



Salvation's Reach

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The Tanith First-and-Only infiltrate an Imperial underwater ship and must wrestle it from Chaos cultists in the thirteenth book of this popular Imperial Guard series.

Salvation's Reach Details

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Author : Dan Abnett

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From Reader Review Salvation's Reach for online ebook

Eileen says

(That awkward moment when a Space Marine uses the phrase "sexual partner.")

Normally I wouldn't start a series on the thirteenth book but I came across the *Salvation's Reach* audiobook on YouTube and am always on the lookout for things to listen to during the long hours on my computer at work. Despite the large cast of characters, combined with the low sound quality of an illicit upload, Abnett pulled it off for me! The previous books would certainly have fleshed the story out more, but were ultimately unnecessary for enjoying a great 40k novel showcasing Abnett's signature knack for world-building. The famously gonzo sci-fi/fantasy/horror setting actually felt *real*.

(Given that this regiment co-ed, though, I'm not sure why they are constantly referred to as "the men"? Odd for a book that had such a diverse mix of female characters.)

Jimmy says

I love the Gaunts ghosts series of books.

The way the various stories and characters intertwine and move on is fascinating.

That and knowing that none of them are actually safe makes for an edge to some of the situations that is missing in the books where you know certain characters are safe.

This book kicks off another Ghosts story arc and Dan does a really good job of ratcheting up the level of intrigue and the feeling that it's actually all being put on the line this time.

If you are a fan you won't be disappointed with this helping of combat and mayhem in the Danverse

Andrew Ziegler says

This book is number 13 in the Gaunt's Ghosts series. I basically read it in a day. It was like putting on a pair of your most comfy pants. Abnett took his time in this book and did the whole, "Let's Catch Up with EVERYONE" section of the novel that the last did not. Sure, it took 150 pages, but I loved it all, because...and this is Abnett's fault...because I love all of the characters. The Gaunt's series has become one of my favorites of all time. Some might look on that with scorn because it is a book based in a universe surrounding a board game, but Abnett writes soldiers like the best out there. I have said it before in past reviews of his works but it is still true, he makes me care and then he tears my heart out. Pretty much since book three of this series I have been invested almost wholly in Gaunt and his men, and every page filled with skirmishes, battles, wars, and even petty alley-way knife fights are filled with tension because I earnestly care about each character he has brought to life. *Reach* is no exception. Sure, it takes a good while to get to the big fight secret mission plot to happen, but when it does, and casualties start to occur it hurts and it hurts bad. It is kind of like wishing a favorite fighter out of retirement for one last chance for a road to the title, but in the first round of the first fight that old fighter starts to take punishment. You sit and watch your hero get wounded, show their age, stagger back, and you wonder if the glory of the future is worth the wounds now.

Wringing your hands you suffer with the fighter until the bout is over. That was every page of the climactic battle for me. Sure the Ghost's have suffered casualties in larger numbers, and with more Mk names being scratched out at a time then I can remember, but since they have been rotated off the line, since they have known peace, and they are now back in the front, those few casualties now feel worse then before. Smaller wounds are felt more keenly. And the losses of bigger names, more recognizable characters...well that almost puts you down for the count. Read this book, but read the 12 before it and you too like me will curse the art of the great, Dan Abnett.

Derek Weese says

This is the 13th book in the excellent Gaunt's Ghosts series, and it's a fantastic one.

The Ghosts have been sitting for quite a while, they've not been in the fires of war for quite some time. Their officers (And some of the Ghosts themselves) are concerned that they're losing their edge. If they don't get blooded soon, they'll lose their edge and never regain it.

Thankfully a golden opportunity arises.

A special ops mission, something the Tanith First and Only excel at, arises. The mission is to assault a deep space space-hulk being used as a research base by Anakwanar Sek, take back samples of Chaos research, destroy the rest, and blame the assault on Gaur, the other main commander of Chaos forces in the Sabbat Worlds Sector.

The Ghosts receive reinforcements from both Verghast and Belladon, and old grudges come to bear on more than one character. Most interesting of all (SPOILER) Gaunt has a son now, and this causes a bit of turmoil, and distraction of more than one kind, for Colonel Commissar Ibram Gaunt.

The mission itself will be fraught with peril, and it is guaranteed that many will die, even with the presence of three Adeptus Astartes to assist with the boarding of the space-hulk.

As always Abnett does a splendid job with providing a kick ass story with tons of action. But it's a bit more than just an action work. You lose friends in this one, I'd wager that this books major loss (I won't spoil who in case you've not read it) is almost as heart wrenching as when Corbec died back in, I believe book 7. Or was it 6?

You also see a couple of threads weaved that will be picked up in later novels in the series, including an excellent cliffhanger involving a Chaos battlecruiser that is really, very, very cool.

All in all, I really loved this book. Though I loved Blood Pact, I liked this books return to form for the Ghosts, and though we lose too many friends this time around, I am glad to see the regiment still strong. And Gaunt, for feths sake, why'd you break Ana's heart? You bastard!

An easy five stars.

Dillan says

As a huge fan of the series and most thing Abnett, I was excited for this since completing BLOOD PACT. Well SALVATION'S REACH is no let down. The series we're already attached to and love suddenly takes them to a different place until you almost loathe what it does to them. However, this makes you realize the power and genius of Abnett's writing altogether. The story is delivered in great time and well packaged in a way that keeps it up paced and waiting for more. It is truly a fantastic read with some jolting developments

that move along into the next book in the series. It's hard to find a book that leaves you longing for the next one in the series and Salvation's Reach accomplishes that by far!

Matthew says

I'm not sure how to classify these Warhammer books.

Military: Yes

Science Fiction: Kind of

Fantasy: Kind of. There is magic based horror.

In many ways they are post-apocalyptic. Technology has stagnated, although humanity continues to expand and exterminate anything not human.

Having said that, I am enjoying this book. The characters are engaging, and it is well written. I highly recommend reading it, if you enjoy military science fiction, or military fantasy. Is there a military fantasy category?

GrimNir says

Dan Abnett is a genius at this type of book. A lot of people throw scorn at the Warhammer series of books especially Warhammer 40,000 - But they don't realise there are authors like Dan Abnett writing within these series. He is a genius. He writes big war and campaigns better than most other authors out there, and he manages to give meaning and worth to the miniature micro aspects of planning and organising a major offensive, so you get the whole picture. It makes it more believable, real, and it's done in such a way that it draws you in and invests you into all the side characters, the bit parts, the side plays so that when the big conflict arrives every casualty is a heart wrenching dear friend. The drama builds up so well in this book I literally read it cover to cover in one sitting. The nail biting tension where booby traps are involved had me on the edge of my seat, he built the tension and drama so brilliantly.

I've said it for years, Dan Abnett is a genius author, and is cruelly under rated. Some of the best books I've ever read were written by this author. (PS More Malleus Darkblade)

David Ploss says

I had the privilege of doing the very first review of this book and had it featured on Black Library's website. here is a link to that review: <http://thefoundingfields.com/2011/08/...>

I'll quote some of it below:

Commissar Ploss returns to book reviews with Salvation's Reach. The latest novel in the Gaunt's Ghosts series of books.

"This book is bloody brilliant!"

Note: this is an advanced review. The book will be available for purchase starting October 2011.

Well folks, i've finally managed to get another review done. Please forgive the delay. I was graced with an early look at Dan Abnett's new book Salvation's Reach and i have to say, i loved it. Plain and simple. I could simply save myself the trouble and end the review there but what kind of fan would i be!

Salvation's Reach is book number 13 in the hallowed Gaunt's Ghosts series from BL Publishing. Book 12, better known as Blood Pact saw our favorite regiment of scouts and specialist operatives on a tour of R&R back on the world of Balhaut. Now, there were plenty of things that happened in Blood Pact that effect the way this story plays out, but i won't really be touching on these. Can't have spoilers now, can we. lol

Suffice it to say that at the end of Blood Pact the regiment of the Tanith First leaves Balhaut for the planet Menazoid Sigma.

Menezoid Sigma, we come to find, is a "dispersal point." Basically a mustering ground for regiments that will be shipping off to war in the near future. The Tanith First have been drafted into a covert operation, presented by Colonel-Commissar Ibram Gaunt to the Warmaster's High Command. Their target? Why, a place called "Salvation's Reach" of course. :o)

Our wonderful cast of characters is back in action once again; the knife-edge that is Major Rawne, Gol Kolea, Ban Daur, Elodie Dutana (Daur's significant other), Commissar Viktor Hark, Junior-Commissar Nahum Ludd, and Tona Criid to name a few. Together, along with a fresh influx of Belladon troops, our intrepid heroes mount a covert assault on the place known as Salvation's Reach.

They have with them a person who is key to the operation. A defector of the Archenemy. His head is filled with secret know-how and information that is vital to the mission and it's success. Naturally, his safety is of the utmost importance, and likewise, challenged at every turn! Rawne, and the self-appointed "Suicide Kings" are charged with the safe-keeping of this person after an attempt on the defector's life.

After much travel through the warp, and one outstanding void battle later, the Ghosts launch a two-pronged attack on Salvation's Reach. One; straight through the front door, loud, large, and in charge. The second; two small insertion raids that are carried out behind enemy lines so to speak. Gaunt leads this sneaky attack on key areas of Salvation's Reach, in order to gather vital intelligence and artifacts that Imperial forces can use to dismantle the Sanguinary Lords and finally win the Sabbat Worlds Crusade!

-----Read More at TFF-----

Dave Ploss
The Founding Fields

Jean-Luc says

One of my resolutions for this year was to read books about something other than Space Marines... Technically, I'm sticking to that resolution, because this is supposed to be a book about the Imperial Guard, so imagine my surprise when Space Marines show up!!

The Space Marines traveling w/ Warmaster Macaroth's Sabbat Worlds crusade have thus far stayed w/ the main battle group. They haven't bothered w/ the second front until now. 3, that's right, 3 Space Marines have agreed to join Colonel-Commisar Gaunt for his 13th book. In the lead up to the assault, we're repeatedly told that things are going to be bad, things are going to be bad, things are going to be *so bad* that of course Space Marine are needed! And then the fighting starts, and it turns out the pessimism *still* understated the danger.

Teasers for Salvation's Reach were everywhere, including in Hammer and Bolter, and they were impossible to avoid. The teaser opens with Major Rawne sneaking into the prison where Etogaur Mabbon is being held and shooting him, thus undoing all of Gaunt's hard work in the previous book! Of course, that's not what happens, but that's what the teaser makes it sound like, so fans must've been crazy confused.

The Belladon integrated into the unit so easily that we never really had time to compare their integration to the Verghastite's. Colonel Lucien Wilder's younger brother shows up to reinforce the Ghosts. He's got a major chip on his shoulder because Gaunt survived the fighting on Anacreon Sextus, but his brother didn't. (How that happened is amazing, and makes His Last Command worth reading, but I'm assuming you've read the first 12 books already...) This rocky integration is a major plot point, and will probably feature majorly in a future book.

Subplots include whatshisface getting married, the commisars investigating fraud, Gaunt's son, Gaunt's son's bodyguard, and poor Dr. Curth not getting the attention she deserves from a certain imbecile. That Abnett crammed all of that into the middle of so much fighting is a testament to his ability as a writer.

Bloody, but still not as bad as the fighting at Vervunhive! An amazing book, best handled in short doses so as not to tax your heart.

Rachel says

Loved it!

The Ghosts, Space Marines and space battles.....epic, Dan Abnett has done it again. The only problem is I have to wait for another book to be written now. Hopefully in the next book Ibram and Ana will finally realise they are meant for each other and get together, but then again he might drag it out a bit longer!

Jacob says

Solid. Enjoyable. Redemption. Sacrifice. Damn.

Sud666 says

Salvation's Reach was a new experience for me. Most of the Warhammer 40K books are centered around the far more famous Imperial Space Marines. This one is about an Imperial Guard Regiment- Gaunt's Ghosts aka the Tanith First.

This is taking place during the Sabbat Worlds Crusade and is under Warmaster Macroth. The Empire is in the middle of battling Archon Gaur of the Archenemy or Ruinous Powers. They have devised a strike plan to a place called Salvations Reach. If all goes according to plan then this might cause a split between Archon Gaur and Archon Sek, which can be exploited by the Imperium for it's own advantages.

The book revolves around an Imperial Commissar named Colonel-Commissar Gaunt and his unit- the Tanith First. This is a hard-bitten, infantry unit of the Imperial Guard. They are veterans and have seen countless engagements. Before departure they are reinforced by several new units. Much of the book is spent on the internal dynamics of the unit and some drama surrounding Gaunt.

There are three Space Marines detailed to this mission and it's always funny to watch their interactions with the normal humans. Still their parts are far too brief. While it was interesting to read about Warhammer 40K from their perspective, and there was a very nice space/naval battle, I just didn't get into it as much as the other stories I've read.

It's not bad and it's from the Imperial Guard, specifically the Tanith First and Col. Com.-Gaunt. Thus while I enjoyed it, it doesn't strike me as something I'll be looking for more books in this particular unit's series. I'll stick to the Space marines and other races for now. Still, if you like the Imperial Guard and would like a tale told from their perspective then you might enjoy this one.

Mick says

This is the 13th in Dan Abnett's epic Gaunt's Ghost's series, not counting the Sabbat Worlds Anthology or the novella The Iron Star, and it's one of the better entries in the series.

Picking up where Blood Pact left off, *Salvation's Reach* begins with the Tanith 1st and Only preparing for a mission of such importance and secrecy that only a handful of them are even aware of their destination. Abnett spends a lot of time with the regiment during the muster before sending them off into battle, catching up with the characters and introducing new inductees to the Tanith. This is a good move, not just because it's been a while since their last outing but because throughout the life of this series it has collected a mass of continuity and literally dozens of characters. It doesn't hurt to be reintroduced to them in a relatively domestic setting before everything goes to hell. Especially because, this being a later Ghosts novel, some of them won't be making it to the end of the novel.

Then they're whisked off into space, to the mysterious facility known as Salvation's Reach, along with three Space Marines (including one, happily, from the Iron Snakes chapter) just to remind the reader of how serious this mission is. The regimental drama continues on route to their destination, leaving only the last third to the big action set pieces the series is known for, but there are some excellent smaller action equences.

When combat comes, it's impressive. The back third of the book is dominated by two spectacular battles. The

first is a fleet action which reduces the Tanith 1st to spectators, capturing how utterly bewildering three dimensional naval combat using ships the size of cities and thousands of kilometres apart is to the common soldier. The second is the assault on Salvation's Reach itself, a claustrophobic, messy, and extremely bloody action.

The former is a welcome departure for this series, and the latter ranks as one of the better action-sequences yet.

The ending leaves a lot of threads hanging, and I'm looking forward to seeing where Abnett takes the series next. Even the ramifications of the all important mission are only hinted at. *Salvation's Reach*, however, is a satisfying read in its own right.

nooker says

Gaunt's Ghosts are always really cool! A bit slow to get started as they go through some of the manusha a military company. Still good and once they assaulted Salvation's Reach, absolutely awesome! I really loved the depiction of the boarding action that took place. The Space Marines were a lot of fun here too.

Razael says

A total knockout. 3 Space Marines (Iron Snake, White Scar and Silver Guard) join Forces with Gaunt Ghosts to perform a suicidal cover op to the Archenemy HQ known as Salvation Reach. Those heroes will be also remembered as the Suicidal Kings. In addition, for the fans of Commissar Gaunt, there is the subliminal "I'm your father" moment which I will not spoil.
