



Cthulhu Armageddon

C.T. Phipps

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“Under an alien sky where gods of eldritch matter rule, the only truth is revenge.”

CTHULHU ARMAGEDDON is the story of a world 100 years past the rise of the Old Ones which has been reduced to a giant monster-filled desert and pockets of human survivors (along with Deep Ones, ghouls, and other “talking” monsters).

John Henry Booth is a ranger of one of the largest remaining city-states when he’s exiled for his group’s massacre and suspicion he’s “tainted.” Escaping with a doctor who killed her husband, John travels across the Earth’s blasted alien ruins to seek the life of the man who killed his friends.

It’s the one thing he has left.

Cthulhu Armageddon Details

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Author : C.T. Phipps

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Genre : Horror, Lovecraftian, Apocalyptic, Post Apocalyptic, Fantasy, Science Fiction, Dystopia, Cthulhu Mythos

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From Reader Review Cthulhu Armageddon for online ebook

Gavin says

This was an entertaining fantasy/horror story. It had a decent mix of action and humour. The setting was also fairly interesting world with its mix of weird Lovecraftian monsters and left over technology from our era.

As the title might suggest this story was set in a post-apocalyptic future. 100 years have passed since the return of the great Cthulhu and the other Great Ones to the earth. Humanity is in its dying days with just a few pockets of survivors living in the monster filled desert wastelands.

John Henry Booth is a soldier in the army of one of the largest remaining city states. Things go bad for him when his squad are killed while trying to rescue a bunch of kids from the hideout of a group of slavers. Booth is the only survivor but soon finds himself on trial for incompetence and under suspicion of being "tainted". He manages to escape with his life with the help of the the cities want-away torturer. She has her own reasons for needing to flee the city. Booth vows to return to the wastelands and seek vengeance on the man who was responsible for the murder of his squad!

As with all Phipps' books the pacing was good and there was a good mix of humor, action, and cool monsters to keep things interesting. The failing in this book was that none of the characters were particularly memorable or likeable. Which was an issue as this book was so similar in style to both Phipps' Supervillainy Saga and The Secret Files of the Red Room series that it was impossible not to compare the characters!

The Lovecraftian monsters were pretty cool as was the magic. I also felt like Phipps did a decent job with the world building. We had everything from crazy survivalist communities to weird cults worshipping the Great Ones or other Gods. There was a great mix of monsters and inhuman creatures. Some oblivious to humanities existence and some trying to live alongside them or to enslave them!

All in all this was a decent enough read that I think I'd have enjoyed a lot more had I not read Phipps other series.

Rating: 3.5 stars.

Audio Note: Jeffrey Kafer seems to narrate all Phipps audiobooks. Initially I felt like that was a good thing as the guy is an excellent narrator but now I'm leaning towards thinking it is only adding to that overall feeling of familiarity and sameness I have while reading the various different series!.

Seth Skorkowsky says

3.5

I'm a huge fan of the Cthulhu Mythos (not as much as many, but more than most) so I was quick to pick up Cthulhu Armageddon to see a modern take on the Mythos folklore. I've enjoyed several of C.T. Phipps previous works, so I was comfortable with both the author and materiel.

Phipps' world, set after the Great Old Ones have returned, is a lot of fun. The Cathedral is the crown jewel of

that world and it beautifully captures this familiar and alien setting. Other locations, such as New Arkham, offer a little bit of old and new for those familiar with Lovecraft's settings.

Another thing I highly enjoyed was that the Mythos is not merely a flavor or a cookie-cutter backdrop set behind the story, but is highly essential and used throughout. The Mythos is always involved in the story. More than just a generic Mythos, but highly specific. Phipps obviously loves the source material and it shows. You will find references to "The Color Out of Space," "Herbert West-Reanimator," "The Case of Charles Dexter Ward," "The Shadow Over Innsmouth," "At The Mountains of Madness," "The Call of Cthulhu (obviously)," and many, many more of Lovecraft's tales. The only problem I could see with it is for readers that are not familiar with Lovecraft's world might not fully grasp it. Maybe they will. I don't know.

One aspect of Lovecraft that I did not feel was necessary was "indescribable horror." Lovecraft uses that term often to describe his creatures because they are from the point of view of a person glimpsing their first encounter with the Mythos. Here, we have a hero who has spent their entire life with these things and is somewhat hardened to them. When they encounter colossal statues of The Great Old Ones, and these mind-bending terrors are depicted in stone, describing them as "indescribable" was disappointing because these are not oozing, writhing monsters charging to eat the shocked hero, but static representations, and the narrator could have actually described them. Using "indescribable" felt more like a cop-out here.

One thing that's also worth noting is Cthulhu Armageddon refers to itself as "Post-Apocalyptic Western." It's not. Yes, it's post-apoc, but not Western in either theme or technology. It's a mythos-inspired action/revenge story set in a post-apocalyptic wasteland. The heroes use automatic weapons, night vision, solar-powered vehicles, attack helicopters, and other modern technology. Aside from the hero wearing a stetson and a duster in a few chapters, it lacks anything Western. Other post-apoc stories, like The Road Warrior, have Western themes (A man with no name arrives at a remote outpost besieged by villains only to return to the wastes once he has solved their problem), Cthulhu Armageddon does not. Rob Zombie wears a cowboy hat, yet he is neither a cowboy or a Country singer.

The action is good and I enjoyed that characters would die, sometimes quickly and without warning. It is definitely more serious than Phipps' comedic stories that he is so good at. However there are a few moments when his comedic voice slips through and the narrator sort of winks at the audience. To me, this lessened the sincerity and horror of the overall story.

Overall I enjoyed it. Fans of post-apocalyptic fantasy and fans of the Cthulhu Mythos will find this to be a real treat. I fully intend to use some of Phipps' setting in a post-apoc Call of Cthulhu game I'm running in the next few weeks.

BookLoversLife says

This is a massive departure from this author's other works but it was just as good. It's a blend of different genres, which can be hit or miss, but it works here. It's kind of like Mad max with a western feel, mixed with a little Stephen King and Lovecraft thrown in. Sounds odd, but I really enjoyed it.

This tells the story of John Henry Booth, a soldier who protects the remnants of humanity from the hellish creatures that have taken over the world. During a mission, things take a turn for the worst and his team are

killed, he is the only survivor but is blamed for their deaths. Declared dead himself, he sets out with some questionable characters to get revenge and find out the truth of what happened. It's actually a really really hard book to summarise in my own words because there is so much to this book that can't be explained, it needs to be experienced to enjoy it fully. It is an immensely complex world but one that will grab you and suck you in.

The characters were all well written and developed. The MC was badass but he was also kind, thoughtful and reliable. He really shines with his attitude to different people, like the little girl and the Ghoul. Plus his dedication to his team members was admirable. I also have to give the author props for his imaginative and crazy imagination!!! The creatures and monsters in this were equal parts crazy as they were scary. You seriously have to read it to see what I'm on about.

I have read a lot of this author's books and really loved them, but this one shows much more of his abilities than the other ones. The writing and world building was amazing and really complex. It's the type of book that you will need to concentrate on but also one that takes no effort to enjoy. You will find yourself immersed in a magical, desperate, desolate world yet it will captivate you and bring you on an unforgettable journey. It definitely defies categorisation, genre wise, so should appeal to a wide variety of people.

In all, this was a fast paced, action packed and addicting read. I finished it last week yet still find myself remembering details of the world daily. It may not have been as funny and witty as his other works, but this was an amazing read and I devoured it.

Jeffrey Kafer absolutely nailed this book. He brought the characters and the world to life. He definitely knows how to tell a story the right way and is a narrator that never fails to deliver!

I received this for free via Audiobook Boom. This in no way affected or influenced my thoughts.

David Hambling says

Cross Aliens and Mad Max, and you get noisy, spectacular fun — and that's pretty much what we have here. Picture a squad of Colonial Marines blasting their way through HP Lovecraft's entire back catalog of weird and wonderful creatures and you're starting to get close. Phipps has a strong 80s action movie aesthetic; while HPL's protagonists cower, gibber and faint when they encounter eldritch horrors, here they empty their Heavy Assault Rifle into the incoming before reaching for the hand grenades.

Our hero, Captain Booth is an outcast on a mission of vengeance against an uber-sorcerer in a post-apocalyptic, monster-infested wasteland. The scenery is lovingly imagineered with plenty of evidence of the alien onslaught which has eradicated human civilization, along with the efforts by the few survivors to build semi-functional settlements out of the wreckage, resulting in a strange mix of modern and primitive. Along the way Booth has to rescue a few female characters and handle some decidedly Lovecraftian sub-plotting. In fact, in addition to more obvious elements, the whole book is suffused with nods and tips of the hat to HPL — Phipps knows his Mythos. The narrative is enlivened with some neatly-drawn characters, from a Pink Floyd- loving, aloha-shirted ghoul mechanic and a semi-aquatic mob boss, as well as a ton of action with fists, automatic weapons and flamethrowers right up to helicopter gunships. Some of those critters are BIG...

While the plotting is in theory dark, with both Booth and humanity itself facing inevitable extinction in the

face of unstoppable horrors, the cheerful destruction on all sides is distinctly upbeat rather than depressing. If you like rollercoasters, heavy rock and your Mythos turbo-charged and with extra ketchup, then this is the book for you.

Phillip III says

CTHULHU ARMAGEDDON is the first book I have read by C.T. Phipps. I wasn't sure what to expect. For starters, the cover is amazing. I've said it many times before, but will gladly repeat myself, I oftentimes judge a book by the cover. It may be shallow. It's, however, what makes me pick up a book in the first place for closer inspection.

There is a lot going on in this tale. Information comes at the reader from all directions. Phipps is world building, and does a fantastic job at it. At first I was compelled to take notes while I read. When I set my pen down and just let the storyteller tell the story, I settled in and enjoyed the ride.

The earth is little more than a giant wasteland, with groups of survivors banded here and there. John Henry Booth is a ranger. When his team is wiped out during an ambush, and only Booth survives, he is blamed for the deaths despite his protests that former Dr. Alan Ward is behind the attack, and responsible for the murders of his soldiers.

When torturer, Mercury Takahashi, is wanted for the untimely death of her husband, a plan is hatched. Luring Booth in as a guide, she convinces the former ranger to help her traverse the wastelands to where she hopes to find solace in Kingsport. Since her trek, and his plan to hunt down Ward --founder of the Black Cathedral in the Great Barrier Desert-- coincide, he agrees.

Crossing the wasteland would be dangerous enough. The slavers, and ghouls, the monsters, and everything-that-goes-bump-in-the-night only make the journey that much more treacherous. Banding together with others along the way, one dangerous situation after another, Booth is certain they will find Ward. The problem? Will he be able to get revenge for his soldiers, and defeat Alan Ward when he gets to the Black Cathedral?

The action is constant. Intense. I loved the characters. Booth is tough, a wiseass, but also genuine and caring. There is a clear sense of purpose, and drive behind the story. And Phipps moves it forward with practiced pacing, and skill. C.T. Phipps spits out enough hints and allegations throughout the book to craft an entire universe of books in the series, and who has two thumbs and would be happy about that? This guy right here.

Be sure to check out my interview with C.T. Phipps for a more personal look at the man, the author!

Phillip Tomasso
Author of the Severed Empire Series, and
The Vaccination Trilogy

Stephen Kozeniewski says

This was the book I didn't realize was missing from my life. Now that I've read it, I feel this great, CTHULHU ARMAGEDDON-shaped hole in my heart.

Picture, if you will, a Warhammer 40,000 novel, only not set in that unique landscape. That's the closest thing I can think of to compare this book to. It doesn't read like Lovecraft, although it's clearly and deeply indebted to him, Derleth, and the rest of the gang. It doesn't read like military porn, although I was halfway expecting it to go that way based on the first chapter. It's not even really a whole lot like your standard apocalyptic fiction. It's not a Western, either, despite the logline. I hesitate to say this because I'm sure some well-read snob will fix my wagon, but IMHO CTHULHU ARMAGEDDON is unique.

First things first, for the Lovecraft fanatic, this is a loving, painstaking homage with such a depth and breadth of references it'll send you running for your mythos wiki if you're anything short of a Lovecraft scholar. I caught a number of references, but a few flew right by me. Which leads to my next point. For the casual fan who doesn't know Cthulhu beyond that plushy your nerdy girlfriend owns, I think you'll be fine as well. Phipps takes the time to describe every monster the characters encounter in dripping, gruesome detail, whether they're as well known as old squidface himself or as relatively obscure as a Byakhee or the Colour out of Space.

Beyond that, this was an engaging, absorbing, engrossing read. I can always tell how much I'm enjoying an audiobook by how long it takes me to read. If I'm constantly finding excuses to turn on the radio instead during the morning commute, it's usually because the audiobook is a bit of a chore. If I turn the book on every time I step into the car and keep listening, spellbound, as I'm doing my chores around the house, then I know the author has me hooked. CTHULHU ARMAGEDDON was one of those. I devoured it in less than a week. And all glory, incidentally, must be given to the narrator, Jeffrey Kafer, who did a more than capable job, and that's even before you consider that he was having to pronounce names like Nyarlathotep and Shub-Niggurath, at some points seemingly every other word. So kudos to Mr. Kafer on a job well done and to Mr. Phipps on one of the best novels I've read in ages. An easy 5 stars.

Al Burke says

Review here - <https://www.alwroteabook.com/2018/11/...>

Montzalee Wittmann says

Cthulhu Armageddon (Cthulhu Armageddon #1) by C.T. Phipps is an awesome fantasy/with a touch of sci-fi. There is plenty of action, adventure, suspense, magic, creatures, a great plot, well developed characters, and intrigue. It was a wild ride and it was a strange mix of desert, western, and more. I thought of Scorpion King only Western and in the future, after an Earth destruction. It was unique and suspense filled, action packed, and you never knew what was going to happen. I can picture this as a movie! I really enjoyed this book, it was never boring! I was given this book to read and the review was voluntary.

Bob Milne says

Cthulhu Armageddon is a book that blends the elements of several genres, and does so with some surprising

success. There's definitely some Mad Max insanity behind it, but what struck me most strongly was the way C.T. Phipps pays a sort of homage to Stephen King's *The Stand*, while taking a page out of Brian Lumley's book and swapping the awkward biblical mythology for the far more satisfying (and terrifying) Cthulhu mythos.

This is the story of John Henry Booth, a stone-cold exterminator of threats to the remnants of humanity. A loyal soldier and respected leader, he is forced to question his very existence when a mysterious encounter leaves him branded a traitor. Declared dead, he sets out with a disgraced torturer to find the truth, seek his revenge, and continue his mission - but only after his wife's monstrous attempt at betrayal goes awry,

There's so much to like about this story - action, horror, humor, and some heavy emotions. It's an incredibly fatalistic look at humanity's future, but it's Booth's interactions with the women around him give us a reason to keep going. From his affection for a cursed child and a soldier thought lost, to his awkward trust for both a torturer and a cult leader, Phipps keeps the monstrous from completely overwhelming the humanity.

For those wondering about the Cthulhu aspect, it is a significant part of the story - not just window dressing. This is a book that gets very trippy at times, complete with dream world encounters, gods and old ones, magic, and inhuman power. More than once I had to stop, go back, and reread a section just to appreciate how much was going on. The opening discovery of "a genuine, honest-to-god cathedral with soaring towers and architecture" in the middle of nowhere, constructed of "stones seemingly formed from the very night itself," sets the tone for the story, and the climax deep within that same alien temple delivers on every level.

Comprised of equal parts horror, science fiction, and weird western, *Cthulhu Armageddon* is that rare book that delivers on them all, and which should appeal to a wide audience. It's dark, grim, and deeply unsettling, but unlike its subject matter, never entirely alien.

Originally reviewed at Beauty in Ruins

Disclaimer: I received a complimentary ARC of this title from the publisher in exchange for review consideration. This does not in any way affect the honesty or sincerity of my review.

Timothy Ward says

In a genre of Cthulhu monsters and elder gods, this was expectedly strange and unique. The weird western setting was a cool start, with the hook of a soldier trying to find out how his team was killed on a mission. The many twists and clues about who was responsible and how our hero would respond led to a fast paced journey through the strange and magical blend of realities. The middle of the book lost me at times, and had portions where I lost interest in the plot, but I rode out the last three hours and thought it had a great ending. Part of my problem was the compounding grimness of the feel and succeeding stages in the plot. The ending offered a piece of hope that helped enhance my empathy for the characters going forward, and as a kind of relief from the mostly depressing tone of the rest of the book. The narrator, Jeffrey Kafer does a great job as always, and certainly fits the bleak feel. This one landed a little outside my preference for dystopia/post-apocalyptic in this sense, but the creativity in world building and plot twists could make this a great read for someone with a bit different preferences on tone. After the ending, though, I'm eager to see how the next

book goes.
3.5/5 stars

Larry says

This is a review of the audiobook, narrated by Jeffrey Kafer.

Cthulhu Armageddon is an outstanding addition to the Cthulhu mythos and faithful to the sanity-warping vision of H.P. Lovecraft. As someone who has listened to several of Lovecraft's tales over the years, I can appreciate the obvious respect the author demonstrates for the Cthulhu genre while he solidly lays the foundation of his own unique new chapter that I believe Mr. Lovecraft would approve of. Of particular note, the author's depiction of a devastated wasteland as a result of the rising of the Great Old Ones was expertly done while leaving plenty of room for further exploration in the upcoming sequel, *The Tower of Zhaal*, available in a few months (info courtesy of the author via his blog).

The synopsis found on Goodreads is a little misleading. It isn't exactly wrong but it definitely doesn't do the novel's plot justice or inform the reader/listener enough. I was under the impression it was a Wild West version of an apocalyptic tale involving Cthulhu. Forget the "Wild West" part. The story is the equivalent of a squad leader who sets out to avenge his murdered soldiers and kill the Evil Professor who has gained Power from the Old Ones amidst the remnants of the fallen human civilization and survive the various factions of survivors living in the wasteland that the Earth has become as a result of the Great Old Ones' rising. The story is not as simplistic as my description and there are many surprises and twists in the plot, but I think the above is enough to inform without ruining the pleasure of discovering for yourself the surprises in this excellent book. Just don't expect a "Man With No Name" character/story...

The outstanding performance by Jeffrey Kafer really added to the various moods evoked by this novel. From the gruffness and stoicism of a combat veteran hunting horrors from beyond space-time to the machinations of a psychic/witch to the innocence of a child who has had her world turned upside down to a likeable ghoul trying to hold onto his humanity, Mr. Kafer's narration/performance was spot on and added that extra ingredient that results in an audiobook that the listener is simply unable to stop listening to. Mr. Kafer has rapidly established his narration pedigree with quality performances and, having more than a handful of audiobooks with his narration, he has never disappointed. While I have listened to several of Mr. Phipps' audiobooks and enjoyed them all (they were all narrated by Mr. Kafer), seeing that this narration was by Mr. Kafer was the deciding factor for spending my hard-earned Audible credit on *Cthulhu Armageddon*.

If you are not familiar with the Cthulhu mythos, I recommend hitting the library and I am sure you will find many audiobooks and print editions available. If you just want a taste to see if the genre is for you, I recommend the approximately 20 minute tale called "Dagon". There are many tales to choose from, but *Dagon* is a particular favorite of mine. Anyways, it should serve as a good introduction and litmus test for your interest of the genre. Just be aware that this genre does not (and should not!) have many happy moments. Due to the Powers involved, there are no happy endings, the good guys don't win, and characters are going to die.

Bottom line: *Cthulhu Armageddon* was an excellent listening experience. It benefitted from an excellent plot, suspense, vision, and a professional vocal performance that resulted in me finishing this riveting 8hr 30min audiobook in one day and immediately wanting more. I will be the first to preorder the sequel. Highly recommended!

Jesse Teller says

I gave this book four stars instead of five because I am a Lovecraft purist and it would darken my soul to give it a five. But then I got some distance from it. I started thinking the last thing that this world needs is another rabid fan and I looked at the book for what it is instead of what I think it should be. Then I changed my rating to a five. Lovecraft's work is my bible and my love for it is unbridled. I don't know why I even picked this book up to be honest except that it is a book written by a writer that intrigues me.

And he should intrigue you too.

Reading a Charles Phipps book is unlike anything else I have done. It takes me on a journey I have never been on before. I have read two. I have talked to many who have read many more and I want to talk for a bit about what the experience is like.

Charles is dark. The books I have read are black in heart, this one being no exception. The ideas and the realities of the world he creates are harsh and unforgiving. He crafts tales about evil pure and malevolent and he has a grasp on dark fantasy in a way I have seen few other times.

He knows how to write a battle scene. There is a scene in this book where his main character fights an otherworldly creature and the scene is packed with adrenalin and verve. You can hear the gunfire, the war cry and the sound of shells hitting the ground at your feet. The rage of the warrior is real and hits you in the chest shuddering your heart. He takes you straight out of your chair and drops you in the middle of the blood like few writers I have come across. Charles is a master at aggression and combat.

Mr. Phipps is not trying to please you. His tales are not going to coddle you and lull you to bliss. He makes hard choices that you will not be comfortable with. Takes you to places you don't want to go as you look over your shoulder to stare in the direction you wish his story had gone.

These are truths about Charles Phipps and truths about his book Cthulhu Armageddon. You can see these things in his work and you don't have to look hard to get them. But there is a quality you cannot, to my knowledge, get anywhere else. Charles Phipps is hilarious.

Its not dark humor. I have seen that before. Watched dark comedies and read them. This is not what I am talking about. There is a very subtle thing Phipps does that cannot be easy and that is the ripple of humor that runs across the surface of everything he writes.

He is witty, it is all over this book. Comments are dropped, little details given that show that though you are in the darkness of a world savaged by horror you are being taken through it in a fashion that is not oppressive, not damaging. You experience this world in a way you can't with anyone else. There is a kind of gallows humor present in his work where you can see the characters are kind of shrugging saying. "Yeah this is horrifying. We laugh or we cry."

I read this book very quickly. You will too. I tried not to like it. As I said, I'm a Lovecraft guy and I walked into this world with a chip on my shoulder. But in my opinion this book is impossible not to enjoy. Try not to take it too seriously. In a Charles Phipps book, you either laugh or you cry.

I would like to thank the author for the West Boys, for the Hawaiian shirt, for Ward's chest and the Black Soldier.

The Grim Reader says

The synopsis for this book promises much and Charles Phipps delivers in his own weird and wonderful way. The Great Old Ones have reduced the planet to a wasteland where monsters roam free and pockets of human survivors plod on with their insignificant lives. It all sounds a little depressing but 'Cthulhu Armageddon' is a cosmos load of fun. The star of the show is former ranger John Henry Booth, who is on a mission to hunt down and destroy Dr Alan Ward, an other world tyrant that killed his team of rangers and set him up to take the fall.

'Cthulhu Armageddon' is the bomb. With everything that is going on in this book it could well have been a train wreck. The slow, creeping, suggestive horror that is the staple of H. P. Lovecraft's work is thrown out the window in favour of high-octane, full-throttle set pieces featuring Shoggoths and other inter dimensional beasts as Booth and his fellow travellers blast their way towards the infamous Black Cathedral where Ward resides.

'Cthulhu Armageddon' doesn't take itself very seriously and that is a good thing. I felt like I was watching a Manga cartoon as I was reading this and credit to Phipps for the entertaining way he tells this story. The pacing is excellent and barely a breath is drawn between the next action packed sequence. Of the characters, Booth is a bit of a wise ass and it took a while to warm to him. Some of the secondary characters were very good, especially Richard, although his appearance is cut rather short, which is kind of unfortunate as I really enjoyed the scenes with him in. Ward is particularly nasty as you would expect and there is a strong female character in Takahashi.

My only slight niggle would be the confrontation with Ward near the books close. It seems to be over before you know it but aside from this I had a ball with 'Cthulhu Armageddon' and have no hesitation in recommending it to fans of post-apocalyptic horror with a dash of fantasy. Great stuff.

4.5 stars

C.T. Phipps says

I wrote this book because it occurred to me the Great Old Ones are always coming but rarely get a chance to actually destroy the world. Cthulhu had lost his first encounter with humanity by getting a boat driven through his head and the stars not being right. So, instead, I wrote a book where they'd already one to reverse some of their badass decay. I was inspired by equal parts Fallout, Mad Max, and the Gunslinger/Dark Tower for this novel. Interestingly, the racial politics got the most commentary on this book as a lot of people noticed that John being a black protagonist with a Asian American partner was something you normally didn't see with HPL inspired fiction. Either way, it's one of my best selling books and even has fans in France of all places where they really love it.

Mihir says

Overall rating = 3 & 1/2 stars

Full review over at Fantasy Book Critic

OVERVIEW/ANALYSIS: Cthulhu Armageddon is a book that grabbed my attention for two reasons. One it's a dystopian, post-apocalyptic story that mixes Lovecraftian mythos with action & terrific characters. The second reason being C. T. Phipps himself, he has impressed me a lot with his previous work and so I have high hopes for this one.

The book's main character John Henry Booth is an Remnant Recon & Extermination ranger & squadron leader. He's been trained to retrieve objects, humans & other items of interest from the surrounding areas. John in his last mission went with his team in different area of the wastelands and came back a different man. He doesn't quite remember what happened but his entire team got wiped out & he has been branded a traitor. Events are in play which call for his execution but then a fortuitous turn leads Booth to finding out what might have happened & sets up the main plot.

The best way to describe this book is Mad Max meets Cthulhu and with lots of action and horror mixed in. The thing I loved about the book was the world settings, usually it's very tricky to balance a post apocalyptic dystopia but kudos to Charles Phipps for making this world believable and also providing a rich mythological feel to it.

The characterization is another plus point as I enjoyed those characters who are introduced in this series opener. This goes majorly for the side character cast which is introduced. My favorites were Katryn and Richard as they both seemed so much more than their appearances. Particularly I was plain horrified at one of the minor character's death as that was just out of the left field. This is to the author's credit that he makes us invested in each and everyone. The main character Booth is a bit unsavory but he has reasons to be such and there are tiny snippets of his past revised which reveal a further humane side to him. Another particular aspect of the book which I loved was the main character is black and the author doesn't make too much of it. His world is a diverse world reflecting our own and it was very heartening to see the author include the mythos but add his own touches to make it so much more diverse.

This book is mainly about secrets, secrets about Booth, secrets about the world, secrets from the past affecting the future and much more. I like how you get to know some but others remain just that; secrets. I hope that the author reveals Booth's past connection to a side character (from what is revealed, it's too rich to not be further explored) as well as lets us meet his ex-wife. The pace of the story is such that you will constantly be flipping pages to see where it all ends.

Now going to the negatives about the book, there are a few situations within the book that stretch the imagination even more than what is required. It felt more cut & dried rather than organic and within the story so that detracted from my enjoyment. Lastly Booth while being a main character isn't all that strong to drive your interest. In fact it's the secondary characters who often prop up the story as much as him. So with that in mind I'm hoping that the author can rectify this in the sequels and make the story stronger.

Overall this is a story that is similar to Steven Montano's Blood Skies series but less grim dark and has more of a human element involved. The authors spoken about where he wishes to take the story next & based on

the potential shown in this story, I'm willing to go along for the ride. Cthulhu Armageddon is a good thrill ride mixing Lovecraftian horror along with grimdark dystopia and for the most part gives the readers exactly what its blurb promises.
