

# SURVIVAL, UP HIGH!

## ZOMBICODE

2<sup>ND</sup> EDITION

TC MODERN



### RULES & MISSIONS



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# #01 GAME COMPONENTS

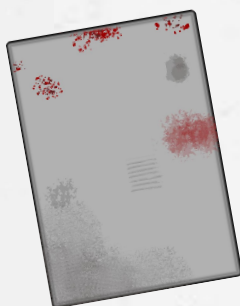


4 ID CARDS

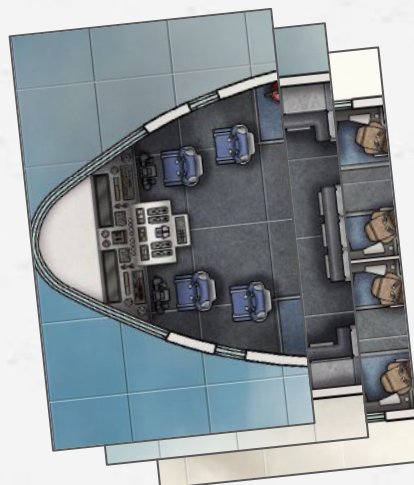
## 4 STARTING EQUIPMENT



## 1 FOOD CART TOKEN



## TILES



## #02 A BIRD!? A PLANE?! NO, A ZOMBIE PLANE!!

I came across this plane map from this awesome content creator online and I immediately knew I had to make a mission for Zombicide with this one. What is cooler than fighting zombies high above the earth, in a claustrophobic metal box of death, going at break neck speeds through the clouds?

I want to be clear, some of the used content is not mine. It is available for free online and I have no rights to any of that. It is merely used for your entertainment and not for profit in any way, shape or form. If you do come across this document with any pay attached, know that this has nothing to do with me. I am merely a fan and I wanted to create something cool, with elements that anyone can already freely access and download for free. Ofcourse I did receive permission where possible.

I hope you have fun playing this campaign, or parts of it! Enjoy!

## #03 THE STORY

We start with normal people on a random plane. For various reasons they all decided to take this particular flight, and all of them regret it heavily. Some strain of a lethal virus has snuck on board. During the hours long flight, it silently killed most of the people present. Slowly the dead are turning into ravening hungry zombies, out for the blood of the remaining survivors!

We start our first mission at the point where the first zombies stand up and start looking for their first meal.

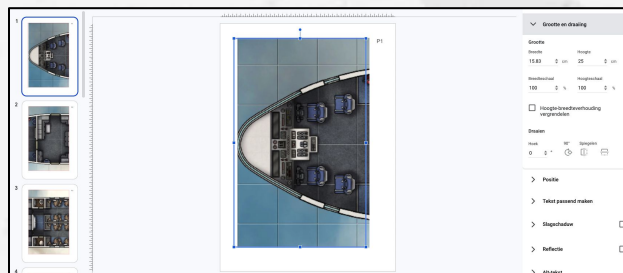
## #04 GETTING READY TO PLAY

This campaign uses custom material catered to the plane theme. In order to play these missions, you will need to print the map and tokens.

### PRINT THE FOLLOWING TILES

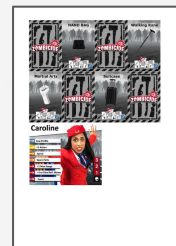
<https://www.patreon.com/posts/passenger-plane-109709040>

If you have an A4 printer, then you can print the tiles with height "15.8" and width "25". See the image here for an idea on how to do that with Google Presentations:



Due to artist's restrictions I am not allowed to share my tile document.

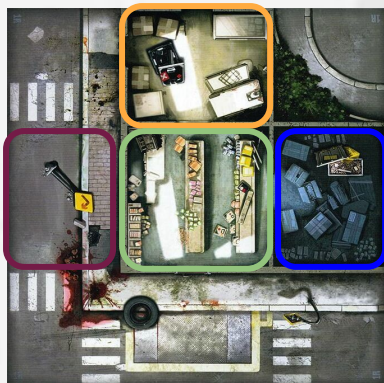
The document "Plane mission - Printables" is the accompanying document with the custom survivors and all the tokens for this campaign. You should print this out before play. Preferably laminate it aswell.



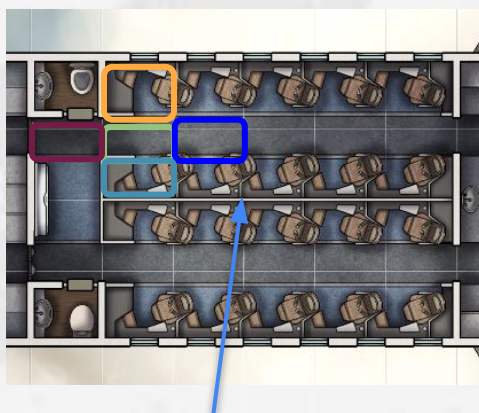
## #05 ZONE VERSUS SQUARE MOVEMENT

Normal Zombicide tiles consist of large rooms, or zones. But these tiles (like most tabletop roleplay maps) are created with squares. The Zombicide zone maps are meant to host many actors in the same zone at the same time. But for these plane tiles the squares fit better. Because there can only be one actor in each square. Plane alleys and seats aren't big enough for two persons, after all!

This example shows the normal tiles and their zones:



The plane map consists of *squares* like this:



The seats in the middle are separated by a wall, they cannot be crossed and there is no line of sight through them.

In order to play with the square oriented tiles (instead of zone oriented Zombicide tiles), you can use the following range adjustments.

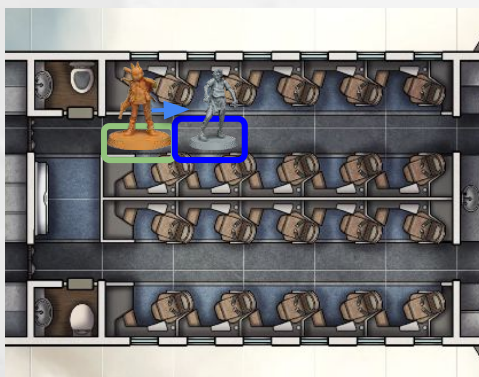
Square range 0 & 1 : Item range 0

Square range 2 : Item range 1

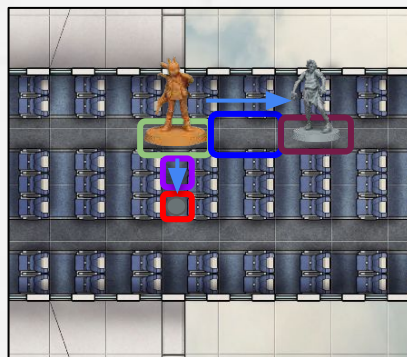
Square range 3 : Item range 2

Etcetera..

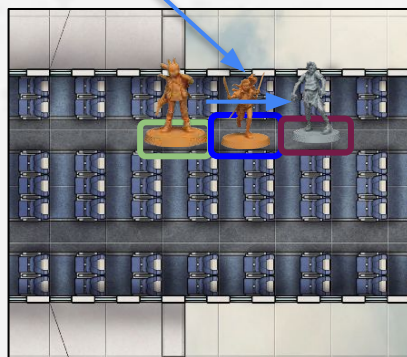
In the following example, the survivor can perform a melee attack on his near enemy.



In the next example, the survivor can perform a ranged attack at range 1. This also works through the seat isles if there is no wall between the seats.



Friendly fire will always trigger for the zone before the zone where the survivor will hit. For example, in the next example, the survivor will perform a ranged attack at range 1. But friendly fire will hit his ally with the damage if he fails the ranged attack.



## #06 CAMPAIGN RULES

This ruleset is based on a setting inside a plane. For example, it would not be appropriate to let survivors bring in special starting weapons. This chapter lists a few common rules for all the missions inside the plane tiles.

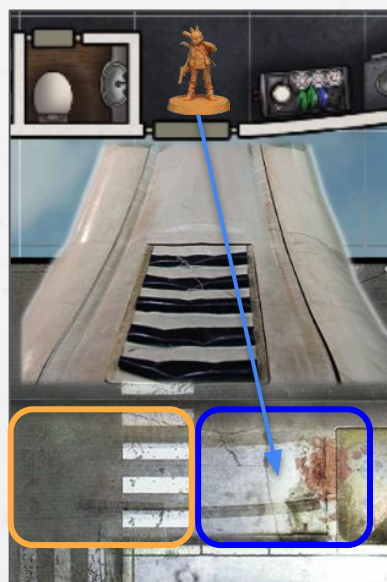
- Remove the Molotov cards from the item deck. Remove the abomination cards from the Spawn deck and do not use the abomination deck. We are playing with only four players and searching is somewhat limited in this campaign, due to the plane tiles. Also it is not realistic having huge abominations and molotovs in a plane.
- Survivors with the "starts with" blue skill are not allowed.
- Do not equip the survivors with normal starting items. Use the plane specific starting items instead.
- When the full map doesn't fit on your table, you can scroll the tiles. This means removing the farthest and placing the next one when a survivor reaches near to the end of the last tile. All zombies on the to be removed tile will be moved to the end of the tile that remains. They will not be removed from the tiles.
- Ofcourse guns will not be found in a normal plane. And they would even cause havoc inside a flying plane. But I didn't want to limit our enjoyment of the games too much, so I am allowing it in my games. But feel free to remove any weapons and items that you think do not fit this setting.



## #07 PLANE RULES

This chapter details a few rules specific to the plane tiles.

- Since the squares are too small to occupy multiple people at the same time, only one actor is allowed in a square. Thereby, the range 0 and 1 are merged rule wise. This means all actors can interact with anyone in the square next to them.
- The friendly fire rules are extended to the square next to the survivor.
- Survivors can walk through each others square, but they can not end their movement in the same square as another survivor. Zombies still block movement.
- Survivors can swap places with another survivor for 1 action.
- The skill "slippery" translates differently here. A survivor with this skill can use a move action once a turn, to jump behind a directly facing zombie next to them. Ofcourse the square behind that zombie must not be occupied.
- When a zombie is in a square, no other can join. This means that any extra spawned zombies will wait in the next squares behind it.
- The order in which zombies occupy the squares towards the survivors is: runners before walkers, then walkers and fatties last. But once a square blocked, the order remains as it is.
- In case multiple zombies spawn, the extra zombies will wait on the spawn zone square until a space towards the survivors is open.
- When there are zombies in the spawn square waiting, the spawn zone will be skipped in this turns spawning phase. A space can only hold so many actors. And since we only have four players we don't want to overwhelm the players too much. If you want to raise the difficulty, feel free to keep spawning.
- The Food Cart can be taken with one action. When the survivor holds the cart in front of themselves, the zombies cannot reach them. Line of sight is still maintained. But at most, 2 zombies will stay behind that zombie. The others will try to find an alternate way to the survivor. While holding the cart, the survivor can only perform range 1+ attacks. Survivors behind the survivor can perform range 2+ attacks. The survivor can only push the cart forward if the next square holds no zombie. The blocked zombies will Go for other survivors in line of sight when they see them.
- The slide out of the plane can be travelled with one action. The survivor will end up in the zone below the slide.
- When climbing up into the plane, a survivor needs to spend 3 actions to climb the slide back into the plane. Zombies cannot climb up the slide. If a survivor wants to help another climb up, they need to go next and spend their first action(s) to help the other survivor up. Three actions are needed and can be divided between survivors in any way needed. For example a player has one action left. The next player in line can spend two actions to help the first survivor climb succesfully up.
- The survivor that stands in the opening of the plane on the upper side of the slide can shoot ranged attacks 1+ into the zone beneath it.



# #08

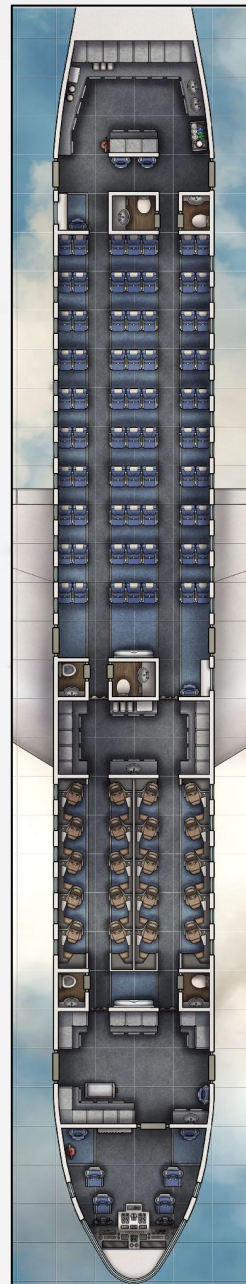
## MISSIONS

The following missions will start our story in the plane. We will use our plane tiles created from TC Modern's plane image for these. The plane will be re-used in most of the missions.

Since this is a plane setting, we will have to assume a bit of leeway. How else will our survivors battle the zombie horde, if they are not allowed to search for better weapons? We will just assume there were some people on board who stored some weaponry in case a terrorist attack would occur.

You can choose your own custom survivors (but no "starts with" skills) or use the custom plane survivors (stewardesses, steward and the pilot). Later in the missions, a pilot will be found, but you can still play the pilot from the start if you want. We can just assume another pilot was on board to fly to his home.

Later missions will use a combination of the plane tiles and the Second Edition core tiles. To simulate the landed plane. Just place the plane tiles straight over the core tiles and make sure the street part is still visible.



## PL1 - Survival, up high!

Medium / 4 Survivors / 60 minutes

*I am hours into the flight now. We are somewhere above the atlantic sea, far above the clouds. The trip was fine so far. But then, someone started moaning loudly up to the front of the plane, as if they were in pain. In annoyance, I look around and I notice several people that do not look well. Was there something in the food maybe?*

*Oh no! People are yelling and running around now! Something is definitely wrong. What?! I see people eating other people! Cannibals here? No wait, he looks dead! Zombies!!*

*I look into several people's eyes and they are obviously as confused as me. But, as if we have known each other for years, we nod and we band together as a team. We have to find weapons and get to the pilot, he will know what to do!*

*It's a plane. There are no weapons here to defend ourselves. But wait. There is a hatch to the luggage area in the back! Let's check there! And who knows what they store in all those cabinets in the plane!*

*Go on a vacation, they said. It will be fun, they said..*

Material needed: <https://www.patreon.com/posts/passenger-plane-109709040>

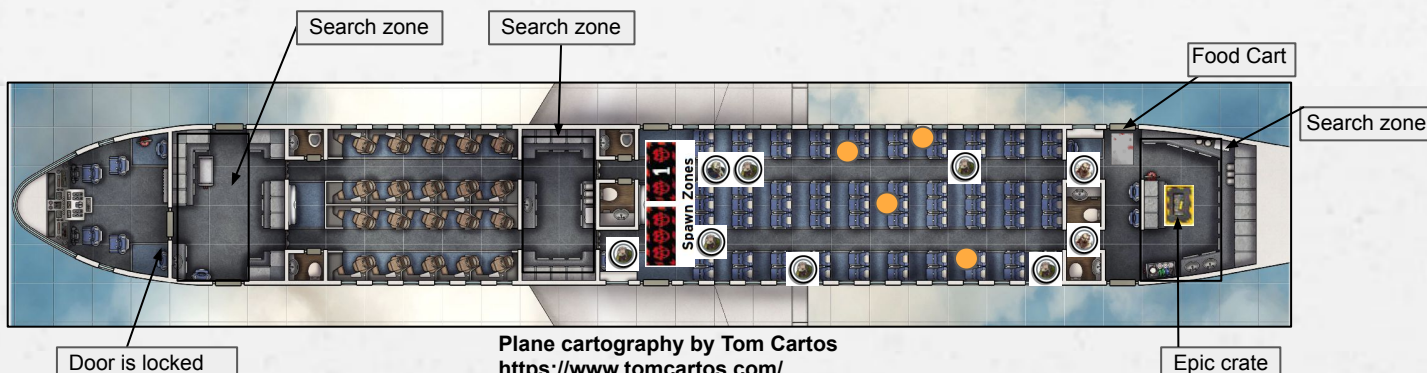
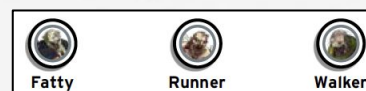
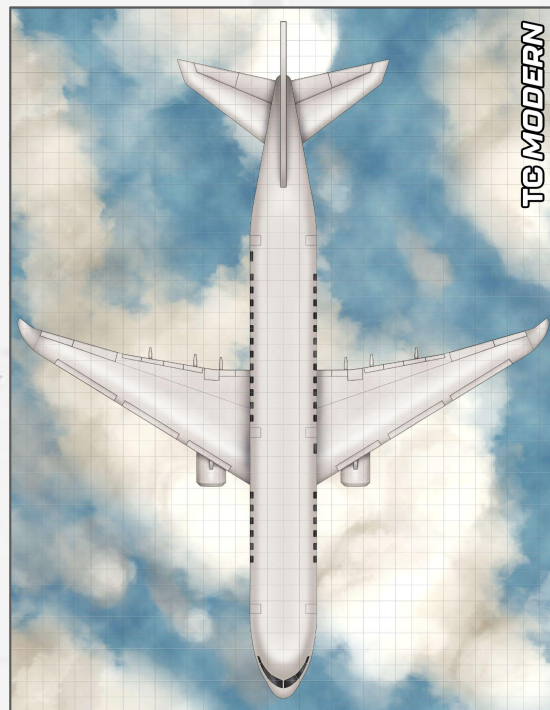
### OBJECTIVES

- **Gear up.** Pick Up the epic weapon.
- **Clear the plane of zombies.** The full plane must be cleared of zombies.
- **Get into the cockpit and reach the pilots.** When the plane is cleared of zombies, all survivors must break open the cockpit door to win the mission.

### SPECIAL RULES

#### • Setup.

- Prespawn zombies on the indicated locations.
- The survivors are randomly divided between the orange locations.
- The spawn zones start at the middle of the plane, but move to the furthest left of the visible tiles when the survivors reach the square next to it.
- When the survivors reach the cockpit door, the spawn zones disappear.



Plane cartography by Tom Cartos  
<https://www.tomcartos.com/>

## PL2 - Control or Disaster!

Medium / 4 Survivors / 60 minutes

*We broke into the cockpit and we would have likely crashed if we had not. The co-pilot was about to have the pilot as his meal.*

*We need to help the pilot! He is the only one that can deliver us safely to the closest city on the ground. We are assuming the ground is still safe and the disaster on this plane is an isolated situation.*

*We hear growls and commotion back from the plane now. A quick look shows us that all the casualties are now standing up and start walking towards us with hungry looks in their dead, cold eyes.*

*The pilot is now landing the plane. We should clear the plane and prepare to exit in the back of the plane!*



Material needed: <https://www.patreon.com/posts/passenger-plane-109709040>

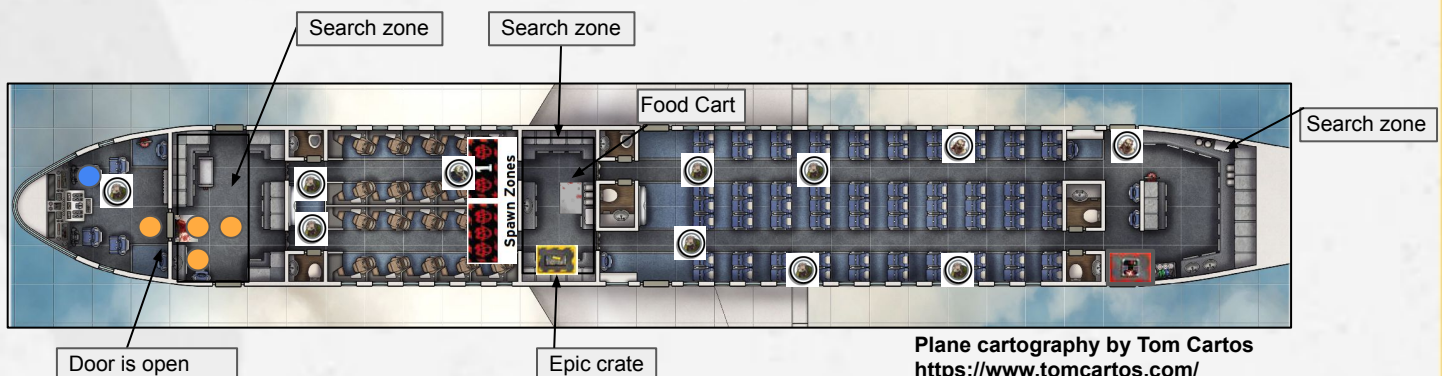
### OBJECTIVES

- **Rescue the pilot.** Kill the co-pilot zombie.
- **Clear the plane of zombies.** The full plane must be cleared of zombies.
- **Open the emergency exit.** Pick up the red objective to open the emergency exit and fold out the emergency slide.

### SPECIAL RULES

#### Setup.

- Prespawn zombies on the indicated locations when the tiles become visible.
- The survivors are randomly divided between the orange locations.
- The spawn zones start at the middle of the plane, but move to the furthest right of the visible tiles when the survivors reach the square next to it.
- When the survivors reach the total end of the plane, the spawn zones disappear.



Plane cartography by Tom Cartos  
<https://www.tomcartos.com/>

## PL3 - Landed safely... Now What?!

Medium / 4 Survivors / 50 minutes

*The pilot landed the plane in a deserted town. The plane is broken now, because the wings ran into a nearby building. The pilot was shaken up much more than we thought.. But we're missing fuel to take-off anyway.*

*We see the streets abandoned but they are filled with zombies. Apparently this epidemic is not limited to our plane. We need to investigate the ground situation and maybe use the plane as a safe fallback base.*

Material needed: none.

<https://www.patreon.com/posts/passenger-plane-109709040>

SE: 1V, 2V, 3R, 4R, 5R, 6R



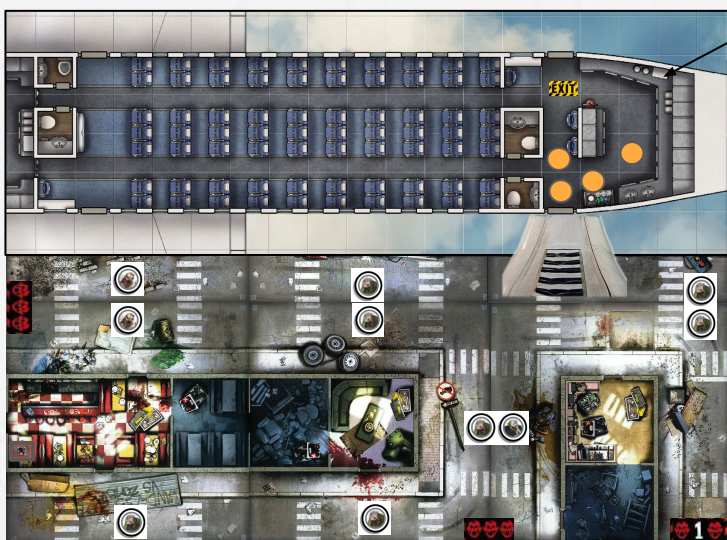
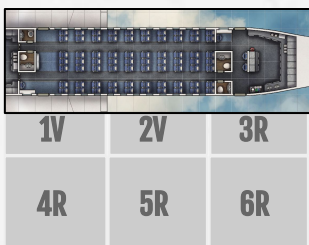
### OBJECTIVES

- Leave the plane.
- Investigate the situation. Pick up all the objectives.
- Get back into the plane and recess the situation. When all the objectives have been picked up, enter the plane with all survivors to end the mission.

### SPECIAL RULES

#### • Setup.

- Prespawn zombies on the indicated locations.
- The survivors are randomly divided between the orange locations.



Search zone



## PL4 - Alternate Escape Route!

Medium / 4 Survivors / 50 minutes

*The zombies know we are here, in fact, they have been gathering on the slide for a while now. Our exit has been blocked.*

*We hear stumbling and growling. it's coming closer! Oh no! They are piling onto each other and they are coming nearer to the plane's opening!*

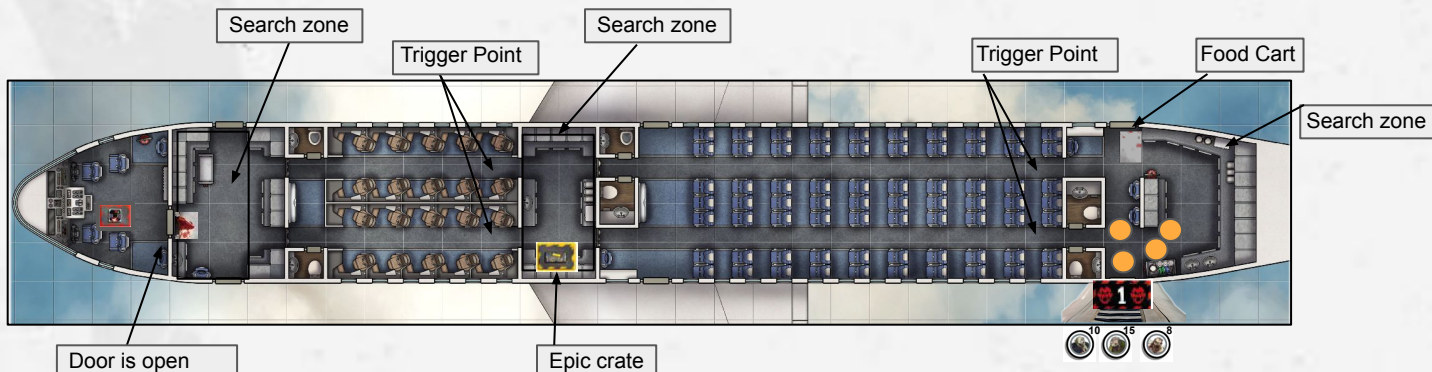
*The pilot suggested for us to go to the cockpit. There is a pilot exit hatch. The zombies are concentrated on the slide entrance, we should be able to exit safely in the cockpit.*

*They have reached the entrance! Hurry!! Get to the cockpit!*

Material needed: <https://www.patreon.com/posts/passenger-plane-109709040>

### OBJECTIVES

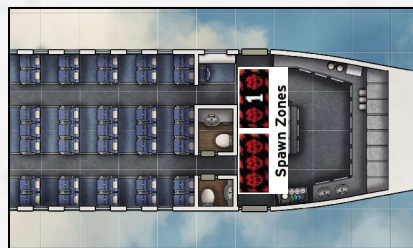
- **Get to the cockpit.** Reach the cockpit with all survivors.
- **Open the cockpit emergency hatch.** The hatch is stuck. Any survivor must spend an action to try to force it open. After 20 consecutive actions have been spend, the hatch opens.
- **Exit the plane.** A survivor can spend an action to exit the plane through the hatch. But there must not be a zombie in a square next to that survivor:



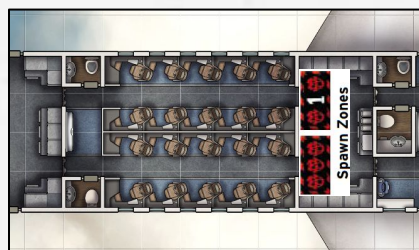
### SPECIAL RULES

#### • Setup.

- The survivors are randomly divided between the orange locations.
- Prespawn 15 walkers on the slide, 8 runners and 10 brutes. These zombies are stuck on the slide and will not move. However, these will trigger extra activations by missing miniatures!
- All zombies are enraged and move one extra square per zombie phase. The closest zombies move first, making room for the next zombies. A walker can move twice, or move once and attack once. But not attack twice. A runner can move once and attack twice, move twice and attack once, or move three times.
- The spawn zone starts at the plane entrance, but once any survivor reaches one of the two trigger points, they move to the new location displayed below.



- Then when any survivor passes the next trigger point, the spawns relocate to the new location.



- The red objective is the cockpit hatch, it opens after 20 consecutive actions have been spend in any combination by any survivor. You can use four dice to count these actions. Lay them both on "1" and on every action turn them 1 upwards. When all dice are on "6", the hatch opens. The red objective can be triggered from all the zones next to it. There can be no zombie in the cockpit while opening the hatch.

PL5 - Escape to safety!

Medium / 4 Survivors / 60 minutes

The plane was overwhelmed with zombies. We had to leave. But, now what?! Standing below the cockpit, hearing the zombies running towards the hatch. But also the zombies that were near the slide, have heard us. They are coming aswell!

We are in a city. There should be enough buildings to fortify us in safely. Now only we need to reach them!

Material needed: Plane:  
<https://www.patreon.com/posts/passenger-plane-109709040>  
SE: 1R, 3V, 4V, 6R, 8V, 9R

OBJECTIVES

- Investigate. Search the area for supplies and for a good safeplace. Pick up all the objectives.
- Find and fortify a safe location. When all the objectives have been picked up, enter the exit to successfully end the mission.

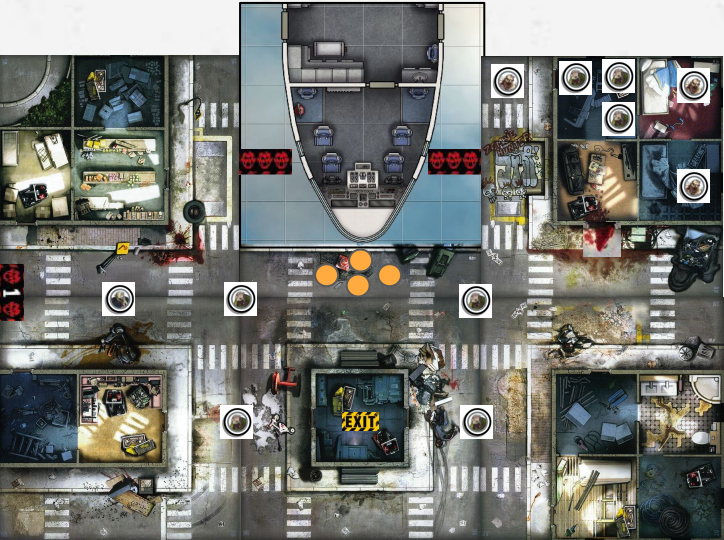
SPECIAL RULES

- Setup.
  - Prespawn zombies on the indicated locations.
  - The survivors are randomly divided between the orange locations.



1R	P1 8V	4V
6R	9R	3V

 Fatty  Runner  Walker



 Starter Position

 Exit

 Spawn Zones

5x  Pimpweapon Crates

5x  Objectives

 Open door

*The survivors are now in a safe location, with supplies to last the first few days. It was not an isolated incident on their plane. No, the world has gone down the drain. The zombies are taking over!*

*The world may have fallen. Humans may have been replaced by zombies. But there is enough life yet in these survivors! There is still time to Zombicide!*

You have finished this short campaign. Congratulations! You can decide to go through with these survivors and walk through the other missions for Second Edition Zombicide. You can start with the Core box missions, or go through with the campaign boxes.

Or you can start with the custom missions. Most of them are combined in the following document:

<https://zombicidedefans.com/zombicide-second-edition-collection-of-many-custom-missions/>

Or you can create some missions for your own:

<https://zombicidedefans.com/second-edition-random-missions-creation-rules/>



## CREDITS

### TOM CARTOS:

I want to say thanks to TOM for the plane map. These look awesome and present a very nice opportunity to play Zombicide in alternate setting!

<https://www.tomcartos.com/>

<https://www.patreon.com/posts/passenger-plane-109709040>

### SURVIVAL, UP HIGH!

Randy Vriens

<https://zombicidedefans.com/survival-up-high-2/>

### ChatGPT

Thanks for generating some of my images.