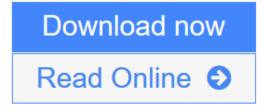


Test of Vengeance

Bryan Nystul



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The Elementals were created to be the ultimate soldier -- genetically engineered to be super-humans equipped with power armor. Now they'll soon learn that victory is not always assured....

Test of Vengeance Details

Date: Published June 1st 2001 by RocISBN: 9780451458360Author: Bryan NystulFormat: Paperback 288 pagesGenre: Science Fiction, Fiction, European Literature, German Literature

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From Reader Review Test of Vengeance for online ebook

Brian Turner says

A rogue unit from the Draconis Combine attack the planet of Alshain, which the Ghost Bears took from them years ago.

This causes the Ghost Bears to retaliate against them. Using a mixed force of Mechs and Elementals they start taking planets from them.

Their commander is an elemental, new to the position and the book shows he he adapts to using mixed forces. He doesn't always win, but learns from his mistakes.

The last third of the book is a bit predictable but the action is good and there are interesting characters.

Julie says

These books are fluff, but they're fun fluff. :D

Talos says

Clear, descpritive and simple enough for young children to read. Suspensful with twists throughout

James says

This is like a breath of fresh air - not only is the book from the Clan point of view but the main character is an Elemental. For non-Battletech afficionados and Elemental is genetically engineered to be built like Arnie but 7+ feet tall.

The story follows an Elemental who has risen fast up the ranks through acts of baravado and insane courage. While fighting the Draconis Combine he suffers his first defeat and we follow his path through this unfamiliar territory.

As with most Battletech books this is no great peice of literature but it is great fun and fantastic entertainment.

Hyann says

Like all Battletech novel, it fellow the same recipe: a little political intrigue and war. The main character, Jake, is a top Elemental who never lost a fight so he's a rising star in the Ghost bear Clan. Eventually he will meet a foe he couldn't beat and make him doubt to eventually evolve for the better by the end of the book.

You got a lot of fight in this books (hand to hand, armor, mech, space...), but most of them are brutal and end very quickly so you don't have to much technical or overheating drama.

Didn't like the end, like most book of this format, the author close the story too easily but I'm guessing he need to fit in the mass market 300 page size.

Not the best Battletech novel, but a really good one if you need an action pack story

I.F. Adams says

Giant robots and norse style clansfolk. In space. Whats not to love? Yet another of my guilty pleasures.