

FROM THE TWISTED MIND OF  
JERROD 'SAVAGE DADDY' GUNNING



# FLIGHT OF THE LIVING DEAD

STARRING THE AIR MARSHALL, THE ALLEGED SERIAL KILLER,  
THE SOCIAL MEDIA INFLUENCER, THE RENEGADE COP & THE RETIRED PILOT

RIDONKULOUS

**R**

GRATUITOUS ZOMBIE  
BUTT KICKING ACTION.  
ABSOLUTELY NO SEXUAL CONTENT  
OR BRIEF GRAPHIC NUDITY.

Under 21 Requires Accompanying Parent or Licensed Mental Health Professional







# FLIGHT OF THE LIVING DEAD

HORROR

An Atomic Ninja One Shot Adventure  
by Jerrod 'Savage Daddy' Gunning for use with *Savage Worlds*

The heroes, stars in a blockbuster action-thriller, must survive a zombie outbreak at 30,000 feet.

## SETTING RULES

*Flight of the Living Dead* is an action thriller in the vein of *Con Air*, or *Snakes on a Plane* and subscribes to the tropes of the genre. If you've seen it in an airplane flick, it can happen here. Turbulence causes cabin lights to flicker dramatically, emergency doors and hatches can be opened in flight and stray bullets can cause explosive decompression that sucks everyone out of the plane!

Dumb Luck, High Adventure, and Wound Cap are appropriate Setting Rules for an action thriller like *Flight of the Living Dead*; as are the original *Atomic Ninja Studios* Setting Rules below:

## BIG DAMN HEROES

Big Damn Heroes show up in the nick of time to save the day. To ensure this happens more often than not requires a few changes to *Savage Worlds* core rules.

- Heroes draw two extra Bennies at the start of each session (stacks with other Edges).
- Heroes ignore Improvised Weapon penalties, and gain Light Cover from running.
- Wild Cards' fists are Natural Weapons that add d4 unarmed damage, or increase it a die type if combined with Edges such as Martial Artist or Bruiser. This means heroes are never Unarmed Defenders, and foes fighting with Two Weapons gain no advantage.
- Heroes don't suffer a Wound from being Shaken twice and never roll on the **Injury Table** (except for *Grievous Damage* in this adventure).
- Heroes may be Shaken from a failed Fear check, but never roll on the **Fright Table**; they roleplay their reactions instead.

## GRIEVOUS DAMAGE

Wild Cards apply Wounds from an attack *before* making Soak rolls. If the character fails to Soak *all* Wounds from the attack, roll on the **Injury Table** and apply the results immediately (but roll only once per incident no matter how many Wounds are caused). Injuries sustained in this manner are temporary and fade at the end of the scene in which they occur.

## HEROES RARELY DIE

Incapacitated Wild Cards make a Vigor roll as usual, but treat Critical Failures as regular failure and ignore the rules for Bleeding Out. Failure means they draw a card from the Action Deck and are out of the action; presumed dead, buried under rubble, etc.

Any card but a Two of Clubs means the hero cheats death somehow. He reappears with one less Wound at the end of the encounter. If the character draws a Two of Clubs, he actually dies in some dramatic way that hopefully adds to the story.

## PAY IT FORWARD

With two or more raises on any Trait roll (including Soak rolls), Wild Cards earn a Benny they must gift to another player as a way to pay their luck forward.

## SECOND WIND

In an effort to keep up with the increased pace of combat in this adventure, characters may spend a Benny at any time to make a Natural Healing roll.

## WHEELS UP

The heroes board Atomic Ninja Airlines Flight 169 from Chicago to Las Vegas. It is unusually full for a red-eye. Nearly two hundred passengers are packed like sardines into business and economy, while first class remains a veritable ghost town.

Moments after takeoff, flight attendants dim the cabin lights and hand out pillows and blankets. There is no in-flight meal, just snacks or beverages. As per usual, the first class lounge is open around the clock.

How the characters initially meet and interact is up to the players. In the interest of group cohesion, you might suggest that they are all first class passengers who gather in the lounge. Sure, it's cliché. It is also a great way to inject some roleplay with an **Interlude** using the Backstory focus.

## PASSENGER ZERO

Halfway through the three-and-a-half-hour flight, an elderly passenger dies in her seat. It comes as no shock to her husband. In fact, he seems particularly relieved as he buckles her seatbelt and presses the call button.





It's all very dignified, until she rises from the dead. Both eyes snap open! She moans, bucks in her seat, and desperately claws at anyone in reach.

Heroes with a d8+ Notice are alerted by the ruckus. If they choose to investigate, they arrive to find a few flight attendants attempting to calmly restrain her. In all the chaos, they inadvertently unlatch her seatbelt.

Any player character who witnesses what happens next must make a Fear check, or become Shaken with a level of Fatigue from nausea.

## BLOOD IN THE ISLES

The woman rips her husband's throat out with her teeth! As he slumps in his seat, she staggers into the aisle. Zombie granny randomly attacks anyone in her path, as her husband rises from the dead to join her.

All Hell breaks loose! High-pitched screams echo through the cabin. Passengers bolt from their seats, some climbing over them. It is all flight attendants can manage to avoid being trampled by stampeding droves of panicked passengers.

The heroes are characters in a zombie movie, which means they're hindered by crippling genre blindness. Although players know it will take a headshot to put zombie granny down, their characters do not!

For this reason, the scene is best run as a **Dramatic Task**. Any player character may participate or assist with the Support option, but the group must collect 20 Task Tokens within three rounds. The number of tokens achieved is a measure of success, with each token representing a flight attendant or passenger saved.

## FLIGHT OR FIGHT

The heroes are eventually overrun! They retreat to first class, regroup and come up with a new plan. Any flight attendants or passengers saved in the previous scene become Allied Extras per *Savage Worlds*.

While the player characters consider their options, the remaining passengers in business and economy devour each other one-by-one until the rest of the plane becomes one massive zombie playpen. It's just a matter of time before the undead sense the living and shamle toward first class.

Share the basics below via roleplay with the flight attendants and let the heroes plan their next move.

- First class is the most defensible spot on the plane. It's next to the flight deck and can be barricaded with service carts and carry-on luggage from the overhead compartments.
- The flight deck has a reinforced steel door, and the pilots are authorized to carry guns.
- A crate of guns and ammo were loaded in the cargo hold, and can be accessed through the dumbwaiter in the first class bar and lounge.

Fortifying their position is the sane choice. Clever players might devise a more proactive solution, but going on the offensive is almost certain suicide. No matter what they decide, making too much noise will require a Stealth roll opposed by the horde's Notice with a d6 Group Die.

In all the excitement, the characters fail to realize one of the flight attendants has been hiding a bite. She suddenly turns, attacking the nearest adjacent player character. Use Surprise from the Situational Rules section of *Savage Worlds* to run this combat.

## TURBULENCE

Once the heroes have dealt with the zombie flight attendant, they must face the zombie horde drawn by the ruckus, and an announcement from the pilot warning of severe thunderstorms ahead.

At the first sight of the horde, everyone must make a Fear check at -2 (-4 if they didn't erect a barricade). In a moment of panic an extra proclaims their doom and flings open the nearest exit door... resulting in explosive decompression!

The panicked extra is sucked out of the plane and into one of the engines! It explodes, tearing a huge hole in the side of the plane. If there is a silver lining to be found, it is that all but a handful of the zombies are sucked out of the plane as well.

Everyone else makes an Athletics roll at -2. If failed, the character manages to grab hold of something at the last second; but their grip is slipping. They must make a Strength roll at -4 to hold on. Failure means they are immediately sucked out of the plane.

Characters that succeed at the Athletics roll need not worry, but they do draw a card from the Action Deck. If the card is a Club, a zombie has latched on and must be dealt with when cabin pressure returns to normal.

Note: If a player character actually dies despite the Heroes Rarely Die Setting Rule, promote one of the passengers or flight attendants to a Wild Card as a replacement character with one free Advance, and let the player transfer any unspent Bennies.

## ENOUGH IS EFFING ENOUGH

Although the majority of the horde was sucked out of the plane, the characters must deal with a handful of zombies that remain (4 per hero). It won't be easy. Current conditions result in additional modifiers from Unstable Platform, Dim Lighting and Difficult Ground.

Meanwhile, the plane is in a nose dive. Both pilots are dead; they suffered severe head trauma trying to keep the plane in the air. Through the open door, the heroes can see their reanimated corpses strapped in their seats, randomly slapping the controls.



## COMING IN HOT

Assuming the heroes can dispatch the remaining zombies and clear the flight deck, all that remains is an emergency landing at McCarran International.

As they approach, they notice something peculiar. There are no runway lights. The Las Vegas Strip is lit up like a neon billboard, but the 24/7 airport appears to be shut down. All attempts to raise the tower are met with static.

One thing is certain, the heroes are on their own. Landing the crippled Boeing 747 passenger jet is a four-round Dramatic Task using Piloting at -2. Only one character can pilot the plane, but may receive Support from a co-pilot; or characters using Repair and Electronics at -2 to stabilize the damaged plane.

If the player character piloting the plane collects six Task Tokens over four rounds, the plane bounces and scrapes across the tarmac and eventually grinds to a stop. The rough landing leaves everyone with Fatigue from Bumps and Bruises, but otherwise unharmed.

Failure means the pilot overshoots the runway and crash lands on the Las Vegas Strip! Everyone onboard suffers 8d6 damage on impact!

## AFTERMATH

It is unlikely any of the heroes will actually perish, especially with the Heroes Rarely Die Setting Rule in play. Any character who walks away from the landing steps out of the plane to discover that the outbreak has happened on the ground as well.

Set the scene. Describe the burning fires, distant squawk of police sirens, overturned wrecked cars, the piercing screams of victims, and guttural moans of the living dead...

Cue the music and roll credits! If the players have any left over Bennies, let them spend them to add special title graphics, such as producer credits or cut scenes to the final credit sequence. Try to keep cut scenes under ten seconds, with brief descriptions of zombie kills or witty remarks from the characters.

Remember, this is a movie after all.

## PERSONALITIES

### HOLLYWOOD ZOMBIE

These zombies are the fast, feral flesh-eating type popular in the contemporary film and video games.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Athletics d6, Fighting d6, Intimidation d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 7

**Edges:** Fleet-Footed; Menacing

**Special Abilities:**

- **Bite/Claws:** Str+d4
- **Fearless:** Immune to Fear and Intimidation.

- **Infection:** Anyone bitten by a zombie must make a Vigor roll at the start of their next turn. Failure means they perish and rise as a zombie on their next turn. With success, the victim gains a level of Fatigue and rolls again next turn (or every five minutes outside combat). If Incapacitated, the victim dies and rises as a zombie on their next turn. With a raise, the bite wasn't deep enough or the victim's immune system prevails and no further rolls are required.
- **Invulnerability:** Zombies may be Shaken by any attack, but only Wounded by damage to their Weakness (Head).
- **Undead:** +2 Toughness; +2 Notice to sense the living; +2 to recover from Shaken; no additional damage from Called Shots (except Weakness); doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Instantly killed by any Wound to the head.

## FLIGHT ATTENDANTS (5)

Equal parts food service worker and lifeguard, flight attendants are the face of the airline responsible for passenger comfort and safety.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Athletics d6, Common Knowledge d6, Healing d6, Notice d8, Persuasion d8, Stealth d4, Taunt d8

**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Loyal (passenger safety)

**Edges:** Humiliate

**Gear:** Uniform, carry-on tote, and mobile phone.

## PILOTS (2)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Piloting d8, Shooting d6, Stealth d4

**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Edges:** —

**Gear:** Uniform, carry-on, Glock 9 (Range 12/24/48, Damage 2d6, RoF 1, Shots 17).

## TYPICAL PASSENGER

Your run-of-the-mill, mouth-breathing passenger.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Athletics d6, Common Knowledge d6, Notice d6, Persuasion d4, Stealth d4

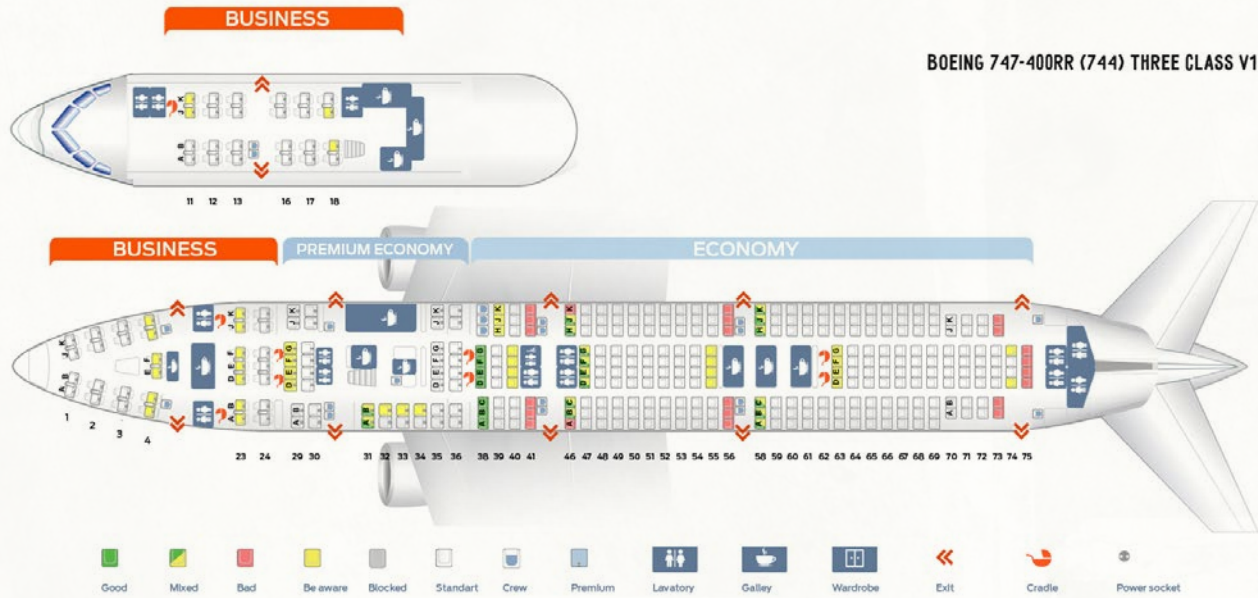
**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Edges:** —

**Gear:** Carry-on luggage stowed in the overhead.



# ONE SHOT WONDERS



## PREGENERATED CHARACTERS

Below are pregenerated Seasoned characters for *Flight of the Living Dead* designed using the Born A Hero and More Skill Points Setting Rules from *Savage Worlds*. Encourage players to select an actor or celebrity cast in the role ( e.g. Sylvester Stallone as the Air Marshall, or Morgan Freeman as the Retired Pilot, etc) .

PASSENGER

AIR MARSHALL

CHI → LVS

ATTRIBUTES					PACE	PARRY	TOUGHNESS
AGI d	8	SMT d	6	SPT d	6	2	5
STR d	6	VIG d	6				

FATIGUE -1 -2

INC -3 -2 -1

WOUNDS

SKILLS

Athletics d6, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d8, Stealth d6

HINDRANCES

- Heroic
- Suspicious (Major)

EDGES

- Alertness
- Brave
- Marksman
- Martial Artist
- No Mercy

GEAR

SIG Sauer P239 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7), ASP 16" expandable baton (Str+d4, -1 to Notice if hidden), handcuff key.

One last flight. That's what this Federal Air Marshall told themselves when they took the last minute assignment to escort an alleged serial killer across the country. It is a crap assignment, and the character isn't happy about it.

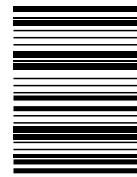
# FLIGHT OF THE LIVING DEAD

PASSENGER

## ALLEGED SERIAL KILLER



ANA169  
CHI → LVS



ATTRIBUTES

AGI d8 SMT d8 SPT d8 STR d6 VIG d6

PACE

PARRY

TOUGHNESS

6 5 5

FATIGUE -1 -2 INC -3 -2 -1 WOUNDS

SKILLS

Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d8, Stealth d6, Thievery d6

HINDRANCES

- Big Mouth
- Cautious
- Ruthless (Major - Escape custody)

EDGES

- Charismatic
- Calculating
- Menacing
- Thief

GEAR

Carry on, handcuffs (worn)

This smart and charismatic passenger is being transported by a federal air marshal to stand trial for a series of murders they claim they did not commit. A zombie outbreak just might be the only hope for escape and freedom.

PASSENGER

## SOCIAL MEDIA INFLUENCER



ANA169  
CHI → LVS



ATTRIBUTES

AGI d6 SMT d6 SPT d8 STR d6 VIG d6

PACE

PARRY

TOUGHNESS

6 2 5

FATIGUE -1 -2 INC -3 -2 -1 WOUNDS

SKILLS

Athletics d6, Common Knowledge d6, Electronics d6, Notice d8, Performance d8, Persuasion d6, Research d6, Stealth d4, Taunt d6

HINDRANCES

- Curious
- Pacifist (Minor)
- Quirk (constantly filming themselves and posting)

EDGES

- Attractive
- Very Attractive
- Bolster
- Common Bond
- Retort

GEAR

Carry on, laptop, smartphone

What is a good-looking, charismatic millennial to do? Recent success on multiple platforms has gone to this influencer's head. Albeit a little naive and entitled, they are generally kind and polite.

# ONE SHOT WONDERS

PASSENGER

## RENEGADE COP



ANA169

CHI → LVS



ATTRIBUTES

AGI d8 SMT d6 SPT d6 STR d6 VIG d6

PACE

PARRY

TOUGHNESS

6 6 5

FATIGUE -1 -2 INC -3 -2 -1 WOUNDS

SKILLS

Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d4, Shooting d8, Stealth d6, Taunt d6

HINDRANCES

- Impulsive
- Overconfident

EDGES

- Luck
- Great Luck
- Feint
- Provoke
- Quick
- Two-Fisted

GEAR

Carry on, CPD badge, Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7), shoulder holster.

This foul-mouthed, wisecracking, no-nonsense Chicago Detective has an itchy trigger finger and never-say-die maverick spirit. Vigilantism and a total disregard for authority have resulted in more than a few suspensions in their long law enforcement career, and serve as the driving factor in their unyielding belief that even when the odds are stacked against them they can succeed on sheer force of will alone.

PASSENGER

## RETIRED PILOT



ANA169

CHI → LVS



ATTRIBUTES

AGI d8 SMT d8 SPT d6 STR d6 VIG d6

PACE

PARRY

TOUGHNESS

4 4 5

FATIGUE -1 -2 INC -3 -2 -1 WOUNDS

SKILLS

Athletics d6, Common Knowledge d6, Electronics d6, Fighting d4, Intimidation d6, Notice d8, Persuasion d6, Piloting d12, Repair d6, Stealth d4

HINDRANCES

- Elderly
- Slow (Minor - Osteoarthritis)
- Stubborn

EDGES

- Ace
- Alertness
- Calculating
- Level Headed
- McGyver

GEAR

Carry on, collapsible walking cane (Str+d4)

This retired commercial pilot is flying cross-country to visit an old college buddy; for free of course. Usually controlled and thoughtful, the character can be gruff and unpolished when the situation calls for it.