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Dead Mech Walking: A Mech LitRPG Novel (Armored Souls Book 1)



Synopsis

100 tons of walking steel. One human heart. Sgt. Reggie King wakes up from a battlefield injury to find himself physically intact. But the hospital staff insist he's not fit to return to duty. As part of his psychological recovery, they introduce him to a game. Armored Souls is a tank game on steroids. Giant, walking mechs called juggernauts engage in interplanetary wars as noble houses and mercenary factions wage endless battles for supremacy. For the pilots of these juggernauts, the rewards are glory, cash, and XP. As a tanker in real life, Reggie has a leg up on tactics and leadership, but he's got a lot to learn in the game world. Saddled with trigger-happy commanding officers, slacker teammates, and bafflingly incompetent NPC underlings, Reggie will have to struggle to make headway. Meanwhile, a sinister player decides to make Reggie's life hell after their two factions clash. Reggie is forced to find a solution to his griefer problems while battling the real life demons that chased him into the game in the first place. And they won't let him quit.

Book Information

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Customer Reviews

All this author did was add characterazation to the missions in the video game Mech Warrior 3 and 4. No original ideas other than the rather boring mind games being inflicted on the MC. I played all the Mech Warrior games and ran all the missions this hack has appropriated. The editing was atrocious, terrible, just plain BAD!In all, terrible editing, a boring MC, missions from a game released in 2000 and a hack writer.FAIL!

I'm new to the genre and really enjoying it, but find there are books like this that do not live up to the others. I actually saw this title in a FB ad using the EA graphics from Titanfall which got my attention. Too bad it's not even close to being as good as the game plus I seriously doubt they are using Titanfall graphics with permission. The writing is just not that good and the themes are rip offs. For a book about Mechs I found this really boring.

Reggie is seriously injured after a battle. Because of the trauma he's faced in combat his psychologist wants him to play Mech based VR combat game, Armored Souls. In this full immersion game, player pilot giant mechs and go on missions for XP and credits. The team Reggie finds there reminds him of piloting and commanding his tank squad. Which forces him to deal with the demons of his past or possibly never get released from the hospital.---I was genuinely surprised by this novel. I went in expecting something sci-fi but the author did a really good job incorporating the mechanics of a mech game. Game mechanics: mission objectives, XP and money for completing missions. Money as reward that can be used to purchase upgrades and new mechs. Good sci fi mech combat. Action scenes remind me of Mechwarrior or Haken. Each mech type has their own strengths and weaknesses. Scouts are fast but light on weapons. Juggernauts can take a shot and give them back but don't expect them to win any races. Damage is shown by a change in colors of the parts of the mech going from green to red, then that part being destroyed. The majority of the story is on military action. The main character (MC) and a group of normal players team up and go on mission after mission to get XP and credits. There's lots of mission types that keep things from getting stale. Outside of combat, the team goofs around but their relationships rarely go beyond surface level camaraderie. But that's ok since you get enough depth with the MC to empathize with him. Between the game breaks when the MC is back in the hospital and the introspection that he eventually does, the reader comes to understand that he's dealing with trauma. Not just his physical injuries but the mental trauma of losing friends and soldiers under his command. Reggie dealing with this trauma is the subplot of the story and add a little flavor to an action filled novel. Overall, I

had a good time reading the story. I was pleasantly surprised how much the novel felt like a good mech game. Also, I was glad to see more than just *pew pew* *boom* action. Score: 7 out of 10

Using vr to help soldiers with ptsd, awesome sauce idea. This book just makes it too dang dull. I made it about one two thirds in and just would not plod forward. World building is meh, character was not really likable and action was vague and at times the character even admits its arbitrary. Plus some almost sex scenes the mc wimps out on and you just have a guy who keeps running away. Boringly.

So I did enjoy the book, but about 40% in got bored and it didn't pick back up till about 70% for me. Positive points: author tried hard on army lingo, book and story were different and creative. Bad points: holy crap took till the end to explain it, gets pretty slow in the middle portion, was a little dry at times. I'll give the next one a go.

I read this in a single sitting. It made me miss two meals and four cups of coffee went cold. The foreshadowing is done with a deft and delicate hand. The twist comes unexpectedly. A very enjoyable read for this old mechwarrior. I do wish this game and associated tech existed.

Twisty turns, fun fast paced. Some grammatical and spelling errors but doesn't take away from the story. Very limited LitRPG element doesn't really touch on it very much. Still a very fun read and will more than likely read it again like I do so many great and engaging books.

Having been a rabid Mech player for a time this book caught my attention. The combat and game elements were fun to read but the ending brought it all together for me. It's something to work towards.

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