THE FALL OF COBBLEPOT TOWER

Game: To A Bloody Pulp, Savage Worlds **Session:** #4: The Fall of Cobblepot Tower

Date: February 12, 2017

Campaign Date: February 12-15, 1934

Characters

Sister Maria Cobblepot (a.k.a. Mother Superior), Andrew Smith Two Chains, Bob LaForge Tony Farms (a.k.a. The Puma Man), Jason Liebert Rusty Keys, Tim Moyer

Judge: Dave Nelson

THE BRIEFING

THE PROBLEM: An explosive attack has begun against Cobblepot Towers. There is a real danger to the people of Gotham, and the fortunes of the Cobblepot family.

THE TASK: see if there is any immediate assistance needed at the attack site and if further destruction can be prevented. Inflict justice upon the wrong-doers.

GOAL 1: Rescue any civilians in imminent danger.

GOAL 2: Prevent further explosive detonation.

GOAL 3: Track down and see that the bombers are punished.

GOAL 4: Make sure that the evil-doers do not profit from the building's destruction

LOG

BULLETS AMONG THE RUINS

Monday, February 12, 1934, Noon

After a loud crash was heard all across the city, Eugene comes rushing down from the radio room and says that Cheavers wants the team to get down to Cobblepot Towers immediately. So, Rusty, Two Chains, Puma Man and Mother Superior pile into the sedan and speed off. Arriving in Old Gotham, they are blocked by a police roadblock. Sister Maria gets the patrolman to summon his boss, Sergeant Fleurie and browbeats him into letting the car pass the roadblock.

A block ahead, they find that the way is block by hostile Mexican mercenaries behind a rubble barricade. Two Chains attempts to leap from the speeding car as Rusty Keys makes an attempt to ram the barricade. Two Chains plants his face on the roadway, and the sedan is so pumped full of bullets that it spins around and comes to a screeching halt, facing the wrong way. Mother Superior and Puma Man get out and Rusty makes another attempt at the barricade. This time he hits the barricade and flips the car over it, landing on its roof. Meanwhile, Mother Superior engages in a gun battle with the Mexicans, while she's under cover at the commuter rail stop. Puma Man flies onto the barricade and weathers a storm of bullets, while Two Chains sneaks around the side of rail station to get to the Mexicans.

Puma Man abandons the fight with the mercenaries when he sees citizens in danger among the collapsing ruins of the North Tower, and also sees a masked villain and his 3 masked henchmen setting another bomb. Puma Man rescues several civilians, like a Puma, and rushes toward the bomber.

Meanwhile, Rusty crawls out of the wrecked sedan and joins Two Chains and Mother Superior against the Mexicans. They kill 3 of the 6 Mexicans at the barricade, and the remaining three flee to their truck and speed off. However, the 7 Mexicans at the barricade on the opposite end of the block begin to send some rifle bullets their way.

The bomber finishes setting his bomb and he and his henchmen jump into their car and begin to drive off. Puma Man flies down and grabs the bomb, attempting to fly it right into the fleeing vehicle. He fails and lands hard on the ground. Deciding that he needs to save the innocent people in the area, Puma Man flies off and dumps the bomb into the harbor where it explodes harmlessly.

Rusty, Two Chains and Mother Superior slowly make their way across the rumble toward the fleeing bomber. Mother Superior shoots down one of the second group of mercenaries while Two Chains and Rusty divert to save civilians. After two more Mexicans are killed while fleeing, the remaining 4 escape into the city.

GUMSHOE EXPEDITION

Monday February 12, 1934, 12pm to 11pm

The team decides to split up and look for clues as to who and why the bombers destroyed the North Tower of Cobblepot Towers. Sister Maria and Puma Man begin by questioning Sergeant Fleurie's domineering wife, they leave after a few minutes but are approached for help by the go-getting intern at Baker and Lee Law Firm, Richard Nixon, who asks the Sister to keep an eye on things while he calls the police about a Communist demonstration around the corner at a local bank. Sister Maria picks a fight with the Reds, who were hassling the bank customers, and a long brawl breaks out, with Nixon eventually returning to help. Puma Man is tricked by Evil Donald Pleasance and Henri Van Der Loof (a Belgian tracker of some repute) into falling into a net trap. They attempt to shove Puma Man into their station wagon and haul him away, until they are confronted by Sister Maria and are forced to slink off in shame because they suck so bad.

Returning to Sergeant Fleurie's house after his shift is over, Sister Maria and Puma Man force him to confess that he was bribed by the Wound Ravens to keep everyone away from the bomb site. He doesn't know which Wound Raven crew boss was behind the plot, but suggests that they should try to find someone more connected.

Meanwhile, Rusty and Two Chains have decided to track down the truck used by the Mexican mercenaries. They had noticed that it was a rental truck from Blanchaven rentals so they rush over there. They discover that Doctor Valiant had already been there and was off on the trail already. Searching the truck, they find food wrappers from Pig Sticker's Barbecue nearby. They rush over, only to find Doctor Valiant already there. Two Chains stealthily enters the restaurant, finding Doctor Valiant confronting a Free Man gang boss, Judas Kane III, accusing him of destroying the tower. Kane is cool and unworried, brushing off the accusations without batting an eyelash. Ignored by the arguing pair, Two Chains questions one of the cooks, who says that the Mexicans had been there, and the truck too. The truck had driven up and an Irish guy had come in and gotten a big take-out order. Two Chains slipped out the back, only to find 2 Irish gang members waiting for him. They attempt to beat him down for sticking his nose in where it didn't belong, but he murders one and Rusty comes around the corner and beats down the other, whom they take as a prisoner back to headquarters (after calling Eugene for a lift in the tow-truck).

Reunited at Headquarters the team plans out its next move. Sister Maria questions the Wound Ravens gangster prisoner and he says that their best bet would be to grab a connected

guy in the gang, maybe Big Steve, who works out of Marv's pawn shop (not too far from headquarters, in fact). They gear up and plan to snatch Steve after midnight.

SMACK-DOWN AT STINKY'S BAR

February 13, 1934, Midnight

Arriving at Marv's pawn shop in Crime Alley, they find it closed up tighter than a drum. They go around the corner to Stinky's Bar and ask around. The patrons say that sure. Big Steve hangs out at the pawnshop, but only when it's open. Going back into the street, the team is attacked by an old-fashioned gangster drive-by. A car comes screaming down the street and a goon with a tommy-gun lets lose a hail of bullets at them (to little serious effect). Puma Man leaps onto the car, grabs the steering wheel and yanks it, causing the car to roll onto its roof.

As the gangsters crawl out of the car, a police car bearing Lt. Jack Riley and two patrolmen arrive. Riley is a thoroughly crooked sadist who runs the local precinct with an iron fist. He demands the team give up their guns and submit to arrest, but they are having none of it. After dispatching the two gangsters, Two Chains kills the two patrolmen and Puma Man and Rusty beat down Jack Riley, leaving him handcuffed to his car. Sister Maria, meanwhile keeps the bar patrons distracted with a drunken tirade. (Why they left Riley alive after killing his two men, I don't know).

The team retreats back to HQ, after righting the gangsters' sedan, hoping to use it to replace the one they wrecked at the bomb site. After some first aid, they decide a few hours' sleep would be the best idea.

AN ABUNDANCE OF STEVES

February 13, 1934, 9 am.

Masked and armed, the team enters the front door of Marv's pawnshop in the middle of the morning. Two thugs are watching the show-room, while Marv and Big Steve are in the office. The thugs had seen them ride up and noticed the masks and knew about the previous night's shenanigans. Once they entered the shop, the first gangster got out a tommy gun and sprayed them with bullets, injuring one or two vigilantes. The other fired his pistol. These two thugs are immediately dispatched, as Big Steve and Marv come out of the office. Big Steve tries to beat down Puma Man with a blackjack, while Marv just tries to escape. Rusty stops Marv and beats him into incoherence. Puma Man and Sister Maria slowly are able to beat Big Steve into submission, but it isn't easy. Two Chains, however, is distracted by the sudden appearance of Chinese Steve, a martial artist seeking to avenge his mentor whom Two Chains killed. After a pathetic exchange of kung-fu, Chinese Steve is bested and flees into the streets.

They question Big Steve and he reveals that Declan O'Toole, the head of the Fiery 5's crew is behind the bomber. He's an explosives and arson expert and had some kind of squeeze-play involving Desmond Cobblepot. O'Toole's hideout is in the back of the Crime Alley Bar called Murphy's Lament. The team patch up their wounds and decide to question Cobblepot before dealing with O'Toole. Sister Maria contacts her confessor Father Alexander O'Grady and asks if he can use some church pull to get an interview with Desmond Cobblepot. He, however, says that Inspector Bronski of the police has Cobblepot sealed off in his apartment and is allowing no one to enter. Cobblepot lives in Gotham Towers in the Diamond District, since Cobblepot Towers is not complete and no tenants had moved in yet (the observation deck and a few other features were open).

JUST A FAMILY CHAT

February 13, 1934, 10pm

The team waits until it is good and dark and drives to the Diamond District to visit Desmond Cobblepot. Puma Man summons all his puma-strength and flies the entire squad up the side of the Gotham Towers to the penthouse. Sister Maria questions Desmond and finds

him to be a total wreck. He explains that he had mortgaged every piece of Cobblepot property to the hilt on high interest loans arranged by the Wound Ravens. Now that Cobblepot Towers is destroyed he is ruined, the rents from the building were going to save his company and his personal fortune, but now the Wound Ravens and their partners in City Hall and some other gangs are going to take everything he has. Realizing that they must act quickly, the team leaves. Puma Man is too exhausted to carry anyone else down from the building and goes alone. Two Chains and Rusty climb down ropes, and Sister Maria takes off her mask and bluffs her way past the police guards.

MURPHY'S NEW LAMENT

February 14, 1934, 3am

After closing time, the team strikes at Declan O'Toole's hideout at the bar called Murphy's Lament in Crime Alley. Sister Maria drives a motorcycle through the front door, while Two Chains fires a .50 caliber machinegun from the side car. Rusty and Puma Man enter through two separate windows. One henchman with a sawed-off shotgun and one with a pistol fail to stop the onslaught, their guns both running out of bullets. However, a third with a tommy gun manages to wound Rusty, Sister Maria and Two Chains. Declan himself tosses a hand grenade into the motorcycle. While Sister Maria is slightly injured, Two Chains jumps clear. The machinegun, however, is destroyed. Rusty and Maria kill the tommy-gunner. Puma Man and Two Chains dodge a second hand grenade from Declan. The team makes a furious onslaught, quickly killing the other two henchman, and Puma Man beats Declan O'Toole into a bloody, unconscious, pulp.

Searching the records, the team is unable to understand any of the financial mumbojumbo, but, searching the store-room, they do find bomb-making material identical to those used at the tower. They hand Declan and the evidence over to Sergeant Fleurie, threatening to expose his complicity if he doesn't make a full exposure of the plot.

Aftermath:

Sergeant Fleurie is given credit in all the papers for capturing the Old Gotham Bomber. Declan is indicted by a grand jury soon afterwards and a trial is set for June 1st. The Wound Ravens suffer 14 damage points.