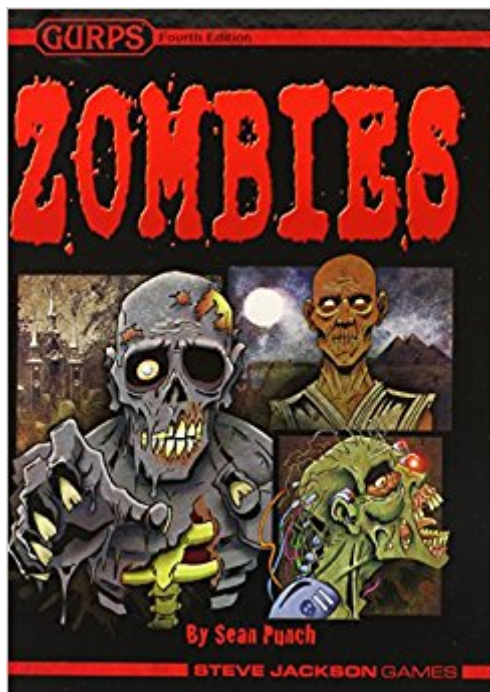


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Gurps Zombies, 4th Edition



Synopsis

Braaaains! Zombies have shuffled into mainstream cinema, television, and digital games. They've even crept into the news! And now, thanks to the power of GURPS, they've battered down the walls of horror roleplaying. GURPS Zombies covers a horde of shamblers and infected freaks, from the ritually drugged slaves, through flesh-eating ghouls, to fantasy undead... and beyond! Curses, plagues, magic, mad science: if it turns people into mindless monsters, it's here. Zombies helps the Game Master design and deploy zombies in any genre, while giving the players the advice they need to tackle the roles of hard-boiled survivors. Whether zombies are a one-off encounter or a world-destroying apocalypse, GURPS Zombies can bring any campaign back from the dead.

Book Information

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Customer Reviews

This book is zombies from A to Z, by an author who clearly knows his ambulatory corpses. It contains:- a nice history of zombies in history and fiction- game rules for zombies in GURPS, ranging from very old school living zombi slaves all the way to fast-moving infected zombies.- game rules for massive hordes of zombies in GURPS, too, for when you need to wall the zombies out of your fortress, run them down with your truck, or attack them with your special anti-zombie weapons. It's a very well written book, and if you game and love zombies, you'd really benefit from checking this out. Highly recommended.

Enjoyed this book very much. Have wanted to run a zombie apocalypse game for a while and this is exactly what I needed to help me get going. Just the right amount of info and crunch. Highly recommend it.

Great, but I wish the production included color pictures inside. Keeping costs down, I'm sure.

Everything you EVER wanted to know about zombies! If your a fan of GURPS this is a no brainer....
(see what I did there?)

very good!

Hardcover book, grey-scale pictures! I bought this book primarily because I've had generally outstanding experiences with 4th edition GURPS books but I was also a bit leery of the book because I own a copy of GURPS Undead from the 3rd edition rules (marvelous book, do yourself a favor and buy it) and couldn't see what the author could add to it. Much to my pleasant surprise, the author most definitely COULD add to the original, but not in the ways you'd normally expect. As the author comments, GURPS Undead covers all types of undead in fantasy settings. GURPS Zombies covers everything relating to a single type of undead in all possible settings. As another reviewer noted, Sean Punch has REALLY done his research. Space zombies, future tech mind-controlled humans as zombies, voodoo zombies, zombie apocalypse, mutating zombies, super-hero zombies (yes, you read that correctly), sympathetic zombies, zombie resuscitation; he's covered all possible contingencies in considerable depth. The bibliography is full of significant books, movies, and graphic novels with notations about highs and lows of each item. The author also explains how to: - run zombies in GURPS Mass Combat (a welcome discussion)- design worlds in light of changes made by the common availability of zombies- best build and keep suspense up for the players in different types of campaigns- create subtle social commentary using zombies to stand in for different parts of current and historical real-world situations. Altogether this book earns a 4.5 star rating. So why not another 5 star? First I'm a tough grader and I didn't like the lack of color pictures. Second, I'm not real fond of zombies and the intense focus of the book got a little old after a while. I'm going to end this review on a positive note, though. I was leaning towards giving the book a 3.5 rating until the truly impressive last chapter (Zombified Campaigns) where the author brings it all together in a very dense description of the different types of campaigns you can run and why you should and should not follow certain tropes. This was a brilliant chapter, well worth the pain of the rest of the book and nearly earned the book a 5 star rating.

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System) GURPS Banestorm (GURPS 4th Edition Roleplaying) Double Feature: Attack of the Soul-Sucking Brain Zombies/Bride of the Soul-Sucking Brain Zombies (The Russel Middlebrook Series Book 3) GURPS Basic Set Third Edition (GURPS) GURPS Space Fourth Edition (GURPS: Generic Universal Role Playing System) GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing System) GURPS High-Tech (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Compendium I *OP (GURPS: Generic Universal Role Playing System) GURPS Mecha (GURPS: Generic Universal Role Playing System) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Old West *OP (GURPS: Generic Universal Role Playing System) GURPS Time Travel (GURPS: Generic Universal Role Playing System) GURPS Myth (GURPS: Generic Universal Role Playing System) GURPS Compendium II (GURPS: Generic Universal Role Playing System)

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