

PYRAMID[®]

Issue 3/31 May '11

MONSTER HUNTERS



LAST STAND ON MASON DRIVE

by Matt Riggsby

THE HORROR
OUT OF DREAMS
by David L. Pulver

THE NETWORK
by J. Edward Tremlett

MONSTER HUNTER
FIREPOWER AT THE MOVIES
by Hans-Christian Vortisch

PULP HUNTERS!
by Christopher R. Rice

INSPIRATIONAL FICTION
by Jason "PK" Levine

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*featuring **Murphy's Rules***

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Article Colors

Each article is color-coded to help you find your favorite sections.

- Pale Blue:* In This Issue
- Brown:* In Every Issue (letters, humor, editorial, etc.)
- Dark Blue:* **GURPS** Features
- Purple:* Systemless Features
- Green:* Distinguished Columnists

COVER ART

Bob Stevlic

INTERIOR ART

*Greg Hyland
Matt Riggsby*

IN THIS ISSUE

When you stare at the horror, the horror stares at you . . . and that's a great time to shoot it in the face. This month's *Pyramid* is for those who fight against fearsome foes – especially the high-powered heroes of the **GURPS Monster Hunters** series!

The line between good guys and bad guys is blurred at the *Last Stand on Mason Drive*. This adventure for **GURPS Monster Hunters** – by Matt Riggsby (author of **GURPS Locations: The Tower of Octavius** and others) – includes stunning maps of the target warehouse and the underground lair it hides.

Why would a monster hunter grab a bucket of popcorn and load up the DVD player? Research! *Monster Hunter Firepower at the Movies* looks at the firearms and weapons utilized by the heroes of 10 monster-hunter films. Written by Hans-Christian Vortisch (co-author of **GURPS High-Tech** and **GURPS Loadouts: Monster Hunters**), this article also includes **GURPS** stats on more than 20 new weapons!

The worst nightmares find themselves reborn time and again – especially if they involve a phantom van. In this month's *Eidetic Memory*, **GURPS Fourth Edition** co-author David Pulver introduces you to *The Horror Out of Dreams*, a supernatural adventure for modern-day **GURPS** heroes.

Some are born into greatness, and others are called – sometimes literally! *The Network* presents a generic modern-set organization with deep pockets, a tight leash, and powerful allies. It begins with a mysterious package, and ends with . . . well, that's open for debate. Do the heroes heed the call? (Do they have a *choice*?)

Before the monster hunters of today could take up arms, the champions of the past needed to pave the way. Learn how to tweak the templates from **GURPS Monster Hunters** to tackle the turmoil of yesteryear with *Pulp Hunters*!

If you wanted to drink deeply from the creature-killing cauldron from which modern monster-hunting mayhem emerged, check out *Inspirational Fiction*, written by Jason "PK" Levine – author of the **GURPS Monster Hunters** series!

This issue also includes a bit of magical mirth from *Murphy's Rules*, plus a look at *The Optimism of a Darker, Deadlier World* in this month's *Random Thought Table*.

If you're a vampire, werewolf, or other scourge that would make a snack of society, please leave the secrets herein unlearned. For the rest of you, this jam-packed issue of *Pyramid* is a welcome addition to your arsenal!

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FROM THE EDITOR

SECRET SCHEMES REVEALED

There were a few weeks between when these words were written and when the issue uploaded, so we had a chance to see how tight our security is around here. See, this month's *Pyramid* was something of a secret. It didn't appear on our Wish List, and we've been working "behind the scenes" to make it happen. A few hints were dropped here and there, but we didn't reveal anything fully (although we planned to a week or so before upload).

Why the cloak-and-dagger routine? Well, we thought the *GURPS Monster Hunters* was cool and interesting enough that we wanted to celebrate its release here in *Pyramid* . . . but we also knew the magazine release was timed close enough to the *Monster Hunters* release schedule that we couldn't expect more than a few souls to join in. In true *Pyramid* tradition, we've also tried to include enough ready-to-play goodness for you to use even if you're not running a *Monster Hunters* game yet!

With this issue, we want to emphasize that *Pyramid* is a place that can surprise you. The more we get you all buzzing about how interesting we are, the more we can grow our audience – enabling us to be *more* exciting in the future!

So, if this is your first issue of *Pyramid* – welcome! If you're an occasional reader who picked us up again – welcome back! And if you're a longtime reader – welcome to you as well . . . and thank you for helping to make this issue possible.

Regardless, we hope you'll let us know if our little experiment worked. Check out one of the existing discussions at forums.sjgames.com – or start your own!

P.S.

In case a glance at the table of contents didn't make it clear: This is a jam-packed issue. We didn't have room for everything! We've trimmed *Odds and Ends* for this month, and given *Murphy's Rules* a home here.

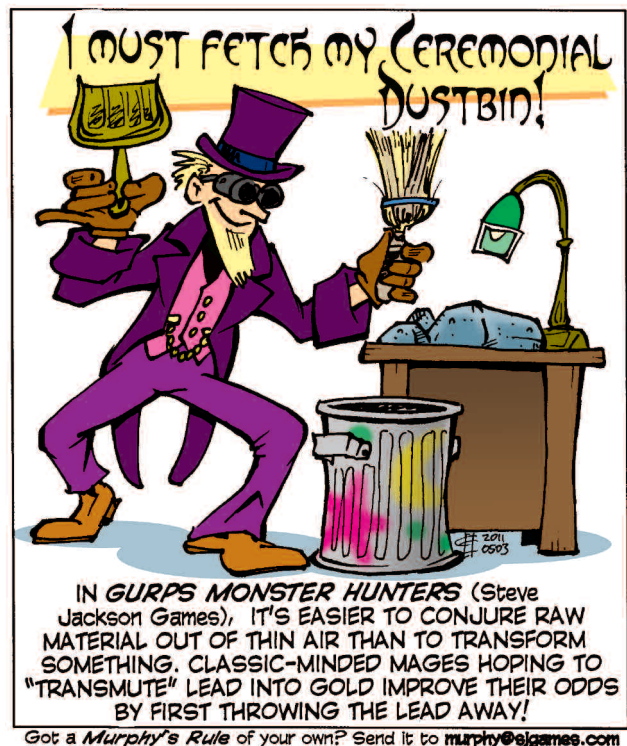
P.P.S.

Special thanks to everyone who helped make this issue possible, including harried creators Greg Hyland, David Pulver,

Christopher R. Rice, Matt Riggsby, J. Edward Tremlett, and Hans-Christian Vortisch. Thanks also to Jason "PK" Levine for dispelling the darkness in a half-dozen ways.

MURPHY'S RULES

BY GREG HYLAND



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Facility Map

Scale: 1 hex = 1 yard
 For room descriptions, see pp. 5-6.

MONSTER HUNTER FIREPOWER AT THE MOVIES

BY HANS-CHRISTIAN VORTISCH

GURPS Monster Hunters 1: Champions provides a list of generic guns and gadgets to deal with monsters. Many monster hunters are more particular about their hardware, however; *GURPS High-Tech*, *GURPS Gun Fu*, *GURPS Tactical Shooting*, and other supplements offer ballistic solutions to monstrous problems. In either case, the GM and players may wish to know how these things look, sound, and work in action. The following films were used as inspirations for *GURPS Loadouts: Monster Hunters*, which helped inspire the *GURPS Monster Hunters* series.

Spoiler Warning: Note that these descriptions all contain spoilers.

BLADE (STEPHEN NORRINGTON, 1998)

In the movie *Blade*, Eric “Blade” Brooks uses a Benelli M3 Super 90 semiautomatic shotgun (*GURPS High-Tech*, p. 106) with a pistol grip and no shoulder stock (“cruiser” configuration), modified with a stake launcher (*Loadouts: Monster Hunters*, p. 12), and an MAC-Ingram M10 machine pistol (*High-Tech*, p. 126), modified with a muzzle weight (*Gun Fu*, p. 42). (The prop actually consists of the smaller MAC-Ingram M11, but the .380 ACP caliber and 16-round magazine capacity make for an unlikely choice for a hunter . . .) He carries a Glock 26 pistol (*High-Tech*, p. 101) as backup, which he later gives to Dr. Karen Jenson. Abraham Whistler has an H&K MP5SD3 submachine gun (*High-Tech*, p. 123) with 30-round magazines and two-point sling (*Tactical Shooting*, pp. 71-72) and a Mossberg Model 500 Mariner pump-action shotgun. All their guns are loaded with silver hollow-points (*Loadouts: Monster Hunters*, p. 13) filled with a garlic solution (*Loadouts: Monster Hunters*, pp. 11-12).

In *Blade II* (Guillermo del Toro, 2002), Blade uses twin H&K USP Match pistols (*Gun Fu*, p. 37) with underbarrel tactical light (*High-Tech*, p. 156) and targeting laser (*High-Tech*, p. 156). Whistler uses an H&K MP5K submachine gun (*High-Tech*, p. 123) with 30-round magazines and a tactical light with UV filter (*Loadouts: Monster Hunters*, p. 11) and an H&K PSG1 sniper rifle (*High-Tech*, p. 116) with 5-round magazine and bipod (*High-Tech*, p. 160).

In *Blade: Trinity* (David Goyer, 2004), Blade keeps his twin H&K USP Match pistols, while Whistler uses a Remington Model 870 Police pump-action shotgun (*High-Tech*, pp. 105-106) with tactical light, 6-round side carrier (*Tactical Shooting*, p. 73), and 6-round buttstock ammunition loops (*Tactical Shooting*, p. 73). Abigail Whistler uses a S&W Model 686 Plus revolver (*Tactical Shooting*, p. 55) called “Lucky Seven.”

Mossberg Model 500 Mariner,
12-gauge 3” (USA, 1989-)

This is a hammerless pump-action shotgun with 20” unchoked barrel and a corrosion-resistant finish (*Tactical Shooting*, p. 76). Firing the shorter 12-gauge 2.75” shells, it has Dmg 1d+1 pi, Shots 8+1, ST 10†, and Rcl 1/5.

FROM DUSK TILL DAWN (ROBERT RODRIGUEZ, 1996)

Seth Gecko packs an Astra Mod 44 Terminator revolver, while his brother Richard Gecko carries a nicked Colt .45 Government pistol (*High-Tech*, p. 98). Jacob Fuller requisitions the barman’s Mossberg Model 500 pump-action shotgun (*Gun Fu*, p. 38) in “cruiser” configuration. Scott Fuller uses a squirt carbine (*High-Tech*, p. 180) filled with holy water (*Loadouts: Monster Hunters*, pp. 12-13).