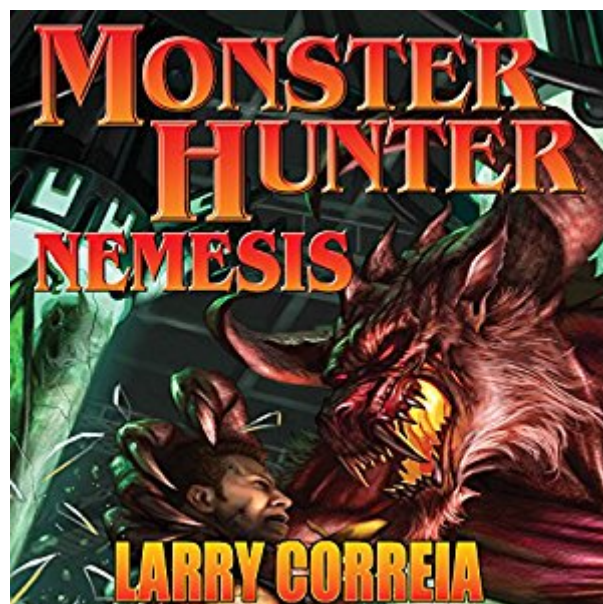


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# Monster Hunter Nemesis



## 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

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## Customer Reviews

I was sorely tempted to title my review of Larry Correia's "Monster Hunter Nemesis" thusly: "Oh s\*\*\*, it's Franks! Run!" Such was the dismayed reaction of a demon who - briefly, futilely and very, very unwisely - attempted to fight off the enigmatic, badass killing machine otherwise known as Agent

Franks of the federal Monster Control Bureau, in a flashback sequence from "Nemesis" very first chapter. Not that running is really an option when facing Franks, for in addition to super strength and near indestructibility, Franks is *very* fast...and if you run from Franks you'll only die tired. And probably in a lot of pain, because Franks hates it when his enemies run from him. Not that he likes them any better when they stand and fight, mind you. Not that Franks likes much of anybody, really. Or even cares what anybody thinks of him, for that matter. Part (literal) Frankenstein, part inhuman Terminator, possessed (again, literally) of Hell's own fury, totally unconcerned with collateral damage and a virtual law unto himself, Franks is what the feds of the Correiverse turn to when they've tried everything else to deal with supernatural threats, including hiding under the covers and praying it would just go away. Most of them feel that way about Franks himself, with good reason. And a few of them want to replace Franks with something "better." Of course, it all goes horribly wrong. If you've read the prior books in the series, then you already know all this.

This is the first Larry Correia book I have read. I started with this one because I was provided with a free advance reader copy so that I could review it. As such according to the publisher the final edition may vary from what I read. I have read Larry Correia's writing before; from the THR thread that became Dead Six to the first few chapters of MHI that is on Baen's website. That said, the book was gripping and action packed from the start to the finish. I read it in less than two days and I enjoyed it all the while. The action scenes are top notch and they flow so well that I wonder how Mr. Correia knows so much about supernatural combat because he writes it as if it actually happened. His characters are engaging and complex and it was especially interesting to see Agent Franks' thought process and to see him learn more about humanity and to experience a hint of emotions from time to time. I imagine many writers would have a hard time writing a believable and likeable main character devoid of feeling and who cares only for his mission, but he pulls it off here. The story seems like a typical secret government agency conspiracy thriller but with monsters, demons, a little Mormon theology and of course Agent Franks. The book is written in a lighthearted tone that softens the gut-ripping, blood-spattered hand-to-hand combat scenes. The dry, ironic and dark humor elements make for some light moments in an otherwise action-focused book. The dialogue and characters seem fitting with the alternate universe the author has created and his attention to detail with weapons and special equipment is appreciated. The historical flashbacks help develop Agent Franks' history without adding unnecessary detail.

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