



His Last Command

Dan Abnett

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Returning from a long mission on a Chaos world, Commissar Gaunt finds that his old regiment - nicknamed Gaunt's Ghosts - has been disbanded and redeployed under a new commander. But when the fighting becomes bitter, Gaunt is finally reunited with his men as the Imperial forces make one last attempt to hold the line against the invaders.

His Last Command Details

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Matt says

Another rip-roaring Ghost's novel from arguably the best black library writer.

The set-pieces and characterisation are excellent with POV from both imperial and chaos combatants. Dan Abnett more than anyone else brings the imperial war machine to life with descriptions of the commissariat, non-coms and the whole routine of war.

An excellent addition to the series.

Igor Markovic says

Well written, with a wide pallette of new characters (the first gaunts ghosts book I read was traitor general, so 80% of the characters were new and few old characters dont appear in this book), His Last Command gives the reader a nice view of ground level of vast Imperial Guard forces, command and bravado of regular humans (unlike astartes novels). The plot is a bit too undertoned and you have no actual idea what is going on until the very end, with few unanswered questions probably concluding in future books. A very good matherial for Only War roleplay (fantasy flight)

Pat says

His last commmand is the second book in the lost series series by Dan Abnett and is following the story of "Gaunts Ghosts". after the Gerond mission Gaunt and his special team return to find themselves branded as traitors and heretics and eventually the ghosts are able to join there old squad again except for their leader Gaunt who gets restationed with a new regiment. This book is a good installment of this series and constanly keeps you wondering if Gaunt can return to his Ghosts.

Reaver says

Sprawling alien cities shelter the forces of chaos as the imperial crusade battles them, for evey inch of them. Gaunt and his ghosts return in this noel to face chaos on different terms. This book expands the adventure of gaunts and his ghosts in this thrilling sequel!

Matthew says

As Strong As Ever

This series carries on from The Saint omnibus with four new stories in the sabbat worlds crusade, starting off

with a mission on Gereon where a general known to the ghosts has been taken captive, either that or he turned, a small team of Ghosts try to track him down to either rescue or assassinate him, and in the process have to deal with a chaos world in the making, whilst Gaunt is away the ghosts are disbanded and when he returns he has to bring them back together, His Last Command is probably the weakest of the 4 novels, with little action happening, it does build well for the Armour Of Contempt though when Gaunt and the Ghosts have to return to Gereon to liberate the world, at any cost, lastly we have Only In Death, the ghosts have been dispatched to the fortress world of Jago, they are trapped inside an abandoned fortress, and they not only have to face the chaos soldiers amassing outside, but a closer threat also, will Gaunt survive intact, you might be surprised, 5 stars for Traitor General, The Armour Of Contempt and Only In Death, 3 stars for His Last Command.

Jacob says

This one frustrated me at first but quickly overcame that frustration with how interesting the storyline was. We get to glimpse deeper into the heart of Gaunt and into the minds of those that know only war and more war, while also seeing those exposed to war at the first. It truly shows the carnage both physically and mentally wrought by war.

Martin says

His Last Command

After sixteen months of fighting as part of the Gereon Resistance, Colonel-Commissar Gaunt and his team escape the Chaos-held world and return to Imperial territory. Instead of praise and acknowledgement of their actions, the Ghosts are met with deep mistrust and abuse. Saved from execution in Camp Xeno on Ancreon Sextus by Junior Commissar Nahum Ludd, Gaunt and the Ghosts are briefly re-united with Lord-General Van Voytz before facing trial by the Commissariat. However, halfway through the hearings all charges are dropped and the Ghosts are prepared to return to active duty. Gaunt is shocked to learn that the Tanith First has been disbanded and merged with an under-strength regiment; the 81st Belladon. Furthermore, Gaunt is relieved of command status and once again a simple field commissar, but separated from his men.

The Ghosts are sent to join the 81st/1st Recon - the merged 81st Belladon and the Tanith First, led by Colonel Lucian Wilder. The regiment is taking part in the campaign to capture the ancient step-city Sparshad Mons, occupied by the Blood Pact and disturbingly warped nocturnal predators. The situation in the Mons is grim; desertion is high, morale is low, and most of the Imperial soldiers are inexperienced grunts. Gaunt is deployed to another section of the step-city and attached to a regiment from Fortis Binary, accompanied by Ludd and Eszrah Night. The situation deteriorates rapidly as the Blood Pact launch a counter-assault against the Imperial forces.

'His Last Command' introduces troopers from the 81st Belladon, several of whom become key characters in the series. The title refers to both Gaunt and Wilder. When informing Gaunt of his demotion, Van Voytz tells him that the Tanith was "[his] last command". Wilder issues his last command to a platoon of Belladon soldiers participating in a suicidal rearguard for the rest of the regiment, of which Gaunt assumes leadership.

Patrik Olterman says

This book was a brilliant read at a neck breaking pace. The Gaunt's ghost series is the best series of war novels I have read to date. It is band of brothers set in a dark distant future.

Anamaria Ionescu says

Good!

Andrew Ziegler says

Although I greatly enjoyed the last novel, Traitor General, I was really pleased that His Last Command brought back the entire regiment and the grand scale from the other novels in this series.

I love that even more division is driven into the Ghosts, with the new mutt unit. I loved that even more division was built in with the small return cadre of heroes from the secret mission from the previous novel.

I moved through this novel quickly and ate up the action and characters. Abnett wears these characters like an old suit and takes them out to his favorite places to buy a pint.

His Last Command is full of bitter goodbyes, great commanders, and fantastic insight into the Commissariat's roll in the armies of the Imperium.

Gaunt was given a chance to have his character explore a sarcastic humor that was reserved for lower ranked troopers, and it was great.

If you love the Ghosts, you will love this.

Richard Tran says

This story continues about a year and a half after the events of Traitor General. It starts off with Gaunt managing to get the majority of his team off planet and back into the war. The resistance effort had built up well enough to the point where Rogue Traders would come to the planet and Gaunt was able to arrange for passage on one of the trader ships.

However, since they had originally been given up for dead, Gaunt and his team were thrown into prison and were about to be summarily executed for desertion. When finally they managed to prove who they were, it was still in the air whether or not they had been corrupted by Chaos due to their extended stay on the Chaos held world Gereon.

During the time Gaunt spent on Gereon, the Tanith First and Only had been integrated into a mongrel team

with the 81st Belladon to become the Eighty-First First. Gaunt was stripped of his command and put to work as a commissar for another unit while the other Ghosts rejoined the Eighty-First First. There are some deaths of key characters in this novel as well.

Even though they were split up the two units were fighting in opposite fronts of the same battle for the Monolith at Ancreon Sextus. Eventually Gaunt discovers a huge Chaos trap that ends with an orbital bombardment of the Monolith Cities and the Eighty-First First coming back under his command.

I thought this book had some really interesting plot points. In particular I really wish Dan Abnett had explored more of the changes that occurred in the Gereon team. They had come back much harder than before and were having a hard time re-assimilating with their original comrades.

Hopefully, there will be another novel that talks about the exploits of the 81st-1st as there's a huge gap there. Abnett just tries to explain it off as the merger being a perfect fit and everyone just loves everyone else.

I would recommend this to fans of the series and it is something that should definitely be read AFTER Traitor General.

Tirant says

Yet another Gaunt's ghosts book from Dan Abnett, and yet another battle against the Blood Pact. You would think that the formulas would get old, but the introduction of a few new characters makes this one interesting. Abnett really seems to nail the grit of light infantry combat, at least for the layman. The futuristic/fantastic elements which are present in a Warhammer 40k novel are present here as well, but aside from some genetic engineering and some teleporting, are fairly small elements, relegated mostly to the background. What is left is mud, honor, and battle.

Mhoram says

"His Last Command" has Gaunt and his team return from the suicide mission on the chaos-held world of Gereon, only to be presumed corrupt by Imperial high command, who refuse to believe anyone could endure the taint of chaos for as long as Gaunt and his team have - more than two years have passed since the events of "Traitor General". Although they manage to avoid execution, their return is bittersweet, as they discover that with Gaunt and Rawne gone, the Tanith First-and-Only was merged with a Belladon regiment and is now commanded by the charismatic Colonel Wilder. Gaunt is reassigned to another regiment as a political officer, and forced to part ways with his regiment. But he senses more to the conflict on the world of Ancreon Sextus, and he and his elite team begin investigating against orders.

As far as prose goes, what can I say? It's Abnett at his finest. It's difficult to find much else to say about it, as Abnett almost always knows the perfect way to write any given scene, regardless of whose perspective is being used.

Once again, we're here for the story, and "His Last Command" does not disappoint. What seems initially like nothing more than a conflict that has dragged on far too long and left the green soldiers of the second front exhausted and terrified quickly reveals itself to be far more than that, as deadly assassin-creatures stalk the nights, the Blood Pact fight irrationally, and the Inquisition makes itself known. Sacrifices will be made

aplenty in the madness of the final hours of the war for Ancreon Sextus, and the former Ghosts will be fighting front-and-centre in this conflict. The new characters are highly enjoyable and more importantly believable, as each has their own quirks and flaws, and the story gives us time enough to care about them all. Prepare to experience many emotions with this novel.

While it doesn't quite beat "Traitor General" for quality, it comes fairly close, and definitely comes highly recommended. It's a worthy follow-up.

Calyx says

For all my readings by Dan Abnett it never gets dull or repetitive, after last book we get to see its impact again on everyone. There are changes in people and i love to read it. another great book.

Hilmi Isa says

My latest obsession of *Warhammer 40000* (40K) drives me to read this novel! *Last Command* (LC) is actually a part of series of novels under the main title ; *Gaunt's Ghost*. Based on my research in the internet, there are 16 in total! Please check it out in the internet for further information regarding on Warhammer 40K and Gaunt's Ghosts.

In my opinion, *Dan Abnett* is a good writer and story-teller. Not only the story of the novel has a steady and exciting flow and plots, but, the narration style made my reading of the novel an interesting experience for me. All the main characters are well thought and bring their own flavours which stands out when I read LC. Certainly, I need to buy and read all novels of the series. It's worth it doing so!
