

## Ancestor of all Honour (WOD) - Baz Nugent

*You know Damo, he's the man. After a busy term wheeling and dealing, he's heading down to Clare for a party. And if you help him set the place up, there's a lift, in a Merc no less. It's, Damo said, in the back end of nowhere. So, no neighbours, no guards, no limits.*

An RPG for 5 players

### The Premise:

*"Honour among thieves is the ancestor of all honour"*

James' uncle Thomas was Ireland's greatest hitman. He's been a major, if invisible figure, in Ireland's history since 1950, and though he's in retirement, the Army keep many eyes on him, since he has enough files stashed away to bring down any government and possibly the whole state.

James' knows that his uncle was a hitman, but not just how much of an impact on history he's had.

Doyle retired from Dublin to Clare, a remote house that he modified with secret compartments to hide his arsenal and the computer containing his files. He deliberately picked a place he knew to have a corrupt local superintendent, and a strong local gangster, Paiuraig "Paudy the Pig" Mullen, running the show. Under the guise of a retired civil servant, Doyle became a regular, if nondescript, member of his rural community.

About a month ago, Thomas Doyle noticed a boat arriving one night on the beaches below his home. The men on the boat were bringing cases of guns, which Doyle guessed were being taken to be delivered to Paudy the Pig. Doyle intervened and dispatched the men, sinking the boat with an RPG and ensuring the weapons were destroyed. Doyle assumed that Paudy would write the disappearance of the boat off to a crash, as the beach was fairly treacherous, and leave it at that.

As far as Paudy the Pig knew, his suppliers, newly arrived Russian Mafyia types, weren't up to much and he's spread word in the criminal world that the Russians were flaky. The Russians, whose survival would depend on their being seen as reliable, checked out where the guns went missing and guessed that whoever owned the house was probably involved.

Doyle, in his old age, had prepared for a ham-fisted attack by Paudy. He wasn't prepared for the ex-military Russians storming his house. In the confusion, Doyle was fatally shot by one of the Russians. Failing to find anything more suspicious than a shotgun (as Doyle's armoury was well hidden below the house, accessible only by a secret door), they believed that Doyle was probably just one of Paudy's men. They took his body and cast it into the sea.

Doyle's arrangement was such that no-one would really miss him, bar his nephew, if he vanished; he never really planned to use the files, and never expected the Irish Government to come after him; they were an idle threat so that he could live out his final years in some semblance of peace.

After his disappearance, only James knows he's gone, since James kept regular contact with his beloved uncle. And James knows that it's unlikely that Tom Doyle slipped in the shower, and that anyone who could dispatch him is dangerous.

Enter Damo. Damo, he's the man, he knows everyone and can get anything. In this case, a Posse. Damo knows the demands of the job, but not the details.

## The Characters:

**the Gunman's Nephew:** James Doyle, aged 27, The man who needs a job done.

**the Fixer:** Damien "Damo" Lynn, aged 25, The man to talk to about getting a job done.

**The Psycho:** Andrew "Madser" Madigan, aged 24, Old friend of Damo's, unemployed bouncer and the hired muscle, a man who was ejected from the FCA for being mental.

**The Freaky Chick:** Karolina Novak, aged 19, Polish politics student, radical political activist and general lock breaker and muck raker.

**The Jerk:** Rob Court, aged 25, post-graduate chemical engineer and arsehole, but has all the makings of a domestic terrorist.

## The Plot:

**Part One: The Set Up** - the meet, the greet, the getting to Clare and all sorts of character bonding

**Part Two: The Place to Be** - finding the House of Doyle and the contents. Most likely some kind of disagreement. The Russians come looking, and violence ensues.

**Part Three: The Break Up** - when the Jerk decides this is enough, steps into the wrong bar and gets on the wrong end of Paudy The Pig's enforcer's knuckles, while the Freaky Chick will be considered a Polish alternative, finalised with a period of planning.

**Part Four: The Hit** - Paudy the Pig talks turkey, gets cooked Russian style, and most likely there is a rescue.

**Part Five:** The Show Up and Show Down - curiosity overcomes someone, and when the Files are opened a nasty surprise is revealed, in the form of the Irish Army's revenge.

**Epilogue:** The tale of the tape in 3 minutes or less.

**Authors note:** This may be run with World of Darkness, but its not a horror game, but a crime fiction scenario, a modern Film Noir set in Ireland.

Back when this was just a random RPG, a trial of WOD as a non-supernatural system, it ended up with James shot by a Ranger, Karolina crashing a car into a wall and getting concussed, Rob being caught and interrogated, Madser going out in a mad battle with the rangers, and Damo escaping with a sample of the Hard Drive's files which he used to set himself up as a wheeler-dealer to the government.

Madser and James' death in the gun battle, as the two most gun toting characters, seemed to signify the Dramatic Justice that underlies the Noir Genre - vice is a downward spiral that leads to demise. Karolina's and Rob's surviving, albeit through some rough times, was apt given their personal arrogance but lack of outright brutality. And Damo acted the hero, and the dice kept coming up in his favour.

The main theme of this is that the characters should get what they deserve at the end; there's no treasure, only survival or not.

## THE GUNMAN'S NEPHEW

James Doyle, aged 27

You remember exactly when you first met your uncle Tom. It was your ninth birthday, and when everyone else was giving you jumpers or crappy colouring books, he was the one who gave you the toy you secretly wanted, but were just too quiet to mention to your parents. You don't know how he knew, but instantly he was your hero and ideal. This lingered on into later life, and when your parents died in a car crash near your fifteenth birthday, you chose him, despite the age gap of almost fifty years between you, to live with until you became an adult and were able to access your inherited property and money. He taught you self reliance and how to find your own inner strength; suddenly the quiet kid who wanted to be left alone became a man, and a deadly capable one at that.

Your uncle also taught you one more thing, something you don't share with the people around you - the fact that all his wealth and contacts came from working as a hitman for many years. You were the only member of the family he ever trusted with this information.

A month ago, he stopped answering his phones. At times before, he couldn't be contacted, but never for more than a week or two, and there was always a good reason. This is too long for him to be absent, and you figure that something has happened, perhaps a

vendetta that caught up with him. And



anything that could take him out is well beyond your abilities alone.

Enter Damo. He's the man who knows everyone and can get anything. In this case, a Posse. Damo knows the demands of the job, but not the details; he's got enough idea of how criminality works that sometimes the whys don't need to be explained.

Equipment:

- \* Heavy Revolver
- \* S Class Merc.

Power	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Fitness	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resistance	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

### SKILLS

#### Mental

(-3 unskilled)

Academics	Irish History	●●●●●
Computer		●●●●●
Crafts	Cars	●●●●●
Investigation		●●●●●
Medicine		●●●●●
Occult		●●●●●
Politics		●●●●●
Science		●●●●●

#### Physical

(-1 unskilled)

Athletics		●●●●●
Brawl		●●●●●
Drive	The Merc	●●●●●
Firearms	Pistol	●●●●●
Larceny		●●●●●
Stealth		●●●●●
Survival		●●●●●
Weaponry		●●●●●

#### Social

(-1 unskilled)

Animal Ken		●●●●●
Empathy		●●●●●
Expression		●●●●●
Intimidation		●●●●●
Persuasion		●●●●●
Socialize		●●●●●
Streetwise	Gangland	●●●●●
Subterfuge		●●●●●

### OTHER TRAITS

#### Merits

Boxing	●●●●●
Resources	●●●●●
Direction Sense	●●●●●
Irish	●●●●●
Russian	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

#### Health

●●●●●●●●●●●●●●
□□□□□□□□□□

#### Willpower

●●●●●●●●●●
□□□□□□□□

#### Flaws

Size: 5
Speed: 11 running
Defense: 3/6 while boxing
Armor:
Initiative Mod: 6
Experience:

#### Morality

10	○
9	○
8	○
7	○
6	○
5	●
4	●
3	●
2	●
1	●

Weapon/Attack	Dice Mod.	Range	Clip	Size
Heavy Revolver	2	S	6	1
Equipment	Durability	Structure	Size	Cost
Mercedes S Class	3	20	15	4

**THE FIXER**

Damien "Damo" Lynn, aged 25

You're the man. Anyone who knows anything about town knows you're the man to talk to and delivers. Since you were a kid, you were always the middleman, the go-between, the deal-maker. And you like it: it gives you a very simple, but essential purpose in life.

Though you're a man who can get people less-than-legal and legal-if-appropriated-illegally materials, you have a certain threshold for what you will and won't do; if its grown ups and they have the wallet to do it, you're ok, but kids and idiots and junkies, you try and send them on your way. For a mercenary, you have some morals. And the core of that is that business and friends aren't the same. Your business partners aren't your mates, and you take care of your mates and don't treat them as resources.

James is one of your mates. He's one of your good mates, in the "a friend will help you move, a good friend will help you move a body sense". He's covered for you a couple of times and bailed you out when you needed some no-questions asked aid.

A week ago, he said he needed help; not just you, but people

Power	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Finesse	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resistance	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

**SKILLS****Mental**

(-5 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts Joint	●●●●●
Investigation	●●●●●
Medicine	●●●●●
Occult	●●●●●
Politics	●●●●●
Science	●●●●●

**Physical**

(-1 unskilled)

Athletics	●●●●●
Brawl	●●●●●
Drive	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth <small>Legging it</small>	●●●●●
Survival	●●●●●
Weaponry	●●●●●

**Social**

(-1 unskilled)

Animal Ken	●●●●●
Empathy	●●●●●
Expression	●●●●●
Intimidation	●●●●●
Persuasion <small>Trust</small>	●●●●●
Socialize	●●●●●
Streetwise	●●●●●
Subterfuge	●●●●●

**OTHER TRAITS****Merits**

Barfly	●●●●●
Contacts	●●●●●
Striking Looks	●●●●●
Resources	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

**Flaws**

Size:	
Speed:	
Defense:	
Armor:	
Initiative Mod:	
Experience:	

**Health**

●●●●●●●●●●●●
□□□□□□□□□□

**Willpower**

●●●●●●●●●●
□□□□□□□□□□

**Morality**

10	○
9	○
8	○
7	○
6	●
5	●
4	●
3	●
2	●
1	●

Weapon/Attack	Dice Mod.	Range	Clip	Size
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Equipment	Durability	Structure	Size	Cost



you know who can be trusted. Something that could be rough. You had a few bodies in mind, like your oldest mate Andrew, aka Madser, as muscle, an anarchic little bitch called Karolina with a run on B&E, and Rob the Jerk, a muppet who gets his shits and giggles from homemade explosives and thermite. As far as they all know, they're the advance guard for one of your legendary parties, and unless it all turns out as bad as James thinks, you'll keep them in the dark.

Equipment:

\* Drugs aplenty

## THE PSYCHO

Andrew "Madser" Madigan, aged 24

You're a headcase, but you'd never admit it - you're a *hardcase*, people around you are pussies. You've wanted to be a soldier since you were able to hold a toy gun, and you've done everything you could to become one. You joined the Army Reserve when you could and tried to get a Cadetship in the full army when you finished school, with the aim of becoming a Ranger. But you just weren't good enough academically and you were rejected. Worse was still to come, as you ended up being dishonourably discharged from the reserves after you punched a lieutenant you went to school with.

Since then, you've lived vicariously through Soldier of Fortune magazines and training weekends. Your attention span and temper are so bad that you can't hold down a job for long and even Damo, your oldest mate can only get you so much work as a bouncer.

Still, whenever you get the chance to bash a few heads, you relish in it, for cash or not, you just try and do it the way the Dirty Dozen or

Arnie would do it. Even if you lose, you plan to make sure that whoever tried it on goes home well worse for it.



Power	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Finesse	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resistance	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

### SKILLS

#### Mental

(-3 unskilled)

Academics	Military Hist	●●●●●
Computer		●●●●●
Crafts		●●●●●
Investigation		●●●●●
Medicine		●●●●●
Occult		●●●●●
Politics		●●●●●
Science		●●●●●

#### Physical

(-1 unskilled)

Athletics		●●●●●
Brawl	street brawl	●●●●●
Drive		●●●●●
Firearms		●●●●●
Larceny		●●●●●
Stealth		●●●●●
Survival		●●●●●
Weaponry	Combat Knife	●●●●●

#### Social

(-1 unskilled)

Animal Ken		●●●●●
Empathy		●●●●●
Expression		●●●●●
Intimidation		●●●●●
Persuasion		●●●●●
Socialize		●●●●●
Streetwise		●●●●●
Subterfuge		●●●●●

### OTHER TRAITS

#### Merits

Iron Stamina	●●●●●
Kung Fu	●●●●●
Criminal Rep	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

#### Health

●●●●●●●●●●●●●●
□□□□□□□□□□

#### Willpower

●●●●●●●●●●
□□□□□□□□

#### Flaws

Size: 5	
Speed: 11	
Defense: 2	
Armor:	
Initiative Mod: 4	
Experience:	

#### Morality

10	○
9	○
8	○
7	○
6	○
5	○
4	●
3	●
2	●
1	●

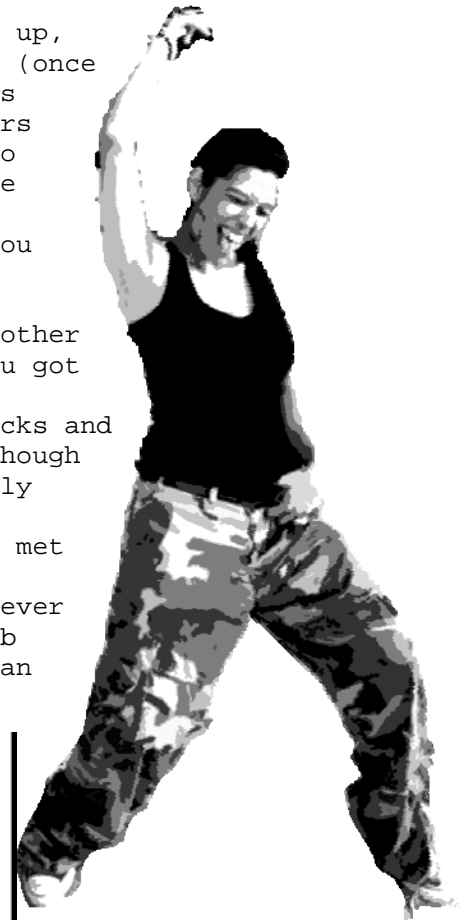
Weapon/Attack	Dice Mod.	Range	Clip	Size
Equipment	Durability	Structure	Size	Cost

**THE FREAKY CHICK**

Karolina Novak, aged 19

You like to claim that Communism and Authoritarianism were unstoppable juggernauts of oppression when you were growing up, but really, you're just too young to have seen any excesses (once in a while you claim to be older than you are, if your facts are questioned). Plus, you moved to Ireland almost four years ago with your family, and naturally your Polish accent is so muted that you can pass for Irish, you play up your "refugee from oppressive Catholic Poland" to the hilt. Ironically, Ireland's relative liberalism and financial success meant you were able to act out the way you do now.

You've been an active participant in anti-war protests and other anti-establishment activities for a while, but only when you got to University that you got involved in criminal damage and destructive protests. You've picked up more than a few tricks and skills since you first threw a paint can at a copper, and though you loathe capitalism and all its trappings, you occasionally help out some of your drug-dealing friends when they need something smoked out or broken into. That's sort of how you met Damo, as you were looking for some cut price chemicals to complete a chemical bomb to stink out a fashion show. You never got round to gassing the show, but you have done the odd job for Damo clients of since. Plus, he does know how to throw an excellent party.



Power	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Finesse	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resistance	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

**SKILLS****Mental**

(-5 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts Mess	●●●●●
Investigation	●●●●●
Medicine	●●●●●
Occult	●●●●●
Politics	●●●●●
Science	●●●●●

**Physical**

(-1 unskilled)

Athletics Climb	●●●●●
Brawl	●●●●●
Drive	●●●●●
Firearms	●●●●●
Larceny B & E	●●●●●
Stealth	●●●●●
Survival	●●●●●
Weaponry	●●●●●

**Social**

(-1 unskilled)

Animal Ken	●●●●●
Empathy	●●●●●
Expression	●●●●●
Intimidation	●●●●●
Persuasion	●●●●●
Socialize	●●●●●
Streetwise	●●●●●
Subterfuge	●●●●●

**OTHER TRAITS****Merits**

Ambidextrous	●●●●●
Contacts	●●●●●
English	●●●●●
Russian	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

**Health**

●●●●●●●●●●●●●●
□□□□□□□□□□

**Willpower**

●●●●●●●●●●
□□□□□□□□

**Flaws**

Size: 5	
Speed: 9	
Defense: 2	
Armor:	
Initiative Mod: 5	
Experience:	

**Morality**

10	○
9	○
8	○
7	○
6	●
5	●
4	●
3	●
2	●
1	●

Weapon/Attack	Dice Mod.	Range	Clip	Size
Gas Bomb	5	M	1	1

Equipment	Durability	Structure	Size	Cost
Lock Picks (+2)	4	1	1	3



**THE JERK**

Rob Court, aged 25

You're the smart guy who thinks everyone likes him. They don't, and you're too arrogant to admit or even acknowledge it. You're a pathetic excuse for a man who should have grown a backbone and a conscience years ago, but through your intelligence and skill at chemical engineering, you've coasted through life. Heaven forbid you have to do a real day's work or deal with the common people, you've lived nothing but a pampered and sheltered life and if presented with a choice, you'd probably take ignorant comfort over true friendship. You have never been truly tested in your life.

Add to this your physical cowardice, and your cut of man is revealed; the only time you back down from your delusion is when you are (occasionally) threatened by physical violence, where you scamper back to safe territory and whatever flunky's are about, reinterpreting events to suit your idea of self.



As you see it, Damo asking you to come to one of his parties isn't suspect, it's about time that you, the life and soul of party, made an appearance.

Equipment:

\* Hi-spec Laptop.

Power	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Finesse	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resistance	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

**SKILLS****Mental**

(-5 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	●●●●●
Investigation	●●●●●
Medicine	●●●●●
Occult	●●●●●
Politics	●●●●●
Science	●●●●●
Chemical Eng.	●●●●●

**Physical**

(-1 unskilled)

Athletics	●●●●●
Brawl	●●●●●
Drive	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	●●●●●
Weaponry	●●●●●

**Social**

(-1 unskilled)

Animal Ken	●●●●●
Empathy	●●●●●
Expression	●●●●●
Intimidation	●●●●●
Persuasion	●●●●●
Podium	●●●●●
Socialize	●●●●●
Black Tie	●●●●●
Streetwise	●●●●●
Subterfuge	●●●●●

**OTHER TRAITS****Merits**

Encyclopedic Knowledge	●●●●●
Resources	●●●●●
Status (Academia)	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

**Health**

●●●●●●●●●●●●●●
□□□□□□□□□□

**Willpower**

●●●●●●●●●●
□□□□□□□□

**Flaws**

Size: 5	
Speed: 9	
Defense: 2	
Armor:	
Initiative Mod: 5	
Experience:	

**Morality**

10	○
9	○
8	●
7	●
6	●
5	●
4	●
3	●
2	●
1	●

Weapon/Attack	Dice Mod.	Range	Clip	Size
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Equipment	Durability	Structure	Size	Cost
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**PART ONE: THE SET UP**

Of the PCs, James knows his uncle is missing, Damo knows that James needs some help, Karolina and Rob believe they have volunteered to help set up a house for one of Damo's parties, while Madser has nothing better to do than help Damo out on one of his many escapades.

James knows the house is on the coast of Clare, well away from anything more substantial than a farmstead or country pub. The nearest town is Dooley, which is a backwater and full of isolationist rednecks, and the Gardai there are lazy.

The meet is around lunchtime on Friday, in the city centre. Everyone will be meeting at a café, around the corner from which James has parked his Merc. Damo and Madser should arrive first, then Karolina, finally, Rob. James and Rob have met before, James disliking Rob immensely. Rob should be a pain from the beginning, overemphasising his own cleverness and leching onto Karolina. Once arguments over "shotgun" are called, the trip should get under way. Play up the confined space (it's a Merc S Class, so its not cramped, but there is 5 people in the car, so elbows and arms should be making things awkward, and Rob should be making it unbearable).

If anyone asks, Damo is of course packing a selection of drugs; some grass, Ecstasy and acid. If one of the players decides to spike Rob, they will have to convince him to take the drugs as he has never taken any before (Presence + Persuade Vs Robs Wits + Composure, unless Madser just goes apeshit on him).

James will have to stop at some point before Clare. The town of Kilmullen straddles the main route to Dooley, and it should be the place they stop. Apart from the Petrol station, there's a separate off licence and pub, a bookies, a supermarket, and a selection of small stores, all arranged around a market square.

If Rob has taken any drugs, he's going to freak out; if he shows no particular direction to where his freak out is gonna happen, tell him he feels a compulsion to gather materials to protect his brain against assault (he's either hallucinating or paranoid as hell) and he goes mad in the supermarket.

If Rob was a spoilsport, have Madser run afoul of the old bat running the off-licence. She'll wind him up until he has to make a Resolve + Composure roll to stop going off the deep end and trashing the offie.

Either way (or both, for extra entertainment), the cops will arrive as Damo is dragging Rob/Madser/both back into the car. Kilmullen is a standard Irish town and the Garda aren't used to much action bar the odd drunk, so what should happen is a merry chase with some minor destruction. If the PCs get away, they won't be followed or reported.

After a few hours, coming up to evening, the PCs arrive at the house.

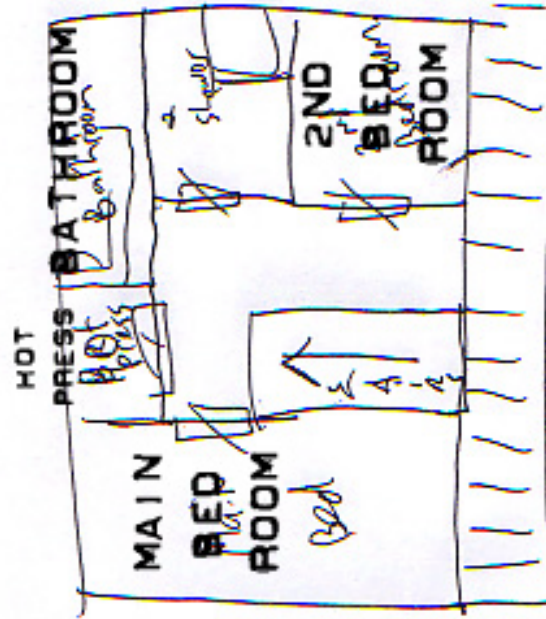
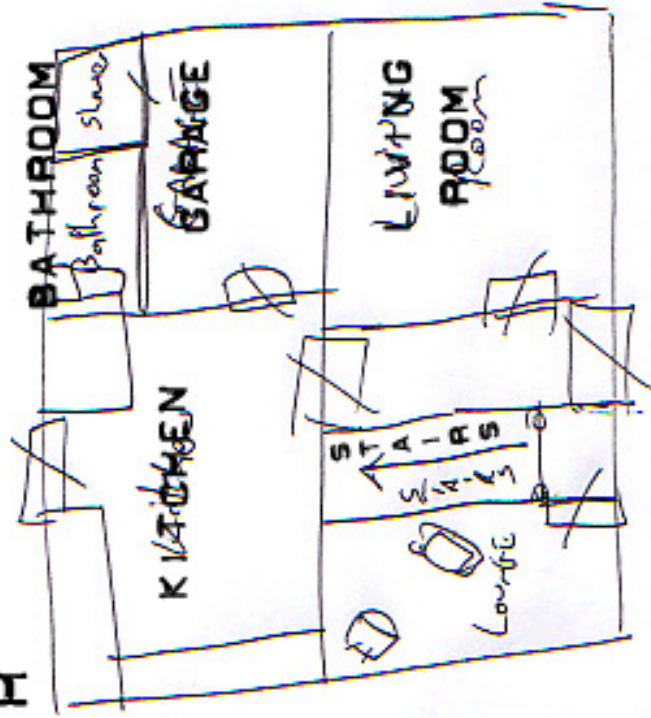


NORTH

SEA

BEACH

CLIFF  
(50 FOOT  
DROP)



## PART TWO: THE PLACE TO BE

The house is 2 story renovated farmhouse. Nearly all the land around the house itself was sold off years ago, and now the grounds merely cover a sizeable garden and a fantastic view of the sea.

The drop is pretty sheer, and only a mesh fence stands between flat garden and slippery angled sod. If the PCs look, there is a small path down, the route down can be found between two loose pieces of mesh. The path looks treacherous (Dex + Athletics) but really the worst any falls will result in is terror and mucked up clothing, as they slide down to a concealed ledge. Further investigation will reveal strange casings and scorch marks, but no-one bar Madser should hold any belief that an RPG has been fired off here.

At the front door, James will find his key won't work, but trying the back proves successful (The Russians changed the locks after they drilled them out, and a wits + larceny roll may suggest that the locks have been recently replaced). Inside the main hallway is a lingering smell (bleach, used to clean up the blood) and with extensive investigation PCs should be able to find where bullet holes were hastily patched - if players don't think to ask him, James can note that the hallway is now white, whereas the last time he was there it was yellow. Smashing the walls will find at least one bullet in the wall cavity.

With some deduction the PCs may determine that a gunfight happened in the hallway, and whoever was involved was shot multiple times before crawling to the kitchen door and being shot one last time while lying on the ground (there is a bullet hole in the wooden floor of small calibre that has not been filled in, but the bullet was removed).

The power is out; the house runs off a generator, in the Garage. Also in the garage are tools. There is no car; the Russians have stripped the car, in an attempt to cover their losses.

Checking the kitchen will find only non-perishable foods, as the Russians removed anything that could go off.

Upstairs, the rooms are all fairly prosaic - the 2<sup>nd</sup> bedroom and bathroom are normal. Even the master bedroom is standard. However, if anyone looks in the desk, they will find a shotgun licence (the shotgun was the one overt weapon kept in the house, in the Garage; it is missing, with Doyle's body).

Under the downstairs bathroom, specifically under the shower unit (which, if anyone takes the time to look, is bone dry and lacks any signs of water damage, or even contact with water for that matter - a fine layer of very dry dust covers its bottom) is Tom's bunker. The tunnel runs down from the shower unit about 5 feet, then along a 10 foot tunnel into the bunker proper, a 20 X 20 square room covered in racks. Here are kept his sizeable arsenal, his training manuals, and a selection of photos of Doyle throughout his career, dressed in everything from casual clothes to full army camouflage. The main piece is the computer hard drive that contains Doyle's "leverage". The bunker is effectively a Faraday cage, and no phone signal will penetrate, but only tell the players if the check.

The Arsenal includes:

Several Lee Enfield Rifles in perfect condition and ammo

4 pump action shotguns.

A case of handguns, mainly revolvers and old automatics, all in excellent condition.

A UZI and 2 H&K MP5s - but there is no ammo for these.

An M-16, an AK-47, FN-FAL and Steyer AUG assault rifle; each has 2 clips.

A bolt action sniper rifle, with a full ammo belt (20 rounds)

A heavy machine gun with 1 60 round belt.

The RPG with 5 shells in a 6 shell belt (allow the player who notices this to associate it with the scorch marks)

A case of C4 (approximately 20 dice worth of damage) and detonators.

If the PCs don't find the bunker by accident, remind James that in all the times he stayed at the house, the downstairs shower was never used. After some prying and investigating, they should find the secret door under the shower base.

Odds are, someone in the party is gonna start asking questions. Doyle's photos and manuals might make James wonder what his uncle really got up to, whereas Madser should be in hog heaven with all the guns, woe betide anyone who tries and takes them from him.

Thing is, the Russians aren't really gone. Sure, the two who killed Doyle are trying to find the missing guns, but they have sent two underlings to keep an eye on the house in case someone turns up. Mostly, their bored and have been mitching off to the nearest supermarket to buy cheap vodka. It just so happens that on one of these trips the PCs arrived at the house. And now they're back.

The PCs, unless they're fighting one another, will hear the car coming from a while away with a Wits + Composure roll. The Russians have spotted the lights on and come investigating (they assume its squatters, so if the PCs hear the car coming, they can get the drop on the Russians). The Russians are lazy and stupid and won't call for backup, but they will have some tactics and not just charge in guns blazing. Each is armed with a + 2 pistol, with Dex 3 and Firearms 1, so a pool of 6 (if WOD or MET is handy, use a gangbanger for their stats).

Either the PCs hold their ground at the house or a chase scene ensues; it can only end with the Russians dead, and the PCs should have no problem with this. Checking their corpses should determine from ID and the noxious vodka that these are Russian gangsters.

Rob will freak, understandably.

**A note on the Hard Drive:** It's a steel-encased shockproof box. It has only a Serial port connection, so Rob's laptop won't be able to connect to it.

On it are every training document, weapon configuration, report, and other intel pertaining to Tom Doyle's fifty-plus years as a hitman. Some of this includes political assassinations in the North and UK, and training guerrilla fighters in the North, South America, Palestine and other hostile regions. If this information got out, well the Irish government would have some serious explaining to do.

To ensure that these hard-drive wouldn't be used inappropriately, they are all sealed into the cases (Durability 10, Structure 10), and whenever they are powered up, a GPS and Radio locator within the frame is activated; the reason Doyle turned the bunker into a Faraday Cage was so he could access the machine without being able to be tracked.

As soon as the PCs power the box up outside of a Faraday Cage, the Irish Government will know about it. And they'll have a response team in the area in less than an hour, probably faster considering the inevitable gunfight of Part 4; they should arrive in perfect dramatic time for an epic standoff.

**PART THREE: THE BREAK UP**

Rob should demand the PCs leave (take Rob's player aside if need be to stress this) and that he wants no more part of this. Unless Madser shoots or knocks him unconscious, he should even try steal James' Merc and make for civilisation.

If the players stay, then dawn will break and no-one has come looking. The Russians don't expect anyone to turn up to the house and aren't missing the two lost heavies.

If they leave, the PCs will pass a sizeable country pub & restaurant, *the Speaker Dooley*. This is the main base of operations of Paiuraig "Paudy the Pig" Mullen, the local gangster and crook who holds Dooley in his flabby fist; he pays the Garda superintendent to ignore his crimes and he keeps the locals placated with a supermarket full of dodgy produce and threats of violence. Paudy the Pig wants to be more than a two-bit boss, and his plan to purchase guns to better arm his men was key to his planned expansion.

Rob, seeing "civilisation" (ie a phone and a place to be picked up by taxi), should demand to be let out, maniacally so. The PCs should eventually acquiesce, mainly to shut him up, and frankly, they all need a pint.

In the bar Rob will leave to find a phone, and Karolina will need to use the bathroom; these two need to be separated from the rest of the party, as some local is going to pick a fight with Madser (ie look at him) and its gonna get pretty hot. The farmer (strength 3 and brawl 2) isn't much of a match for Madser, but his six mates may be. Whatever way this scene plays out, have the PCs make for the car, even if they pull heat on the farmers, Damo should drag Madser out.

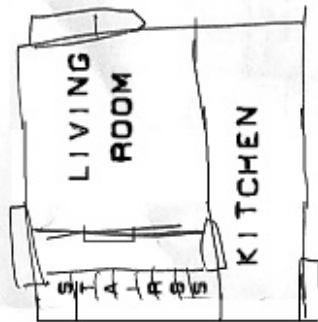
In the confusion, Rob will have been invited to use the office phone, while Karolina will have been grabbed coming out of the bathroom by one of Paudy's goons who mistook her Polish accent for Russian.

If James, Damo and Madser wait for the other two, the farmer will exit with a shotgun; the PCs should have no choice but to flee. Meanwhile, Rob and Karolina will be taken to Paudy's house.

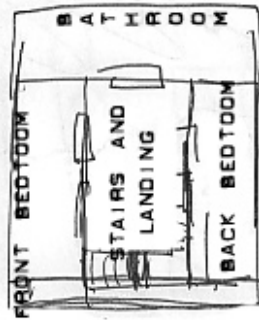
At the house, Rob will be tortured by one of Paudy's men in the upstairs front bedroom. Paudy thinks that Rob and Karolina are somehow involved in the gun scam, and since he's seen more than a few strangers moving about his town, he decided the first chance he got he'd take one of them hostage. Rob may be Irish, but in Paudy's eyes that just makes him a front man for the Russians. The torturer, Paudy Og (Strength 4, Brawl 3) will beat Rob to a pulp, demanding information on the Russians in the form of "Paudy wants to know who sent ya!". For every point of damage dealt, Rob must make a Resolve + Composure roll to not reveal some piece of information; a critical failure means Rob starts blabbering about all and everything. For Karolina not be ill at the sight of Rob's torture, she needs to make a Composure + Stamina roll. Once Rob breaks, Karolina will be next. But instead of being tortured, she will be taken into the kitchen and sat down with Paudy the Pig.

While Karolina is taken away Rob should be able to get to his phone while Paudy Og leaves him alone for a minute, and be able to call the other PCs. If he can make a Int + Resolve roll, he can give them directions, otherwise just the name "Paudy" before he is beaten again by Paudy Og.

FRONT OF HOUSE  
(SOUTH)

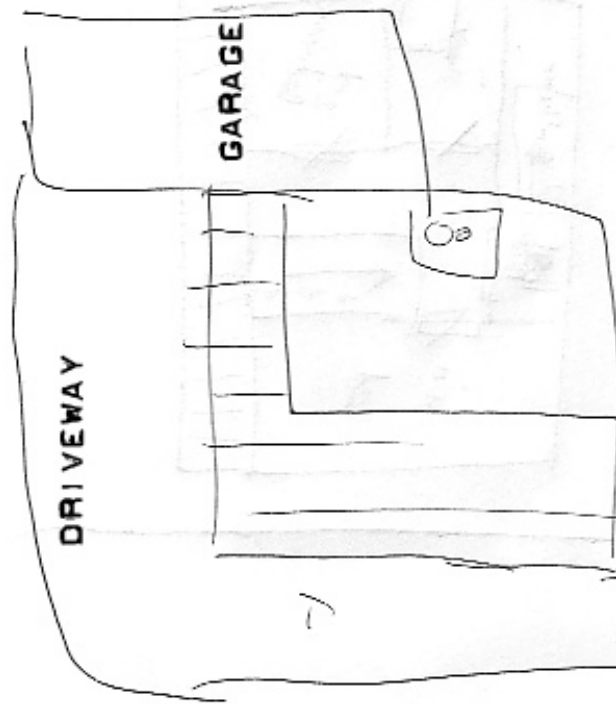


NORTH



WESTERN GARDEN  
CONNECTS TO FIELDS

NORTH



EASTERN GARDEN  
ENDS WITH HEDGES  
UNTO ROAD

HEDGES

MAIN ROAD

HEDGES

**PART FOUR: THE HIT**

Paudy the Pig is a huge fat man, perhaps twenty five stone and about six foot two. He has a greasy whisp of reddish-brown hair in a quiff and he dresses in cowboy shirts he thinks are stylish. He has no neck to speak of, and fingers like sausages. He drinks gallon after gallon of tea and eats cake.

He will be horribly polite to Karolina, because he considers it inappropriate to have a woman tortured, though he speak to her as if her English is atrocious, raising his voice to stress words and the like.

After some uncomfortable banter, Paudy will get down to business - Paudy makes the outright assumption that Karolina represents a different bunch of Mafyia, Polish to be precise (he will make painful attempts to "sympathise" with the plight of the Polish under the Soviets), and that Paudy is willing to deal with them for guns. He says he'll let her contact the rest of her allies to set up a proper meet. Before Karolina can call anyone, Paudy will be distracted by Paudy Og, giving Karolina a chance (dex + larceny) to steal the cake knife if she wants.

If the other PCs have a full address, they can proceed. Otherwise, let them use the name Paudy and Madser's impressive intimidate (add the size of the gun to the roll) to find Paudy's home. They'll see a number of fat oafs armed with shotguns (brawl pool 6, shoot pool 7, short range) wandering about in an attempt to patrol.

Whatever their plans are, the Russians, who have finally found out about their missing men, have decided they have had enough of Paudy the Pig. They will attack from the other side; they have a Firearms pool of 9, a knife pool of 7 and a brawl pool of 6, and while outnumbered they well outclass Paudy's men. Either way, let their be a massive gunfight.

Inside, Paudy will have Paudy Og go deal with Rob, while he decides politeness has gone far enough; the cake knife is +2, 9 again for its wicked point, Paudy is Brawl pool of 8 and is unarmed; once seriously injured (4 successes of knife) he will run or beg for mercy). Paudy Og will drag Rob out of the upstairs bedroom, and too the stairs; an errant bullet will distract him for a moment, where Rob can push him down the stairs if need be.

Outside, unless the Merc is quite some distance away, it will take a riddling, and the PCs will need to steal someone else's car. However, they will see the Hard Drive is still intact and while dented by the bullets, is perfectly intact; this should make at least one of the PCs curious as to what it is. There is a Russian's jeep on the main road which can be taken if the players can sneak up; it should just about fit all the PCs. In the back seat are some suitcases and a PC bag. The PC is old, but, ideal for connecting to the Hard Drive. If the PCs don't need a new car, let Rob eventually wire up his laptop through some cannibalisation.

Play the attack on Paudy's as a setup for the final scene; most, if not all of the PCs should escape.



**PART FIVE: THE SHOW UP AND SHOW DOWN**

The PCs have left Paudy the Pig and the Russians to their war, and have escaped, with probably quite a few bruises to show for it. Eventually, they'll need to stop to patch themselves up, and also because curiosity should talk hold - what is on the Hard Drive?

Either with the Russian laptop or with some wiring by Rob (who won't find it easy in his brutalised state) eventually the Hard-drive can be accessed (the car battery can power it).

On it are every training document, weapon configuration, report, and other intel pertaining to Tom Doyle's fifty-plus years as a hitman. Some of this includes political assassinations in the North and UK, and training guerrilla fighters in the North, South America, Palestine and other hostile regions. If this information got out, well the Irish government would have some serious explaining to do.

Give the players time to acknowledge the contents of the Hard Drive, explore it in some detail, even plan to use it to their benefit. It won't matter. The Garda have already called in the Army to the area because of the gunfight at Paudy's; with the powering up of the Hard Drive, the government know exactly where it is and divert a team of Rangers to recover it.

Let the PCs have 1 Wits + Composure roll each to spot the approaching Rangers and take up position. The Rangers will open up with tear gas (Stamina + Composure per round in the cloud, failure takes a -5 penalty to all actions), and will only resort to using their SMGs (Pool 14) if fired upon or they get into close quarters and the PCs don't surrender (Resolve + Composure for Madser to do so).

If the PCs fight, its to the death - their death. There are more Rangers than there are PCs and they are far better shots and equipped. Anyone who flees mid combat can do so on a Stamina + Stealth run and hide roll Vs the Rangers' Wits + Survival (5 dice). Anyone who doesn't fight won't be killed.

If the PCs surrender, they are captured, taken to the Curragh and interrogated for weeks. Eventually some of them will be released - probably Rob, who is too terrified to do anything, and Damo, who will make a deal of some sort. Karolina will be interred in a psychiatric hospital, Madser will be probably charged with illegal weapon possession or some other offence. James will be taken to meet some men in a quiet room in government buildings, where they will offer him the chance to take over where his uncle left off...