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# Kill Team (Galaxy's Edge Book 3)



## Synopsis

Always make 'em pay. In the aftermath of the Battle of Kublar— and the destruction of the battleship Chiasm— Legion Dark Ops recruits Chhun, Wraith, and the survivors of Victory Company to form an elite Kill Team of legionnaires. Their secret mission is as clear as it is deadly: find and eliminate those responsible for the Kublar disaster. Standing between them and their objective are a maze of corrupt Republic officials, a spy on the verge of losing himself in deep cover, and the Zhee— a murderous species who will stop at nothing. But perhaps the biggest threat of all is the truth they seek to uncover. A truth that could ignite a revolution— and engulf the galaxy in flames— unless the Kill Team is willing to finish the job. At any cost.

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## Customer Reviews

Not as good as Book 1. Still.

This chapter in the Galaxy's Edge universe is my favorite so far. To see the intrigue, and the continuation of the story that began at Kublar was something I truly enjoyed, because I am beginning to feel invested in these characters. Understanding what they may feel like, as they notice the galaxy crumbling around them, is really fascinating. Of course, there is action- oh so much action! Great twists, and baddies you have no regrets over hating. Shadows, secrets, crime, deep cover operatives, there is a nicely packaged broad spectrum going on here. The singular motivations of the Legionnaires are completely believable. I'll definitely be reading this one more than once, also. Great work, guys. Patiently waiting to see how this ultimately plays out; what characters make it, and who doesn't.

I wasn't sure I would like the jump back in time from Galactic Outlaws, but they pulled it off spectacularly. This book actually has me wanting to immediately go back and read the first two books again. We catch back up with some characters from the first book, and some more background of characters from the second book. Including a bit of a surprise. I thought I was going to be unhappy that Mr. Cole hasn't updated the Wyrd series, while working on this. I'm perfectly happy staying at The Edge as long as these guys are willing to keep telling the story. You won't regret adding this series to your reading list. I also have no regrets about signing up at [galacticoutlaws.com](http://galacticoutlaws.com) and supporting this endeavor beyond just buying the book. Well worth it to continue this entertaining ride.

Kill Team is Book Three in the Galaxy's Edge series, which finds us picking up where we left off after the events of *Galactic Outlaws* (Galaxy's Edge Book 2), licking their wounds and pondering their futures. As we flash back to the aftermath of the Battle of Kublar seven years ago from events in *Legionnaire* (Galaxy's Edge Book 1), we pick up the action with the remnants of Victory Company. The Mid-Core Rebels have control of a capital ship and are battling it out with the Republic's super-destroyer in space and it's up to them to board the ship and stop them! But there's no rest for the weary because from that mission onwards, a Dark Ops team is formed to defend the Republic and go on missions too impossible for the regular soldiers. But when they discover the rebel's plan to strike a strong blow to the Republic, will they be able to stop it in time? This novel is split into two narratives. The first one is about the Dark Ops team that forms and faces down dark threats. This kill team is comprised of the best of the best and their missions are filled with heart-stopping, adrenaline pumping action. From rooting out traitors and the

corrupt, they also chase down crucial intelligence and assignment is more gripping than the last. This feels like the movie "The Delta Force" mixed in with some "Zero Dark Thirty" special forces missions as they follow these leads to find the rebels and their leaders who committed these heinous terrorist acts against the Republic. As the Legionnaire motto says: "Always make 'em pay" and they do so with vicious and enthusiastic gusto. Filled with tension, brimming with firepower and threatening to explode into wanton violence, each surgical strike brings them closer to finding out what nefarious plan the rebels have in mind. Boarding a cruiser to take it down from the inside was particularly thrilling, fraught with danger and creative problem-solving. The one truly impossible mission that looks like a suicide run is a real humdinger and deservedly the centerpiece of the grand finale. All the while, camaraderie is built as one group of stragglers is sewn together into a finely-honed blade that strikes deeply at the heart of the enemy and its might is needed to try to foil the rebels' audacious plan. The second narrative is about a spy named Tom who is deep undercover, trying to get precious intelligence on the rebels while ingratiating himself to their benefactor. This arms dealer, Scarpia, is a mob boss of the highest order, who has the ability to get the resources the rebels need to carry out their plan. The deeper Tom gets, the higher the paranoia rises as every turn has the potential to self-destruct and get him killed! As the two storylines intersect in surprising ways, we see how much more complex the storyline becomes, as each one influences the other. It also picks up on plot threads left dangling from Book 1: Legionnaire, and masterfully weaves them into the story here. Some of those threads really provide some strong background for the events leading up to and into the Battle of Kublar, showcasing the ability of the authors to deftly tie all the stories together while adding new depth to them in unanticipated ways. The second narrative also is told from a bold storytelling perspective, featuring Tom's deepest innermost thoughts and feelings of nervousness, revulsion, and calculation required to get the job done. It also presents several complicated moral dilemmas that challenge his ethics by being pushed into directions he doesn't want to go. The extremes he struggles with and how he tries to use the ends to justify the means for the greater good adds a meaningful and colorful dimension to Tom's personality, where everything is not so clear cut. This storyline was a risk to me, as it slowed down the fast pace of the novel to dive into Tom's life. How Tom submerges his personality into this role in front of Scarpia and his dangerous crew is also very challenging and filled with shades of gray. It's a dash of James Bond mixed together with the classic "The Spy Who Came in From the Cold" as all decency is slowly sacrificed for the sake of the mission. This aspect

of the story took a while to grow on me, as I was impatient to get back to the action with the Kill Team. But as it was developed further, it became increasingly more fascinating and sucked me into the storyline in a different way that was also equally compelling. This becomes more immediately apparent as the two storylines begin to dovetail together more tightly, intertwining around each other until the finale is dependent upon both narratives by the time we reach the end. The finale is one of the most suspenseful sequences in this series of books to date and that's saying something because there's plenty of great stuff in the series to compare it against! Both authors could have just been complacent and just replicated the success of the previous two novels to play it safe. But this storyline proved to be just as effective, taking bold steps, getting big payoffs and featuring some startling revelations as a result. Meshing into events from before Legionnaire and tying all of the stories together like this demonstrates their dedication to crafting these stories. What impressed me with this is the fact that they know where the entire nine-book storyline is heading and how it picks up on tiny details like this and transforms them into important pivot points that this novel then builds upon. As a result, the world-building and fine attention to detail is something I appreciated a lot. I would warn anyone picking up this novel without having read the first two in the series that the beginning of this novel features some minor spoilers from the end of book two. If you haven't read books one and two in this series (and you really should, I loved them), this novel throws you headlong into battle without a helmet or any training and assumes you know the story from the previous novels published so far. This is another outstanding novel in the Galaxy's Edge series, one that switches it up some with a greater variety of storylines and does a superb job with it. Though this is Star Wars but not Star Wars in its depiction of a galaxy fighting between a dominant Republic and a group of rebels, it takes these concepts and continues to spin them in refreshing and daring ways. The pages turn quickly, it engages your imagination and held my interest from the beginning to the end. Bring on the next book in the series, as I definitely want more! Please note that I was given an advance reader copy of this ebook.

The third installment in Galaxy's Edge begins where the second one left off - but then you get pulled back to where the first book ended in a flashback that starts to fill in some of the questions such as 'Is this Wraith the same as the captain in book one' and 'What happened to get from Republic vs MCR' to 'The 'Point' is doing WHAT?' in book two. Spoilers below if you haven't read book one and two: This book begins with Aeson Keel (aka Wraith from book 2) flying his ship, when he gets a message, the scene shifts to a flashback of Wraith, Chhun, etc. as they escaped the planet in the

first book, and follows their exploits as they volunteer to be a Dark Ops, the Legion's version of Delta, the SEALS, SAS, etc. The book also explains that there is a layer darker than that, Nether Ops, which does very horrible things in order to hopefully stop the unthinkable. Very good, it's clear the authors are on a roll, and hopefully they don't stop anytime soon. The evolution of Chhun, Wraith, Kags, Masters, Exo, and Twenties into an elite Kill Team for Dark Ops is a good read, and finding out how, and why, the Chiasm was destroyed in book 1 is a revelation.

I've been reading this series from the beginning and the tension just keeps building. The two authors write the story from different perspectives that come together with a crash. In this episode, a character says, And then she closes the door on your face and you might as well just fade back to Nether Ops because they say, over there at Nether Ops Command, there really is no going back. No going back. That's a theme here. No going back for the antihero Tom whose mission is to dive into the slime and expose the bad guys to the Kill Team. No going back for the leej team who must stop the MCR from a major act of planetary-scale terrorism. No going back for the casualties we'll miss. So, I'll keep going forward and reading each release and waiting on the edge of my seat for the next.

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