



Echoes of the Long War

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On Terra, the last Imperial Fist fights to unite the squabbling High Lords in defence of the Imperium, even as treachery rears its head within the Adeptus Mechanicus. And far away, the Fists Exemplar find an unexpected ally for a most dangerous mission...

Paralysed by the continued ork invasion of Imperial space, the rulers of Terra continue to fight among themselves. Finally losing patience with the High Council, Koorland – the last surviving Imperial Fist – ousts the Lord Commander and seizes control. Elsewhere, the Fists Exemplar are forced by circumstance to fight alongside the Iron Warriors. Where will such an alliance lead – can a Traitor Legion ever be trusted?

It's a turning point, in more ways than one, and introduces not only a potential solution to the ork problem the Imperium's experiencing, but a major new threat that they'll need to deal with as well...

Echoes of the Long War Details

Date : Published May 14th 2016 by Black Library

ISBN : 9781784961459

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Format : Hardcover 240 pages

Genre : 40k, Science Fiction

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From Reader Review Echoes of the Long War for online ebook

Patrick Rauland says

I really enjoyed the book.

It showed some really desperate circumstances where the Imperium & Chaos aligned together.

Ogbaoghene Ozoro says

God, this was bad.

Gennaro says

Will update once I have finished reading ... so far this book seems to be a story where the vocabulary is the main plot and has been transformed by a thesaurus to give the strangest and most complex way of describing hardly anything. I am considering going back to read lord of the rings again as its an example of a balanced use of literacy and capturing the story and imagination. This may all change! Will update.

Liam Tondeur says

Disjointed. If I were to use a single word to describe this book it would be that.

I found this book very difficult to read simply because I found myself having to go back a few paragraphs to understand what was going on since a critical piece of information for the scene is given to the reader far too late. To give an example we find a mixed group of post-human Astartes fending off wave after wave of Orks when suddenly a skylight explodes. Fine, we've all seen action movies where a skylight explodes causing the shattered glass to rain down on whichever luckless sod is underneath. Now, the Astartes, in power armour that a contemporary main battle tank would turn green with envy with, start shielding their faces. I'm thinking "Why? It's glass. They can shrug off laser beams and automatic weaponry." And then one is killed by the falling glass. uwotm8? It is only after that death we are then told that these pieces of glass are the size of exit hatches found on the side of an armoured personnel carrier. Now it makes sense! Now I can see why they're protecting their faces! Instances like this are sprinkled throughout the story and it just makes the whole endeavour seem like hard work.

Another gripe is the unnecessary adjectives for quite literally every thing! And they often came at the reader double-barrelled. Half way through the book I was mentally begging for a metaphor or simile to appear.

In the grand scheme of the series for The Beast Arises we are in the middle. I still cannot decide whether this series is being silly and I am half expecting the ending to be '...and then the Emperor woke up and said, "It was just a dream."' We have things in this series that we have not heard about in thirty-plus years of lore; intelligent Orks, Loyalist and Traitor Marines becoming bros, the Imperial Fists being all but wiped out, and Ork 'that's no moon' Death Stars. I know that the event known as The Beheading is the climax of the series and despite the continuous raising of eyebrows I have been enjoying it; even the Annandale one! Echoes of

the Long War is this series' Damnation of Pythos. It was difficult to read and it did not really move the story forward at all. Everyone can agree that so far Vangorich, Grand Master of Assassins, has been the fan favourite character of the series yet he was hardly in this novel and when he was he was Duchovny'd. So wooden! Not even the inclusion of my favourite Legion, the Iron Warriors, could save this one for me. I do enjoy enemies coming together to fight a common foe (I loved Harding's *The Last Battle*, and Turtledove's *The War that Came Early* for that reason) yet the alliance between the Fist Exemplars and the VI Legion felt forced and amplified my disappointment.

I can only hope the next one picks the series back up again. And praise be that Kyme isn't doing one despite it being about Vulkun. Praise be!

Joanne says

will give it a 4 for the ending, it was very hard to get into and kinda confusing with all the fighting in the beginning- but it ended very well and can't wait to see how they recover from this latest mess!!

Michael Dodd says

Echoes of the Long War, book six in the *Beast Arises* series and the first from David Guymer, sees the halfway point in this twelve book series. Picking things up after the events of *Throneworld* it focuses mostly on the Fists Exemplar, specifically newly-promoted First Captain Zerberyn as he drags the Exemplar fleet into battle with the orks in support of Black Templar Marshal Magneric and his unusual allies. Elsewhere we see Koorland and Vangorich attempting to take control of the situation back on Terra, and Magos Urquidex conspiring against his Martian masters, feeding information back to Vangorich.

Read the rest of the review at <https://trackofwords.wordpress.com/20...>

Glyn says

This volume marks a strong narrative push forward as the Ork menace becomes more real as we are taken to a world where they have conquered and "colonised" it. The tensions between Terra and Mars continue to develop in a satisfying manner and Vangorich remains the most fascinating character in the series.

Otherwise there is not much else to add to the earlier reviews a decent addition to a strong mini series

DarkChaplain says

Review also published here

Echoes of the Long War is the sixth novel in the *The Beast Arises* series. As such, it marks the halfway point of the overall story, and has to live up to high expectations. For the most part, it succeeded in doing that for me, despite a few shortcomings.

The biggest downside to me was the relative lack of Terra and the politics plotline. Only six out of twenty-three chapters take place on the Throneworld, one of which was shared with the Mars plotline, which other than that had two chapters to itself.

What the book offered of these aspects was solid, enjoyable and intriguing. Drakan Vangorich finally set some things in motion, Koorland took decisive action and we even got to see a glimpse of the incoming disaster from Ecclesiarch Mesring. Adding the research on Mars to the mix, we get some pretty cool reveals and events that will impact the series going forward.

The rest of the book is focused on the Fists Exemplar's battles against the ork menace, both in the void as on ground. I'd say that this was much needed, as we haven't really seen much battle with them for the past few books. The Proletarian Crusade didn't focus much on the action, and neither did the semi-purge of the attack moon over Terra. Most action scenes were either lacking the Last Wall Chapters, or had them on their back foot.

This time we get a more proactive look at the Space Marine operations. While Chapter Master Thane leaves the stage for most of the book, his First Captain, Zerberyn, who we've seen in Predator, Prey already, takes the role of protagonist. He is a Fist Exemplar through and through, and his disapproval of the Last Wall protocol is important to his character development. Throughout the story, Zerberyn is forced to move from his rigid stance and take drastic measures to prevent a greater evil. The guy takes a real beating in having his moral stance and views on the split between good and bad questioned at every turn. It was a satisfying arc for the character, and I can't wait to see how it will develop from here on.

The same storyline also features the Iron Warriors' Warsmith Kalkator from the previous installments. He provides a counterpoint to Zerberyn and the Exemplars, but once more, I didn't find him to be a real evildoer. He represents many of the virtues of the sons of Perturabo, while sharing few of the post-Heresy downsides of his brethren. He plays a vital role in the overall plot, and leads the Exemplars to Prax, an Iron Warriors world that, in the meantime, has been infested by orks who conduct very, very terrible things there. I won't spoil what they do, but by the Emperor, these revelations left a big impact and turned the grimdark scale of the series a few points past 11.

In general, the orks were more brutal but also sophisticated in *Echoes*. Their armoury got some big unexpected additions with far-reaching effects, and even their hierarchy got a good amount of pagetime. We get to see the clan origins, for example, which was cool.

What bothered me a bit were the aforementioned lack of Terra chapters compared to the action parts, and some of the Exemplar chapters dragged a little. Though to be fair, the politics were of a high quality (and featured some new players) and the action ramped up significantly towards the end - which was explosive on multiple levels.

As a series midpoint, *Echoes of the Long War* managed to increase the threat level of the orks while furthering internal schisms but also offer some solutions here and there, and shock the reader with some gruesome ideas. A bunch of characters are left on very shaky ground, and the aftereffects of their actions will ripple through the coming novels.

David Guymer has managed to live up to the series' high standards, addressing previous plot points while introducing new ones and shifting the course of the series into a position where the Imperium might be able to strike back at the green menace. The tables are turning, and Guymer presented that very well.

Andrey Nalyotov says

And here goes another episode of dramatic 'TBA' series.

This time it was written by a brilliant WFB writer - David Guymer. And through he has previous experience writing for W40k, adding it to a glories list of WFB (with great City of the Damned and truly epic 'Kinslayer' and 'Slayer') this time he was given a 32nd millennium to write a story. The novel is.... good, from a perspective of a standalone 'Space Marines Battles' novel. But as an episode of a season, add mid-season episode to that, it is an absolutely another story.

And through David Guymer has tried to weave an epic tale of cosmic proportions - sadly, he failed miserably. To be fair - 50 % of blame lies with the previous authors who created a canvas for him to step to. But in all else he failed by himself.

1) Prose - of all the TBA novels to date, it was a hardest to get through. David does like indeed writing a lot of unnecessary description for different stuff (servitors, walls, ships, worlds etc.) instead of characters personalities (not how do they look) and dialogs.

As a direct result we have a very 'hard to get through' and overloaded with details. Sometimes author tries a joke or to include some good quote, but except for the first one - they are all blank and prosaic.

Even void warfare (which I adorn from my youth) written in same degree. And so it is hard to figure out and follow.

That is the first TBA book which I read for 8 days! Every previous novel I finished in 5 hours, but this one - was an uneven struggle to get through. Every chapter was a challenge.

Add to that the fact, that author is a gamer - and you will find quotes and mementos from a long list of games (which were played by an author). 'War never changes' - oh David, sign... Some people hate Fallout...

2) Characters - author got almost all of them from the previous authors. He hasn't added any new depths to them (cause restrictions and point 1 of review), but at the same time he hasn't butchered their characters, which is good on itself. But generally - they are blank and uninteresting to read. Even the Drakan Vangorich chapters, which always were the main entertainment of the TBA cycle.

3) Plot - is the third casualty here. Let be honest - almost 90 % of all midseason episodes in different TV shows are crappy. Cause they need an episode to tie in all the plot holes and broken storylines. Same happened her - from the point of consistent storyline author didn't have a choice as to apply dull events. From the point of story of this particular novel - it is a good SMB book, as I did mentioned before.

4) Last point is the ending. I was expecting everything - great mystery of orc homeworld, start of outright war with Mars, but not the last sentence uttered by a Magos. I never had problems with the general plotlines of TBA before. But now.... Whose idea it was - to make Ullanor an orc homeworld? WTF - I can understand consistency, but to beat an old corpse again? From all the Galaxy they had chosen Ullanor? Why for feth sake?

So on that point I will end my review. In total - 'Echoes of the Long War' was a good standalone SMB novel. But from the point of TBA storyline it is the worst novel to date. Sadly, cause I do believe that David could write awesome stuff.

Now I'm do worried about the next novel in TBA - cause it seems it would be another blank episode, with plotline holes and unnecessary fillers, instead of moving forward. TBA going in wrong direction which made a lot of people drop Horus Heresy cycle. I want to apologize in advance for David Annandale, but it seems the next 'midseason' novel (episode) wouldn't be much better than that one.

All in all - as a good SMB novel, but not a great consistency read for the main storyline - 'Echoes of the Long War' gets 3 stars.

Darkcharade says

This part was kind of a mess. Many characters are introduced in a rapid pace and it's further complicated by the introduction of many war ships. On that subject the battles are confusing as well. Often times switching

perspectives with little explanation until a name is called. The story isn't horrible but it is mired deep behind confusing structures.

Tom Pollard says

Despite some initial misgivings about this book, I really got into it quit quickly.

Maybe I've just not been paying enough attention to the series up to now, but this book really seems more character driven than earlier ones in the series. The character's arcs that started coming together in previous books are really starting to heat up now and some of the characters are interacting well. I especially enjoyed the dynamic between First Captain Zeberyn and Warsmith Kalkator, who despite my best efforts to hate, I found to be remarkably (and disturbingly) likeable. Their stories really come together in this book and I found myself looking forward to their chapters to see what would happen next, they are for me the stand out characters of this book.

The action (of which there is much) is really well written and keeps the frenetic pace of the previous books, whilst managing to be easily to follow. You really get a sense for the first time in this series that the Imperium has a chance of surviving this, the series up to now has beaten into the reader a sense of hopelessness and despair, a feeling that all is lost. However, from this book the major characters of the series really start to hit their stride and start to realise that drastic measures need to be taken to save the day as it were. All of this is reflected in what I personally feel was some powerful dialogue between the characters.

This is reflected in some very difficult decisions being made by different characters, it very much gives a sense that whilst there is hope, there is also the potential for further despair. You get the feeling that possibly a couple of the characters could be only a few short steps from damnation, should the logic behind their decision making prove flawed.

I have seen other reviews state the lack of politicking in this book and how they would have liked to have seen more of this. Whilst this is a fair point as there is indeed less of that, I feel this kind of misses the point. The purpose of this novel is giving the reader the feeling that the time for politics is done, that now is the time for action and the Imperium's fightback is on. In that, I think this book largely succeeds.

Why only four stars then? Well put simply, the Adeptus Mechanicus sections are incredibly dull. I get there's not really a great deal of room for in depth character development with characters that have largely detached themselves from emotion, but still; I found them a little dull. Even the one character they did have that the writer could explore an emotional side with (Urquidex), I found to be someone dull and two dimensional, he really didn't pull me in and make me care what happened to him.

To sum up: Great action and a well-paced book that manages to keep you guessing from start to finish. Some really well written characters that you really start rooting for despite your best intentions. Also, a well thought out plot that keeps you guessing right to the end of the book. The downside is the Adeptus Mechanicus chapters, a small gripe I know, but nevertheless it is enough to cost the book a star.

Rating: Four out of five stars.

Dave says

For me, one of the most enjoyable aspects of Black Library/Game Workshop's year long event story from last year, *The Beast Arises*, is that it's consistently given me things I've never seen or don't regularly see in Warhammer 40,000 novels. Those things all feel organic too; so they come off as fun, mind blowing twists. So far, we've engaged in political intrigues with the High Lords of Terra, seen Space Marines think and act politically, and have even had Xenos species set foot on Terra . . . twice! And that was just in the first five chapters!

Having now read the sixth installment, David Guymer's "Echoes of the Long War," I'm happy to report that the trend of fun, different, and interesting things continues as we reach the halfway point of the series. Plus the book sets the stage for an explosive and exciting second half of the series.

The *Beast Arises* series is about all the institutions of the Imperium, but so far when it focuses on the Adeptus Astartes the spotlight has firmly been on the Imperial Fists and all their successor chapters. In "Echoes of the Long War" David Guymer takes us on a deep dive inside the culture of the Second Founding Space Marine chapter known as the Fists Exemplar. What's especially interesting about these guys is they sort of come off as a combination of Rogal Dorn's Imperial Fists and Roboute Gulliman's Ultramarines. They have the tenacity and stubbornness of the Fists, but they have the scholarly way of thinking and devotion to code of conduct of the Ultramarines.

Seeing that way of thinking collide with the tsunami of an interstellar invasion of super orks and their attack moons (I will never grow tired of typing that phrase! So fun! So METAL! And so 40K!) Was a lot of fun. And Guymer gives us a great point of view character to follow for most of the action in the form of a by the books Exemplar captain named Zeberyn.

What really makes "Echoes of the Long War" fun though is the characters Zeberyn and the Fists Exemplars run up against in their fight with the orks, the arch enemies of the Imperial Fists, the Traitor Space Marine Legion known as the Iron Warriors. Best of all, it was the Iron Warriors warband that we've been following for a few books now, the company lead by Warsmith Kalkator. I've grown to like Kalkator over the last few novels in *The Beasts Arises*, but Guymer made me love him.

That's because in the book Kalkator and Zeberyn's forces have a common foe. So the question then becomes can they work together to defeat the orks? I'm not going to comment on that except to say the dialogue and dynamic between Kalkator and the Fists Exemplar is a lot of fun.

The other thing that Guymer does in "Echoes of the Long War" is provide a scenario that turns the Orks into truly frightening foes. For me that's been sort of the weak link of the series. It's hard for me to get excited about the Orks as ultimate bad guys because there's a lot about them that comes off as comical or sort of force of nature like. In this book though there's an especially savage revelation about the orks that borders on horrific and gives the novel some really great stakes. It also leads to some fantastic action scenes and an incredibly powerful climax that I did not see coming.

On top of that, Guymer also introduces readers to a fascinating group of Tempestus Scions (Think Imperial Guard Spec Ops), while also continuing the stories of the Imperium's master of assassins Drakan Vangorich, Koorland, the last Imperial Fist, and Magos Biologos Eldon Urquidex. Plus we get a chilling, final scene that digs back into established 40K lore, sets the stage for the back half of *The Beast Arises*, and makes me eager to read the next book in the series "The Hunt for Vulkan." So "Echoes of the Long War" was a heck of a lot of fun.

Jean-Luc says

This book approaches the halfway mark in *The Beast Arises*, and despite some awesome "FUCK YEAH" moments, the orks remain on the offensive. The Imperium needs a win and it needs it soon. Among the space marines who weren't thrilled about Koorland's orders to bring all marines back to Terra are Fist Exemplar First Captain Zerbery. Zerbery is far from home and an honorable man, so he teams up with Iron Warriors Warsmith Kalkator, because the enemy of my enemy is my not-at-all reluctant ally!

Loyalist and treacherous space marines working side-by-side: spine chilling! This could never have been possible during the Horus Heresy, and sure as hell doesn't happen in 40k, but in 32k? Literally anything is possible!

Unfortunately, there isn't a lot of time for politics on Holy Terra or Mars. There's what seems to be a throwaway line by one of the Administratum folk to Vangorich about how she has people in the field. What does that mean? Koorland, not content w/ enacting the Last Wall protocol, takes full control of the Imperium! And from the depths of Mars, Magos Urquidex is secretly feeding information to Vangorich. Meanwhile, Jeff Bezork is building Amazork Prime and subscriptions aren't optional! If you thought ambassador orks were scary, wait until you get a glimpse of *ork supply chains*!

Such a great book: action packed yet heartbreaking in the way only books about space marines can be. But the ending! Oh that ending. It ties *The Beast Arises* directly to the Horus Heresy. Is it real? Or is it just a ruse? Only one way to find out!

Supposedly this is the first time Guymer has written Warhammer 40k... but this is sooooo good, so that can't be right, can it?

Nickreadsbooks says

At first I found the transition from the writing of Guy Haley to David Guymer to be incredibly jarring. To me it felt slowed down by too many metaphors and similes. However, at about a third of the way in I was able to see past these hang-ups and man what a ride this story turned in to. Of all the novels in the series up to this point I must say it is probably one of my favorites. Some of the best grim-dark representation and the most unsettling of moments. The scale of the world is properly realised in this novel. *The Beast* is coming and we finally see things falling into place for Koorland and those who would assist in this fight. Just an awesome read. Could do without the alliteration though.

Abhinav says

You can read the full review over at my blog:

<https://shadowhawkshade.wordpress.co...>

First and foremost, the Warhammer 40,000 novels have always been about visceral action first and foremost. It really wasn't until the Eisenhorn and Ravenor novels by Dan Abnett that we began to see something much wider, in my experience. I know that books like *Inquisition War* existed before, but those have long been declared non-canon if I'm not mistaken, so they don't count. And of course, the Horus Heresy novels have

been about Imperial politics on a galactic scale as much as they've been about the battle scenes. But it hasn't been until the Beast Arises trilogy that we've really gotten to see Imperial politics up-close and personal on Terra itself among the Imperium's highest elite.

David Guymer's *Echoes of the Long War* is the sixth novel in the series and one which is perhaps the most focused of them all so far. Following on from *Throneworld*, this novel had a lot of baggage coming in and some really high expectations, not all of which it was able to meet unfortunately. It was, in effect, far too focused on one particular event to the detriment of the other narratives, and that definitely hurt the series overall. However, it was still a decent novel and did keep the story progressing somewhat so there's that.

Note: Some major spoilers from the previous novels and this novel are mentioned here.

Being the fulcrum point of the series essentially, the role that *Echoes of the Long War* is given is a vital one. All the forward momentum built-up in the last two novels needs to be carried through and the conflict needs to be increased in scope as well, as weird as that might sound. And that's where I think that David Guymer missed the mark most of all. He tells an intriguing tale of two opposing Astartes factions colliding and uniting, but it never really had much of an emotional resonance. And then, we got so little of the politicking on Terra amongst the High Lords, few details on the actions of the Last Wall, almost no information on what the other Chapters are doing, and very little to do with Mars as well. It was all very unsatisfying.

In this novel we focus on First Captain Zerbery of the Fists Exemplar, who is an opponent of the Last Wall protocol, believing that it is a betrayal of the word and spirit of the breaking down of the Legions post-Heresy by Primarch Guilliman. This, despite the fact that Rogal Dorn, the primogenitor of the Imperial Fists, himself was opposed as well, initially. As such, it gives David a nice "in" to explore the character's complexity, especially when he is faced with the tough (or not so tough) choice of either allying with Kalkator's forces for mutual benefit or holding true to his oaths and fighting him off till the end.
