

FLASH GORDON CONVERSION

CONVERT THE FLASH GORDON® RPG TO THE SAVAGE WORLDS ADVENTURE EDITION
BY SHANE HENSLEY

Flash Gordon® was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

Note: This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

GENERAL NOTES

Racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. Knowledge (Astrogation) becomes Science, for example, and Tracking is Survival. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate. Charisma is ignored.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

THE SAVAGE WORLD OF FLASH GORDON

CHAPTER TWO: HEROES OF MONGO

MAKING HEROES

Follow the rules presented in SWADE to make characters.

- **PAGE 29 HAWKMAN—FLIGHT:** Ignore the hawkman's Climb.
- **P29 LION MEN—RACIAL ENEMY:** Lion men subtract 2 from Persuasion rolls when dealing with shark men, and the two often attack each other on sight.
- **P30 LIZARD MAN—NATURAL WEAPONS:** Use the rules for claws and bites in SWADE.
- **P30 LIZARD MAN—OUTSIDER:** Use the rules for Outsider (Minor) from SWADE.
- **P31 ROBOT—OUTSIDER:** Use the rules for Outsider (Major) from SWADE.
- **P31 SHARK MEN—RACIAL ENEMY:** Shark men subtract 2 from Persuasion rolls when dealing with lion men, and the two often attack each other on sight.
- **P34 POSITIVE / NEGATIVE RACIAL ABILITIES:** Use the values in SWADE.
- **P37 AMOROUS:** The penalty applies to Tests.
- **P38 OUTSIDER (Major):** Use the rules for Outsider (Major) in SWADE.
- **P38 XENOPHOBIC (Minor/Major):** Persuasion rolls with other races suffer a -1 penalty for the Minor version, or -2 for the Major Hindrance.
- **P43 MOXIE:** The character adds +2 to Taunt rolls and can use Taunt when resisting enemy Taunt or Intimidation attempts.

GEAR

Use as listed or replace with the rules from SWADE where an item has been updated, and be sure to adjust the Toughness value of any characters wearing them (Leather Armor increased from +1 to +2, for example).

Here are the Min Str values for those items that aren't listed in SWADE:

- **P46 DIVING HELMET:** Min Str d8.
- **P46 DIVING SUIT:** Min Str d8.
- **P46 ELECTRO-SHIELD:** Min Str d4.
- **P46 RAY-PROOF ARMOR:** Min Str d8.
- **P51 SHOCKSTICKS:** Min Str d4.
- **P52 PISTOLS / RIFLES:** Pistols and weapons under 8 pounds are Min Str d4. Rifles and heavier weapons are Min Str d6 unless listed otherwise.
- **P53 FLAMOL THROWER:** Min Str d8.



SAVAGE WORLDS, LOGOS, AND THE
PINNACLE LOGO ARE © 2019 GREAT
WHITE GAMES, LLC; DBA PINNACLE
ENTERTAINMENT GROUP.
WWW.PEGINC.COM

VEHICLES

- **ARMOR VALUES:** Use the first (front) armor value.

Ignore Acc and Climb and use the following values for Handling and Top Speed:

TYPE	HANDLING	TOP SPEED
Armored Car	-1	45 MPH
Armotractor	-2	24 MPH
Atom-Smasher	-1	45 MPH
Battle Tank	-2	24 MPH
Electric Mole	-2	15 MPH
Frigi-Car	-1	15 MPH
Magnificent Artillery Unit	-2	24 MPH
Rocket Sled	+1	60 MPH
Sled	-2	9 MPH
Snow Tractor	-1	40 MPH
Tractor Sled	-2	24 MPH
Airscout	+1	150 MPH
Fast Pursuit Rocket	+1	150 MPH
Jetcar	+1	75 MPH
Rocket Bomber	-2	90 MPH
Rocket Cycle	+2	90 MPH
Rocket Dreadnought	0	90 MPH
Rotorplane	+2	12 MPH
Sky-Sled	0	60 MPH
Space-Gyro	+1	225 MPH
War Rocket	-1	105 MPH
Amphicar	+1	30 MPH
Hydrocycle	-1	120 MPH
Rocket Submarine	-2	60 MPH
Scout Car	-2	30 MPH
Triphibian	0	75 MPH

CHAPTER THREE: SETTING RULES

UPDATED CORE RULES

- **P69 KNOWLEDGE:** Use the SWADE equivalents for skills. Use Healing for Medicine.
- **P71 COMBAT OPTIONS:** Tests of Wills and Tricks are now Tests in SWADE.
- **P72 SETTING RULES:** Use those presented in SWADE.
- **P74 PLANETARY ROMANCE:** At the beginning of each session, every player character makes a Persuasion roll, adding in any positive modifiers the GM feels appropriate. The character with the highest total is the subject of the romance (in case of a tie, all those characters are affected!).
- **P77 SKY BATTLES:** Use the Chase rules in SWADE.
- **P86 NEW & REVISED POWERS:** Use the powers in SWADE.

CHAPTER TEN: MONSTERS OF MONGO

CREATURES

Use the Size and Scale rules from SWADE throughout. Ignore the Size notes in the creature descriptions.

- **P141 TENTACLES:** Use the rules in SWADE.
- **P144 CAVE DRAGON (Size):** Decrease Size to 12 (Gargantuan) and Toughness to 24 (4). Increase Strength to d12+10.
- **P144 CAVERNOSAUR (Size):** Decrease Size to 6 (Large) and Toughness to 12. Decrease Strength to d12+4.
- **P145 CONSTRICTOSAURUS (Size):** Increase Size to 2 and Toughness to 7. Increase Strength to d12.
- **P146 DEATH BIRD (Size):** Decrease Size to -2 (Small), Toughness to 4, and Strength to d4-1.
- **P148 FIRE-DRAGON (Size):** Decrease Size to 8 (Huge) and Toughness to 24 (8).
- **P154 ICE BEAR (Size):** Decrease Size to 2 and Toughness to 11 (1).
- **P155 ICE WORM, GIANT (Size):** Increase Size to 12 (Gargantuan) and Toughness to 22 (2).
- **P158 NAUTILOID (Size):** Decrease Size to 9 (Huge), Toughness to 22 (4), and Strength to d12+9.
- **P159 OCTOSAK (Tentacles):** The creature has four tentacle actions and a Reach of 1. Bound or Entangled prey may be bitten.
- **P160 OCTOSHARK (Tentacles):** The creature has two tentacle actions and a Reach of 2. Bound or Entangled prey may be bitten.
- **P160 RAT, GIANT (Size):** Decrease Size to -2 (Small), Toughness to 4, and Strength to d4-1.
- **P164 SNOW-DRAGON (Size):** Decrease Size to 5 (Large), Toughness to 14 (2), and Strength to d12+4.
- **P164 SNOW-FOX (Size):** Decrease Size to -3 (Very Small), Toughness to 2, and Strength to d4-3.
- **P165 SNOW-SERPENT (Size):** Decrease Size to 5 (Large), Toughness to 14 (2), and Strength to d12+4.
- **P165 SOLDIER:** Most have the Soldier Edge, at the Game Master's discretion.
- **P171 TRIDENTAURUS (Size):** Increase Size to 4 (Large), Toughness to 14 (4), and Strength to d12+1.
- **P172 TURTODON (Size):** Increase Size to 6 (Large) and Toughness to 16 (4).

KINGDOMS OF MONGO

■ CORALIA VEHICLES:

TYPE	HANDLING	TOP SPEED
Shell Sled	-2	9 MPH
Speed Sled	0	30 MPH

- **P64 FRIA:** Increase Size to 4 (Large) and Toughness to 13 (1).

■ P71 FRIGIAN VEHICLES:

TYPE	HANDLING	TOP SPEED
Combustion-Ray Machine	-2	15 MPH
Speed Sled	0	30 MPH

- **P95 LUMINOUS BODY HINDRANCE:** The Charisma penalty applies to Persuasion rolls.
- **P97 RADIUMA & SKY-LAND WEAPONS:** Pistols and weapons under 8 pounds are Min Str d4. Rifles and heavier weapons are Min Str d6 unless listed otherwise.
- **P71 RADIUMA & SKYLAND VEHICLES:**

TYPE	HANDLING	TOP SPEED
Anti-Grave Aircraft	+1	90 MPH
Armored Sky-Sled	-1	90
Mobilgun	-2	24 MPH
Mobile Atom-Tower	-2	15
Radium Mine-Truck	-1	24

- **P109 RADIUM SOLDIERS:** Add the Soldier Edge.
- **P123 SKY CITY WEAPONS:** Pistols and weapons under 8 pounds are Min Str d4. Rifles and heavier weapons are Min Str d6 unless listed otherwise.
- **P132 AEROCETUS:** Increase Size to 12 (Gargantuan), Toughness to 23 (3), and Strength to d12+9.
- **P134 STORMLORD:** Increase Size to 12 (Gargantuan), Toughness to 24 (4), and Strength to D12+9.
- **P147 TROPICA WEAPONS:** Pistols and weapons under 8 pounds are Min Str d4. Rifles and heavier weapons are Min Str d6 unless listed otherwise.
- **P170 CAVERNOSAUR BULL:** Increase Size to 6 (Large), Toughness to 14, and Strength to d12+3.
- **P172 PIZIE:** Decrease Size to -2, Toughness to 3, and Strength to d4-1.
- **P177 TROPICA WEAPONS:** Pistols and weapons under 8 pounds are Min Str d4. Rifles and heavier weapons are Min Str d6 unless listed otherwise.