

GURPS

Fourth Edition

LOADOUTS:TM **MONSTER HUNTERS**



Written by **S.A. FISHER** and **HANS-CHRISTIAN VORTISCH**

Edited by **NIKOLA VRTIS**

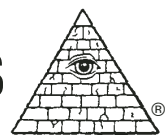
Illustrated by **DAN SMITH**

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STEVE JACKSON GAMES

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Monster hunting just got easier.

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Additional Material: Sean Punch

Playtesters: Frederick Brackin, Emily Smirle, C. Lee Davis, Leonardo Holschuh, and Scott Harris

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INTRODUCTION

GURPS Loadouts: Monster Hunters is a gaming aid for TL6 and TL8 monster killers of all sorts. The equipment kits are designed for players that don't have the time or inclination to assemble an equipment list from the material in **GURPS High-Tech** themselves. The kits likewise serve as examples for those looking to build their own versions. The book also includes new equipment, weapons, and optional rules for monster-hunting gear.

Loadouts: Monster Hunters assumes that the hunter's target can be harmed in some fashion by the technology of men: horrific aliens or fantastic creatures, as well as supernatural creatures such as vampires, werewolves, and zombies. Of course, much of the book is applicable to the hunting of perfectly "natural" monstrous creatures, too.

Tech level 6 and tech level 8 encompass some of the most interesting campaign settings. Taking place in the historical period from the Old West to WWII, TL6 includes a number of popular adventuring eras, such as the late Victorian Age and pulp stories of the 1920s and 1930s. The masterpieces of Bram Stoker and H.P. Lovecraft, inspirational for preternatural hunts of all types, all call TL6 home. Sir Arthur Conan Doyle's *Lost World* and Edgar Rice Burroughs' *The Land That Time Forgot* are seminal works for those hunting monstrous, but mundane, creatures. Recent monster-killing movies in this historical timeframe abound and include *King Kong*, *The Mummy*, and *Van Helsing*. Likewise, the video game series *Castle Wolfenstein* is set in this period.

Adventures at TL8 undoubtedly will be inspired by sources such as **GURPS Black Ops**; the Anita Blake vampire-hunting novels; television series like *The X-Files*, *Supernatural*, and *Ultraviolet*; and movies such as *Blade*, *Constantine*, *Dawn of the Dead*, *Dog Soldiers*, *Predator*, the *Tremors* series, and *Underworld*. Video game inspirations include *Quake* and *Resident Evil*. In addition, there are the *Hellboy* graphic novels and movies (see the *Hellboy Sourcebook and Roleplaying Game*).

ABOUT THE AUTHORS

S.A. Fisher is currently pursuing a doctorate in history. A former teacher and infantryman, he has over a decade of experience in private security, and is a certified law-enforcement firearms and defensive-tactics instructor. His previous works include **GURPS High-Tech, Fourth Edition**, **GURPS WWII: Dogfaces**, and **GURPS WWII: Hand of Steel**. He has been an avid gamer for nearly 25 years; he devotes his spare time to camping and recreational shooting. He lives in Searcy, Arkansas, with his wife, Jennifer, and their two daughters, Elizabeth and Rachel. He owns a single silver bullet, just in case.

Hans-Christian "Grey Tiger" Vortisch, M.A., began writing for **GURPS** as a freelancer in 2001. He was author or co-author of **GURPS Covert Ops**, **GURPS High-Tech, Fourth Edition**, **GURPS Modern Firepower**, **GURPS Special Ops, Third Edition**, **GURPS WWII: Motor Pool**, and half a dozen e23 publications on martial topics. He wrote additional material for numerous other **GURPS** books; authored, translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His non-gaming interests include science fiction, history, shooting, cinema, and punk rock. He lives in Berlin. His current loadout includes little more than a Swiss army knife and a mini flashlight – hardly enough to survive when the zombies come . . .

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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