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 now, 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. Oh no! 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, the survivors can break open the cockpit door.

SPECIAL RULES

• Setup.

- Prespawn zombies on the indicated locations.
- Remove the Molotov cards from the item deck. Remove the abomination cards from the Spawn deck. Do not use the abomination deck.
- 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.
- The survivors are randomly divided between the orange locations.
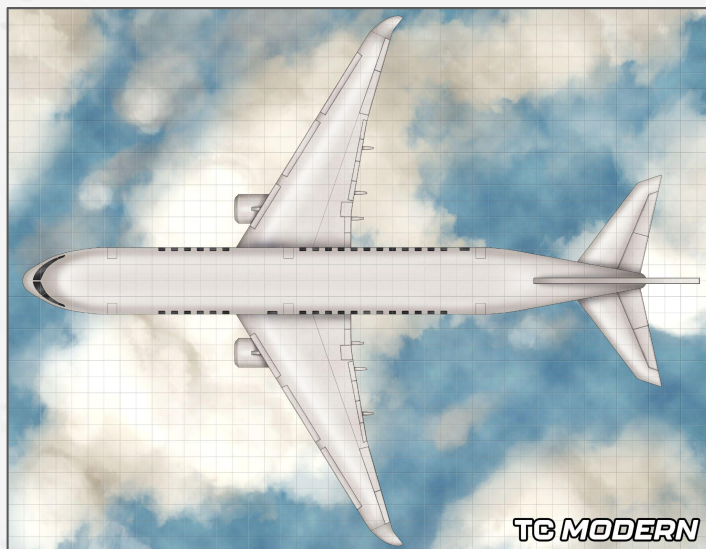
- When the full map doesn't fit on your table, you can scroll the tiles. This means removing the farthest and placing the next one when a survivor reaches near to the end of the last tile. All zombies on the to be removed tile will be moved to the end of the tile that remains.
- The spawn zones start 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 dissappear.

• Plane specific rules

- 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.
- Extended because this, the friendly fire rules are extended to the square next to the survivor.
- Survivors can walk past 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 follow 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.
- In case multiple zombies spawn, the extra zombies will wait 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.
- The Food Cart can be picked up. When the surviver 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.

Plane cartography by Tom Cartos
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