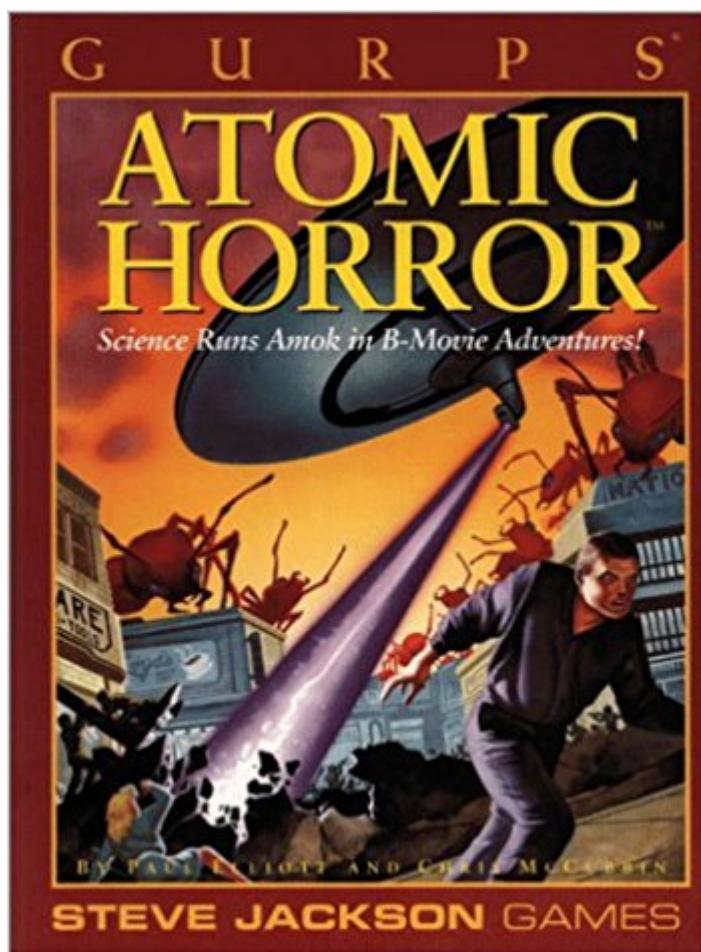


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# Gurps Atomic Horror: Science Runs Amok In B-Movie Adventures! (Steve Jackson Games)



## **Synopsis**

Watch the Skies! Alien invaders! Giant lizards from another age! Flesh-eating zombies! Colossal insects! Mad scientists! Blobs! Only you can defend humanity, civilization, and the American Way from these terrible horrors. GURPS Atomic Horror contains everything you need to roleplay the science-fiction and horror movies of the 1950s. The campaign can be as scary as *The Thing*, as dramatic as *The Day the Earth Stood Still*, as strange as *Little Shop of Horrors* or as goofy as *Plan 9 From Outer Space* - the choice is yours. Characters can be square-jawed scientists and military men, heroic explorers, misunderstood teenagers, cold-war spies, G-men, gangsters . . . or just ordinary folks caught up in unearthly weirdness. --This text refers to an alternate Paperback edition.

## **Book Information**

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## **Customer Reviews**

GURPS sourcebooks are great for taking a topic and rooting out all the various ways it can play out in an RPG. They're not the prettiest game books out there, a lot of the art is minimal... but these aren't those coffee table game books that never get played... these are meant to be USED, and GURPS Atomic Horror is no exception. This book dives deep into its subject matter and covers it pretty thoroughly. As usual with GURPS sourcebooks it presents many different ways of using the material... one-off monster hunts, alien invasion campaigns, ongoing investigations by secret government agencies, etc. Probably the best RPG product out there for running a game set in that era/genre... even if you don't play GURPS and just want to mine it for ideas to use in other systems.

I have to say this is the weakest of the Gurps Source books I have ever bought. This book is

designed to help simulate the world of the B- movie. They take some time to try and explain the 50's as an aesthetic but to be honest if you don't already understand that you probably wouldn't have bought the book. They do give a reasonable bestiary including, giant insects, various BEMs and other aliens. They do cover a number of common tropes of alien invaders, Nazi remnants and prehistoric remainders. But they seem very pre-packaged. I prefer the books that give more examples and history and then set you lose with the toys. There is of course nothing stopping you from doing that but it seems like you would have more work tailoring their creations to fit your world .

Great, well-written resource filled with tons of interesting facts. A little light on sample characters and campaigns, but otherwise well done.

This supplement is for a fantasy role playing game called GURPS which stands for "Generic Universal Role Playing" system. The concept is that GURPS can be used with ANY book, movie or play to create a fantasy role playing game. Some of the GURPS modules have been built around real, sacred places; time travel; noves like Scarlet Pimpernel, War of the Chtorr, Conan the Barbarian, Three Musketeers, etc.; space flight; supernatural horror; and more. GURPS allows extreme customization and modification to allow a balanced system of role playing game. This supplement is all about the 1950's paranoia of atom bombs and the horrors that atomic energy can release. Movies such as "The Crawling Eye", "Tarantula", "Invaders From Mars", "Day of the Triffids", and others are right at home in this booklet - and every one of these films are recommended by the book as supplemental material suitable for gaming ideas. If you're a fan of the popular PS2 games, "Destroy All Humans" and "Destroy All Humans 2", then you can create that sort of atmosphere with this supplement and the GURPS main sourcebook. Unlike Dungeons & Dragons, you don't need 3 or more core rulebooks to play - just the one GURPS sourcebook and a supplement like this, 3 six sided die, some paper, a pencil and you're off! The book is well laid out and easy to follow. The artwork is excellent and the instructions are spot-on. This was a well done gaming supplement that any gaming master can make use of for a trip to the past. If you're into Fantasy Role Playing Games as well as 1950's bad sci-fi movies, you'll enjoy the opportunity to make your own game or play a character from a particular movie. Other GURPS supplements that go along well with this (at least on the ones I use anyway) are: The Illuminati/Wharehouse 23. Those two can add a dimension of fun for your group as the Illuminati are the earth's puppet masters and Wharehouse 23 is the ultimate in hoarded, unusual and powerful items. Other supplements that could go well with Atomic Horror include: Secret Agent/High Tech/Space/Voodoo the Shadow

WarHorrorGive GURPS a try!

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