

STAR WARS
AGE OF
REBELLION

HUNTING GROUNDS



SPHERE'S FATE SERIES

ADVENTURE #03

JEFF GREENING



STAR WARS
ROLEPLAYING

STAR WARS

Pirate attacks against House Cadriaan's shipping lanes have intensified recently. Intelligence from both Cadriaan's own spies, and intelligence gathered by the Rebel Alliance points to a wider conspiracy. Intelligence suggests the main conspirators will be meeting at the annual Vor-Cal.

The team has been invited to represent House Cariaan at event. We they be able to get to identify the conspirators and get to the bottom of the plot?

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CREDITS

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HUNTING GROUNDS

Background

The characters have come to the attention of House Cadriaan's privy council as a group of outside trouble-shooters which might be of use to them.

In exchange for supplies for their cell, the privy council wants the characters to do a little information gathering for it. Normally, the house would use its own spies, but since the operation requires mixing with other house nobles, they could be recognized, so it's better to use the characters, who are relatively new to the sector.

The privy council has learned that the Mining Guild is planning to disrupt shipping. A House Cadriaan spy tailing a Mining Guild official who is suspected to be a Chamber Member saw her meeting with agents of a pirate group in the Outer Rim. The spy caught a bit of their conversation, and picked up two tidbits. First that the Mining Guild official, Annora Calandra, is paying the pirates a vast sum of money to attack shipping in the Cadriaan province. Second, that the mining official is to meet with a house counterpart on Vycinyth during the Vor-cal.

Lady Areilla of the privy council is charged with looking into the matter. She in turn dispatches a Herglic Lord named Knumai to meet with the Rebel Cell.

How she hears of the characters and how Knumai finds them is up to you – if nothing else comes to mind, perhaps Kijo Mnuue introduces Knumai to the characters.

Knumai sets up a meeting with the characters on Tallan spacedock to discuss the mission and give them some equipment for their operation and cell. Knowing how strapped the cell is for supplies, he offers them supplies and aid for their help.

MISSION PROFILE

Under the guise of hunters representing House Cadriaan, you are to travel to Vycinth to attend the annual Vor-Cal. Each year, a different house sponsors the Vor-Cal, and uses its orbiting hunting lodge for the pre-hunt festivities. This year, the safari is sponsored by House Melantha and takes place on Vycinyth's forested moon of Vilhon.

A mining guild official named Annora Calandra will attend the Vor-Cal, as will representatives from the other houses in the Tapani Sector, plus prominent sector personalities. Calandra is involved in disrupting shipping in Cadriaan province and is at the Vor-Cal to meet with another House representative. Your goals are:

1. Identify Calandra's house Contact
2. Discover the nature of the meeting and who is involved
3. Representative House Cadriaan in the Vor-Cal. You must do your best to hunt a game animal for House Cadriaan.

Episode I

Meeting with Knumai

Knumai summons the characters to Tallaan spacedock #4738. The meeting occurs under the guise of a standard cargo transfer. Knumai explains the details of the mission (summarized in the mission profile datapad) while processing the shipping manifests. Five bulky transcubes are transferred to the characters ship via repulsorlifts. Knumai explains the catch mechanism required to access the false bottoms. Located in the false bottoms is the equipment supplied by House Cadriaan (see below). The Herglic promises 25,000 credits to go with them once the characters make their final report.

Knumai asks if there any final questions before giving them a datapad with their manifests. This datapad has files on their mission profile plus a description of the Mining Guild official, Calandra Annora. He wishes them luck and plans a rendezvous for ten days after the Voral on Neona, where the characters can debrief him on the mission.

The supplies hidden in the false bottom of the transcubes are to be used in fulfilling the mission. The cell may keep them afterwards.

- 1 LD-1 Target Rifles
- 1 telescopic optical sights
- 1 pair of macro-binoculars each
- 1 medpac each
- 1 Rebel Stealth Suit each
- 1 surveillance bug

Key to the House

Each of the houses maintains a hunting lodge that orbits the forest moon Vilhon. See page 5 for a map of House Melantha's lodge, a metallic structure which is 150 meters in diameter.

The stations ring consists of a single level of guest suites. The central portion of the station consists of four decks. The top (and smallest) deck is the command center, staffed by nine House Melantha employees. The second deck is reserved for storage, but over half this area is dedicated to the stations computer core. The third deck (shown above) is the inhabited deck. See the key below for details. The fourth deck holds the station's engines, life support, and power core.

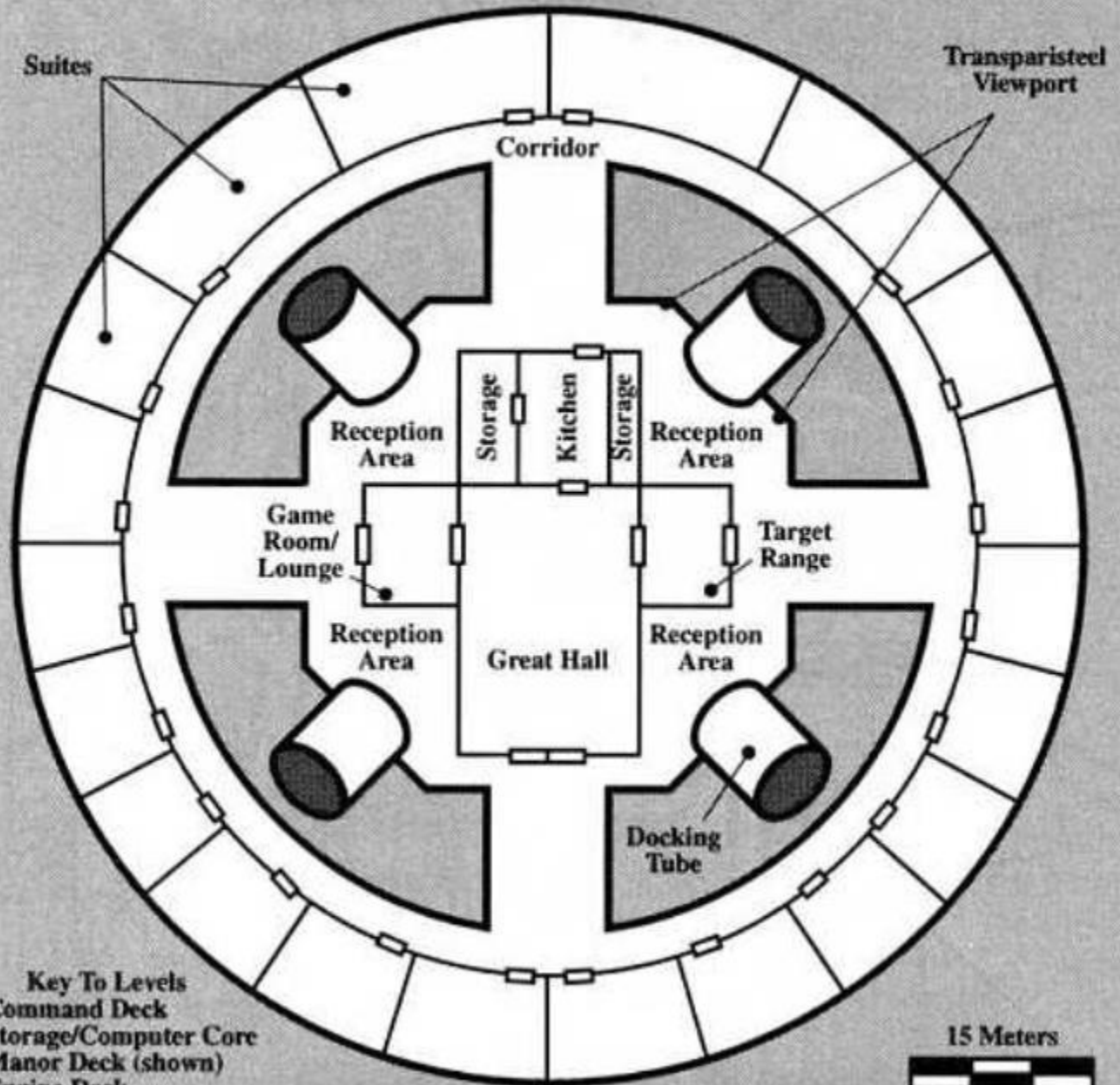
The Manor Deck (Deck 3)

Docking Bays x 4.

These four docking bays are located on level three. They can accommodate anything from a starfighter to a medium transport. Typically ships don't dock here for an extended period of time. Usually guests land their ships on Vyclnyth and take a house shuttle to the lodge. House Melantha runs a courtesy shuttle for guests which makes a run every 12 hours.

HUNTING GROUNDS

House Melantha's Orbital Hunting Lodge



Reception Area x 4.

The docking bays lead to one of these areas. The docking bays are set in massive transparasteel viewports, granting a commanding view of Vycmyth and its moon, and Tapani's nebulae.

The floor is covered in a dark-red plush carpet. The reception area is decorated with animal jaws, antlers, stuffed creatures and other hunting trophies, all collected by House Melantha hunters.

Kitchen/Food Storage.

This chamber is staffed by six human chefs and four SE-4 servant droids. The kitchen is equipped with the latest cooking devices, and when in full swing can produce a 22 course meal for over one hundred guests. The kitchen staff is supported by a team of waiters and bartenders.

The Great Hall.

Elegant tapestries adorn the walls of this huge hall, and the floor is tiled in polished marble. Over the door opposite the entry doors hangs a metal plaque, on which is mounted a huge skeletal jaw. The jaw, a lull 10 meters across, belonged to an immense space slug. Lord Vaskel boasts he killed the beast by hand, but most discredit this zealous tale.

An immense, densewood T-shaped banquet table occupies the chamber. Lord Vaskel and his special guests are

placed at the T's cap, while others sit at the T's base. Overstuffed armchairs are strategically placed around the table for diners' comfort. A huge pair of hearths flank the table, and are always roaring with an impressive fire during a feast.

Game Room/Lounge.

This quaint room is filled with comfortable chairs and round tables of various sizes. After enjoying a feast in the great hall, guests come here to swap information and tales, gamble, and occasionally do a little business. The tables are suitable for sabacc and other card games, and many of the tables are programmable hologame tables.

Target Range.

Many lords and ladies who come to Vycinyth for the hunt practice their shooting skills in target ranges. and House Melantha provides one for its guests. An amazing array of weapons, from primitive crossbows and slugthrowers to blaster rifles are available here, but most guests prefer to bring their own weapons (assume that most ranged weapons listed in the rulebook are available).

A holoprojector installed in the targeting zone simulates a stunning variety of targets. Some are two dimensional, while others are three-dimensional holographic targets that zip around the chamber seemingly with a mind of their own. Melantha tradition calls for a targeting competition to be held here the night before an important hunt, but attendance is optional.

HUNTING GROUNDS

Suites (13 locations).

Access corridors lead from the hub of the station to the lodge's outer ring. This ring contains 13 suites of various sizes. Most contain one sleeping chamber, a spacious entertainment room, and a simple fresher. More elaborate suites consist of three or four sleeping chambers, a small holographic hearth, and a mini-galley. Exterior walls are set with transparasteel viewports with electronic dimmers for privacy. Furnishings are stately, and the kitchen staff is always on call. See "Calandra's Suite" below for the description and map of a typical suite.

Participants of the Vor-Cal

This section details a broad range of NPCs that are present for this year's Vor-Cal. Get familiar with each hunter's personality and motives before beginning play. The characters know Calandra is meeting a House representative, but they don't know who it is – and many of the hunters have goals and behavior patterns which may cause the characters to suspect them. The GM may of course add other guests and hunters if they wish.

Note that not all the hunters are house nobels. Certain powerful mega corporations and sector institutions pay big bucks to attend the Vor-Cal, so their executives can network with the senior elite, network and obtain favours.

Many entries include some rumors about that person known to the others. You can drop these into a conversation as you like, or ignore them. Whether or not they are true is up to you.

Unless otherwise noted, each hunter hunts and travels with an entourage. These are assistants, servants and apprentice hunters. They attend to their masters travel plans, assist with scheduling and apprentice hunters actually aid with the hunt. These apprentice hunters assist in tracking the prey, scouting ahead, and field-dressing game. Following each hunter's description is a list of the entourage's composition. If there is no list, use the following:

Journeyman Hunter

3	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK 5	WOUNDS 15	STRAIN -	DEFENSE 0 0
MELLE			RANGED

SKILLS:

Brawl ●●●	Coercion ●●●
Survival ●●●	Coordination ●●●
Vigilance ●●●	Ranged [Light] ●●●
	Ranged [Heavy] ●●●

TALENTS: Adversary 1, Lethal Blows 1

EQUIPMENT: Laminate Armour (+2 Soak)
Blaster Rifle, (9 Dam, Crit 3, Range Long)
Comlink

Hunting Ground

House Melantha

Lord Vaaskel Savill is House Melantha's representative for the 11th straight year. He is actually Calandra's contact, yet this meeting is of secondary importance to Lord Vaskel. He's here to hunt a beast first, and then get down to business.

Essentially the entire support staff of the orbital lodge answer to Lord Vaskel. In addition, he has six apprentice hunters attending him, and a SE-2-4 servant droid named "Twofour." Twofour is always at his master's side, assisting him with trivial matters, such as opening doors or wiping his master's chin with a napkin. Vaskel puts on an impressive air of annoyance, and constantly assaults the droid with a vicious onslaught of insults. Observant characters note the droid seems ashamed at being treated this way, on an **Average** [◆◆] **Perception** Check.



SE-2-4 Twofour

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
2	12	-	0 0		
MELEE		RANGED			

SKILLS:

Medicine	◆◆◆
Charm	◆◆◆
Negotiation	◆◆◆
Knowledge	◆◆◆

TALENTS: None

ABILITIES: None

EQUIPMENT: Comlink

Hunting Ground

Lord Vaskell Savil

4	3	3	4	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
6	20	12	1 1		
MELEE		RANGED			

SKILLS:

Negotiation	◆◆◆	Brawling	◆◆◆◆
Leadership	◆◆◆	Ranged [Heavy]	◆◆◆◆
Piloting (S)	◆◆◆	Ranged [Light]	◆◆◆◆
Streetwise	◆◆◆	Melee	◆◆◆◆
Survival	◆◆◆	Stealth	◆◆◆◆

TALENTS: Adversary 1

EQUIPMENT: Datapad, Armoured Vest (+2 Soak, +1 Defense), Sporting Blaster, (8 Dam, Crit 4, Range Long), Comlink, Camo Cloak (◆ on stealth checks)

Hunting Ground

HUNTING GROUNDS

House Mecetti

Lady Damara Decrilla represents House Mecetti at the Vor-Cal. Damara clearly doesn't want to be here. She's a delicate yet ruthless woman who prefers her creature comforts to mucking around in a dank forest. Rumor has it that she's here because she got on the bad side of a more powerful noble who knew how much she'd hate this, and sent her here to show her her place.

She is here to bag an animal (by any means) and leave as soon as possible. She resists performing foolish "male bonding" pre hunt festivities, and until she's on the first shuttle departing, she's rude, curt, and generally in a bad mood, especially to members of houses that are not allied with Mecetti. Lady Damara's entourage consists of 12 support staff and a pair of apprentice hunters. However, these are a team of bounty hunters not House Mecetti members. Damara hired them to "speed up" the hunt.



Mercetti Hunters

3 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 5	WOUNDS 18	STRAIN -	DEFENSE 0 0		
SKILLS: Brawl (3), Survival (4), Vigilance (3), Coercion (3), Coordination (4), Ranged [Light] (2), Ranged [Heavy] (2)					
TALENTS: Adversary 1, Lethal Blows 1					
EQUIPMENT: Laminate Armour (+2 Soak), Blaster Rifle, (9 Dam, Crit 3, Range Long), Comlink					

Hunting Ground

Lady Damara Decrilla

3 BRAWN	3 AGILITY	3 INTELLECT	4 CUNNING	4 WILLPOWER	4 PRESENCE
SOAK 5	WOUNDS 18	STRAIN 12	DEFENSE 1 1		
SKILLS: Negotiation (3), Stealth (3), Piloting (S) (3), Streetwise (3), Survival (3), Brawling (3), Ranged [Heavy] (4), Ranged [Light] (4), Melee (3), Stealth (3)					
TALENTS: Adversary 1					
EQUIPMENT: Datapad, Armoured Clothes (+2 Soak, +1 Defense), Sporting Blaster, (8 Dam, Crit 4, Range Long), Comlink					

Hunting Ground

House Calipsa

Lord Corell Muntique is the proud representative of House Calipsa. He's extremely pleased to be back this year, and has spent considerable time and money practicing for the hunt. He's even purchased a domesticated vornskr and trained him as a hunting dog. Lord Corell is too focused to ease up and enjoy the pre-hunt festivities. He takes this seriously, and wants to be prepared. Besides hunting, he is supposed to work out an agreement with Lord Vaskel on supplying House Melantha with ore. It's mostly done, they just need to work out the details.

Lord Corell is young and naïve. He's very focused on his two goals. He refuses to drink alcohol prior to the hunt, fearing it will affect his performance on the hunt. He's insecure, spoiled and immensely proud.

His entourage has twenty servants. Yet he has only a pair of apprentice hunters, preferring to rely on skill.



Domesticated Vornskr

4	4	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	18	-	1 1	MELEE RANGED	

SKILLS:

Brawl	●●●●
Vigilance	●●●●
Stealth	●●●●
Cool	●●●●

TALENTS: None

EQUIPMENT: Natural Armour (+1 Soak)
Sharp Teeth, (6 Dam, Crit 2, Range Engaged)

Hunting Ground

Lord Corell Muntique

4	4	3	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
6	20	12	1 1	MELEE RANGED	

SKILLS:

Brawl	●●●●	Coercion	●●●●
Survival	●●●●	Coordination	●●●●
Vigilance	●●●●	Ranged [Light]	●●●●
Stealth	●●●●	Ranged [Heavy]	●●●●
Streetwise	●●●●	Streetwise	●●●●

TALENTS: Adversary 1,

EQUIPMENT: Blast Armour (+2 Soak)
Blaster Rifle, (9 Dam, Crit 3, Range Long)
Comlink

Hunting Ground

HUNTING GROUNDS

House Reena

Baron Quinn Sheffield represents House Reena for the 7th consecutive year - and he's yet to make his first kill. He is surprisingly unfazed by his poor hunting for such an enthusiastic sportsman. He hunts because it gives him a chance to socialize, enjoy the fresh air, and leave behind the squabbling bureaucrats for a few days - not to bag game.

Baron Quinn is in his late seventies, but is still active and in excellent physical condition. His eyesight is waning and he's hard of hearing, but he's a pleasant individual. He's always got a smile on his face, and often spins yarns about the "old days" - A slight man, he sports gray, thinning hair and a crinkled, pallid lace.

Those who write him off as being unimportant in his house because he is a mere baron make a big mistake. Some say Sheffield is one of his house's key advisors behind the scenes. This may or may not be true, but he is definitely more important than he appears at first glance, or he wouldn't be representing his house here. Most of the other houses representatives treat him with respect. Baron Quinn has an entourage of four staff members, plus three apprentice hunters. The hunters are under orders not to interfere with the hunt. They are present to make sure he doesn't shoot himself or somebody else!



Baron Quinn Sheffield

3	4	3	4	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

5	18	12	1	1
SOAK	WOUNDS	STRAIN	MELLEE	RANGED

SKILLS:

Negotiation ●●●●	Stealth ●●●●
Survival ●●●●	Ranged [Heavy] ●●●●
Piloting (S) ●●●●	Streetwise ●●●●

TALENTS: Adversary 1

EQUIPMENT: Datapad
Armoured Clothes (+2 Soak, +1 Defense)
Sporting Blaster, (8 Dam, Crit 4, Range Long)
Comlink

Hunting Ground

House Barnaba

Casimir Everard represents House Barnaba. There aren't many nobles in House Barnaba who enjoy romping around in the undergrowth, getting filthy while hunting a dangerous beast capable of ripping one's limbs off, and this year they're all busy elsewhere.

To save face, Barnaba has hired a hunter from Boss Tosk's crime syndicate to represent it. Everard is a professional bounty hunter, and for the right amount of credits, he has no qualms hunting anybody or anything. Everard works for the Boss on a regular basis, but the public thinks he's strictly a freelancer. The other nobles consider it an insult that House Barnaba hired a bounty hunter for the Vor-cal but he doesn't seem to mind their thinly veiled insults.

He enjoys a good party but only to study future marks. Everard's entourage is a troop of six modified ASP-4 hunter droids.



ASP-4 Hunter Droids

1	3	1	1	1	1						
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE						
SOAK	WOUNDS	STRAIN	DEFENSE								
4	12	-	1 1								
<p>SKILLS: Group Only</p> <table border="0"> <tr> <td>Stealth</td> <td>Cool</td> </tr> <tr> <td>Survival</td> <td>Vigilance</td> </tr> <tr> <td>Ranged [Heavy]</td> <td>Ranged [Light]</td> </tr> </table> <p>TALENTS: None</p> <p>EQUIPMENT: Integrated Comlink Heavy Droid Armour (+3 Soak, +1 Defense) Blaster Rifle, (9 Dam, Crit 3, Range Long)</p>						Stealth	Cool	Survival	Vigilance	Ranged [Heavy]	Ranged [Light]
Stealth	Cool										
Survival	Vigilance										
Ranged [Heavy]	Ranged [Light]										

Casimir Everard

3	4	4	4	2	2																
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE																
SOAK	WOUNDS	STRAIN	DEFENSE																		
5	18	12	1 1																		
<p>SKILLS:</p> <table border="0"> <tr> <td>Coercion</td> <td>3</td> <td>Stealth</td> <td>3</td> </tr> <tr> <td>Survival</td> <td>4</td> <td>Ranged [Heavy]</td> <td>4</td> </tr> <tr> <td>Piloting (S)</td> <td>4</td> <td>Streetwise</td> <td>3</td> </tr> <tr> <td>Computers</td> <td>3</td> <td>Mechanics</td> <td>3</td> </tr> </table> <p>TALENTS: Adversary 1</p> <p>EQUIPMENT: Datapad Hunter Armour (+2 Soak, +1 Defense) Sporting Blaster, (8 Dam, Crit 4, Range Long) Comlink</p>						Coercion	3	Stealth	3	Survival	4	Ranged [Heavy]	4	Piloting (S)	4	Streetwise	3	Computers	3	Mechanics	3
Coercion	3	Stealth	3																		
Survival	4	Ranged [Heavy]	4																		
Piloting (S)	4	Streetwise	3																		
Computers	3	Mechanics	3																		

HUNTING GROUNDS

House Pelegia

House Pelegia is the only house not to send an official Vor-cal. It boycotts the hunt every year Melantha or Mecetti hosts it, in memory of these houses' activities in purging Pelagia years ago with the Empire.

Tampson Consolidated, Inc.

Kyla Latrel is TamCo's representative for the hunt. TamCo is a large House Mecetti affiliated corporation based on Procopia. Latrel is a high-level corporate manager at TamCo, intent on someday landing a spot on TamCo's board of directors. She isn't there yet, but she has enough pull to get an invitation to the Vor-cal.

Latrel is an attractive, manipulative, ambitious woman in her early thirties. She enjoys social gatherings and loves the outdoors. Although she's only been hunting for a few years, she finds it relaxing and exhilarating. She is tall with long brown hair. She disdains wearing flashy Jewelry, but enjoys getting dressed up for a night out on the town.

Her entourage consists of five co-employees and four apprentice hunters.



Kyla Latrel

3	4	3	4	2	2
<small>BRAWN</small>	<small>AGILITY</small>	<small>INTELLECT</small>	<small>CUNNING</small>	<small>WILLPOWER</small>	<small>PRESENCE</small>
5	18	12	1	1	
<small>SOAK</small>	<small>WOUNDS</small>	<small>STRAIN</small>	<small>DEFENSE</small>	<small>MELLE</small>	<small>RANGED</small>

SKILLS:

Negotiation	●●	Stealth	●●●●
Survival	●●●●	Ranged [Heavy]	●●●●
Piloting (S)	●●●●	Streetwise	●●●●
Brawl	●●●●	Melee	●●●●

TALENTS: Adversary 1

EQUIPMENT: Datapad
 Armoured Clothes (+2 Soak, +1 Defense)
 Sporting Blaster, (8 Dam, Crit 4, Range Long)
 Vibroknife (5 Damage, Crit 2, Range Engaged)
 Comlink
 Marked Trim Sticks

Hunting Ground

Mining Guild

Annora Calandra represents the Mining Guild at the Vor-cal. The Mining Guild sends a representative every year, but the fellow who usually comes, Derel Volk, got called away on sudden business in the Core. This is Calandra's first hunt.

In reality, Calandra and her fellow plotters arranged for Volk to be sent elsewhere. She is attending the hunt to meet with Lord Vaskel. Unlike Volk, she is no hunter – she has made arrangements with Lord Vaskel's staff to have a frozen Radian karstag on hand. After thawing it out, she'll represent it as her own kill.

Calandra is quiet and withdrawn, especially during the pre-hunt festivities. She doesn't treat any of the House Lords differently, except Lord Corell. The two have had some business transactions in the past, and are casual friends. She's here to perform a duty and leave shortly after. Her entourage consists of four Mining Guild security officers.



Annora Calandra

3 <small>BRAWN</small>	3 <small>AGILITY</small>	4 <small>INTELLECT</small>	3 <small>CUNNING</small>	2 <small>WILLPOWER</small>	3 <small>PRESENCE</small>
4 <small>SOAK</small>	16 <small>WOUNDS</small>	12 <small>STRAIN</small>	0 0 <small>DEFENSE</small>		
SKILLS:		Negotiation ●●● Computers ●●●● Leadership ●●● Astrogation ●●●● Piloting (S) ●●● Ranged [Light] ●●●● Streetwise ●●● Perception ●●● Survival ●●● Vigilance ●●●		TALENTS:	
EQUIPMENT:		Adversary 1 Datapad Heavy Clothes (+1 Soak) Holdout Blaster. (6 Dam, Crit 4, Range Med) Comlink			

Hunting Ground

HUNTING GROUNDS

Mrlsst Academy

Dr. Arkeld represents Mrlsst Academy at the Vor-cal. His presence is surprising to the other hunters, since the Academy doesn't normally send a representative. Arkeld says he is here to establish closer relations with the houses, and in private conversation might hint that the Academy is interested in obtaining new research contracts. Of course, his real reason for attending is to meet with Lord Vaskel so they can make their Imai plans. In the meantime, Dr. Arkeld is prepared to play the part of an aspiring, if clumsy, hunter.

Dr. Arkeld is decked out with the latest hunting equipment. These items include a blaster rifle prototype that his department is testing for BlasTech, night vision goggles, plus a pheromone mixture, guaranteed to lure large game creatures.

His entourage consists of six of his students, but none of them are accomplished hunters. These six are potential JAN members, but Dr. Arkeld needs to get to know them before he makes invitations. The Vor-cal is the perfect opportunity.



Dr. Arkeld

2 BRAWN	2 AGILITY	5 INTELLECT	4 CUNNING	2 WILLPOWER	4 PRESENCE
4 SOAK		18 WOUNDS		12 STRAIN	
0 MELEE			0 RANGED		

SKILLS:

Negotiation	●●●●	Computers	●●●●
Leadership	●●●●	Astrogation	●●●●
Piloting (S)	●●●●	Knowledge	●●●●
Streetwise	●●●●	Perception	●●●●
Vigilance	●●●●	Ranged [Light]	●●●●

TALENTS: Adversary 1

EQUIPMENT: Datapads, Portable computers, Stylish Suit, Armoured Vest (+2 Soak), Holdout Blaster. (6 Dam, Crit 4, Range Med), Comlink

Hunting Ground

The I.S.B.

Special Agent Brak Dunell will be representing the ISB at this year's Vor-Cal. Although not of Noble birth, this invitation has been extended by the families as a sign of respect (or fear) to the Empire and its officers.

Agent Dunell will not be present during the conversation between the main conspirators. Instead he will use the event to gather as much intelligence on the ongoing politics between the Houses as possible. Of course the player's team will catch his eye and are likely to get a lot of his attention.

Brak is a tall and lanky man with a non-descript face. He is very knowledgeable, but always yearned to be an army trooper. However he lacks the physical skills to achieve that position, so he found a niche in the ISB. He is quick to waste credits to further his goals.

Brak will have a couple of stormtroopers act as his bodyguards, but will otherwise travel without a retinue, choosing instead to 'mingle' as much as possible. He enjoys hunting and is a good shot, but he isn't a natural tracker, so likely won't score highly.



Special Agent Brak Dunell

4 <small>BRAWN</small>	3 <small>AGILITY</small>	4 <small>INTELLECT</small>	4 <small>CUNNING</small>	3 <small>WILLPOWER</small>	3 <small>PRESENCE</small>
6 <small>SOAK</small>		20 <small>WOUNDS</small>		14 <small>STRAIN</small>	
1 <small>MELEE</small>			1 <small>RANGED</small>		

SKILLS:

Charm	●●●●	Coercion	●●●●
Deception	●●●●●	Ranged [Light]	●●●●●
Melee	●●●●●	Streetwise	●●●●●
Vigilance	●●●●		

TALENTS: None

ABILITIES: None

EQUIPMENT: Datapad, Comlink
Armoured Clothes (+2 Soak, +1 Defense)
Disruptor Pistol, (Dam 10, Crit 2, Vicious 4, minimum Critical Result "Crippled")

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House Cadriaan

Last year, **Lord Alric Adannon** came in second place at the Vor-cal. He was supposed to attend this year as well, but the privy council disinvited him to clear the slot for the characters. Naturally, he was outraged at being so treated, especially when the council refused to explain the reason for its action.

Brushed off by his superiors, Lord Alric has decided to take matters into his own hands. He plans to show up during the Vor-cal and get to the bottom of this matter.

Lord Alric is a loud, arrogant individual with a volatile temper (which is why the privy council doesn't entrust him with real responsibilities). His exhibition of this temper is usually physical, preferably violent activity. He hunts because he enjoys killing (legally, of course). He's broad shouldered and wears a cloak made of a reptilian hide. He claims it came from a Krayt Dragon, but in reality it belonged to a Radian Swamp Lizard. He is a difficult person to converse with, but he is still staunchly loyal to his house. If convinced of the Rebel's good intentions, he might even become their ally.

Lord Alric lacks an entourage, but has a group of nine House Cadriaan goons.



Lord Alric Adannon

3	5	3	4	2	2
BRAWN	AGILITY	INTELLECT	DUNNING	WILLPOWER	PRISENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MELLE	RANGED
5	22	12	1	1	

SKILLS: Negotiation (3), Survival (3), Piloting (S) (3), Astrogation (3), Stealth (3), Ranged [Heavy] (3), Streetwise (3)

TALENTS: Adversary 2

EQUIPMENT: Datapad, Armoured Clothes (+2 Soak, +1 Defense), Blaster Rifle. (9 Dam, Crit 3, Range Long), Comlink

Hunting Ground

Episode II

Pre Vor-Cal Festivities

Vor-cal Feast

The day before the Vor-cal is a day of eating, drinking, and socializing. At 1500 hours, all participants are required to attend a feast in the great hall. This is the first time the characters get a chance to meet and interact with the other participants.

They may well attempt to plant their electronic bug on Calandra at this time, or sneak into her chambers and plant it there. Refer to the "planting the bug" section on how the characters can perform this delicate action.

Lord Vaskel kicks off the feast with introductions of all the participants. He then states that this year's prey is the Rodian Karstag. With an inspiring speech, Lord Vaskel commences the feast. It might be a good idea to create a seating chart to keep track of all the participants of the hunt.

Allow the characters as much time as they desire to interact with the others. During this scene, they should get to know the other hunters, and perhaps get close enough to Calandra to plant the bug. It's a good idea to foreshadow some of the hunters' attitudes during the feast. For example, the characters could be questioned on why Lord Alric is not representing House Cadriaan this year.


The characters could deduce that Lord Vaskel's droid is always at his side, while Lord Corell follows the characters like a puppy dog, discussing his tactics. Lady Damara ignores all social advances and is extremely curt with all inquiries to her. Casimir is taciturn and watches everyone from a corner. Latrel is cordial and talkative, and could provide useful information on the other hunters. Calandra tries to remain out of the spotlight and perhaps returns to her suite early to avoid interacting. Lord Quinn spins fabulous tales about previous Vor-cals he has attended. Dr. Arkeld is somewhat withdrawn but always near his students (continuing their education, even at a distance in these surroundings.)

Following the feast, the participants retire to either the lounge or the target range. In the lounge, several of the hunters strike up gambling games such as sabacc. At the target range, the rest of the hunters practice their aim in preparation for the Vor-cal.

HUNTING GROUNDS

The Sabbac Game

Lord Corell and several of his assistants press hard to strike up a sabacc game in the lounge. Anyone is welcome to join, but the stakes are actual credits, up front. Consult the chart below for a summary of each participant's gambling skill for easy reference. Due to the honor system binding nobility, Lord Corell, Lord Vaskel, Lord Quinn, or Lady Damara will not cheat. The others are not bound by such a system and might cheat if you think it will be interesting.

Latrell's favorite game is not sabacc, but she will play. If she can generate enough interest she gets a game of Trin Sticks going. The only available set of Trin Sticks just happen to be her own, and of course they're marked. She receives a  bonus when using them, and players unfamiliar to the game cannot make an attempt to discover cheating. After playing five or more games, one can become familiar with the nuances of Trin Sticks.

Both of these games provide another opportunity to roleplay with the hunters. Again, the GM should continue this scene as long as the characters can obtain useful information without blowing all of their credits. There should also be at least one opportunity to plant the bug on Calandra during a game of sabacc.

THE GAMBLERS

The Rules as written don't have specifics on running a Gambling game. PCs may use Cool / Charm in an honest game or Skullduggery / Deception if they wish to cheat.

<u>Participant</u>	<u>Skill</u>
Lord Vaskel	
Lord Quinn	
Lord Corell	
Calandra	
Dr. Arkeld	
Latrell	
Lady Damara	

Target Practice Anyone?

Casimir (with his droids) settles in to the target range for some practice. Lord Vaskel at least makes an appearance, but Calandra avoids this room at all costs. The chamber is equipped with a holo-projector that can produce several target discs. These discs can be programmed for varying difficulties, depending on the user's skill. Participants in the Vor-cal use this room to hone their targeting skills before a hunt. There are several beat-up weapons here, but participants are allowed to use their own weapons if they desire.

Hopefully. Casimir has stirred up some friction between himself and the characters by now. After practicing for a while, he begins to taunt the characters, trying to egg them into a "friendly" competition. First, he sees if they can beat a machine (one of his droids). If they succeed, he personally challenges one of the characters to a competition.

A round of competition consists of five salvos of three target discs each. Consult the chart below to determine the difficulty to hit each disc (the difficulty increases with the second and third discs of the salvo). Each disc has a point value and each competitor sums the points of each salvo together.

The competitor with the highest point total after five rounds is named the winner. The GM may choose to inflict penalties due to the speed required to hit the targets in time. Casimir will place bets on the outcome, betting against the characters.

If the characters succeeds in beating Casimir, he flies into a rage. He needs to be physically restrained, to prevent a further scene. Eventually, after heated words with the characters, he retires to his suite. They've not heard the last of Casimir Everard or his droids.

DISC SALVOS

<u>Disc</u>	<u>Difficulty</u>	<u>Points</u>
1	◆◆◆	1
2	●◆◆◆	3
3	●●◆◆◆	5

HUNTING GROUNDS

Planting the Bug

House Cadriaan provided the characters with an eavesdropping unit and briefed them on its use. During the pre-hunt festivities or just prior to the Vor-cal, the characters need to plant the bug on Calandra so they can eavesdrop on her important conversation with her contact. The conversation occurs during the Vor-cal, so the characters must choose the location of the bug very carefully. They can plant it on her the night before, but they run the risk of her not taking the item that the bug is attached to. Alternatively, they plant it on her just before the Vor-cal.

In order to place the bug, the characters need to be very close to Calandra (i.e. within a meter). A successful *Stealth* or *Skullduggery* roll is required to place the bug (the difficulty is based on the distraction the characters devise). Consult the chart below for details. The more elaborate the distraction, the easier the attempt. Success indicates that the bug is planted and operational. Failure means some-body (probably Calandra) noticed some kind of maneuver. It is suggested that several *Deception* or *Charm* rolls be attempted to allow the characters to get out of this jam.

THE BUG

Distraction

Difficulty

None



Small Distraction



(bumping into or shaking hands)

Large Distraction



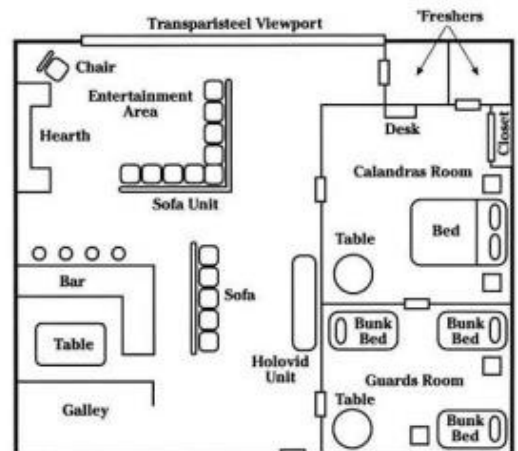
(mock fight or tripping the target)

Elaborate Distraction



(power failure and bumping)

Calandra's Suite



Calandra's Suite

The characters might decide to sneak back to Calandra's room to plant the bug in her hunting gear while she plays sabacc. An **Easy [◆] Streetwise** check is necessary to determine which suite is hers without asking (perhaps they observe one of her assistants returning to the room for something). They can slip away from the crowd with an **Easy [◆] Charm or Stealth** check. Failing this roll (or getting a one on the wild die) means that another guest tags along, caught up in a conversation. Of course, while the characters skulk in Calandra's room she might return because she forgot an item.

The door to her suite is locked and requires an **Average [◆◆] Skullduggery** Check to open. There is a galley to the left and a bar complete with two stools in front of a table. Beyond is an expansive entertainment area. The backdrop is a viewport showing the forest. A hearth and a holoivid unit round out the chamber. There are also a trio of doors. One leads to a refresher, one to Calandra's room, and the last to the guards' room.

The guard room houses the six mining guild security guards that travel with her. This room has a trio of bunk beds, a table, and a footlocker for each bed. Four of the guards are with Calandra, but two stayed behind to play sabacc and enjoy a bottle of spice wine on their own. Both are now passed out on the table. Allow them an **Average [◆◆] Resilience** check to shake off the effects of the wine and confront the characters. Each time the characters make a loud noise (or roll a ☹), give them another Resilience roll. If they come to, all Agility skills suffer a ■■ penalty. The characters have to dispatch them quickly and quietly or their cover is blown.

The door to Calandra's room is also locked and requires an **Easy [◆] Skullduggery** check to open. Her room is neat. She hasn't spent a lot of time here. It contains a table, desk, and huge bed. A pair of doors exits the room. One leads to the refresher. The other is a locked closet door. This locked door requires an **Average [◆◆] Skullduggery** check to open. In the closet is Calandra's hunting equipment, all brand new Hunting cloaks, camo jumpsuit, blaster rifle, and travel bags are present. Hidden here is also a credstick with 1,500 credits on it, but stealing this results in a full-blown Investigation.

HUNTING GROUNDS

Episode III

The Vor-Cal

Early the next morning, a shuttle arrives to transport the hunters to Vllhon. All hunters are present, in hunting garb and armed to the teeth. In the cramped hold of the shuttle, the characters have another opportunity to place the bug on Calandra, but they run the risk of being noticed by another hunter.

Again consult the chart to determine the difficulty to plant the bug. Remember, that the characters have live bugs, so planting more than one is an option. Since all the hunters are bogged down with gear, the microcomputer unit doesn't call unwanted attention. The shuttle lands in a clearing on the moon's southern hemisphere.

The Hunt Begins

Lord Vaskel addresses the hunters one more time. He tells them that the karstag with the most points on its antlered tail wins the Vor-cal this year (see the Stat Card for the karstag below). Other creatures can be hunted, but purely for sport. The Vor-cal begins about 55 kilometers north of Fort Departure in a swampy forest.

The Vor-cal lasts exactly 10 hours. Prey must be returned to the airspeeder pick-up point by that time to qualify.

To conduct the hunt, have the players make a *Survival* roll for each hour of the hunt (they can coordinate). Consult the Hunting Chart above to determine what happens. A ☹ results in a complication such as falling into a bog or being attacked by another creature. Keep in mind that the characters must also set up an area to utilize the surveillance equipment to eavesdrop on Calandra. They can volunteer not to track on any given hour.

With a ☆☆☆ or higher result the characters are on the track of their prey. Over the next hour, they need to make eight more *Survival* rolls. The difficulty starts at **Average** [◆◆], but each time a roll fails the difficulty of the remaining rolls increases one step. For example, if the characters make the first three rolls, but fail the fourth, five more **Hard** [◆◆◆] rolls are needed to locate a karstag. If any of these remaining rolls are missed, the difficulty increases another step, to **Daunting** [◆◆◆◆]. When (or if) they succeed, they encounter a karstag. If they fail, they have lost their prey.

HUNTING CHART

Result	Discovery	Notes
Fail	Nothing	Increase Difficulty
☆	Possible tracks	Discover Ghest tracks
☆☆	Discover Faint tracks	Faint tracks in 30 min
☆☆☆	Karstag Tracks	See Below
☹	Karstag	☐☐ on all future rolls

Casimir's Attack

The characters have made a deadly enemy with Casimir, probably showing him up in front of important peers. His hatred for the characters has festered, so he orders two of his hunter droids to disrupt the characters. Sometime early in the hunt, on the third or fourth hour the droids flank the characters (or discover their eavesdropping base) and open fire. Cautious characters making a **Hard [◆◆◆] Perception** check have a chance to detect and foil the attack. Otherwise the droids have time to snap off a few shots before fleeing. The droids tirelessly lead the characters on a chase lasting for an hour or more through the swampy underbrush.

If the characters fail to stop the droids, they shadow them for the remainder of the Vor-cal and attempt to scare any karstags the characters discover. However, Casimir's plan doesn't pan out well. Since he lacks two hunter droids, he is unsuccessful in his hunt for a karstag and blames the characters for his frustrations. The characters have made themselves a powerful enemy.

Mistaken Identity

At the worst possible time (during the tracking of a karstag, or while eavesdropping on the conversation) the characters are shot at! If they investigate, they discover a befuddled Lord Quinn Sheffield. Lord Quinn thought the characters were a karstag and snapped off a blind shot. Luckily, his aim is poor, so he probably just spooks the prey.

Lord Alric Arrives

During the sixth hour, the characters hear the repulsor engines of a ship pass overhead. Within the hour, Lord Alric bursts through the undergrowth, flailing his blaster rifle, with eight of his goons. Slightly intoxicated, the House Cadriaan noble demands to know who the characters are and why he wasn't invited to the Vor-cal this year. Lord Alric is an angry man and wants answers, now! This is a difficult situation for the characters, since Lord Alric is a House Cadriaan noble. They simply can't blast him and cover it up. The characters must talk their way out of the situation. But this is no easy task with Lord Alric's intoxicated state and trigger-happy goons it might devolve into a firefight, but the characters must end it quickly before the damages become irreversible.

After the characters deal with the irate Lord Alric, an **Easy [◆] Perception** check reveals the landing location of his light freighter. If things go sour for the characters, they could use the freighter to escape Vilhon. Another goon is on board, dozing in the pilot's chair, with a **Hard [◆◆◆] Perception** check. The characters find a datapad communique from Boss Tosk. Lord Alric used the crimelord to gain the location of this year's Vor-cal and clearance to land on Vilhon. If this gets out, no one involved is going to like it - not House Cadriaan, not Boss Tosk, and certainly not Lord Alric.

HUNTING GROUNDS

The Conversation

The conversation occurs during the ninth hour, giving Lord Vaskel plenty of time to bag a karstag, and Calandra time to thaw hers. Calandra meets with Lord Vaskel, plus Dr. Arkeld, in a secluded gully. Her guards patrol the area during the conversation, so the characters need to make a few stealth checks to avoid detection. Particularly cruel GMs could have a karstag wander nearby the brush to make the characters decide on their priorities.

Annora Calandra

- Calandra reports that her meeting with the Nok Cartel went smoothly.
- She states the cartel will attack shipping in the Cadriann Province beginning the second week of Telona. This should draw Imperial ordinance away from the strike zone.

Dr. Arkeld:

- Dr. Arkeld assures Lord Vaskel that the JAN have successfully infiltrated the objective.
- He informs Lord Vaskel that his strike team is rehearsing the job in a safe location
- Dr. Arkeld does not mention what the objective is, or where the strike team is located.

Lord Vaskel

- Lord Vaskel gives Dr Arkeld a datapad with the bacta shipping schedule on it.
- He informs Dr. Arkeld to plan his attack on "the objective" in a 2-3 week window, 17 weeks from now. The exact day of attack depends on Imperial response to Calandra's pirate attacks.
- Lord Vaskel states that this is the last face-to-face meeting between the main factions that will occur.



Wrap Up

The Vor-cal ends with a brief closing ceremony (if things stay relatively civil, anyway) if the characters hunt their karstag and don't press any situations, they can depart without incident. However, if the characters make a big deal about Lord Alric or Casimir, or confront Lord Vaskel, they could be causing a great deal of political trouble.

Below are the results of the Vor-cal, assuming the characters catch nothing. Adjust the listings to reflect any karstags they catch. Participants not listed came back empty-handed.

VOR-CAL RESULTS

<u>Participant</u>	<u>Prey</u>	<u>Place</u>
Lady Damara	Karstag 15 points	1 st
Lord Vaskel	Karstag 13 points	2 nd
Latrel	Karstag 10 points	3 rd
Lord Corell	Karstag 7 points	4 th
Calandra	Karstag 6 points	5 th
Casimir	Zuxu 2 meters	N/A

Moving Along

At the Vor-cal, the characters should discover the following information:

- Lord Vaskel is Calandra's House Melantha contact.
- Dr. Arkeld represents the JAN, and is also part of the plot to destroy a protected facility.
- Pirates will begin attacking shipping in the Shapani Bypass in Cadnaan space.

Armed with this information, the characters should report back to Knumai and tell him what they've discovered. He offers to let the players choose to continue tracking either Calandra or Lord Vaskell (both lead to the next adventure, but from different perspectives). His own agents follow Dr Arkeld, (but will later have their cover blown causing Arkeld to increase his security, and necessitate the players deal with Arkeld & the JAN in a later adventure.)

Rewards

For completing the adventure (including obtaining the information contained in the conversation between Lord Vaskel, Dr. Arkeld, and Calandra) each character should 15 xp.

Another 5 xp should be rewarded if the characters actually succeeded in slaying a karstag, thus maintaining House Cadrlaan's reputation.