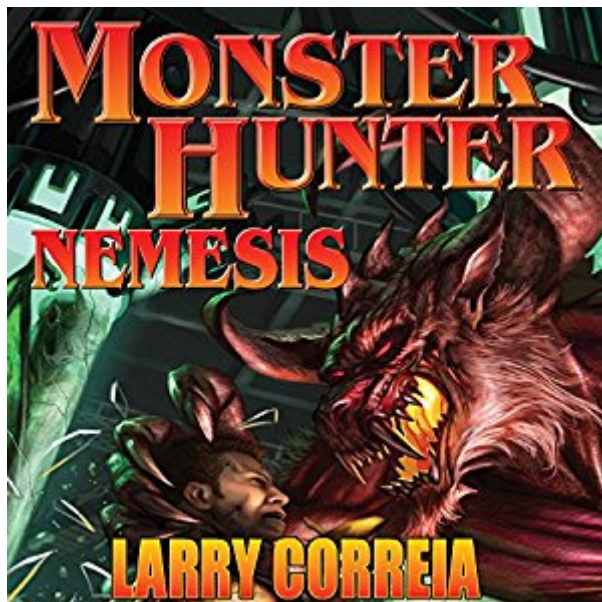


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Monster Hunter Nemesis



Synopsis

Agent Franks of the U.S. Monster Control Bureau is a man of many parts - parts from other people, that is. Franks is nearly seven feet tall and all muscle. He's nearly indestructible. Plus he's animated by a powerful alchemical substance and inhabited by a super-intelligent spirit more ancient than humanity itself. Good thing he's on our side. More or less. Sworn to serve and protect the United States of America from all monsters by one of the country's founding fathers, Franks has only one condition to the agreement: No matter what the government learns of him, no matter what is discovered concerning his odd physiology or the alchemy behind the elixir that made him, the government is never, ever allowed to try and make more like him. Such is absolutely forbidden and should the powers-that-be do so, then the agreement is null and void. Project Nemesis: in a secret location, using sophisticated technology and advanced genetic engineering, the director of the very agency Franks works for is making more like him. And the director is not content with making one. Nope, he's making 13. Now all bets are off, and Hell hath no fury like a monster betrayed. Particularly if that monster happens to be an undying killing machine capable of taking out vampires and werewolves with one hand tied behind his back.

Book Information

Audible Audio Edition

Listening Length: 16 hours and 30 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Audible Studios

Audible.com Release Date: July 1, 2014

Language: English

ASIN: B00K8BGCVW

Best Sellers Rank: #48 in Books > Audible Audiobooks > Fantasy > Contemporary #547 in Books > Science Fiction & Fantasy > Fantasy > Paranormal & Urban #877 in Books > Audible Audiobooks > Fiction & Literature

Customer Reviews

Lets get my main gripe with this book out of the way from the start. This book is not about Monster Hunter International. Sure, MHI are a wee bit involved and some of the characters make a few short appearances but it is really not a MHI story. It is a story in the MHI world and it does follow rather seamlessly from the previous book (or books) but 99% of the book is about Franks. Given the book

blurb this is perhaps not so surprising. I have to say that I do like these books better when they focus on MHI and the main MHI characters. Having said that, it is still a damned good book. I assume that the readers have read the previous books in the series. It should then not be a surprise to anyone that a book in which Franks is the main character means clobber time. Franks' idea of diplomacy and how to deal with political a--holes are, well, let us just say that it would not be considered as politically correct today and have probably not been so the last couple of hundred years. Needless to say I like Franks' attitude. Unfortunately Franks is set up. That means that Franks is pissed off. That is bad news for the imbeciles setting him up. It is good news for the readers. A pissed off Franks makes for fun reading. When I said that it was imbeciles setting Franks up that was not quite true. The guy setting him up is not really an imbecile. A--hole maybe but no imbecile. The politicians that allowed it to happen are imbeciles though. Not that this is very surprising. In between the various outbursts of Franks' version of diplomacy the book reveals quite a lot of Franks' history which is rather interesting. The book also gradually spins together a story that leaves the door wide open for future books in the series, and it looks like the stakes are going up, which of course is a good thing. Luckily this does not mean that the book ends in a real cliffhanger. A huge teaser maybe but not a cliffhanger. The book has a decent enough conclusion of the main story of the book itself. The book is of course written in the usual style of Larry Correia which I like a lot. Plenty of action, good characters, good writing in general, lots of guns although this one did perhaps not dwell on the guns or go into as much detail as some of his previous books. Bottom line is that it is a damned good book although I hope the next installment will bring focus back on the MHI team.

If you are a fan of the Monster Hunter series then you are going to enjoy this. I devoured it over several late nights reading. It has lots of Larry Correia's trademarked action scenes and guns, lots and lots of guns. There is some discussion of politics creeping in but I suppose a book that starts in Washington and features inter-departmental infighting is going to have some discussion as to the role of government in people's lives. Whether or not this counts as "message fic" depends largely on your personal taste (or politics). In either case it does not overpower the story. I recommend this book to anyone who likes their action to come with explosions and a wide variety of property damage.

First, a warning. This is not the book to pick up if you're new to the series. Most of the story happens within a couple of weeks of the events in *Monster Hunter: Legion*, and there's a large amount of

carry-over from that previous book. I fully expect them to be bound together in a hardback at some point in the future. The good: Your main Point Of View character and protagonist is Agent Franks, and he's about to take on the full might of the US Government over their mucking with things Man was not meant to know. (And stop demons from conquering the world in the process). If you're already familiar with the series, you're likely sold at this point. If not, there's a confrontation between Franks and Harbinger that is nothing short of epic. Sold? Good. Go buy. Monster Hunter International started with the action turned up to 11. By now, we're at least up to 16. That's a conservative estimate. The characters are strong, even if they're largely a bunch of straight-laced federal agents, rather than the more eccentric mercenaries we've come to know and love. A couple of morally ambiguous characters redeem themselves (even if Owen would be hard-pressed to agree). The climax is everything you'd hope for, and there are a couple of really good denouements. The Bad: The last epilogue of the book shows that Mr. Corriea is an evil, evil man. While it's clear that [character x] is lying, the extent to which he is, is not. The story goes from "that was a really satisfying ending" to "I must read the next one!" in about a page. And the next one is likely over a year away. The Ugly: There are plot hooks left littered everywhere. Watch your step, you could get hurt. I'm especially interested to know what MHI gets up to with something Franks inadvertently left in their possession. There are loose ends. By my count, there are 2 Nemesis prototypes unaccounted for. They may have died in the final battle, or they may not have. There are another two that are likely dead, but that status is unconfirmed. Don't be surprised if they pop up again at a very inconvenient time.

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