

Flight 191 for Douglas

World War Z tournament

System: D20 Modern or True20

BASICS:

Location: Charlotte, NC

When: Late in the Great Panic

Players are onboard a flight from (somewhere) to Charlotte, trying to get home. Characters will include:

- National Guard Private back from the Middle East
- Air Marshall
- Business man
- Athlete (NFL player?)
- Teenage delinquent kid
- Pilot?

Unbeknownst to the players, Charlotte is being overrun as they arrive.

The plane is put in a holding pattern for far too long with no local airports answering. The plane runs out of fuel and has to ditch. It looks for the Catawba River just outside Belmont in hopes that it will absorb some of the impact and at least some passengers will survive.

The players are unaware of any of this, and wake up in the wreckage of the plane which is partially in the Catawba river.

PULL:

One player (National Guardsman) can pilot and if he can get the group to the National Guard station at the Charlotte Douglas Airport, find a helicopter, he can get them out.

They will have to trek about 10 miles of infested land, going along 85 to 485 to get to the airport. They can not take a vehicle – most are jammed

up in the traffic, abandoned, some are on fire, others have Gs in them.
The terrain is not conducive to off-road driving.

This is the tail end of the Great Panic. A majority of the Charlotte citizens have abandoned the city in favor of the mountain refuges being formed in areas like Boone and Brevard.

PUSH:

The party faces challenges along the way

- Zombies in the River
- Zombies on River boats
- Zombies in traffic and trapped in cars on the Highway
- Survivors trapped in buildings (Belmont and surround areas around the airport.
- Infected people yet to be animated

Encounter 1: Getting out of the wreckage and the River is their first task. There are zombies at the bottom of the river. Part of the wreckage rests on a small island, which they can climb too with some effort. There are boats that are drifting down the river, some with zombie occupants, and maybe others with infected people yet to be animated.

They first will encounter an infected passenger amongst the wreckage and will have to deal with him.

Once on one side of the river or another, they can make their ways through the suburbs or to 85 or 485.

Encounter 2: Depending on their route, they will encounter either a suburb infested with zombies and trapped civilians or a highway choked with abandoned cars. They will have to fend them off as they go along, be

tempted to save any survivors they can find, perhaps make some hard choices, and make their way to their destination.

Option 1: There are only two guns available to them. Arming themselves may be one of the first things they want to do. There is the occasional police car trapped in traffic (but possible zombie trapped inside), and a gun shop down on Wilkensen that one of the characters might know about

Option 2: The party will find it a rough round to get to the airport. They will have to go through several small neighborhoods and developments or over the highway.

GIMMICK:

One of the characters could be infected already. Roll a percent chance that perhaps one of them might have been bitten by a submerged zombie while in the river. Do not reveal who is infected to the party, but tell the person that he/she does not feel well.

Stages of the infection:

- **Hour 1:** Pain and discoloration (brown-purple) of the infected area. Immediate clotting of the wound (provided the infection came from a wound).
- **Hour 5:** Fever (99-103 degrees F), chills, slight dementia, vomiting, acute pain in the joints.
- **Hour 8:** Numbing of extremities and infected area, increased fever (103-106 degrees F), increased dementia, loss of muscular coordination.
- **Hour 11:** Paralysis in the lower body, overall numbness, slowed heart rate.
- **Hour 16:** Coma.
- **Hour 20:** Heart stoppage. Zero brain activity.

- **Hour 23:** Reanimation

The infection is in its early stages, no longer than 4 or 5 hours.

The Airport: Much of the airport is abandoned, with planes sitting out in the tarmac. One plane has Gs aboard, all the passengers infected or dead. They are trapped in the plane, with no way out.

The ANG station is east of the airport, and many of the larger cargo planes are gone. However, there is one helicopter sitting on the tarmac. It needs fuel. The entire compound is fenced in, with a gate at the front wide open. If they can secure that gate, they may be able to by some time as the zombie hordes have detected them.

ENIGMA

Nothing behind this other than pure survival

Flight 191 for Douglas – Part 2

Alexander Correctional Institution

Basics

Assumed: The players from the last adventure made it to the National Guard station at Charlotte Douglas and found a helicopter to escape on. The problem is there was a reason why that helicopter was left behind. It had a fuel leak.

The players fly as far as Taylorsville and have to land. The only place they can see that is large and has a helicopter landing area is **Alexander Correctional Institution**.

There is a small crowd of zombies outside the main fence but it looks like all gates are closed. The zombie crowd grows the longer they stay.

Goals: (1) Get fuel and repair helicopter (need part). (2) Ammo and supplies.

Fuel: Stored near the helipad on top of one of the main admin buildings. Will have to access that through the building, through the main cell block building.

Part: Need to get access to the motor pool, which is on the other side of the main building. A fuel line from a diesel truck or bus will do.

Ammo and Supplies: Stored inside the main cell block building, there is food, ammo and armor.

Gimmick: They attempt to land on the helipad but are unable to and end up landing in The Yard. They have to get to the top of the building to get to the fuel. Meanwhile someone else has to fix the fuel line.





