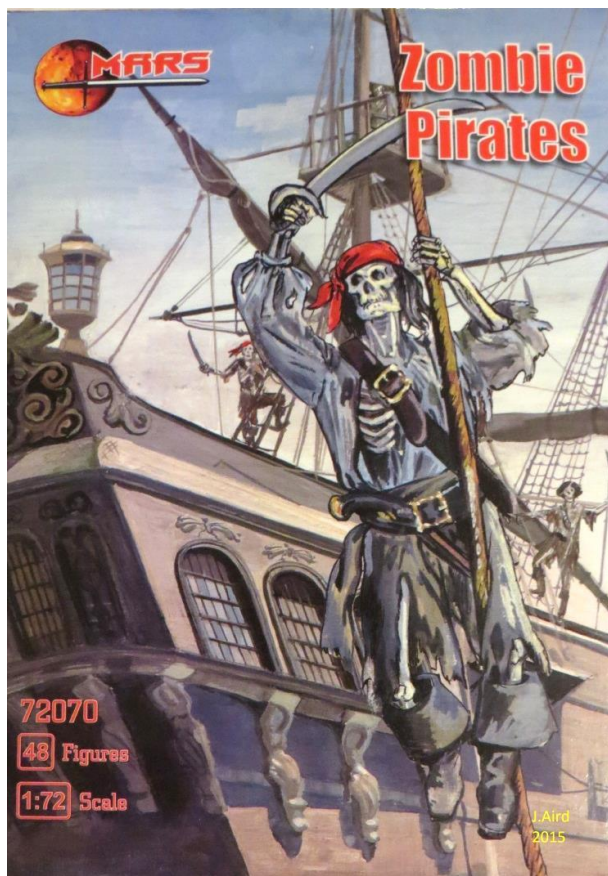


## MARS Zombie Pirates Set £6.99 (about \$10)

Review by Jonathan Aird



This review has resulted from several requests on the SWA blog following my review of the more recent second set of zombie pirates. This set was also picked up at Salute, but a couple of years back -- and I have to admit that they have yet to see paint or any use. That is a situation that I intend to rectify in the next few weeks so I am also quite grateful for this gentlest of pushes to get along with getting these figures into play. This set has a very different feel to the second set and shows a strong influence from a certain popular film series; it is, however, a wonderful complement to the more recent figures.



When looking at several of the figures in this set, it seems that MARS have taken an atypical definition of what constitutes a zombie. The captain figure with a telescope seems like an escapee from a set of 18<sup>th</sup> century sailors ó he is completely normal in appearance. The figure with a flintlock pistol has no flesh at all ó he appears to be that other popular member of the undead, the animated skeleton. Most of the rest of the figures, whilst showing the typical signs of being zombies, in that they have large gaping holes in them and also have many signs of being long-term dwellers in Davy Jones's Locker. However, several of these figures also have what can only be called mutations. Several have what look like crab or lobster claws instead of forearms. Another's head now resembles that of a hammerhead shark. One figure appears to be transforming into a turtle, with a shell forming on his back. And then there are my favourite two figures of the set ó an officer type with the multiple tentacle face of a Cthuloid face (clearly drawn from Bill Nighy's character of Davy Jones in the "Pirates of the Caribbean" films) and another senior crewman whose face has transformed into a sort of cross between a starfish and a sea anemone.



As mentioned in my previous review of Set II of the zombies, this set offers the prospect of more hordes and bases of shooters (the bolo wielder and the skeleton with the flintlock pistol providing these) as well as the crew for a cannon or two sourced from elsewhere for use in a Hordes of The Things army. They also offer figures to be used in other fantasy settings. Some would fit into a C  thuloid-type horror setting    using, perhaps, the police and gangster sets from Red Box as the required adventurers. The Hammerhead Zombie would make a great Demon for 20mm games    or as a gigantic demon with 15mm or smaller figures.



It has to be admitted that these figures have the usual MARS sculpting    they are a little flat. The subject matter does do away with any meaningful concerns with anatomical correctness



ó but it's a shame that some of the fine detail has only been sculpted on the front side of the figure óparticularly around the weapons made from fish bones and sharks teeth. These are minor criticisms though, overall this is a superb set for fantasy gamers and MARS are to be commended for widening the scope of available plastic figures in this scale.



