

Session/Game: Savage Worlds Mutants 12

Date: July 21, 2013

Mutants and Muskets, Episode 12: Road Trip: TO TERROR!

Campaign Date: March, 2056

Characters:

Pooh-Bear Shatner, seasoned, negotiator (Marlon Kirton)

Jock Johnson, seasoned, beater (Robert Swan)

Max Bemis, seasoned, mutant (Zach Kleiser)

Professor Elemental, veteran, weird scientist (Jason Liebert)

NPC's

Weasel Lockspur (guard, first aid guy)

Spuds Markey (trucker)

Old Cookie Swanson (back-up driver, deadliest gun in the west)

Luke Stinkpot (gun smith)

Digger Roundtree (heavy lifter)

Dan Kowlaski (mineral expert)

GM: Dave Nelson

Prologue: The key to making cartridge ammunition for the various pre-disaster guns they had collected was to get in a supply of mercury ore to make fulminate of mercury for the percussion cap at the rear of the cartridge. Unfortunately, the nearest mercury mines were in Nevada. The plan was to travel to Houston, scout the dockyards and refineries to find enough diesel fuel to take the truck to Carson City, Nevada and back. Then to take Interstate 10 west to California, then North to Carson City, find the ore at the Wilson Mining Company in Carson City, and return.

Log:

Day-1: Houston Ambush

The crew was assembled, Spuds drove the truck, and Cookie and Professor Elemental rode in the cab, the rest were riding in the trailer. They arrived in the Houston Red Zone and began to search, soon they found a pallet of 6-50 gallon drums of diesel fuel, wrapped in plastic and marked "Stabilized for Long-Term Storage". What a stroke of luck! However, the fuel was being used as bait for an ambush squad of ape-men. An ape-man sniper was waiting on top of a large oil tank nearby with a supply of long rifles and 3 ape-men loaders, all in heavy cover.

The sniper shoots and severely wounds Luke Stinkpot, but then Professor Elemental responds with his Tesla Erruptor, killing all of the ape-loaders. Jock and Max then rush the oil tank, covered by the amazing marksmanship of Old Cookie Swanson, who wounds the sniper several times. When they reach the tank, the rest of the trap is sprung, when 9 heavily-armed ape troopers rush from a nearby building and let loose a volley of musket-fire, followed by a bayonet charge. Jock and Max are each surrounded by 3 apes and pressed up against the tower. Pooh-Bear creeps up to support them,

and tries to taunt the apes, but only succeeds in enraging them, causing two of them to stab with bayonets and wound him.

While Cookie keeps the sniper pinned down, Jock manages to kill 3 apes and climb the tower. Max is still hard pressed by 2 of them, but kills a third. Professor Elemental rushes to help Pooh-Bear and kills an ape with his tomahawk. Jock then climbs the tower and kills the sniper. He uses the sniper's rifle to kill one more ape from above. The final 2 apes are quickly wiped out.

The various wounded characters are soon all healed up. They seize the long rifles and muskets from the ape-men. The diesel fuel is loaded and the trip west begins.

Day 2: Houston to San Antonio

Coming around a bend in the road, they find that the Neo-Apaches have set up an ambush. They dismount and Pooh-Bear negotiates with Chief Frozen Britches and agrees to give the Apaches 7 muskets in order to get passage.

Day 3: San Antonio to El Paso

Day passes without incident.

Day 4: Across New Mexico

At one point they find the road to be broken and impassable. They must take the truck up a fairly steep grade to work around. Max, Jock and Weasel start to scout the route, but are attacked by a dozen or so mutant Hareballs. Max, Jock and Pooh-Bear hold off the Hareballs while most of them are killed by Professor Elemental's Tesla Eruptor. Once the hareballs are dead, the Professor uses his Electro-Blunderbuss to clear a ramp to get the truck more safely up the grade, and they proceed westward.

Day 5: Across Arizona

They pass through Arizona safely.

Day 6: California is Clown Country

While passing northward through California, they are intercepted by a gang of insane Clowns, in 8 2-man dune buggies. Several of the Clowns manage to get some blunderbuss shots off at the cab, and briefly shake Spuds Markey. Spuds then crashes the truck into a dune buggy and briefly loses control. Max and Jock shoot several drivers of other dune buggies from the back of the truck, but eventually, the truck escaped Clown territory and they move off into Nevada.

Day 7: DINOSAUR PARTY IN NEVADA!

Reaching the Wilson Mining Company in Carson City, the team finds that there are several huge mutant lizards of dinosaur-like stature roaming the grounds. Max Bemis rushes the two Tyrannosaurus monsters and in a split second kills both of them with his mutant eye beams. Pooh-Bear approaches the three triceratops and calms them down using his affinity with beasts. Then Old Cookie Swanson shoots one in the head and stuns it. Professor Elemental then uses his mind control helmet to gain control of a second one and gets it to kill the stunned one. While Pooh-Bear leads off the third beast to a safe distance, the team uses a combination of dynamite and black-

powder grenades to blow the mind-controlled one up. The team then watches as Digger Roundtree packs the requisite amount of ore into the back of the trailer. At this point, the team realizes that modifications to the truck might be in order. They cut man-holes into the roof of the trailer and the tractor. They also surround the edge of the trailer roof with a railing from the mining company building.

Day 8: What's with all the Clowns?

Back in California, they are once again swarmed by dune-buggy clowns. However, using all their cunning, they fool the clowns into trailing off in the wrong direction and avoid them long enough to get out of their territory.

Day 9: Arizona Surprise

While traveling through Arizona, Jock is surprised to see the Shimmering Figure of the creature that had sworn revenge on him for killing experimental hareballs months ago. Jock was standing on the trailer roof and uses a long rifle to take a shot, but misses. The small, grey-skinned being returns fire with a hand-bolter and wounds Jock twice in the groin, before the truck escapes down the highway.

Day 10: The Crab Wagon is Coming

After maneuvering around the broken stretch of highway, the team sees a heavily-armored, huge, steam-powered vehicle rattling down the road toward them from the opposite direction. They ineffectually fire at the oncoming machine, enraging Crabulous and the other Crab People within. The crabs attempt to ram the truck as they pass, but miss and break through the guard-rail off the highway. Putting the pedal to the metal, Spuds tries to escape. When the crabs finally get back on the highway, they give chase, but Spuds manages to shake them using all his cunning and guile and the head start they had gotten.

Day 11: Welcome Home

The truck pulls safely into Scarptown, and work is begun on the cartridges.

Epilogue:

Professor Elemental is worried that exposure to the Strange Devices has begun to mutate him; he finds himself stronger, perhaps a bit taller, but less clear-headed than he was before. He keeps his worried to himself. The marshal decides to send the team to ape-country to find and destroy the other Strange Device that they know about.