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Halo Warfleet

Bloomsbury USA Halo: Warfleet is the official, authoritative guide to spacecraft in the Halo universe, featuring ten intricately detailed full-color cross-sections of the franchise's most renowned ships-- including the Pillar of Autumn, Truth and Reconciliation, Infinity, and Shadow of Intent. Discover encyclopedic information which reveals the secrets of Covenant, UNSC, and Forerunner weapons, sensors, fighters, planets, and more! Illustrated by renowned artists Hans Jenssen, John R. Mullaney, Isaac Hannaford, Darren Bacon, Shi Kai Wang, Glenn Israel, and Jay Prochaska. Additional artwork by Carlos Naranjo and Tyler Jeffers. Foreword by Frank O'Connor, Halo Franchise Creative Director. Cover art by Sparth, Art Director for Halo 5: Guardians. Written by Kenneth Peters, Halo Franchise Writer.

Halo Warfleet

An Illustrated Guide to the Spacecraft of Halo

The authoritative guide to the spacefaring fleets of the Halo universe. Discover everything about the spaceships of the Halo universe with Halo Warfleet, from the Covenant's homeworld, High Charity, to the gigantic Forerunner Guardians that lay dormant beneath the planets of the Orion Arm. Each of the featured ships is shown as a detailed cross-section, illustrated by renowned technical artists Hans Jenssen and John R. Mullaney, which shows the internal machinations and features of these incredible spacecraft. Created in collaboration with the team at 343 Industries, this is the perfect companion to the multimillion-selling franchise.

Halo

Warfleet : an Illustrated Guide to the Spacecraft Fo Halo

Halo Mythos

A Guide to the Story of Halo

Bloomsbury USA 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 Kozienko, 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.

Halo Encyclopedia (Deluxe Edition)

Dark Horse Comics The universe of Halo is remarkably vast in scale and astonishingly elaborate in detail, telling rich stories filled with bold characters, breathtaking worlds, and thrilling conflicts. In celebration of the 20th anniversary of Halo, Dark Horse and 343 Industries have teamed up to deliver the most definitive guide to the universe thus far. The Halo Encyclopedia Deluxe Edition holds some of the Halo universe's greatest secrets, which is why it is contained within a Forerunner cylix—a device that holds their civilization's greatest secrets! The Deluxe Edition also comes with a cover exclusive to this edition, as well as a lithograph not found anywhere else.

HALO: Official Spartan Field Manual

Scholastic Inc. 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.

Halo Effect

An Unauthorized Look at the Most Successful Video Game of All Time

BenBella Books, Inc. Halo Effect is an unauthorized collection of essays on the bestselling video game Halo. Examining the Halo phenomenon from every angle—from profiling the greatest Halo player who ever lived to providing a behind-the-scenes look at the making of the wildly popular, virtual-reality Halo movies—this guide is the ultimate companion for anyone who wants to truly understand this amazingly successful video game. With discussions on the role of religion and science in the game, this collection of essays also looks into the creation of and community reaction to the launch of the Halo series.

The Frigates of EVE Online

Dark Horse Comics The universe of EVE Online is peopled with characters both cunning and cutthroat, but their talents would mean little without the impressive power of their starships to bring them to bear! Featuring brand new detailed images of twenty-eight of the most iconic ships in New Eden, this beautifully illustrated guide offers an unprecedented look into frigates from each faction with intricate cutaways and complex lore. Dark Horse Books is proud to partner with CCP Games to present The Frigates of EVE Online!

The Lamp Base - An Illustrated Guide to Lamps

Read Books Ltd This handy guide contains a wealth of information on lamps. Contents Include: Table Lamp Bases, Lampshade Bases, Fundamental Lamp Groups, Methods of Wiring, Tying, Binding, Lamp Styles in Review, Materials for the Lamp Base. This book contains classic material dating back to the 1900s and before. The content has been carefully selected for its interest and relevance to a modern audience.

World of Warcraft Chronicle

Dark Horse Comics Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

The Art of WolfWalkers

Abrams The official behind-the-scenes art book for four-time Academy Award-nominated animation studio Cartoon Saloon's and their co-producer Melusine's stunning new animated fantasy adventure, WolfWalkers. Cartoon Saloon, the Irish animation studio behind the Academy Award-nominated films The Secret of Kells (2009), Song of the Sea (2014), and The Breadwinner (2017), and their co-producer Melusine Productions, returns in 2020 with their latest feature, WolfWalkers, directed by Tomm Moore and Ross Stewart. To be released later this year theatrically, followed by streaming on Apple TV+, this mythic tale tells the story of a young hunter named Robyn, and her unlikely friendship with a wild girl living among wolves. Filled with exclusive hand-drawn sketches, paintings, interviews, and digital renderings that showcase Cartoon Saloon's unique artistic style, The Art of WolfWalkers takes fans behind the scenes of one of animation's most celebrated studios. Through exclusive commentary and interviews with cast and crew, renowned animation critic and historian Charles Solomon showcases the craft and skill behind some of the most lovingly detailed and imaginative 2-D animation currently

being produced. Featuring a foreword by award-winning animator James Baxter and an afterword by Cartoon Saloon cofounder and codirector of WolfWalkers Tomm Moore and codirector Ross Stewart. The Art of WolfWalkers is a must-have for animation fans everywhere.

The Art of Dragon Age: Inquisition

Dark Horse Comics The next generation of fantasy is here! Go behind the scenes of Dragon Age: Inquisition, the most ambitious game ever created by legendary developer BioWare! Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of Dragon Age: Inquisition, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

EVE Universe

The Art of New Eden

Dark Horse Books Revealing over a decade of images created during the development of EVE Online, DUST 514, and EVE: Valkyrie--this is the ultimate look at the most massive and dynamic universe in video games! Created in close collaboration with the developers behind each game, this gorgeous full-color hardcover immerses readers in New Eden through hundreds of stunning, never-before-seen pieces of art. With in-depth commentary by CCP throughout, this is a must-have for any fan of science fiction, video games, or jaw-dropping visuals!

Halo: Rise of Atriox

Dark Horse Comics This anthology comic series is based on Halo Wars 2, the real-time strategy video game from 343 Industries, which features the new ruthless villain in the Halo franchise, Atriox, whose defiance of the alien collective known as the Covenant is unmatched. Atriox, the legendary Brute who questioned the Great Journey and the will of the Prophets as he watched his comrades die for their cause. Atriox, who created the faction known across the universe as the Banished! The story of Atriox, his rise to power, his contempt for the Covenant and the formation of the Banished is told across this five-chapter anthology featuring characters and stories from Halo Wars 2. This collects stories by acclaimed comics creators Cullen Bunn, Jody Houser, John Jackson Miller, Alex Irvine, Josan Gonzalez, Jonathan Wayshak, Eric Nguyen and Hayden Sherman.

Halo

The Poster Collection

Insights Since its inception, the award-winning Halo franchise has revolutionized gaming through its innovative design and striking visuals, melded with elaborate storylines. Now fans can collect stunning art from the franchise with this definitive poster collection, containing forty removable, frameable posters that highlight imagery from every era of the Halo series. Filled with detailed prints of fan-favorite characters, weapons, and environments, Halo: The Poster Collection is the ultimate celebration of iconic Halo art. © 2014 Microsoft Corporation. All Rights Reserved. Microsoft, 343 Industries, the 343 Industries logo, Halo, and the Halo logo are trademarks of the Microsoft group of companies.

The Art of Halo

Creating a Virtual World

Random House Digital, Inc. A collection of interviews, anecdotes, commentary, and artwork spotlights the innovative work of the artists, musicians, writers, and game developers of Bungie Studios who created the best-selling Xbox game Halo, in a dramatic overview of the complete game development process and its characters, weaponry, technology, and alien environments. Original. 55,000 first printing.

Halo: Legacy Collection

Dark Horse Comics This massive collection features three classic Halo tales by some of the best writers and artists in comics. Halo: Uprising follows the Master Chief as he single-handedly takes on the Covenant's miles-long Forerunner Dreadnought as it makes its way to Earth! Then, join the ranks of the UNSC's meanest, most battle-hardened Marines in Helljumper, as a group of ODST respond to a remote science colony's SOS call and discover an enormous Covenant military presence! Finally, a UNSC ship encounters a strange phenomenon that sends it plummeting toward an unknown planet. The Spartan Black fireteam needs to unlock the secrets of an ancient Forerunner installation if they're going to survive the experience but, to complicate matters, they're not the only ones shipwrecked. Check out their story in Halo: Blood Line!

Unconventional Vehicles

Forty-Five of the Strangest Cars, Trains, Planes, Submersibles, Dirigibles, and Rockets EVER

Chronicle Books Think you know vehicles? Think again! Unconventional Vehicles is a nonfiction collection of 45 of the strangest, most unconventional vehicles that have ever existed. Vehicles include an underwater battery-powered scooter, a carriage pulled by ostriches, a hot air balloon shaped like the Cathedral of Saint Gall, and five different jet packs. • Filled with history, science, technology, engineering, and interesting bits of trivia, all in one kid-appealing package • Part of the Uncommon Compendiums series • Vehicles range from submersibles to dirigibles. Unconventional Vehicles explores very strange modes of transportation for vehicle fans, rocket inventors, budding space-and-aeronautics experts, and anyone who's ever thought, "Why can't I ride a motorized suitcase through the airport?" Brimming with fascinating facts and diagrams presented with wit and humor, this book is sure to enthrall vehicle enthusiasts of every age. • Ideal for children ages 8 to 12 years old, especially those interested in vehicles and engineering • Author Michael Hearst brings his signature verve and humor to this fascinating read. • Young readers will devour all the substantive and silly content in this book, proving definitively that nonfiction is anything but dry. • A great pick for teachers, parents, grandparents, and caregivers • You'll love this book if you love books like Cars, Trains, Ships, and Planes: A Visual Encyclopedia of Every Vehicle by DK; Stephen Biesty's Incredible Cross-Sections by Stephen Biesty; and Cool Cars by Quentin Willson.

The Art of Halo Infinite Deluxe Edition

Dark Horse Comics Take home a piece of the Master Chief's Mjolnir Mark VI Powered Assault Armor in the Art of Halo Infinite's Deluxe Edition! The chest-plate slipcase holds the Art of Halo Infinite hard cover with an exclusive new cover that any member of the United Nation Space Command would find up to spec. Also contained within is a UNSC portfolio with landscape art on museum quality paper of the Master Chief enjoying a peaceful moment on the Halo Array. The Master Chief is back. The legendary super soldier returns in Halo Infinite. 343 Industries and Microsoft are building the biggest and most visually spectacular Halo yet. Halo Infinite debuts on the Xbox family of consoles, including Xbox Series X, Microsoft's latest and most powerful game console. To take full advantage of its prodigious graphical prowess, 343 Industries built an all-new, next-generation game engine, giving their world-class artists the tools and technology to realize the worlds, war, and wonder of the Halo universe in unprecedented style and fidelity. 343 Industries have given Dark Horse access to the art and artists who've brought Halo Infinite to vibrant, vivid life. It's all here in unparalleled detail, the heroes you've grown to love—the Master Chief, the brave soldiers of the UNSC, as well as the weapons, vehicles, villains and vistas—and of course, the eponymous and magnificent environments of Halo itself. • Slipcase recreation of Master Chief's Armor • Exclusive cover for the Art of Halo Infinite • A UNSC portfolio with beautiful landscape artwork

Solar Energy Engineering

Processes and Systems

Academic Press As perhaps the most promising of all the renewable energy sources available today, solar energy is becoming increasingly important in the drive to achieve energy independence and climate balance. This new book is the masterwork from world-renowned expert Dr. Soteris Kalogirou, who has championed solar energy for decades. The book includes all areas of solar energy engineering, from the fundamentals to the highest level of current research. The author includes pivotal subjects such as solar collectors, solar water heating, solar space heating and cooling, industrial process heat, solar desalination, photovoltaics, solar thermal power systems, and modeling of solar systems, including the use of artificial intelligence systems in solar energy systems, modeling and performance prediction. *Written by one of the world's most renowned experts in solar energy *Covers the hottest new developments in solar technology, such as solar cooling and desalination *Packed with quick look up tables and schematic diagrams for the most commonly used systems today'

Bluey Coloring Book

Great Coloring Book for Kids - 30 High Quality Illustrations

Bluey Coloring Book: Over 30 Exclusive and Unique illustrations ✓Each image is printed on a separate page to prevent bleed-through ✓You can display your artwork with a standard 8.5 "x 11" frame ✓You will be offered a lovely, high-quality illustrations in black and white with a color option for its coloring ✓

The Art of RAGE 2

Dark Horse Comics An outrageous collection of art and commentary from the development of id Software and Avalanche Studios' dystopian first-person-shooter, RAGE 2! Delving into the rebellious world of the Wasteland, this volume examines the most intense moments of RAGE 2 in an extensive fusion of art and commentary! Explore the split scenery of lush overgrowth and desolate deserts in concepts and renders from across the incredible setting. This wicked collection details the game's wide-open world, insane characters, and big f%\$@ing guns--all with exclusive commentary from the game's developers. Dark Horse Books joins with Bethesda Softworks and id Software, the creators of the first-person shooter genre, to present The Art of RAGE 2. Don't miss out on this vital addition to any wild wastelander's collection.

The Grandeur That Was Rome

Reproduction of the original: The Grandeur That Was Rome by J.C. Stobart

The wild orchids of Taiwan : an illustrated guide

Farragut, and Our Naval Commanders

Applewood Books

The Art of Fire Emblem: Awakening

Dark Horse Comics The Art of Fire Emblem Awakening contains an in-depth, behind-the-scenes look at the smash-hit 3DS game, from beautifully illustrated renditions of your favorite characters, to storyboards for in-game events, character designs, weapon designs, character profiles, and the entirety of the script with every possible branch of dialogue! Relive some of the most poignant moments of the game, or see what might have been if you had made different in-game decisions with the Art of Fire Emblem Awakening!

The Art of Star Wars Jedi: Fallen Order

Dark Horse Comics A full-color oversized hardcover volume that captures the development of the newest canonical and interactive addition to the Star Wars universe. A galaxy-spanning adventure awaits in Star Wars Jedi: Fallen Order, the new action-adventure videogame from Respawn Entertainment. Explore the artistic creation of Cal Kestis's quest to rebuild the Jedi Order as he learns the ways of the Force, travels to exotic worlds, and battles tyrannical foes. With detailed concept art of all-new characters, exciting weapons and equipment, and locales both familiar and new, this tome offers a behind-the-scenes look at the production of a hit game--all accompanied by intimate artists' commentary that reveals how this incredible universe is brought together. Dark Horse Books, Lucasfilm Limited, and Respawn Entertainment are honored to present The Art of Star Wars Jedi: Fallen Order, guiding readers on Cal's odyssey. This uniquely designed work is sure to thrill dedicated Jedi acolytes and gamers alike.

League of Legends: Realms of Runeterra (Official Companion)

Voracious Unlock the mysteries and magic within League of Legends, one of the world's most popular video games, in this encyclopedic and collectible companion book that explores the game's epic lore. Embark on a journey through the realms of Runeterra in this first-ever collectible companion book, published to celebrate the game's tenth anniversary. Spanning the farthest reaches of this universe and venturing into uncharted territory, this encyclopedic compendium connects players to the rich storytelling that inspires all the action. Inside, you'll find: An expedition through eleven regions, chronicling conflicts, entrenched rivalries, and covert alliances Hundreds of illustrations, including never-before-seen maps and artwork Insights into the heroes, flora, fauna, architecture, politics, and technologies from all corners of this world Original narratives that bring the cultures of Runeterra to life League of Legends is an online game played by millions of people around the world, offering endless engagement with an expanding roster of champions, frequent updates, and a thriving esports scene. This volume is an essential reference for fans everywhere.

Inside the Worlds of Star Wars, Attack of the Clones

DK Children A guide to the locations from "Star Wars, Episode II, Attack of the Clones" includes the planets Coruscant and Kamino, as well as details and cross-sections of sites from the Jedi Temple to the execution arena on Geonosis.

The Boys' Ambition

From Life on the Mississippi

Lerner Publishing Group Mark Twain relates the boyhood experiences on the Mississippi that led to his ambition to be a river-boat pilot.

The World of Cyberpunk 2077

Dark Horse Comics An insightful, captivatingly designed, full-color book that transports readers to the futuristic megalopolis of Night City--the epicenter of the vibrant new action-RPG from CD Projekt Red. Step into the year 2077, a world dotted with dystopian metropolises where violence, oppression, and cyberware implants aren't just common--they're necessary tools to get ahead. Delve into incisive lore to discover how the economic decline of the United States created a crippling dependence on devious corporations and birthed the Free State of California. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the cybernetics, weapons, and vehicles of Cyberpunk 2077. Dark Horse Books and CD Projekt Red present The World of Cyberpunk 2077--an extensive examination of the rich lore of Cyberpunk 2077. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited follow-up from the creators of The Witcher video game series.

Halo

Tales from Slipspace

"Featuring all-new stories from a stellar cast of creative talent as well as 343 Industries own Franchise Creative Director Frank O'Connor and Franchise Producer Tyler Jeffers, this action-packed anthology is essential reading for all Halo fans!"--

The Art of Halo 5: Guardians

In Halo 5: Guardians, game developer 343 Industries continues to enthrall fans worldwide with the exploits of the legendary Spartan super soldier, the Master Chief, as well as new characters in the Halo universe, including Agent Jameson Locke and others. This deluxe art book chronicles the creative and breathtaking art of the worlds, vehicles and characters of Halo 5: Guardians, with exclusive details behind the creation of returning characters such as the Arbiter and the Master Chief himself. Complete with commentary from 343 Industries, The Art of Halo 5: Guardians is the ultimate exploration of the intricate creature design and groundbreaking gameplay that define the Halo experience. This beautiful hardback edition is an ideal gift for Halo fans.

Star Wars

Complete Cross-sections

DK Publishing (Dorling Kindersley) Presents full-color cross-sections of fifty spaceships and vehicles from all six "Star Wars" movies, including the TIE bomber, Imperial shuttle, A-wing, and B-wing.

Spectral Arctic

A History of Dreams and Ghosts in Polar Exploration

UCL Press Visitors to the Arctic enter places that have been traditionally imagined as otherworldly. This strangeness fascinated audiences in nineteenth-century Britain when the idea of the heroic explorer voyaging through unmapped zones reached its zenith. The Spectral Arctic re-thinks our understanding of Arctic exploration by paying attention to the importance of dreams and ghosts in the quest for the Northwest Passage. The narratives of Arctic exploration that we are all familiar with today are just the tip of the iceberg: they disguise a great mass of mysterious and dimly lit stories beneath the surface. In contrast to oft-told tales of heroism and disaster, this book reveals the hidden stories of dreaming and haunted explorers, of frozen mummies, of rescue balloons, visits to Inuit shamans, and of the entranced female clairvoyants who travelled to the Arctic in search of John Franklin's lost expedition. Through new readings of archival documents, exploration narratives, and fictional texts, these spectral stories reflect the complex ways that men and women actually thought about the far North in the past. This revisionist historical account allows us to make sense of current cultural and political concerns in the Canadian Arctic about the location of Franklin's ships.

Jets

Dk Pub Takes a look at the construction and inner workings of ten jet warplanes.

Populism in the Digital Age

Greenhaven Publishing LLC The development of social media platforms has allowed a new wave of populism to accelerate rapidly. Tweets, Facebook shares, and viral memes get information to ordinary citizens quickly and directly, without the influence of authorities, and often without the benefit of research and facts. Is this democracy in its purest form or mindless transmission of fake news and irresponsible reporting? What is the result of digital populism, and what can be done to use it for the good of the people? This resource contains viewpoints that will awaken readers to the value of critical thinking skills.

The Legend of Final Fantasy VII

Creation - Universe - Decryption

Third Editions What gamer hasn't tried Final Fantasy VII? The game, released in 1997, is now the standard-bearer of a whole generation, and it's also the one which catapulted Sony's PlayStation onto center stage. To celebrate this mythic video game's 15th anniversary, Third Editions wanted to throw itself back into this unbelievable universe. This carefully crafted publication takes a look back at all the titles that helped forge Final Fantasy VII's mythology (including the Compilation of FF VII), and deciphers their content through examination and original analysis. This book was written by Nicolas Courcier and Mehdi El Kanafi, former authors and now publishers. The first print was released in 2011. An essential book to (re) discover the universe of the mythical series Final Fantasy! **EXTRACT** To celebrate one of the most important RPGs in the history of video games, Third Editions has decided to publish a tribute book: a heartfelt edition, but also one that truly analyzes the games that revolve around this legendary RPG. Indeed, the subject of this book is not only Final Fantasy VII, but the entire Compilation of Final Fantasy VII, from Advent Children to Before Crisis, including Crisis Core and Dirge of Cerberus, without forgetting Last Order. To get this journey off on the right foot and refresh your memory, we begin by summarizing the Final Fantasy VII saga. For the first time ever, the full story will be told in chronological order: from the Planet's origins to the awakening of Genesis, as depicted in the secret ending of Dirge of Cerberus. Once the entire saga has been told, we will take you behind the scenes so that you can discover how the video game compilation was created. You will learn about the people whose unexpected decisions changed the game's design. We will also provide a number of anecdotes pertaining to the game's overall development. A complete interpretation will then be offered for each title, paving the way for numerous reflections. **ABOUT THE AUTHORS** Nicolas Courcier and Mehdi El Kanafi - Fascinated by print media since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, Console Syndrome, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a publishing house under the same name. One year later, their small business was acquired by another leading publisher of works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series, and wrote several of those works themselves: Metal Gear Solid, Hideo Kojima's Magnum Opus, Resident Evil Of Zombies and Men, and The Legend of Final Fantasy VII and IX. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing house that they founded together: Third. Grégoire Hellot is a French freelance journalist who specializes in video games. He began his career in the field more than twenty years ago when he joined Joypad magazine. As a pioneer dealing in Japanese video games, he has contributed to the French public's acceptance of these unique titles. Today, he contributes to the Gamekult website and is also the Managing Director of Kurokawa Editions, created in 2005 by the publishing house Univers Poche. Grégoire is also known for his role as the Silver Mousquetaire in the TV series France Five.

Halo: Retribution

Simon and Schuster 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-III's, 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: Renegades

Simon and Schuster 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...