



Fall of the White Ship Avatar

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Alacrity required only a few minutes at the White Ship's helm to learn that a captain's problems can be tougher than those of a knockabout spacer. Solving them could cost a piece of his heart.

Fall of the White Ship Avatar Details

Date : Published December 12th 1986 by Del Rey

ISBN : 9780345329196

Author : Brian Daley

Format : Mass Market Paperback 356 pages

Genre : Science Fiction, Fiction, Science Fiction Fantasy

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Timothy Boyd says

incredible characters that sweep you into the story it's the complex but realistic world Daley creates for those characters to live in. Somehow he makes a futuristic SiFi world seem logical and real. Highly recommended

Connor Stack says

Really hard to keep track of the plot. I kept forgetting why characters were doing what they were doing and what their goal was. The style is pretty funny and full of references, but the abrupt ending just reminded me that there was no real meaning to the whole thing.

Jelle Van breugel says

Very funny trilogy.

Remember finding it a bit hard to get into the first book but after that breathtaking pace of action and great characters :)

Christopher D'Amico says

The culmination of Requiem and Jinx, Fall of the White Ship Avatar is a tour-de-force across the galaxy that unfortunately concludes the Alacrity Fitzhugh trilogy. Daley introduces few new characters in this last novel, but those he does are memorable, and if not human, exhibit many of the species' tendencies and characteristics. But will the two protagonists be able to overcome these final obstacles in time to see the White Ship's latest and greatest struggle for ownership?

Daley's Fitzhugh trilogy is a true thrill-ride. He evokes the best qualities of a space opera and any good novel: self-discovery and conflict, high technology and star travel, battles and power struggles, love and friendship, and much and more. His characters are memorable, certainly after the book is closed, and the plot is different and quirky—we never seem to know where Fitzhugh and Floyt will end up next, nor in what condition! Despite there being a few loose ends, the conclusion of the saga is neither unfinished nor hurried. It makes sense, and is as enjoyable as the rest of the trilogy.

Mary Lauer says

LOVE love love these books. Every time I finish this one, I am saddened that there are no "continuing adventures."

L. says

In this, Daley's third installment of the "Adventures of Hobart Floyt and Alacrity Fitzhugh" (following *Requiem for a Ruler of Worlds* and *Jinx on a Terran Inheritance*), we go beyond the scope of the original books into the past of Alacrity Fitzhugh--including his real name, his "Captain's Sidearm", and his obsession with the Precursors, an uber-race that has disappeared from the Cosmos--but not before leaving tantalizing technological clues. Much of the story takes place on an inhospitable planet as Floyt, Fitzhugh, and a female companion fight nature to reach an important meeting for the eponymous White Ship of the title. Enjoyable--but it leaves some unanswered questions, which, alas, will now remain that way with Daley's passing.

Dale Rosso says

Enjoyed the story.

Larry DeMoss says

Ho-hum. I had read the first two years ago, and this one is a bit of a disappointment. Fun in spots, but too much of it is made up of science fiction cliches, including buxom alien women and silly creatures.

Spencer says

Giving it more of a 3.5/3.75. The end of the trilogy is bittersweet as author Brian Daley died before writing more exploits of Hobart and Alacrity (one wonders why he abandoned the characters in favor of Robotech novels, but oh well). A few things become blazingly apparent with this entry, most specifically that all three novels follow pretty much the same blueprint: Floyt and Fitzhugh start off in a big city port, end up on some remote planet, stranded Robinson Crusoe-style, survive by their wits in the wilds, and eventually end up back in some big city port. The only thing that really changes are the characters they encounter, and Daley is aces with creating these. Which is why this novel is so bittersweet, many of the characters that jumped off the pages are left to wander in the reader's imagination slipstream, their eventual whereabouts and happenings a mystery never to be solved. This is by turns frustrating, but also cool, like an open-ended ending to a movie that seemingly begs for a sequel, but also begs to be left as it is. I must say that I am remiss to never know if Alacrity lives out his days with Heart or if Hobart finds Paloma or what happens to the myriad other engaging characters who have filled the three tomes, but at the same time it's a warm feeling to conjur up my own outcomes to their unknown future adventures and ponder what might have been.

Mark E. says

The final book in the series, and as I drew closer and closer to the end of the book, I grew sadder and sadder. I didn't like this book as well as I liked either the first or the second one, but there are still some really interesting events that are EIH. The chemistry developed in the first two books is very powerful in this book,

and though I feel like the long interlude with Pokesnout and company takes up way more of the book than I would have liked, the book is redeemed in the next portion, where we see the endearing qualities of Alacrity and Hobart expressed more clearly than ever. Again, it would be worthwhile to dig up this series and enjoy Brian Daley at his very best.
