



Kill Team

Gav Thorpe

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In the second volume of Thorpe's Last Chancers series, Lieutenant Kage, a convict soldier of the 13th Penal Legion, languishes in an Imperial detention center when his old commanding officer returns with a deadly assignment. Kage must whip into shape a new team of the very worst the Imperial Guard has to offer before leading them on a mission to assassinate a warmongering enemy general.

Kill Team Details

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Iri says

3.5

Jedni?ka byla ná?ez. Neustálý ná?ez. Tohle m?lo více vybledlých míst, i když tedy záv?r zase nabral na ?íznosti. Nebudu si ale nic nalhávat:

- 1) bylo to slabší, ale ne špatné
 - 2) nesnáším inkvizitory
 - 3) hrdinství se neodpouští
 - 4) Tau jsou divní, pro? je asi nikdo nemá rád....
 - 5) dejte sem další díl, safra
-

Cameron says

This book is like the WW2 movie 'the dirty dozen' very good but no real fighting until near the end. But a very good read

Ben Rieger says

Easy reading, beach book, etc. Entertaining, not challenging. Nothing wrong with it.

Gabriel Tubec says

I was not quite happy from the style change compared to the previous book, 13th Legion. That was the classical "ordinary men in less than ordinary situations", this has moved to extraordinary. It could very well be a script for a Vin Diesel action movie, it has lost all the "last chancers" appeal.

Yurriaan says

Enjoyable, yet a slightly annoying read. Mostly because of a lot of coincidences and faux twists that serve no purpose to the advancement of the story, other than be cheap cop-outs into the next chapter. It truly feels like a story-by-numbers that's been fluffed up to be exactly not that, failing to do so. The very weakest part is, as with the first book, is the ending, yet in this case being the very final chapter. The whole of the story and buildup is literally thrown out the window and falling apart for some "look-at-me-being-all-scheming" finale.

Despite the lackluster story structure, bland characters and buggy ending, it's quite an adventure into the mind of Kage and his dealings with the W40K universe.

Zaphied says

I liked how 'change of plan' is the theme of the book. People are broken into roles that can be discarded without warning. The ones you'd think most needed gone in a flash. Honestly I liked this more than the first Last Chancers novel. But. And this is a big but. There's a scene with orcs. They missed a fight. It didn't feel right. The barbeque with kroot made up for it almost. Almost. Also the ending. There needed something more for the one person than just a threat.

Brandon Hickey says

Better than the original.

Michael T Bradley says

This one is not as strong as the first one, mostly, I think, because it's one large mission rather than a lot of smaller ones. (If I remember correctly) The characters also didn't pop quite as much. BUT overall it was still enjoyable, and you get to see the tau (kind of)! I'm a big tau fan.

I'm trying to put in at least something for all the 40K books I've read. This is ... one of the lesser reviews I've done.

I.F. Adams says

Meh. More first-person, present tense special-ops style stuff. Way to pass an afternoon.
