

Queen of Fate

Session/Game: Savage Worlds

Session: #10 - Queen of Fate

Date: 04/30/2017

Campaign Date: May 1st-2nd, 1934

Characters:

Captain Hank Freemont (aka Captain Avalanche) - Dave Nelson

Two Chains - Bob LaForge

Stefan Malju (aka Evil Eye) - Marlon Kirton

Rusty Keys (aka Shadow Knife) - Tim Moyer

Judge: Andrew Smith

Briefing:

THE PROBLEM: Some VIPs are being threatened while much of Gotham is going through a crime wave.

THE TASK:

GOAL 1: Save Patrick Wayne, his wife, and his newborn son Thomas from being murdered.

GOAL 2: Uncover the origins of the spree of crime the city faces.

GOAL 3: Put an end to any threats to the Wayne family.

THE NEWS:

- The body of former Building Commissioner Brick Moats found amongst the wreckage of last month's train derailment in Gotham Proper has disappeared once again before it could be disposed of.
- Building Commissioner Brad LaPen has held off his emergency plans to tear down all the blighted buildings in Leaderton Boulevards, commonly known as "Crime Alley," but insists that plans to go ahead with the demolition could always start up again "in an instant."
- The Zeppelin Caelonavis, one of the world's greatest airships embarks on its cruise to return to the European continent today.
- A crime wave grips Gotham's more wealthy districts. Most recently a lot of earth moving equipment has mysteriously disappeared from Blanchaven, while train cars full of pipeline equipment has vanished without anyone knowing what had happened.

Log

Monday May 1st, 1934

Around 20:00 hours Mr Cheavers assembles Team C for an urgent briefing. He explains that the zeppelin Caleonavis has been hijacked by a team of mercenaries, and that it is imperative that some very important people are saved, specifically Patrick Wayne, his wife Wanda, and his newborn son Thomas.

As the team leaves to suit up, none other than Dr. Valiant confronts them. "How many of you are pilots?" he barks. "How do you intend to get up there?"

Captain Avalanche points out that he's a pilot, and that the Team C auxiliaries include two who are able to fly. Valiant is indignant and says that he will follow behind the team in his float plane just in case.

As the heroes approach the doomed zeppelin, they see a most lovely and stylish young woman standing by a wide-open door on the side of the airship. Her visage seems empty and apathetic, as though she were dead inside behind her smoldering eyes. She gives a hint of a smile, and then purposely launches herself from the airship presumably dying in the cold waters below.

Two Chains is flown up by one of the soldiers in the autogyro, while the old coot pilot henchman in his crop duster drops off Captain Avalanche and Shadow Knife. Evil Eye somehow managed to sneak aboard invisibly just as the blimp was taking off.



Evil Eye takes all sorts of trick shots while Shadow Knife mixes it up with the hijacker's leader dressed incognito as a passenger. Captain Avalanche knocks several of the hijackers around mercilessly, and Two-Chains eventually puts down the hijacker leader. With the exception of one poor hostage who got too close to the open door as the airship rocked back and forth, all the hostages are saved.



With the hijackers all out of commission or fled, Team C orders all the hostages to immediately make their way to the front of the zeppelin. Captain Avalanche rockets out of the blimp to hook the gondola of the Caleonavis to the autogyro. Shadow Knife breaks the gondola loose from the flaming hulk of the plummeting blimp, and only the supreme piloting skills of Captain Freemont manages to keep everyone alive when they hit the ocean. Dr. Valiant soon arrives in his floatplane, and everyone is rescued.

Once back on dry land, the Waynes express their interest in going back home rather than going into protective custody. Mr. Cheavers orders Dr. Valiant to guard the VIPs while he directs Team C to put an end to the crime spree. A description of the hijacker's leader doesn't reveal much, but Mr. Cheavers recognizes their description of the lovely young woman with the dead eyes. He warns the heroes that she may have some "advanced weapon technologies" that they may need to deal with, and that the crime spree could be leading to her ultimate plan.



A few hours later, Team C hears about a silent alarm that has gone off at a truck dealership below an overpass in Blanchaven. The team rolls up in two separate cars, forming a pincer maneuver. The assault on the thieves goes well, with many of the Sons of David gangsters dying as soon as they draw a bead on the heroes. Evil Eye determines that they were there to steal some tractor motors, rather than money or trucks. Just as the battle raged, the police arrived. They begin queuing up on the overpass, threatening to shoot if there is no surrender. Luckily, Captain Avalanche manages to shake the confidence of the officers through the judicious use of suppressing fire. As the heroes leave, a booby trap explodes the gas station nearby the dealership, killing all in a raging inferno.

Nearly immediately after that assault ended, the heroes learned about a standoff with police outside a jewelry store in the Diamond District. Five members of the Sons of David gang were holed up in the store, with two lookouts getting ready to help make a break for it. Team C snuck across a factory roof to get to the back door of the jewelry store. Two-Chains did his best to con his way through the building, and through sheer luck managed to appear in the right place. He and the rest of the team took out the two lookouts. Two-Chains then took control of the gangsters' getaway car.

Meanwhile, Captain Avalanche and some of the soldiers did their best to force the police to take their eyes off the gangsters. They drove up to the front of the store, and let out an invisible Evil Eye and then pretended to get a “flat tire” and set up shop across the street.

Meanwhile, Evil Eye invisibly infiltrated the shop and began to drop paralytic and tear gas grenades in hidden places, knocking out a few of the gangsters and driving the rest of them out the back of the building. The heroes stopped the gangsters, and Two-Chains floored the getaway car and managed to elude the police and escape.

After a quick inventory of what had been stolen before along with what was stolen, Two-Chains guesses that the villains are making a digging device of some sort. It occurs to everyone at once. A mole machine! That’s how the villains plan to bring down Wayne Manor and kill Thomas Wayne!

Tuesday May 2nd, 1934

The Team C heroes rush to Wayne Manor, confident that the earthquakes Dr. Valiant is reporting is caused by some sort of digging machine. Sure enough, there is a telltale plume of dust coming from an otherwise natural ocean cave on the sea cliff wall that Wayne Manor overlooks.

The heroes charge in, only to realize that they have forgotten to bring flashlights. Luckily, they brought a flare gun, which they use to illuminate the tunnels. They come across explosive charges set to bring Wayne Manor down killing all inside. Evil Eye and Two-Chains kill an entire squad of gangsters, but not before the fuse is lit. Luckily, the expert shooting of Evil Eye keeps the entire cave complex from exploding.

The mole machine bursts through a wall, and attempts to crush Captain Avalanche. Two-Chains tries to slip by the mole-machine, but is caught by the ultra-sharp drilling apparatus that wounds him critically, effectively taking him out of the fight. He makes his way toward the exit of the cave. The mole machine mows through a host of toughs hired to set the explosives, destroying them in a bloody mist of blood and bone as the drill grinds them to pulp.

Captain Avalanche and Rusty Keys work together to stop the mole machine with the explosives set around the caves. They manage to slow it down, but not stop it. Evil Eye manages to slip behind the mole machine and open the hatch. To his surprise, it is unlocked. He shoots the driver dead in the back of his head. However, for his effort he is punched really hard by the young woman they first saw on the airship. He is knocked back away from the mole machine.

The Queen of Fate exits the mole machine and begins to try to beat Team C in earnest. She's supernaturally strong, and surprisingly resistant to firearms despite wearing no body armor.

After shooting her up a few times, Rusty Keys manages to get control of the mole machine and drive it into the Queen of Fate. Her body is ripped to part by the industrial digging drill, revealing the fact that as they suspected she was never quite human at all but instead some sort of synthetic being. The Queen of Fate is torn to non-functional bits.



Coda

Captain Freemont challenges Dr. Valiant. He makes sure that the bombastic hero knows that he made a mistake guarding the Wayne family. With the threat to the family utterly destroyed, the group could leave the safety of the Waynes to the police.

The Sons of David leader Izzy Mendelbaum was simultaneously blackmailed and hired by the Queen of Fate to carry out all the crimes necessary to create the mole machine. With the Queen of Fate gone, the crime spree ends immediately. Had Team C been less vigilant, the tractor motors may have made the machine faster and the cutting gems would have made its drilling power more efficient for passing through rock. The Sons of David lost five lieutenants in all (three killed and two captured by cops), along with twenty-six operatives (with one taken by cops) and another twenty-two street-level toughs (with four knocked unconscious in the caves below Wayne Manor.)

The caves below Wayne Manor are forgotten over time, only to become bat-infested and abandoned. Team C may take possession of the mole machine, but it will take the services of a character with the arcane background of Weird Science to fix or improve the vehicle. It can move a maximum speed of 6", and dig through 1" of rock or dirt a round.

Mole Machine

Acceleration 4 Top Speed 12 Toughness 20 (10) Heavy Armor Crew 1 Passengers 2 Tracked
Mole Driller 6D6