

MARS Zombie Pirates Set II

£6.99 (about \$10)

Review by Jonathan Aird



MARS are a manufacturer that does not enjoy the greatest of reputations for quality or beauty of their figure sculpts. What they do have is an admirable dedication to addressing the more obscure subjects, and it can hardly be argued that Zombie Pirates are an over-addressed topic in any scale or model material. MARS brought out a first set of Pirate Zombies a couple of years ago, and that set showed a good deal of inspiration from the Pirates of the Caribbean movies, an inspiration that continues into this second set. There are four identical sprues of 12 different figures, and this does leave at least one lot of "what will I do with them?" figures – namely the four zombie mermaids. But I did have an idea eventually, see below.



As the picture shows, the sculpts on these figures are not at all bad, if somewhat flat ó all the animation is in line with the figure's body, so swords are raised over heads or stuck out to the side, but are never thrust forward or swung back behind the body. The detail on the ravaged and decayed bodies is pretty good though ó and I particularly like the batrachian headed figure which is clearly meant to portray a Deep One from H.P. Lovecraft's Cthulhu mythos stories.



One thing that is clear is that the sculptor is not trying to portray the shuffling brain eating undead of the modern zombie movie genre ó these are the undead ready for some sword play, and as such are more akin to the cursed crew of *Der Fliegende Holländer* than anything else. Their aquatic nature is brought out by some quite gruesome sculpting of sea creatures

and plants taking hold of the flesh of these reanimated creatures ó quite ghoulish, as it should be.

This is a deserving set ó not of the very best quality, but more than adequate for the subject matter ó decaying aquatic zombies are just not going to look anatomically correct! Even better, the 48 figures in the box give plenty of figures for an army for the WRG Hordes of the Things (HOTT) fantasy rules. This is what I am going to use them for ó they'd make good opponents for my Fantasy French Napoleonics. If using just this one box I would suggest

Zombie Pirate Army

Pirate Hero General ó one at 4AP

Cleric or Magic User (not both) ó one at 3AP or 4AP

Two Blades at 2AP each

1 Lurker (zombie mermaids!) at 1 AP

Four warbands at 2AP each

Three Hordes at 1AP each.

However, with access to a few extras from the spares box and also the previous set of Pirate Zombies, then the following options could be made available:

Artillery --1 or 2 at 3AP each

Shooter ó 1 or 2 at 3AP each.

Increase the choice of the number of hordes elements to up to 8 bases. Obviously, this is quite a foot army ó but it is what it is. A final option might be a flying boat element which could be constructed and crewed with a few zombies to add a further troop variant.