

STAR WARS AGE OF REBELLION

SPHERE'S FATE



ADVENTURE CAMPAIGN
JEFF GREENING

STAR
WARS
ROLEPLAYING

TABLE OF CONTENTS

Campaign Outline
Page 3

House Melantha
Page 5

Mining Guild
Page 7

J.A.N
Page 9

ISB
Page 11

Mecrosa Order
Page 13

Timeline
Page 15

#1 Blood Inheritance
Page 17

#2 Operation Shadowstrike
Page 39

#3 Hunting Grounds
Page 57

#4 Procopian Intrigues
Page 85

#5 Mrlsst Cell
Page 103

#6 Sphere Assault
Page 127

Epilogue
Page 175

CREDITS

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STAR WARS

Several months ago, one of the Empire's mighty torpedo spheres put in at Tallaan's dockyards for routine maintenance. This servicing takes six months and there are only two months left before it ships out for the Outer Rim, where it will threaten worlds not properly enthusiastic about their place in the New Order.

Should the torpedo sphere come to harm while at Tallaan, the Empire is almost sure to crack down on the sector, ending the precarious arrangement of semi-independence so valued by the Tapani nobles and the Free-worlders alike. The threat of greater Imperial intervention has cooled the enthusiasm for sabotaging even such a ripe target among less radical Rebel groups active in Tapani sector, most of whom call Tapani home.

However, several unlikely allies have decided that they benefit by destroying the sphere, and have united to bring this about. Radicals within House Melantha, the Mining Guild, and the JAN have initiated a plot to send the sphere flaming down onto the crowded cities of Tallaan, sending a message to the Empire that it can't ignore: Tapani can't control its own fringe and must be dealt with. At the very least, the plotters anticipate the Empire taking over the Freeworlds, even if the Expanse is spared.

Will the heroes be willing to defend the Torpedo Sphere and un-mask the plotters in order to spare the Expanse Imperial occupation, or will the plotters succeed in forcing the Empire's hand?

CAMPAIGN OUTLINE

Campaign Adventures



1. Blood Inheritance

The players are pulled into family politics and the investigation of the Death of Baron Hejaran, and discover the involvement of the Mecrosa Order in a plot to de-stabilize the sector.

2. Operation: Shadowstrike

The players rescue a downed pilot from NCW-781, an un-inhabited moon deep in Mecetti space. His intelligence reports point toward a meeting of the plot's key conspirators at the annual Vor-Cal.

3. Hunting Grounds

The players attend the Vor-Cal after being invited by House Cadriaan to investigate the increased pirate attacks they are suffering. They identify the key conspirators and begin tracking them.

4. Procopian Intrigues

The players follow the conspirators back to Estelle Island and prevent the assassination of one of the conspirators by one of the others. They discover a possible location for the strike team.

5. The Mrlsst Cell

The players track the strike team back to the university on Mrlsst. They take out the strike team, but discover the spies on board the target (a torpedo sphere) have a backup plan should the strike team fail to arrive.

6. Sphere Assault

The team board the sphere, take out the spy team and again face the Mecrosa Order.



SPHERE'S FATE

Introduction

This adventure campaign places the characters in the position of defending an Imperial Torpedo sphere because the situation will become much worse in the sector if the JAN blows it up.

Factions

The three major factions (along with two shadow partners) involved in the plot all have their own reasons for taking part in the strike at the torpedo sphere. Here is a brief profile of these groups - why they're involved, what they hope to gain and what they bring to the table.

House Melantha

There is a small but influential faction of lords in the privy council who feel that House Melantha would be strengthened if the Empire invaded, thanks to its many contacts on Coruscant (High Lord Bal is not in on the plot, because he would almost certainly oppose it, despite his known pro-Imperial sympathies). Destroying or damaging the torpedo sphere brings the sector a lot closer to that day, and in the meantime strike a blow at the Freeworlds.

The Melantha plotters initiated the plot and serve as a clearing house for the other two groups. They use their resources to obtain information, materials, and codes that the others can't. They can also hush things up and undermine investigations from within the house. They have already provided bacta shipment schedules to be used by the pirates (see below), covers for some of the JAN agents infiltrating the dockworkers servicing the torpedo sphere and some of the access codes these groups need to gain entrance to restricted areas (some of these have actually ultimately come from Vaskell's personal contact with ISB Agent Brak).

Naturally the Melantha plotters know that should they ultimately prevail and take charge of the sector, they are extremely vulnerable to blackmail from their co-conspirators. Because of this, they plan to kill both the Mining Guild officials and the JAN operatives involved once they have served their purpose. House Melantha can't afford to let any live to be swept up in the inevitable Imperial dragnet following the destruction of the torpedo sphere.

Lord Vaskel Savill

Lord Vaskel is a very tall man with short hair that is pulled back into a short pony tail. He has long side burns and roguish good looks. He favors short-sleeved shirts, allowing room for his bulky arms. Except in extremely formal situations, Lord Vaskel keeps the upper buttons of his shirt unbuttoned, revealing a hairy chest.

Lord Vaskel is a high ranking lord in House Melantha who sits on the High Lord's privy council. He believes he is the mastermind of the sphere conspiracy, and its primary architect (although in fact he is being used by the Mecrosa). He has carefully manipulated the other conspirators into doing the dirty work, leaving himself clean enough to deny any involvement, should it comedown to it.

Lord Vaskel is a boisterous, cocky individual, but he can back most of his boasts with action. He is a crack shot with a blaster, and an

accomplished big game hunter. To increase the thrill of the hunt, he often hunts with archaic guns or bows. A skillful storyteller, Lord Vaskel can spin an exciting tale out of any hunt, no matter how mundane.

Although he sits on High Lord Bal's privy council, Lord Vaskel spends most of his time hunting. He enjoys hunting on Vycinyth's forest moon, but he also travels the galaxy for other hunting locales.



Lord Vaskell Savil

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

SOAK 6	WOUNDS 20	STRAIN 12	DEFENSE 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

SPHERE'S FATE

The Mining Guild

The mining companies in the Expanse have had enough of the crippling tariffs placed on their ore as it passes through both the Mining Guild and the Great Council, so far to little effect.

While most mining company officers pursue legal channels to lift the tariffs, a small group of company and Mining Guild officials have decided more bold tactics are necessary to change the situation to their favor. If the Empire takes control of the Freeworlds Region, the Expanse mining companies can lobby the Empire to lift the tariffs, despite objections by Freeworld-based mining companies.

The Guild conspirators have made arrangements for carefully timed pirate strikes at key bacta shipments as the date for the torpedo sphere attack nears. These strikes are designed to draw Imperial and Common naval forces away from Tallaan. The shipments are bound for Coruscant, ensuring a maximum response from the Imperial Navy when the convoys are hit. The shipping schedules for Coruscant bacta are kept highly secret, to prevent Rebel attack. The mining officials obtained these schedules from contacts on Thyferra.

Annora Calandra

Annora Calandra is a short slight woman in her mid-thirties. She has long hair usually worn back or piled up in a professional manner. Although she appears frail, she is accomplished in a variety of self defense martial arts and can hold her own in a brawl.

Calandra is one of the Mining Guild's regional Inspector Auditors, a position that requires her to extensively travel to member mining companies and audit their books to ensure that they are paying the proper fees to the Guild.

Despite her impressive title, Calandra is little more than a lackey for higher-up officials in the Mining Guild. These officials don't want to be seen in public or implicated in the scheme to bring the Empire into the sector.

Calandra is a quietly ambitious Individual. She is dedicated to the Mining Guild and is willing to risk her life for its benefit. She dislikes boorish, overbearing individuals and enjoys putting them in their place. Her inability to keep her mouth shut has short-circuited her career more than once. Fortunately, she has managed to control herself in the presence of Lord Vaskel.

Calandra has already served her primary purpose by the time the adventure begins – assembling a coalition of Mining Guild members who would be willing to deal with

House Melantha, should the Empire takeover (Most of these officials know nothing of the JAN plot). Her final task is to arrange for pirate attacks near Cadriaan (which she does immediately before the adventure starts). Once this is done, Lord Vaskel draws her to Procopia to have her killed. If the characters save her from this fate, she may cooperate with them. She may also respond to threats to her career, though this is less likely.



Annora Calandra

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

4	16	12	0
SOAK	WOUNDS	STRAIN	DEFENSE
			MELLEE RANGED

SKILLS:

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

TALENTS: Adversary 1

EQUIPMENT: Datapad
Heavy Clothes (+1 Soak)
Holdout Blaster. (6 Dam, Crit 4, Range Med)
Comlink

Hunting Ground

SPHERE'S FATE

Justice Action Network

The JAN is a dedicated anti-Imperial Organization that represents those that believe the Rebel Alliance is too soft on Imperial Society. It's charter calls for blowing up the Imperial infrastructure in as noisy a way as possible. It is, in short, a terrorist organization.

The JAN has its power base in the colonies. A local offshoot has recently sprung up in the Tapani sector and has begun to strike out at Imperial Targets.

The Mrlsst cell is determined to make JAN history by blowing up one of the biggest weapons in the Empire's arsenal. It's leader, Dr Arkeld (a university professor on Mrlsst) has recruited many of his students and fellow faculty members. Because of the technical expertise of some of his recruits and the resources he has access to, Arkeld has the capacity to build some fairly powerful weapons, get them to places where they can do the maximum damage, and cover his tracks afterwards.

The cell receives its primary funding from sympathetic members of House Melantha. Unbeknownst to Arkeld and other members, the money ultimately comes from Brak Dunell, an ISB special agent. Dunell is using the cell to achieve his own pro-empire schemes,

which involve hastening the Empire's entrance into the sector by encouraging lawless acts such as the JAN's strikes against Tapani society.

The JAN leadership knows perfectly well that the result of the Torpedo Sphere's destruction will be more Imperial interference in the sector, but this suits them just fine; it is about time the sheltered and coddled Tapani natives see the true face of the Empire, and a more oppressed populace means more recruits for the Cause.

The leaders are also aware of the possibility that Melantha may betray them but are perfectly willing to sacrifice their followers for the Cause. The followers would understand - to prevail over the hated Imperial oppressors, one must be willing to go to any lengths to succeed.

The JAN conspirators are the sword of the plot. It is up to them to actually carry out the raid on the sphere, and the strike team has been training for months in a secret camp on Mrlsst for the raid.

Dr Arkeld

Dr. Arkeld is an aging human in his mid-sixties. He has gray receding hair and a full gray beard. His skin is pale from long hours pouring over computer text and data-pads. His beard and what remains of his hair are typically unkempt.

Dr Arkeld has dedicated nearly 40 years to research and teaching at Mrlsst Academy. A gifted speaker, he can enthrall a lecture hall of bored students for hours on end. Charismatic and jovial, he keeps students attentive with a wide array of radical teaching methods. His primary discipline is political science, but he also dabbles in social science, anthropology, and philosophy.

Secretly, Dr. Arkeld is the leader of the Mrlsst JAN cell. His radical ideas about taking on the Empire find fertile soil among some of the students at Mrlsst

Academy. Although he does not gladly embrace violence, Arkeld is willing to lead his impressionable students to violent acts to further JAN goals. Arkeld has no qualms about sending his operatives on killing sprees to damage the Empire. He has a twisted sense of justice and cares nothing for a hundred lives lost if a key Imperial target can be eliminated.



Dr. Arkeld

2	2	5	4	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

4	18	12	0	0
SOAK	WOUNDS	STRAIN	MELEE	RANGED

SKILLS:

Negotiation	●●●●	Computers	●●●●
Leadership	●●●●	Astrogration	●●●●
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

SPHERE'S FATE

The I.S.B.

The ISB as an organisation are unaware of the plot to destroy the sphere. However Special Agent Brak Dunell was brought into the plot by Lord Vaskel at its early stages, to test out what the empires likely response would be and for him to ensure he was appropriately rewarded for his efforts. In truth, Agent Dunell knew of the plot from the very beginning, since he is the secret primary sponsor of the Mrlsst JAN Cell, whom he is using for his to advance his own pro-Imperial agenda. The Mining Guild and the JAN are unaware of Vaskel's connection Agent Dunell, although they may be suspicious once ISB investigations start ruling consistently in his favour.

As the plot progresses, Agent Dunell will assist Vaskel by acquiring needed items for the strike team, such as ISB uniforms, ident chips, landing codes etc. These have all been created or requisitioned by Dunell to ensure the plot goes forward, advancing his own agenda in the process.

Agent Brak has been personal friends with Lord Vaskel for a number of years. Vaskel was in fact quickly identified by the ISB as a potential asset in the sector and Brak quickly set about cultivating him. Lord Vaskell's political contacts give Agent Brak access to resources he would otherwise never obtain through official channels.

The ISB (as an organisation) wish to establish a strong Imperial presence in the sector. It is in fact, their highest priority after routing out and removing rebel activity. Since Agent Brak is one of the highest ranking agents in the sector, he will ensure the ISB supports the plan as aggressively as he can, without giving himself away. Once the players intersect with the plan, the ISB will do whatever they can to hunt them down if they have left anything for the ISB to go on.

While the Brak knows of the Mecrosa Order, he is un-aware of their involvement in this plot, even though their goals are ostensibly the same. Since both wish to get the credit and Imperial favor for bringing the Empire to the sector, they will fight and undermine each other at every possible opportunity.

Special Agent Brak Dunell

Brak is loyal to the Empire. For the past 20 years, all his efforts have been to further the cause of the new order. He has forsaken entertainment and family for his beloved Empire. His loyalty is so intense, others would call it fanaticism.

His example of sponsoring the Mrlsst JAN cell is an example of misplaced loyalty. Brak sees himself as a hero, working tirelessly toward the joyful day when the Imperial government institutes it's law on the Tapani Sector. The arrogance and self-indulgent lifestyle of many of the house members annoys him endlessly. Although he works with House Melantha on the JAN, he secretly despises the arrangement. He eagerly awaits the day when the Empire 'puts them in their place'.

Brak is an arrogant, condescending individual. He is self-centered, caring little for human life save his own. He

has a complex on his treatment by the Empire however, and hopes that his actions in bringing Imperial rule to the Sector will gain him the respect and rewards he deserves. He couldn't be further from the truth, but is blinded by his devotion and misplaced values.

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.



Special Agent Brak Dunell

4 BRAWN	3 AGILITY	4 INTELLECT	4 CUNNING	3 WILLPOWER	3 PRESENCE
SOAK 6		WOUNDS 20		STRAIN 14	
DEFENSE 1			DEFENSE 1		
MELEE			RANGED		

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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409

SPHERE'S FATE

Mecrosa Order

The Mecrosa order is an ancient society of assassins and expert poisoners which operates with utter secrecy from within House Mecetti. Not even the house leaders know it exists.

The Mecrosa Order took root in House Mecetti in the middle years of the Tapani Dynastic Era. The lower ranks of the organisation believe it began as an order of knights sworn to protect the leaders of the Mecetti house, and was granted tax free holdings on Nyssa. However the truth is that it was founded by Sith Lords, who ruled it for many centuries until the coming of Emperor Palpatine. With the aid of Darth Vader and other minions, the Emperor destroyed most of the weaker Force-wielding Mecrosa, and banished the rest to Byss to serve him as Dark Adepts. The current organisation is still recovering from the purge.

It's current leaders seek to be reinstated as Palpatine's personal assassination force. They seek to do this by manoeuvring the political and military powers within the sector to allow the Empire to swallow the sector easily. They hope succeeding at this will result in Palpatine handing direct control of the sector over to them, allowing them to continue indefinitely.

The shadow partner behind the whole operation, the Mecrosa Order has been secretly pulling the strings behind the plot to destroy the Torpedo Sphere. None of the major plotters are aware of the Order's involvement, and the Order wishes to keep it that way, especially from the ISB, who they know secretly sponsor the JAN.

The Mecrosa hope the destruction of the sphere will give the Emperor the smoking gun he needs to force a more active control of the sector. They also hope the increased pirate raids on the Bacta shipments will force the Empire to garrison the sector to protect the supply. Either way, the Mecrosa see this plot as one that furthers their aims, so will protect it as fiercely as they can without compromising their own anonymity.

The players are most likely to learn of the Order's involvement during "Blood Inheritance", but will likely not know what to do with the information.

Lady Brigta Hejaren

Lady Brigta is as attractive and alluring as any of the beautiful flowers seen on her ancestral home of Nightsinger's Orb and just as deadly. She has spent the past few seasons representing the family on Coruscant.

Unbeknownst to her family and House, the Emperor's Dark Adepts under the personal direction of Advisor Sate Pestage have tutored her in disciplines suitable for an assassin. Upon her return to the Sector, she was recruited by the Mecrosa Order. Once she realized the former Baron began to suspect her new loyalties, she assassinated him.

Lady Brigta represents the Mecrosa Order's interests in this plot and will be a recurring villain of the campaign. The characters first encounter her during "Blood Inheritance", where she has already assassinated her uncle, the Baron Hejaren, for attempting to investigate the Order's plot to destroy

the Sphere. She (likely) escapes them only to re-appear during the final mission of the campaign, on board the sphere itself.



Lady Brigta Hejaren					
3	4	3	4	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	25	20	1	1	
		MELEE	RANGED		
SKILLS:	Lightsaber	●●●●●	Coercion	●●●●●	
	Coordination	●●●●●	Athletics	●●●●●	
	Discipline	●●●●●	Computers	●●●●●	
	Piloting [Planet]	●●●●●	Deception	●●●●●	
TALENTS:	Adversary 3				
ABILITIES:	Parry 3; Reflect 2				
	Force Rating: 2 (Dark Side Force User)				
	Bind, Enhance; Move; Battle Meditation				
EQUIPMENT:	Armoured Robes [+2 Soak, +1 Defense]				
	Lightsaber				
	Damage 6; Critical 2; Breach 1; Sunder				

TIMELINE

The conspirators are working to a strict timetable. Keeping track of time is important, because, depending when the characters arrive at a location, certain groups or people might or might not be there. For example, if they arrive on Mrlsst to take on the JAN after Nelona 12th, they will find the strike team's camp deserted.

The following timeline takes into account the travel times suggested for the sector, and assumes a three day trip to Abregado-rae from Achillea at x1 speed. If you change the sector travel times, you might have to adjust the time it takes Vaskel and the other conspirators to get around. Travel times vary for some trips because different speed spaceships are used. Most of the conspirators use fast ships (traveling at x 1 speed), while the Nok Cartel pirates are slower (traveling at x2 speed).

To give the characters a fighting chance to keep up with all the conspirators, give them a ship with at least an x1 speed (such as the *Solar Flare*). If they seem to be falling behind, you might arrange for them to gain a speedier x 1/2 ship (maybe House Cadriaan upgrades their ship, or gives them a new one).

On the other hand, if the players seem to be ignoring all other leads than the JAN, a fast ship may give them too much of an edge because they are playing the campaign linearly. You'll have to play it by ear.

Naturally, the following schedule does not take into account the characters. Sooner or later, their actions *will* impact the plan, and events will diverge. Be prepared to deal with this, and have an idea of how the conspirators will respond and alter their plans.

- Selona 3-5 The three primary conspirators meet at the Vor-Cal on Vilhon, then depart on the 5th.
- Selona 7 Vaskel arrives on Soterios
- Selona 12 Arkeld arrives on Mrsist
- Selona 21 Calandra arrives on Calipsa
- Selona 27 Vaskel departs Soterios
- Selona 32 Vaskel arrives on Procopia for Capital Season
- Selona 34 NOK Cartel leaves Abregadorae. Calandra leaves Calipsa
- Telona 4 Calandra arrives on Procopia
- Telona 5-6 NOK Cartel attacks Bacta convoys in Achillea space.
- Telona 9 Vaskel's ball at Maigrin Palace
- Telona 10 Calandra is murdered by Lord Barleos and his saber rakes
- Telona 12 NOK Cartel attacks Cadriaan shipping in Cesya Space
- Telona 13 Jaset is assassinated with his entourage by Lord Vaskel's agents
- Telona 16 NOK Cartel attacks bacta convoys in Achillea space
- Telona 17 Lord Vaskel becomes House Melantha High Lord. Mining Guild begins re-routing ships away from Tallan.
- Telona 29 NOK Cartel lays over at Port Bianco for servicing
- Telona 32 NOK Cartel leaves Port Bianco
- Nelona 10 NOK Cartel attacks bacta convoys in Achillea space.
- Nelona 11 Imperial task Force leaves Tallaan to suppress pirate attacks in Cadriaan Province.
- Nelona 12 JAN strike team leaves Mrsist
- Nelona 13 XTS begins re-routing its ships away Tallaan.
- Nelona 16 JAN strike team arrives on Tallaan
- Nelona 17 Imperial fleet ambushes NOK Cartel in Nista system and destroys it. (Optional)
- Nelona 22 The Torpedo Sphere is infiltrated and destroyed by JAN operatives.