



THE BRONZE CASE

By Richard Hazlewood



TRAVELLERS' AID SOCIETY

THE BRONZE CASE

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Introduction

The Travellers encounter a woman desperate to escape an attack by persons unknown. She needs them to help her deliver a mysterious bronze case to a facility hundreds of kilometers away, but the attackers are not far behind!

This adventure is set on a mid-tech, habitable planet and can be quickly inserted into any existing campaign. This adventure is designed to be easily dropped on a group of Travellers without disrupting the regular campaign.

This adventure is not designed to kill anyone, but Travellers could, and likely will be, injured during the adventure.

Required Materials

To get the most from this book you will need at least two six-sided dice and some pens/pencils and paper or a computer.

Access to a copy of the *Traveller Core Rulebook, 2nd Edition* by Mongoose Publishing may be useful.

References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *MGT2 23* or *(MGT2 23)*.

- Mongoose Traveller Core Rulebook, 2nd Edition: *MGT2*

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *MGT2 5*.

Tasks and Skills

The rules for tasks (and the use of skills in tasks) in this book are the same as those in the Tasks and Skills chapter on *MGT2 57*.

Combat

Wherever this book refers to combat, you can use the Combat chapter on *MGT2 70*.

About the Author

RICHARD HAZLEWOOD has been playing RPGs since 1976. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and went into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US Airline. He has two grown children and three grandchildren. Richard lives with his wife and three dogs in the Southern USA.

Stellagama Publishing

Stellagama Publishing is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for both the White Star™ RPG based on Sword & Wizardry: White Box™ and for the 2D6 OGL sci-fi rulesets. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings and adventures for these games for the enjoyment of our fellow players and referees.

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Referee's Information

The following information is for the Referee to understand the circumstances behind this adventure. A lot of things that occur to the Travellers during this adventure might appear random if not properly explained and understood. The Referee may give as much or as little of this information to the Travellers as appropriate. Appropriate use of the Streetwise skills should be encouraged should the Travellers try to figure out what is going on “the lay of the land” at any time during the Setup or the Interlude. Once the Chase starts, the Referee should keep things fast and furious and not give the Travellers time to think before they are attacked again.

Amaterasu has been a backwater world for decades. About ten years ago a new “Pro Law and Order” party swept into power after a series of scandals almost caused a complete collapse of the government. Similar to the “Prohibition” era in the USA during the early 20th Century, a series of rather severe laws were passed making many formerly legal drugs and items completely illegal, raising the Law Level of the world from 5 to 9. Efforts by the government to confiscate these illegal items, legally purchased at the time, caused a series of high profile stand offs between the police and various “radicals” but in general the population supported the government and still does even though many of them violate the law on a semi-regular basis. As the government has tightened its hold on various vices, a robust underground criminal element has emerged to supply the needs of the populous.

Almost every population center on Amaterasu have a thriving criminal element and most citizens “know someone who knows someone” who can get them what they desire. The starport is a hub of such criminal activity with no less than four different criminal gangs having major smuggling operations set up. Contraband goods flow quickly and smoothly across the starport border and quickly disappear into the twisting turns of the startown. Most, but certainly not all, of the starport officials are on the take with at least one of the gangs.

The Griffin Triad is one of the smaller of these starport gangs. They have about 100 active member and several hundred more associates. They control a large warehouse block from which they move their goods onto other gangs in other cities.

Outside of the startown, other gangs, or associations of gangs, have grown their territory to include large chunks of the main continent. The Zvendiniti family is one of the largest gangs that do not have direct access to the starport and must rely on others to get off-world product. The Zvendiniti have almost a thousand active members and control most of the western side of the main continent.

While the two groups might initially seem to cooperate due to the money offered by Conrad, they will break any truce and fight at some point. The Referee should provide clues to the Travellers that this conflict exists and allow them to encourage this distrust and leverage the two gangs into fighting that will allow them to escape. But, the gang members are not stupid (well most of them aren't) and will not just start ignoring the Travellers to fight the other gang, but all things being equal given the choice of shooting at the other gang or at the Travellers, they will shoot at the other gang.

Another important point in this adventure is to remember that the Law Level of this world is 9: *all* weapons and *all* armor is banned, or at least heavily licensed and controlled. Most of the gang members use simple knives and easily hidden body pistols; they don't have combat armor and fusion guns and neither should the Travellers. When they leave the hotel (assumed to be within the starport boundary), they will be subject to local Law Level and any weapons they have will have to get past the rather tight, if primitive, security at the border. If the Travellers are able to sneak heavy weapons or armor out of the starport, the Referee should provide the gang members with more powerful weapons (AutoPistols) and armor (Cloth) to match the firepower of the Travellers.

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Prologue – The Setup

The Travellers are visiting the mid-tech world of Amaterasu (UWP C685849-7); but this adventure could be run on just about any other habitable, mid-tech world with a relatively high law level. Their ship is having minor maintenance done at the starport. A failure of the life support system requires the complete shutdown of that system for several days. During the interim period, the Travellers are staying at a local hotel.

During the evening of the second night in the hotel, one or more of the Travellers are exiting their room when they meet a couple entering the room next to theirs. The interaction in the hallway is a classic “move to the left, move to the right” attempt to avoid each other. With a wan smile the woman allows the Travellers to pass. The woman looks like a supermodel and appears to be in her mid-twenties; the man, handsome, but not spectacularly so, is in his early-forties. Both are dressed conservatively, but expensively. Make a Recon roll and use the Effect to determine what they notice. Note that they should be provided all information from lower Effect rolls as well.

Effect	What is Noticed
-6 or Worse	Nothing else is noticed
-1 to -5	The man makes an effort to ensure that he keeps his body between the Travellers and a bronze-metal case that he is carrying; it appears quite heavy.
0	The woman is naturally beautiful, not the perfectly symmetric features of biosculpting.
+1 to +5	Both the Man and the Woman are wearing TL10 Cloth Armor (<i>MGT2 95</i>) as clothing.
+6 or Better	Both the Man and the Woman carry Body Pistols (<i>MGT2 118</i>) hidden in their clothing.

Later that night, about 2am, there is a loud commotion in the hallway and in the couple’s room. If any of the Travellers look out of their room, they will see Emergency Medical Services personnel working on the man. He has a cardiac monitor on his chest and an oxygen mask over his face. While they are watching, his heart will stop and the EMS personnel will have to defibrillate him. He will then stabilize and be wheeled down the hall to the elevators. The woman, dressed in pajama pants and a T-shirt will be told that she can meet them at the local hospital emergency room.

If the Travellers keep watching, she will enter her room and emerge a few minutes later fully dressed, in the same clothes they saw her in earlier and carrying the bronze case. She will quickly move down the hall and out of site.

About an hour later, she will return to her room and all will be quiet.

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Part 1 – The Attack

Just before dawn, the Travellers will be awakened by the obvious sounds of a struggle coming from the woman's room.

Decision #1: Do the Travellers look out of their room into the hallway?

If NO:

The sounds will stop after a couple of minutes and nothing else will be heard that night. The next morning, when the Travellers leave their room, the woman's door will be closed and the "Do Not Disturb" sign will be hanging on the door handle. When the Travellers return that evening, the woman's room will be taped off with police tape and a small crowd of police and hotel personnel will be milling around. When the Travellers try to enter their room, they will be questioned by the police. The woman was found dead in her room and the police are questioning everyone. The Travellers are not suspects and will not be detained, but their statements will be taken. No further actions will be taken and the adventure is over.

If YES:

When the PCs enter the hall, they will see that the woman's door is slightly ajar and there are definite sounds of a struggle coming from inside her room.

Upon opening the door, the Travellers will see the following:

The woman is fighting with three intruders. All three intruders appear to be armed with Stunsticks (*MGT2 116*).

As the Travellers open the door, the woman performs a complicated martial art maneuver and one of the men (Thug#2) goes down in a heap.

The two remaining intruders will notice the Travellers have opened the door and immediately one of them (Thug#1) will turn and attack while the other (Agent X) deals with the woman. Thug#1 will turn towards the Travellers and threaten them with her Stunstick. If the Travellers choose to ignore the fight and go back to their room, they will not be pursued. If they enter the room, Agent X will shout at Thug#1 who will snarl and turn to attack.

At this point the Travellers must roll for initiative and enter the fight. If Agent X is taken out of action Thug#1 will flee, leaving everyone behind.

The following intruder statistics are provided for reference. Cash and equipment reflect only those items on their person at the time of the encounter.

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Agent X – Conrad St. Senton											
STR	7 (+0)	DEX	9 (+1)	END	10 (+1)	INT	9 (+1)	EDU	9 (+1)	SOC	8 (+0)
Age	42	Sex	Male	Species	Human	Traits	None			PSI	-
Cash	2000	Cr	100K	Pension	None	Career	1 Marine (Ground Assault) , 6 Agent (Corporate)				
Skills: Advocate 1, Animals 0, Athletics (dexterity) 1, Deception 1, Drive (wheel) 1, Electronics (computers) 1, Electronics (sensors) 2, Flyer (grav) 1, Gun Combat (slug) 2, Heavy Weapons 0, Investigate 2, Medic 1, Recon 1, Stealth 2, Streetwise 2, Tactics (ground) 0, Vacc Suit 1											
Armor		TL	Protection		Options						
Cloth		10	+8		None						
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
(Rocket Launcher)		6	120m	4D	1	-	Blast 6				
Body Pistol		8	5m	2D	6	1	Suppressor				
Stunstick		8	Melee	2D	-	-	Stun				
Items: Sub-Dermal Armor (TL10, +1); 3 Contacts, Rival (“Bill”)											
Description: Conrad is a Rival of “Jack” the senior agent working with “Amy” the couriers of the Bronze Case. He doesn’t <i>want</i> to kill them but will if things get nasty; he has been hired to take the case from them. He has hired two local gang members for this snatch job. He has paid them Cr500 each and they can keep any cash or items from the victims. He does not know the contents of the Bronze Case and really doesn’t care – this is just a job. Jack has dark hair and brown eyes. He is lithe and athletic with a subtle grace to his movements.											

Note: Items in Parenthesis are not available until Part 5: The Ambush.

Thug #1 – Suzet Macalana											
STR	7 (+0)	DEX	8 (+0)	END	9 (+1)	INT	7 (+0)	EDU	5 (-1)	SOC	6 (+0)
Age	22	Sex	Female	Species	Human	Traits	None			PSI	-
Cash	150	Cr	2K	Pension	None	Career	1 Rogue (Enforcer)				
Skills: Animals 0, Athletics 0, Deception 0, Drive 0, Gun Combat (slug) 1, Melee (unarmed) 1, Persuade 1, Recon 0, Stealth 0, Streetwise 0											
Armor		TL	Protection		Options						
(Flak Jacket)		7	+3		None						
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
(Body Pistol)		8	5m	2D	6	1	None				
Stunstick		8	Melee	2D	-	-	Stun				
Blade		2	Melee	2D	-	-					
Items: None											
Description: Suzet is an ugly woman with nasty scars on her face and arms. She is tough and mean. She will be completely uncooperative and combative, even when defeated. She has dark hair and brown eyes. Suzet is a low-level member of the Griffin Triad, the local criminal organization.											

NOTE: Items in Parentheses () are not available until Part 4: The Rumble and later.

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Thug #2 – Samaul Sasnak											
STR	9 (+1)	DEX	8 (+0)	END	8 (+0)	INT	6 (+0)	EDU	5 (-1)	SOC	4 (-1)
Age	20	Sex	Male	Species	Human	Traits	None			PSI	-
Cash	200	Cr	1K	Pension	None	Career	0.5 Rogue (Enforcer)				
Skills: Athletics 0, Carouse 0, Deception 0, Gun Combat (slug) 1, Melee 0, Recon 0, Stealth 0, Streetwise 0											
Armor		TL	Protection		Options						
(Flak Jacket)		7	+3								
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
(Body Pistol)		8	5m	2D	6	1	None				
Stunstick		8	Melee	2D	-	-	Stun				
2x Daggers		1	Melee	1D+2	N/A						
Items: None											
Description: Samaul is a tall man with dark skin. He is unconscious on the floor and will not awaken during the fight. Samaul is a new recruit to the Griffin Triad, he will follow Suzet’s lead in any actions that he is involved in.											

NOTE: Items in Parentheses () are not available until Part 4: The Rumble and later.

If the Travellers LOSE:

They will be awakened, rather rudely, by hotel security and the local police. The woman from the room will be dead on the bed, her throat cut. All three intruders will be gone and so will the bronze case. The Travellers will have a lot of explaining to do but surveillance cameras and forensic evidence will eventually clear them of any charges. The adventure is over.

If the Travellers WIN:

The woman will immediately grab the bronze case and tell the Travellers to come with her. “There are more of them on the way!” Each Traveller will only have enough time to gather whatever they can from their rooms. Remember, they are likely wearing their sleeping clothes, so actual clothes and footwear would be a good thing to grab. In general, each Traveller should be allowed to grab clothing and 1 additional item per Dexterity DM bonus; if a Traveller has a negative Dexterity DM, then they can only grab a pair of pants and shoes, not even a full set of clothing.

If Conrad drew a gun, the woman will grab it as she runs out the door. She will not bother to get dressed, fleeing in her pajama bottoms and t-shirt, her only concern appears to be the bronze case.

If the Travellers take longer to try and gather equipment, three additional intruders will appear at the elevator in the middle of the floor. They will all be armed with Autopistols (3D-3) and wearing TL-7 Flak Jackets (+3 Protection). If the Travellers try to fight them, use the Zvendiniti from Part IV – however, the Travellers should be strongly encouraged not to fight these people, remind them that they are in their pajamas and their opponents are in body armor.

If the Travellers do not lead the way, the woman will lead the Travellers down to the end of the hall to a side elevator, down to the basement area, and out a service door into the cold morning. Across the small parking lot, hidden in a clump of bushes, she will extract a black duffle bag, and then she will ask the Travellers if they have transportation. If they don’t have one, she will lead them into the nearby hedges and hide everyone. If they do have a car, she will follow the Travellers to their vehicle and once everyone is in the vehicle and moving

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through the startown; she will seem to relax and will answer some questions as well as thanking them for their help and asking them about themselves. While either hiding in the bushes or leaving the parking lot, they will notice three people exit the hotel through the service door. Two will immediately head to a parked Ground Car and begin searching around it. The third will notice the Travellers (or another vehicle) leaving and raise his hand to his wrist and begin talking into a Comm device.

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Part 2 – The Interlude

After the intruders leave, or the Travellers get away, the woman will identify herself as Amy (no last name); this will obviously be made up, but she will not give any further personal information. She works for a corporation (again, she will not give details) and will say that she and her partner Jack (another alias), the man in the hospital, have recently arrived from off-world (no world is mentioned) and are delivering the bronze case to a small research facility about 1000 kilometers west of the starport.

Their original plan was to take the rented Ground Car (the one being searched by the other men) and drive to Antoli Bay, a largish town to the west, taking turns sleeping so they could make the entire trip non-stop. However, her partner had a heart attack; he will be fine in a few days, but he is out for this mission.

Amy is willing to pay the Travellers Cr. 10,000 to help her deliver the bronze case to the facility at Antoli Bay. If they refuse, she will thank them for their help, leave with the black bag and the bronze case and the adventure if over.

If the PCs accept, they will need to come up with an alternate plan to get Amy and the bronze case to Antoli Bay. The following things should be considered in their plan:

Amy's Ground Car has been identified and will be unusable.

The Travellers vehicle, if they have one, has been identified and will probably be traced/tracked.

Amy will not take public transportation (Bus, Train or Aeroplane) due to security screening affecting the bronze case.

All "modern" Ground Cars (*MGT2 141*) come equipped with integral Global Positioning System computers and navigation systems. Amy believes the people chasing her have the ability to use this system to track her movements.

If no one comes up with a better idea, Amy will suggest that they rent a different Ground Car and drive straight through to Antoli Bay. The trip will take approximately 10 hours. The GPS/Navigation system on the vehicle will have to be disabled to prevent tracking. Disabling the GPS system is an Easy (4+) Mechanical roll taking 1-6 minutes.

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Amy (Kalina Bakelyte)											
STR	8 (+0)	DEX	10 (+1)	END	9 (+1)	INT	9 (+1)	EDU	8 (+0)	SOC	8 (+0)
Age	27	Sex	Female	Species	Human	Traits	None			PSI	-
Cash	(5000)	Cr	15K	Pension	None	Career	2.5 Agent (Corporate)				
Skills: Animals 0, Deception 1, Drive 0, Electronics 0, Flyer 0, Gun Combat (slug) 1, Investigate 1, Science 0, Melee (unarmed) 1, Recon 0, Stealth 1, Streetwise 1											
Armor		TL	Protection		Options						
(Cloth)		10	+8		Smart Fabric, Computer Weave (Computer/1)						
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
(2x Body Pistols)		8	5m	2D	6	12	Suppressed				
(2x Daggers)		1	Melee	1D+2	N/A						
Items: Subdermal Armor (TL11, +3 Protection), (Medikit (TL10))											
Description: Amy (her current alias) has been a corporate agent for one of the larger mega-corporations for the last six years. She is tall with raven black hair and pale gray eyes. She is strikingly beautiful, supermodel beautiful, but it is natural, not the product of biosculpting. She is graceful like a dancer, and even when she fights, it is like watching a dance. Items listed above in parenthesis are not available during the initial encounter in her hotel room - she will have no armor or weapons until she obtains the black bag.											



NOTE: Items listed in parenthesis are not available until Amy recovers her Black Bag. Amy has two items in her possession after the incident in the hotel, a Black Bag and the Bronze Case. Each are described below:

Bronze Case: The bronze-colored case is not actually bronze. It is about the size of a standard briefcase, but very dense; it masses about 10 kg. The case has a biometric lock (TL 13) on it that would take 1-6 days to break, so essentially the case will not be opened during the course of this adventure. Amy does not know the contents of the case (nor does anyone else in this adventure).

Black Bag: This duffle-sized bag is Amy and Jack's emergency bag. Her stat block above includes these items in parenthesis, but she does not have them during the initial fight in her hotel room. It contains the following items:

- **Armor** – Two lightweight suits of Advanced Cloth Armor (TL10, +8) designed to look like a set of clothes for a man and a woman of average Social Status (SOC 7), fitted to Jack and Amy – the armor has the following Traits: Smart Fabric (MGT2 96), Improved Computer Weave (TL11) with integrated Computer/1 capabilities (MGT2 96). A variety of

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programs are available for incorporation; the Referee should assume that any reasonable program of TL11 or lower from the list on *MGT2 106* is available for use.

- Medikit – A TL10 Medikit as described on *MGT2 109* (DM +1 on Medic Checks). Additionally, the kit contains the following drugs: 2 doses of Panaceas, 2 doses of Anti-Rad drug, 4 doses of Stim drug, 1 dose of Fast drug.
- Weapons – Two (2) Body Pistols (2D) with Suppressors (*MGT2 128*) and six (6) clips of ammunition each (12 total clips); and two (2) ceramic Daggers (1D+2) balanced for throwing.
- Cash – The bag contains Cr5000 in a variety of denominations.

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Part 3 – The Chase

Once the Travellers rent a Ground Car (*MGT2 141*) – Amy will pay for it – they can begin the journey to Antoli Bay. Leaving the starport will mean that the Travellers are subject to the local Law Level (9 – all weapons and armor prohibited). Any weapons or armor that they try to sneak across the border may be detected.

For every person carrying contraband armor or weapons (except Amy – she has the necessary permits), roll a Difficult (10+) Electronics (sensor) check. Should any member of the party be caught; everyone in the party will be subject to a more thorough search Routine (6+) Electronics (sensor) check. Most guards can be bribed using a Routine (6+) Deception Check for Cr100 per Law Level the weapon exceeds the government rules. Thus a Shotgun (Law Level 7) would require a Cr200 bribe to allow it to pass. Unless the Traveller rolls an Exceptional Failure (Effect -6 or less) they should be able to bribe their way clear and move into the startown. However, no guard will allow an obviously military grade weapon out of the starport if they know about it. But, they will be very unlikely to arrest the Traveller, merely make them return the item to their ship before they will be allowed across the border. Additionally, if anyone was caught with contraband, even if bribed, the guard will notify the Griffin Triad by radio that the group is on the move and the pursuit will begin.

Events will seem quiet during the trip however there are several things that the Travellers are not aware of...

Part 3.1 – The Eye in the Sky

Conrad will try to track the Travellers using a Sensor Drone. The aerodyne drone will track the Travellers as they rent the car and travel towards Antoli Bay. The drone has a range of 500 kilometers, so it will not be able to track them all the way to their destination.

The Travellers may make a Recon check every hour to spot the drone using a Routine (6+) Recon check.

If the drone can track the group for four hours, Conrad and the Griffins chasing them will be able to determine their destination and set a trap.

Details of how (if) the Travellers deal with the drone is left to the Referee. Conrad will monitor and guide the drone remotely while one of the Griffins drives. For the purposes of this adventure, the drone is a small Vehicle with the following characteristics (*MGT2 130-138*):

SENSOR DRONE		
TL	8	ARMOR
SKILL	Flyer (rotor)	Front 0
AGILITY	-1	Sides 0
SPEED (Cruise)	Medium (Slow)	Rear 0
RANGE (Cruise)	500 (750)	
CREW	0	EQUIPMENT AND TRAITS
PASSENGERS	0	Autopilot [Flyer 0]
CARGO	0	Communications (TL8)
HULL	2	Sensors (Improved, TL8)
SHIPPING	0.1 tons	
COST	Cr50,000	

NOTE: This is NOT the standard Probe Drone used on starships.

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As an aerodyne, the drone can only operate at altitudes under 1km. While the Traveller's ground car may be faster, the drone can flight in straight lines and will thus be able to keep up with them.

Part 3.2 – Stormy Weather

Amaterasu, at TL-7 (early TL-8), has no weather control satellites, so nature can affect any outside activity. The weather on the trip to Anatoli Bay is stormy and rainy, making the roads slick and treacherous. The Travellers should make a Drive (wheel) check every hour to avoid a mishap and their cruising speed is limited to Slow speed. The number of checks will be determined by the time interval roll per the task item below.

To avoid road hazards is a Routine (6+) Drive (wheel), Dexterity check.

Mishaps should be relatively minor and non-life threatening, but should delay the PCs in their trip. Suggested mishaps include:

- The Ground Car hydroplanes and spins out of control. The driver must make a Difficult (10+) Drive (wheel), Dexterity check to avoid crashing the car. If the car crashes, assume it is going 1D*10 km/h and use the rules on Collisions (*MGT2 134*) to assess damage.
- The Ground Car blows a tire. It will take one hour to replace it.
- The Ground Car begins to overheat. The Travellers must reduce their speed by one band to keep the car from overheating, doubling the trip time remaining. Repairs require an Average (8+) Mechanical check and take 1D hours.

Part 3.3 – Behind Enemy Lines

As the Travellers move from the startown towards Anatoli Bay, they will pass out of the territory of the Griffin Triad into the territory of the Zvendiniti Family. The pursuing Griffin's will initially hesitate to cross into Zvendiniti territory. The Zvendiniti are a much more powerful criminal 'family' and will not take kindly to having Griffin's move into their territory. Shortly after crossing the 'border', the Zvendiniti will become aware of the 'invading' Griffins and will follow them.

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Part 4 – The Rumble

Almost exactly half way between the startown and Anatoli Bay is the small town of Amoncar. It is here that the Travellers will decide to stop for a quick lunch and to refuel. If they did not detect the drone, then they will likely stop for a full 'sit down' lunch, but if they did detect the drone, then likely they will use a 'drive thru' and quickly try to move on.

Either way, the Griffins will catch them as they are leaving town and will attempt to run them off the road. Unfortunately for the Griffins, the Zvendiniti gang attempts to interfere and the following three-way car chase ensues.

For this encounter, the rules for Vehicle Combat (*MGT2 132*) and specifically the section on dogfights and other Vehicular Actions should be used.

The Griffin's have a ground car similar to the Travellers (*MGT2 141*). They will approach the Travellers from behind and attempt to Ram them, knocking them off the road. After two unsuccessful Ram attempts, the two passengers (Suzet and Samaul) will shoot at the Travellers using their Snub Pistols; while not very effective, it might force the Travellers into an error that will give Conrad an advantage.

The Dogfight will begin when the Travellers detect the Griffins. The Griffin's car will be right behind them and obviously moving to attack. The local streets are not particularly crowded, but they are not empty either. Details are left to the Referee.

Two rounds after the Dogfight begins, another vehicle, equivalent to an ATV (*MGT2 139*) but without weapons will swing in off of a side street and attempt to Ram the Griffin's car. This second vehicle is the Zvendiniti gang and the ATV will be driving by Slick (see page xx). The Zvendiniti have decided to intervene and foil the Griffin's in whatever they are doing. The ATV is unarmed and the Zvendiniti will only shoot at the Griffins if the Griffins have started shooting using their hand guns through the vehicle windows.

At this point, it becomes a three-sided Dogfight. Amy will have no knowledge of who the second group is and will encourage whoever is driving to get away and leave everyone behind. Since the Zvendiniti and the Griffins will be concentrating on each other, the Travellers should be given a situational DM of +1 on all dogfighting actions. The Travellers must successfully win two consecutive dogfight rounds to escape.

If the Zvendiniti succeed in Ramming the Griffins, they will stop and the Travellers will get away. If the Griffins succeed in Ramming the Travellers, then they will stop and the Zvendiniti will also stop and attack the Griffins and the Travellers; giving the Travellers a chance to keep the gangs fighting each other and possibly slip away. The Zvendiniti will not just ignore the Travellers, but they will definitely be focusing on the Griffins.

If the Travellers are unable to get away from the chaos of the three-way fight, then the Griffins will quickly surrender to the Zvendiniti once Eryk Rath identifies himself. Eryk and Conrad will enter into hasty negotiations, which will be interrupted by the sound of police sirens. Both gangs will then jump back into their cars and leave the Travellers to explain to the police what is going on.

The Bronze Case

Part 5 – The Ambush

Assuming the Travellers escaped from the chaotic dogfight at the outskirts of Amoncar, they will be attacked again about two hours outside of Anatoli Bay. Conrad will have enlisted the help of the Zvendiniti gang by the simple expedient of paying them a lot of money to help him.

The Travellers will be driving through a series of rugged, forested hills. The rain will be falling imposing a situational -1 DM on all laser weapons and equipment, the roads will be wet. The forest is composed primarily of evergreens imported from Terra a long time ago, but there are a few native plants eking out an existence within the 'alien' forest.

The ambush had to be hastily set up, so the gangs are not heavily armed. The two gangs will set up on opposite sides of the road using the trees to provide ½ hard cover (-1 Cover DM). Conrad has paid Eryk a huge sum to get access to a Rocket Launcher. It is surplus military and only of TL-6 with only one round. The attack will begin when Conrad fires the Rocket Launcher then everyone will attack while Eryk and Conrad covers them with their pistols.

While both gangs are now working together, their cooperation is very shaky and they will tend to stick with their own side in the ambush. The Travellers may be able to take advantage of this distrust to turn one side by offering them more money than Conrad offered (at least Cr20,000). Conrad will be forced to pass all of his tactical orders through Eryk and then repeat them to his Griffin allies. The Travellers should be allowed to notice this and may be able to use this apparent discord to their advantage. Neither group is particularly loyal to Conrad and may be able to be bribed into switching sides.

The attackers will not retreat until 2 of them are unconscious or dead. If Conrad is still functioning, he will not retreat. Even though Conrad is using a Rocket Launcher, it will miss the vehicle but should be close enough to force the vehicle off of the road – the intent is not to kill all of the Travellers in one shot. If Eryk is injured, the remaining Zvendiniti will retreat immediately, taking him to safety and abandoning the fight.

The local Law Level is 9, so all weapons are banned although the criminal element is able to typically arm themselves with blades and the highly sought after body pistols. If the Travellers are somehow heavily armed, then the weapons of the attackers should be improved – AutoPistols and Submachine Guns are suggested as likely upgrades if needed as well as improving their armor to Cloth if needed.

During the fight, if Conrad is taken out of the action, Eryk will immediately turn the tables on the Griffins and have his people attack them, ignoring the Travellers, except as necessary to keep them pinned down. Should this happen, it might be a good time for the Travellers to make a hasty escape as the two gangs try to wipe each other out.

The following section describes the members of the Zvendiniti gang, as with the Griffin Triad members above, the Cash listed is all they are carrying on them.

The Bronze Case

Zvendiniti #1 – Eryk Rath											
STR	8 (+0)	DEX	10 (+1)	END	9 (+1)	INT	7 (+0)	EDU	9 (+1)	SOC	11 (+1)
Age	33	Sex	Male	Species	Human	Traits	None			PSI	-
Cash	2000	Cr	40K	Pension	None	Career	2 Army (Infantry), 2 Rogue (Enforcer)				
Skills: Admin 1, Athletics (dexterity) 1, Deception 1, Drive 0, Gun Combat (slug) 1, Heavy Weapons 0, Investigate 1, Melee 0, Recon 1, Stealth 1, Streetwise 1, Tactics (military) 1											
Armor		TL	Protection		Options						
Flak Jacket		8	+5		None						
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
Body Pistol		8	5m	2D	6	1	Suppressor				
Items: Neural Comm (TL10)											
Description: Eryk is a “Made Man” and the leader with the Zvendiniti criminal organization that controls the western part of the continent. His directions will automatically be followed by members of his gang and even the members of the original Griffin Triads will be hesitant to kill him. He uses his high status to bully everyone around him and thinks he is invulnerable. Eryk keeps his Neural Comm a secret as he had to travel off-world to have it installed and it might affect his reputation with the Zvendiniti’s.											

Zvendiniti #2 – Jasten (Slick) Kylway											
STR	7 (+0)	DEX	9 (+1)	END	8 (+0)	INT	7 (+0)	EDU	6 (+0)	SOC	6 (+0)
Age	22	Sex	Male	Species	Human	Traits	None			PSI	-
Cash	100	Cr	1K	Pension	None	Career	1 Army (Infantry)				
Skills: Athletics (strength) 1, Drive 0, Gun Combat 0, Heavy Weapons 0, Melee (blade) 1, Recon 1, Survival 1											
Armor		TL	Protection		Options						
Flak Jacket		7	+3		None						
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
Body Pistol		8	5m	2D	6	1					
Dagger		1	Melee	1D+2	N/A						
Items: None											
Description: Slick is of average height but very stocky. He has close-cropped dark hair and swarthy skin. Slick just got out of the planetary army and has fallen in with a bad crowd.											

The Bronze Case

Zvendiniti #3 – Tina (Precious) Rhodes											
STR	6 (+0)	DEX	10 (+1)	END	9 (+1)	INT	8 (+0)	EDU	9 (+1)	SOC	6 (+0)
Age	26	Sex	Female	Species	Human	Traits	None			PSI	-
Cash	1000	Cr	10K	Pension	None	Career	2 Rogue (Enforcer)				
Skills: Athletics (dexterity) 1, Deception 1, Gambler 1, Gun Combat (slug) 1, Melee (blade) 1, Persuade 1, Recon 0, Stealth 0, Streetwise 0											
Armor		TL	Protection		Options						
Flak Jacket		7	+3		None						
Weapon		TL	Range	Damage	Magazine	Clips	Traits				
Body Pistol		8	5m	2D	6	1					
4xDaggers		1	Melee	1D+2	N/A						
Items: None											
Description: An up-and-comer within the Zvendiniti family, Precious is the most ruthless of the attackers. She has dark hair and green eyes.											

If the Travellers lose the fight, any survivors will wake up in a local hospital. Amy will be dead and the bronze case will be gone along with any bodies and equipment belonging to the attackers and the Travellers. The survivors will have a lot of explaining to do to the local authorities.

The Bronze Case

Epilog - Delivery

If the Travellers win the battle, or if they escape the carnage of an inter-gang war, they can proceed to Antoli Bay and deliver the bronze case. The building that they deliver the case to is a non-descript four-story building at the edge of an industrial area. There are no signs outside the building indicating the name of the company. Amy will go inside by herself and return about 10 minutes later. If the Travellers try to spy out the name of the company, they must succeed in a task chain consisting of a Routine (6+) Recon check and an Average (8+) Stealth check to not get caught. Getting caught will reduce their payment by 50%.

Both rolls must be made by the same Traveller. Each task takes 1D minutes; should the Traveller make both checks but exceed the 10 minutes, they will still get caught by Amy.

If the Travellers succeed, they will learn the name of the company “AmalaCorp” which with a trivial amount of investigation will be a local Megacorporation subsidiary specializing in materials research and high tech fabrication.

The Travellers will never learn the contents of the case.

If the Travellers are caught trying to snoop around the company, Amy will only pay them Cr5,000. She will however, reluctantly agree to pay for any medical treatment for injuries sustained during the ambush.

If the Travellers complete the mission and do not get caught, Amy will happily pay them the full Cr10,000 and pay for any medical expenses. Additionally, Amy will reveal her real name, Kalina Bakelyte, and that she works for one of the larger megacorporations in the sector; she is now a *Contact* for the Travellers.

Should the Travellers stay on world for more than a week after this adventure, the local news will be filled with stories of the gang war between the Griffin Triads and the Zvendiniti Family over an incident in Amoncar. Details will be conflicting and mostly wrong, but the Travellers involvement will not be mentioned. Should the Travellers stay on world for more than two months, the news will report that the fighting between the two gangs seems to have ended with the complete annihilation of the Griffin Triad.