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When the Rogue Warrior travels to India to help supervise security arrangements for the upcoming Commonwealth Games, he and his team find themselves up to their skivvies in terrorists of all types--Pakistanis. But it's not just the Games that are being targeted for disruption--Demo Dick and his young bucks uncover a plot to steal all seventy nuclear warheads the Indians have amassed for war against the Pakistanis.

Rogue Warrior must overcome various obstacles to prevent disaster: a high-tech remote controlled attack helicopter that makes the Apache look like a child's toy, an ominous chemical factory about to go boom, and tea and crumpets with the Queen.

We're just kidding about the Queen.

Marcinko and DeFelice sprinkle the action with trademark Rogue Warrior humor and non-PC asides in the latest installment of the best-selling series. As usual, the plot mixes fact with fiction, and incorporates some of the original SEAL Team 6 skipper's recent experiences in India.

Domino Theory Details

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Author : Richard Marcinko , Jim DeFelice

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Robert Garcia says

As always, a great quick read with plenty of action, gruff language, and lots of dead tangos has Mr. Marcinko has taught us these past decades.

I Salute you Mr. Marcinko in bringing these great adventures from your colorful and strong lived life.

Bill Donhiser says

Entertaining but not up to the standards of Tom Clancy, Brad Thor, WEB Griffin, et al. I have really enjoyed many of Jim DeFelice's collaborations this was OK but there are better adventure books/writers out there. If you are looking for better Navy SEALS stories try Patrick Robinson.

John says

A good read not as good as previous Rogue Warrior titles but still an enjoyable read.

Anna says

Good book, just a few spots where I felt like he was writing to a kid.

Christian D. Orr says

Another fun "Rogue Warrior" adventure this time set in India. Plenty of the action, politically incorrect humour, and international intrigue that longtime readers would expect from a Marcinko book....but I gotta say, the Jim DeFelice co-authored novels aren't as fun as the ones ol' Demo Dick wrote with John Weisman. Among other things, the Ten Commandments of SpecWar and the Glossary are conspicuous by their absence. Also, while in every other Rogue Warrior novel, the villains (the organization, flunkies, and head honchos alike) were clearly defined from the get-go, here the villains are more nebulous, with no clearly defined leader.

Nice to see old team members like Doc Tremblay and Trace Dahlgren, and Mongoose and Shotgun are cool new additions to the team, but I gotta admit I miss a lot of the old crew like "Stevie Wonder," Boomerang, Duckfoot Dewey, and so forth.

Still entertaining and worth reading, druthers aside. Hooyah.

Opa says

I didn't care for Marcinko's writing style but I'll try one more to see if I will like it better.

Alain Burrese says

“Rogue Warrior: Domino Theory” by Richard Marcinko and Jim DeFelice is another in this action adventure series featuring Richard Marcinko, aka Demo Dick, aka the Rogue Warrior, and his band of elite warriors battling international terrorism. What starts out as a simple mission to help India beef up security for the hosted Commonwealth Games (something Red Cell is very apt at), becomes much more when the team finds themselves in the middle of a terrorist plot that could have world wide consequences.

All of the favorites are here: Trace, Doc, Mongoose, Shotgun, Junior, and of course the story teller himself, Richard Marcinko. If you have read the others in the series, you know what to expect. This book follows along with the formula that's worked, and will continue to work for those who enjoy this genre. It's not new, but it's a different setting. It's light, action packed, with the humor Marcinko likes to bring to these stories.

The tale twists and turns and has plenty of action, and enough technology and international politics to make one wonder what just might be real and what's fiction. Sometimes the lines become blurred and it is hard to determine, which is one of the things that makes these books fun.

And that is exactly what this book is for. Fun. It's an enjoyable action yarn with memorable and likable characters. I'm looking forward to the next one.

John says

Good read, strong formula for his style, but enjoyable. A little egotistically strong for my taste, but great action and decent characters.

John F. says

OUTSTANDING! PURE GENIUS!

WOW! Demo Dick had me on the edge of my seat from beginning to end. I never saw the end coming the way it did! Outstanding book! I will recommend this book to everyone i know. Thank you Captain Marcinko for another excellent adventure!

Dawn Schupp says

Love his books.

Gary says

Why do I continue to torture myself with this guy?
