THE FATHER, SON AND HOLY GHOST

Game: To A Bloody Pulp, Savage Worlds **Session:** #14: Father, Son and Holy Ghost

Date: June 25, 2017

Campaign Date: June 25-26, 1934

Characters

Two Chains, Bob LaForge Professor Elemental, Jason Liebert Ruston Keys (a.k.a. The Rusty Shadow, a.k.a. Sweater Vest) Tim Moyer Gorak the Unfrozen Caveman (activated NPC) Tim Moyer

Henchman Roll Call:

Randal Cobb, Joe Smith, Osgood Winslow, Joe Peeps. Brickbat, Joe Blaugh, George Socrates, Moses Goldberg, Randy Taylor, Steve Petrowski, Stan Repinski, Fred Flanders, Sawbones Jones, Bill Cassidy

Judge: Dave Nelson

THE PROBLEM: The Wound Raven gang is on the ropes. If the three senior leaders: The Father, Son and Holy Ghost, can be found and eliminated then the gang is finished. The operation begins when Willy Burke, the Son, has been located at Marv's Pawnshop. However, the identity of the Holy Ghost is unknown, and the location of the Father, Totally Mental McMurray, is also unknown. Furthermore, the gang has raided the National Guard armory for more heavy weapons, hired some out of town mercenaries to seek out the vigilantes and kill them, and have activated some of their super-powered operatives, known as the Naughts to help protect key people.

LOG

RETURN TO MARV'S PAWNSHOP

June 25, 1934, 12 noon

The Beast containing Sweater Vest, Randal Cobb, Joe Smith, and Two Chains, rolls up in front of Marv's Pawnshop. Immediately behind them, in one of the team sedans is Professor Elemental, Osgood Winslow and Joe Peeps. Inside the shop are Willy Burke (the target, the Son), Marv the Pawnbroker, Big Steve and 5 Wound Raven gangsters. However, down the street at Orginal Steve's Hotdog Shack, are two super-powered Wound Raven Naughts, The Shillelagh, and the Banshee.

Two Chains and Joe Smith begin by rushing the front door, while Elemental and his gunmen get out of the car back a dozen yards or so. While Shillelagh, is quickly wounded by Sweater Vest and Joe Peeps and remains ineffectual for most of the battle, the Banshee uses her blast attack to good effect, eventually killing Joe Smith, Osgood Winslow, and Joe Peeps.

Sweater Vest was planning to use the Beast to inflict havoc during the battle, but soon found out that the Wound Ravens had another card up their sleeves. From the roof of the building across the street, a team of 4 mercenaries appeared and bombarded the Beast with anti-tank grenades, damaging it, killing Randal Cobb in the process.

Sweater Vest temporarily abandons the Beast and enters the building, where Two Chains has been locked in melee with Big Steve, after killing two of the gangsters at the door.

Marv, Burke and 3 other gangsters use gunfire to support Big Steve in his battle with Two Chains, until Marv accidentally shoots Big Steve in the back of the head and kills him.

Sweater Vest is pinned down at the front window of the shop by gunfire from the mercenaries from across the street. But, Professor Elemental creeps around to the side window, killing one more gangster, breaking the will of the remaining flunkies. Just then, Brickbat arrives unexpectedly, and rushes Shillelagh. The two super-men begin a long ineffectual duel. Banshee then turns invisible and rushes around the corner to support Willy Burke, who has crashed through the window and is engaged in a short-range combat with Professor Elemental.

Then, Sergeant O'Higgins and 3 patrolmen arrive and are immediately enraged by the sight of Sweater Vest, known murderer of Inspector Bronski. Sweater Vest then rushes out of the building back into the Beast. This causes the mercenaries to throw their second anti-tank grenades. This time they miss terrible, blowing up one of the police cars instead. As the mercenaries withdraw, O'Higgins and one patrolman chase after them, while the other two patrolmen subdue and arrest Brickbat. Shillelagh flees into the hotdog shop.

Sweater Vest pulls around the corner, joining Two Chains and Professor Elemental who are fighting Willy Burke and the invisible Banshee. Eventually, Banshee, almost out of power points, flees to the hot dog shop and the Professor finally finishes off Willy Burke, mission accomplished.

The battle ends with Osgood Winslow, Joe Peeps, and Randall Cobb all dead, Joe Smith rushed off to the hospital, and Brickbat facing a short spell in the city jail for brawling with Shillelagh. Two Chains is badly wounded, but is partially healed by Professor Elemental's special teapot. Banshee, Shillelagh and the mercenaries escape, but Burke, Marv and Big Steve are all dead.

THE HUNT IS ON

While Pierre works on repairing some of the damage to the beast, the vigilantes break into teams and begin to comb Otisburg, Crime Alley and the Bowery for leads to the location of Totally Mental McMurray, and to the identity of "The Holy Ghost", working from a list a possibilities provided by Mr. Cheavers.

Noon-4pm, June 25

<u>Group A:</u> Sweater Vest and Fred Flanders find no clues.

<u>Group B</u>: Professor Elemental, George Socrates, Sloppy Joe, and Moses Goldberg have no luck and find no clues.

<u>Group C:</u> Two Chains, Randy Taylor, Steve Petrowski and Stan Repinski have no luck and find no clues.

4pm-8pm June 25

After reorganizing their search techniques, the teams hit the streets again.

<u>Group A:</u> Sweater Vest and Fred Flanders meet a series of street contacts and a pointed to Crime Alley Alleys, where they examine the outside and do find some underground access points, Sweater Vest sneaks inside and eliminates the alleys as a possible hideout.

<u>Group B:</u> Professor Elemental uses an advanced whiskey detector to sweep the neighborhood, while George, Sloppy Joe, and Moses Goldberg start a dart-throwing contest in Eddie's High Life, but there are no leads. While leaving the bar, all four are ambushed by 3 mercenaries, who kill George and seriously wound Sloppy Joe, before in turn being all killed by the Professor's electro-blunderbuss.

Group C: Two Chains, Randy, Steve, and Stan have no luck and find no clues.

8pm-Midnight June 25

Group A: Sweater Vest, aided by Sawbones Jones, uses neighborhood knowledge to find a Wound Ravens gangter, beat him up, patches up his bruises, let him go, follow him home, pick the locks on his front door, read throw his papers, track him to a gang hangout and manage to eliminate 2 possibilities for the Father's Hideout. Group B: Professor Elemental uses his weird potato locator to narrow down some possible locations for Wound Ravens. Using his demolitions knowledge, he finds some places where Banshee had been active. Moses and Bill Cassidy then stage another dart throwing contest at the nearest bar, and the Professor eavesdrops on the crowd, managing to gain useful intel, eliminating several other possible hideout locations.

<u>Group C:</u> Two Chains, Stan, Steve and Randy beat up a bunch of random Irishmen for some leads to locations. While Randy waists his time looking in the newspapers, Steve and Stan scout the outside of Hotel Guano, giving Two Chains the location of potential secret underground chambers. Two Chains scouts these basements, and is able to elimiate the hotel as a location. They scare off one mercenary who was attempting to tail them.

Midnight—4am, June 26

<u>Group A:</u> Hitting the streets, Sweater Vest, Fred Flanders, and Sawbones Jones track some Wound Ravens kidnappers, break in on them, and find that they have kidnapped and are beating Buck Greasely, making it obvious that he is not "The Holy Ghost."

Group B: Using a brand new Potato Vapor Detector, finds some Irish gangsters, whom Moses and Bill beat senseless. Retuning his machine, the Professor finds that the gangsters had been using a still in the Fashion District, using his scientist's observation powers he finds a warehouse where the still is located. Bursting in, they find the bootleggers being forcefully evicted by Myrtle May Breckenridge, the warehouse's owner, who is spewing an anti-Irish diatribe (establishing the fact she is not the Holy Ghost).

<u>Group C</u>: Randy looks through the newspapers at headquarters, finding a promising lead about the Irish influencing law firms. Stan picked the locks to one firm, and Two Chains and Steve sneak in and examine some appointment books. Following things up, they find that Richard Nixon had an appointment in the Bowery. After avoiding a police patrol, the team follows up Nixon's appointment, and find him in the basement of Filbert Shipping, telling off some gangsters. They conclude that Filbert's isn't the hideout and Nixon isn't the Holy Ghost. At this point, they are reasonably certain that the Holy Ghost is Lt. Jack Riley, a crooked cop they have met before.

4am—8am June 26

<u>Group A:</u> Sweater Vest, Fred Flanders, and Sawbones Jones were canvassing street contacts in Crime Alley, when Lt. Riley and 3 Riot Cops, in an armored car, ride up and brutally murder all three of the vigilantes in a hail of shotgun fire.

<u>Group B:</u> Professor Elemental and Moses Goldberg play some stickball with the neighborhood kids, find the names of a few gangsters, beat them up, shoot guns at them to scare them, use demolitions to make a fake bomb to scare them, and are lead to the Toreador, which they eliminate the Toreador Theater as a possibility. They avoid a mercenary trying to taill them. <u>Group C:</u> While attempting to rough up some Irish thugs, Two Chains and his pals' plans are foiled when Dr. Valiant swoops in and carries off their prisoners.

At this point, they are certain (rightly) that Lt. Riley is the Holy Ghost, and that the Father is hiding either under Sluggo's Bar or Wang's Last Secret. They (rightly) guess that Sluggo's is the more probably location. The cost of the search has been high. Sweater Vest, Fred Flanders, Sawbones Jones, and George Socrates are all dead, and Sloppy Joe (Joe Blaugh) is seriously wounded and hospitalized.

THE HOLY GHOST BECOMES WHOLLY A GHOST

8am-Noon, June 26

Filled with a desire to avenge Sweater Vest, the team decides to move against Lt. Riley first. Riley has been spending time either in the Crime Alley Precinct House or his own townhouse, traveling back and forth in an armored car with 3 armored riot cops. Having watched his route carefully, the team sets up a 75mm howitzer and a .50 cal machine gun in the road on the way. Joined by Gorak the Caveman (dressed in the Brewster Body Shield, armed with a katana), they wait for the armored car.

Professor Elemental uses the howitzer to wreck the armored car, killing one of the riot cops in the wreck. After several turns of cannon fire and machine gun attacks which kill the remaining 2 riot cops, Gorak, followed by Two Chains at a distance rush Lt Riley. Gorak finishes off the gangster-cop.

THE WOUND RAVENS ARE FINISHED

Noon-4pm, June 26

Gorak, Two-Chains, Professor Elemental, Moses Goldberg, Randy Taylor, Stan Repinski, and Steve Petrowski proceed to attack the hide out of Totally Mental McMurray located beneath Sluggo's Bar. They briefly considered using the howitzer and explosives to destroy the whole building, but it turns out that the bar only pays tribute to the gang, and is full of innocent staff and customers.

The outer chambers are filled with a half dozen mercenary riflemen, backed up by 10 shot-gun armed "Cutters", the Father's personal crew. Two Chains gets himself seriously messed up with shotgun fire during the assault, but is partially patched up by Professor Elemental's special kettle. Randy Taylor and Stan Repinski are both seriously wounded, and Moses Goldberg is killed by the defenders as they close in on the Father.

Totally Mental McMurray proves true to his name, shrugging off attacks right and left from Gorak, Professor and Two Chains. At first Gorak is impervious to McMurray's knife attacks due to the Body Shield, but then McMurray brutally stabs him over and over in the knees, wounding him greatly. After another swig from the Professor's kettle, Two Chains closes in on the Father. He has to spend a few seconds killing Chinese Steve once and for all before coming to grips. He then finishes off the Father, and the gang, with a devastating stab.

EPILOGUE

The Wound Ravens are finished once and for all, but the bill was very high, with one principal (Sweater Vest) and 8 henchmen killed. 1 Gang is gone, 4 more must be eliminated by January 1 to save Gotham and the U.S.A. from some terrible fate.