



The Doublecross Program

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M'chel Riss and the Star Risk, Ltd. team find themselves in the middle of a strange assignment: a staged bank robbery that involves putting money back. But the job soon takes an even stranger turn when they get caught up in a full-fledged war over an addictive new consumer product. The roguish mercenaries will need to rely on every resource possible to make a buck and make it out alive-in this fast-paced tale of hard-hitting action and a double-cross or three...

The Doublecross Program Details

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From Reader Review The Doublecross Program for online ebook

Scott Holstad says

I was somewhat disappointed with this book and that surprised me. I really like Chris Bunch and I really liked the first two books of this Star Risk, Ltd. series, so when this one seemed to be sub-standard, it was a real surprise and, as I said, a disappointment. Basically, M'chel Riss and the Star Risk, Ltd. mercenary team are hired by one planetary system to train and lead its armed forces against a neighboring planetary system, only to double cross them and go to the other system for the same deal. And back again. And so on. It's an entire book of double crossing. And it doesn't really endear the group to me, I've got to say. I mean, I know they're mercenaries, but still, have some ethics in how you do business. If you have a contract, do your damn job! I thought better of these people.

The thing that makes Chris Bunch books good is not only are they action packed military sci fi novels, but they've got intrigue, and plenty of it. There's a mystery and it's a good one. And there are plot twists and you wonder how the heck the protagonists of his series' are going to escape whatever predicament they're in. That was the case in the first two books of this series, as well as all of the Last Legion books. Not so with this book. It's plenty action packed. A lot of tension, I suppose. Perhaps. Maybe not. I mean, you know your heroes probably aren't going to be killed off, so really, how much tension is there? So, in this case, the book seems to be mostly a straight ahead military action novel. No real intrigue, no real mystery. No wondering who did what, who's going to do what. No real wondering how they're going to escape, other than how they're going to either end this war or get away from it, which is frankly anti-climactic and when it does "end," it is anti-climactic. And for once, they actually don't conclude their job, technically. It's a fairly dissatisfying ending to a dissatisfying book. I'll be starting the fourth book in the series in a little while. I have hopes that it will be an improvement and will return the series to its normal status of excellence. Because this is not typical Chris Bunch. If you're reading this series, I guess you might want to read this, but it's not essential. I don't think you'll be missing a lot by not reading it. And frankly, if you're not reading the series, I see little point in reading it, although it can be read as a stand alone book. Whatever the case, not recommended, sadly.

DemetraP says

I read #3 in the Star Risk, Ltd. series. The Doublecross Program. Basically a group of mercenaries try to prevent 2 planets from going to war. And then they just go to war. It was pretty funny with the huge alien saying he needed a break and running off to commit some assassinations instead of doing paperwork in the office.

steven says

As is typical with Bunch's work, this military sci-fi novel is little more than a fluff read -- full of action, explosions, diabolical planning, but nothing beneath the surface.

Fun, though. And when he says "doublecross," he *means* it. There are no less than five double-crosses, possibly more. He'll keep you guessing as to how Star Risk Ltd will emerge intact right up to the end.

Foxtower says

I agree with Steven... a fluff book, filler with no real substance and only good for reading while you're waiting for an actual novel to arrive in the mail.

Andy R. says

This Series is a fun read, A-Team in space basically.
