Where I Wanna Be, She May Be

Game: To A Bloody Pulp, Savage Worlds **Session**: #19: Where I wanna be, she may be

Date: October 1, 2017

Campaign Date: October 1, 1934

Characters

Two Chains, Bob LaForge Professor Elemental, Jason Liebert Harrison Jenkins (a.k.a. Corporal Punishment), Dave Hanley

Henchman Roll Call: Roger Muntz, Rico Gonzales, Steve Petrowksi, Jack Floyd, Joe Smith, Joe Blaugh, (and 2 other soldiers)

Judge: Dave Nelson

LOG

Kraut House

October 1, 1934

The Team has returned to Headquarters in the Atlantean saucer craft, but after weeks of work, they were no closer to figuring out all the details of the vehicle's operation. Professor Elemental, however, discovered an instruction manual of sorts, but was dismayed because no one in the organization could decipher the Atlantean writing. They decided that the only one who might be able to unlock the meaning was Dr. Hans Gruberman, professor at Gotham University and public face of the Philosophical Ascent to Atlantis (PATA).

The team made the unusual plan of going to Gruberman's house and simply asking for help, so they piled into one of their nondescript sedans and drove over to the university. Professor Elemental and 2 soldiers knocked on the front door and were let in by Gruberman's obnoxious housekeeper (actually the PATA agent Miss Direction in disguise). She made a show of calling Dr. Gruberman, but really summoned a hit squad of 8 PATA gunmen. While Corporal Punishment and Joe Blaugh waited in the car, Two Chains sneaked around to the back of the house and let himself into the kitchen. A few minutes later, 3 cars come squealing into view, disgorging 8 PATA gunmen. 4 burst into the front room of the house, three keep watch out front, and the 8th sneaks around to the kitchen. After a quick fight, the team kills 7 of them and captures the last one. Miss Direction escapes in the confusion and prepares to track the team back home.

As the team drives home, Steve Petrowski notices the tail, and the fact that the driver of the tailing car is invisible. Through some skilled driving and tactics the team throws Miss Direction's tail and manages to begin to tail her. They attempt, but fail, to throw a grenade into her car, but then do manage to follow her back to an abandoned Fishy Joe's warehouse in Blanchaven. Two Chains stealths his way into the building and discovers Miss Direction giving a report to Baron Stahl and a squad of PATA gunmen.

The team drives back to HQ and questions their prisoner, who reveals that Dr. Gruberman is holed up on the upper floor of the Fishy Joe's warehouse, attempting to repair the portal projector that the team had damaged on their previous adventure. After a quick

discussion, the team decided to assault the warehouse and capture Dr. Gruberman alive to unlock the Atlantean secrets of their disk craft.

SMASH 'EM DOWN

Professor Elemental, Corporal Punishment, Two Chains and 8 soldiers deploy in the Beast and the Monster and rush to the warehouse. They use machineguns mounted on the vehicles to blast open the rickety loading doors and begin to rush in to confront the PATA agents. Inside are Baron Stahl, Miss Direction, and a dozen riflemen or so, plus, a light tank (which they had encountered in their last battle with PATA so they shouldn't have been surprised to see it).

At first the fighting was ineffectual. However, when the tank disabled the .50 cal machinegun on the Monster, Corporal Punishment switched to using a flamethrower and in 2 attacks destroyed the tank. Professor Elemental summoned a trans-dimensional monkey butler to attack some riflemen, but it was less than effective. Baron Stahl opened up with an SMG and managed to kill Roger Muntz. Two Chains charges forward and engages Baron Stahl hand to hand, but then is ineffectually ambushed by an invisible Miss Direction. Then, surprisingly, a Ghost Dragon assassin, Chinese Jeremy, arrives to attack Two Chains in revenge for the killing of his master. Two Chains finds himself surrounded by 3 deadly attackers, but fights them off, killing Miss Direction and wounding the other two. Professor Elemental lends a hand with his electro-blunderbuss and finishes off Stahl and Jeremy. The PATA riflemen manage to shout Rico Gonzales and Steve Petrowski, wounding both of them. One PATA agent throws a grenade and kills Joe Smith and wounds Jake Floyd and Corporal Punishment (destroying his flame thrower in the process). The remaining PATA gunmen are soon wiped out and the ground floor of the warehouse is secured.

FINISH THEM

The team takes the elevator to the upper floor where Dr. Gruberman and 6 bodyguards await. Despite the Mentalist power of Dr. Gruberman which stuns various members of the team at various points and his invisible defenses, the gunmen are wiped out and the Doctor is beaten into unconsciousness and trundled back to headquarters.

AFTERMATH

Team C has inflicted a monumental beat-down on the Philosophical Ascent to Atlantis. They killed round 2 dozen agents, a supervillain (Miss Direction) and their secret weapon (Light Tank) and killed one principal leader (Baron Stahl) and captured the other (Dr. Gruberman). Having inflicted over 50 damage points and pushing to total over 100, the result indicates that the gang is broken and destroyed.