrenching humanity: the one and only John Buscema!

Experience staggering and unique tales as mankind is explored through the eyes of an outsider. COLLECTING: SILVER SURFER (1968) 1-18; MATERIAL FROM FANTASTIC FOUR ANNUAL (1963) 5, NOT BRAND ECHH (1967) 13

Halo: The Fall of Reach ARC Dream Publishing
 Exceed Fighting System digs up four brand new fighters from the popular video game Shovel Knight. Bring the fast-paced action of head-to-head arcade fighting games to your tabletop. Choose your fighter from an ever-growing roster of diverse characters, each with their own deck of special moves and supers. Play your cards to unleash fireballs, dragon punches, and

deadly combos on opponents! This box contains 4 fighters and everything you need to play: Shovel Knight & Shield Knight - It's dangerous to go alone! Shield Knight joins Shovel Knight to fight together as a team once again. Work together with your partner to double-team foes! Propeller Knight - Swoop and dance through the arena, striking with grace and precision as you dismantle your foes! If things prove too tough, send in your artillery crew to blow away the competition! Mole Knight - Undermine your opponents by tunneling across the arena, attacking from every angle and giving no quarter! When the going gets tough, turn up the heat with even more burrowing power!

Tinker Knight - It's time to put your master plan into play! Though you begin each duel frail, use this time to build up your mech, then unleash havoc in the second phase of the battle! With the Exceed Fighting System, any fighter can battle against any other, regardless of their origin! Made in China. *Ragnarok* Simon and Schuster
An original novel set in the Halo universe—based on the New York Times bestselling video game series! October 2559. With the galaxy in the suffocating grip of a renegade artificial intelligence, another perilous threat has quietly emerged in the shadows: the Keepers of the One Freedom, a fanatical and merciless Covenant splinter

group, has made its way beyond the borders of the galaxy to an ancient Forerunner installation known as the Ark. Led by an infamous Brute named Castor, the Keepers intend to achieve what the Covenant, in all its might, failed to: activate Halo and take the last steps on the path of the Great Journey into transcendence. But unknown to Castor and his new, unexpected ally on the Ark, there are traitors to the cause in their midst—namely the Ferrets, composed of Office of Naval Intelligence operative Veta Lopis and her young team of Spartan-IIIIs, who have been infiltrating the Keepers to lay the groundwork for

Castor's assassination. But with ONI's field operations now splintered and cut off by the Guardian threat, Veta's original mission has suddenly and dramatically escalated in scope. There's simply no choice or fallback plan—either the Ferrets somehow stop the Keepers or the galaxy faces an extinction-level event....

Halo and Philosophy

Simon and Schuster
A must-have for any Halo fan, this official guide is the most comprehensive book ever written about the video game franchise, created by the game's developers. This official, comprehensive, authoritative guide to the Halo universe, written in collaboration with 343 Industries, the

developers of the "Halo" franchise, marks the first time that a book incorporates the entirety of the "Halo" canon, including the games, books, comics, live-action and animated entertainment, and more. The book also includes over 50 specially commissioned full-color paintings showcasing vehicles, artificial intelligence, weapons, ships, and never-before-seen aspects of Halo environments. The amazing illustrations come from a variety of renowned illustrators, including Jean-Sébastien Rossbach, Leonid Kozienco, Benjamin Carré, Isaac Hannaford, and 343's internal art team, too. For the first time ever, the timeline of the Halo universe is available in

one place, charting humanity's battles against alien forces of the Covenant, Forerunners, and the Flood--making this book an absolute must-have for Halo fans.

Battletech

Compendium Random House Digital, Inc. 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: Evolutions](#) Simon and Schuster
When a decadent noble mansion in the

crumbling former capital city of Westcrown erupts into an enormous pillar of fire, the heroes of The Council of Thieves Adventure Path must explore the exposed chambers of the ruined estate to piece together the nefarious plot that has released a powerful devil into the treacherous foundation dungeons. Can they weaken the diabolical fiend enough to have a chance to defeat it, or will the heroes finally fall to the insidious plots of the Council of Thieves? A Pathfinder adventure designed for character levels 9-10. The Council of Thieves Adventure Path is the first to take full advantage of the new Pathfinder Roleplaying Game rules, and works with both the

Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

Halo: Point of Light

Simon and Schuster
 "To the uninitiated-- and even some initiates--First Person Shooter (FPS) games are sordid exercises in mindless violence, destroying the sensibilities of teenage videogame addicts. But there's more to Halo than this superficial stereotype. For many former youthful devotees, Halo has been the cosmic bridge to understanding and even wisdom." --
Halo: The Flood Simon and Schuster
 For the first time ever, Halo fans of all ages can join the ranks of the most powerful super-soldiers in the galaxy with this in-world military handbook. Spartans.

Humanity's first -- and last -- line of defense in a hostile 26th century galaxy. You have been selected to join their ranks. The Official Spartan Field Manual is a guide to every element of the United Nations Space Command (UNSC) SPARTAN-IV program, disseminated to all newly augmented Spartans. Inside these pages is the guidance you'll need to put your enhanced strength, speed, and skills to use in both War Games training simulations and, ultimately, joint combat operations. This manual is essential for getting to know the weapons and vehicles you will be using on the battlefield, as well as the allies and enemies you can expect to encounter. COMPULSOR

Y READING FOR ALL SPARTAN-IV FIRETEAM LEADERS AND COMMANDERS. Halo: Rise of Atriox Simon and Schuster 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....

Cold War Gone Hot

Bloomsbury Publishing
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 Lopolis 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...