Note: The quarry table appears at the end of the file. This article has applications beyond hunting...

TRACKING SKILL

The hunter's primary skill is Tracking, the ability to detect and follow trails. Tracking also includes relevant knowledge of wild animals.

Dogs

Man's best friend can be an invaluable aid to the hunter. A dog can find/follow a trail, but cannot communicate its age or nature. For hunting purposes, dogs are divided into three classes, Common, Hunter and Superior. The GM may assign any dog to one of these classes,1; this determines the animal's Tracking ML. Cost is the basic value of a 2 month old puppy:

Class	Tracking	Cost
Common	3d6+10	6d
Hunter	3d6+30	12d
Superior	3d6+50	24d

Characters with Animalcraft may train dogs to improve Tracking ML and enhance value. Dogcraft may be considered a speciality of Animalcraft. Training takes about 2 hours a day in 3-5 sessions. It may begin at 2 months and continue until the dog is a year old. Dogs under a year are rarely used for hunting. A professional's Dogcraft may be generated with 2d6x10. A trainer tests Dogcraft each month:

Success	Tracking	Value
CF	+1d2-1	+4d
MF	+1d3-1	+8d
MS	+2d3	+12d
CS	+2d6+1	+18d

Example:

Jarl buys Spot, an untrained, four month old hunter whom he will train himself. Spot's Tracking is ML42 (3d6+30). Jarl has Animalcraft at ML50 and dogcraft as a speciality; therefore, his dog-training EML is 60. After the first month, he tests EML60, gets MS, then rolls 5 with 2d3, increasing Spot's Tracking to ML47. After 7 more months of training, Spot's Tracking is increased by another 26 points to ML73.

NOTE: A dog's tracking ability does not reflect on its ability to perform other duties; eg. a dog may be a poor hunter and an excellent shepherd. Poor hunters with other skills would, of course, cost more.

NOTE: Jarl, by spending eight months training, has earned himself about eight skill development rolls on Animalcraft (GM discretion).

CASTING FOR A TRAIL

Any character with Tracking skill may cast for a trail. The GM rolls against his (or his dog's) Tracking ML. The frequency with which casting rolls may be made depends on the amount of game in the area and runs (at GM discretion) from once per five minutes (abundant game) to once per thirty minutes (sparse).

AGE & NATURE OF TRAIL

When a trail is found, the GM secretly determines its age, with the Age of Trail Table, and its maker with the Quarry Table.

1d100	Age of Trail	Track
01-25	2d30-1 minutes	+10
26-50	1d6 hours	+0
51-70	3d6 hours	-10
71-85	6d6 hours	-20
86-95	9d6 hours	-30
96-00	12d6 hours	-40

Use the appropriate Hârnmaster encounter table for "Other" (GM discretion). Other encounters may be inedible. Dodge is dealt with later.

The age and nature of a trail determine how easy it will be to follow. Hence, once the trail is found modify Tracking (EML) by any/all Track Modifier(s) given.

Example:

Jarl (Tracking ML48) and Spot (ML73) are casting for a trail in temperate woodland. The GM allows a casting roll every 18 minutes. After 36 minutes, Spot finds a trail. The GM rolls 32 to determine that the trail is 1d6 hours old and 39 to determine that it was left by a deer. This produces Track Modifiers of +0 and -5.

Tracking skill may also be used, at GM discretion, to guage age/nature of the spoor.

Example:

Jarl tests his Tracking EML43 (ML48+Track Modifier of -5) to determine the age/nature of the trail. The GM rolls 75 (CF) to guage the age of the trail which Jarl estimates at 28 hours (wrong). The GM rolls 42 (MS) for nature so Jarl correctly determines that the beast is a deer. Jarl does not like his chances of following such an old trail (Spot

probably knows better), so he gives up on the deer and casts again.

NOTE: At some point, the GM should generate more information at his discretion: Is the quarry a mother with young? Has a den/lair been discovered? These depend on the time of year and the nature of the beast. The hunter may opt to cast for a new trail rather than approach an inedible or "unethical" prey.

Following the Trail

The length (leagues) and time (hours) needed to follow a trail to its maker (TTF) is equal to the square root of its age. Hence, a trail 25 hours old is about 5 leagues long and take about 5 hours to follow. Hence, trackers travel a league an hour; animals rarely, however, travel in straight lines, after 5 leagues/hours the tracker could be ten paces from where he started.

Age	TTF	Age	TTF
2/less	1	21-30	5
3-6	2	31-42	6
7-11	3	43-56	7
12-20	4	57-72	8

Intelligent creatures do not generally follow this rule. The TTF of a trail left by a human, Sindarin, etc. is equal to about 75% of its age.

Additional tracking rolls are made each league. When TTF is reduced to zero, the tracker has found his prey.

[CS] Reduce TTF by two hours.
[MS] Reduce TTF by one hour.
[MF] no change, an hour wasted. Two consecutive MFs lose the trail.
[CF] Trail Irretrievably Lost.

Impediments, such as rivers, tracts of stony ground, etc., may cause delay or loss of trail and require extra checks against Tracking (ignore success on extra checks).

In for the Kill

When TTF is reduced to 0, the hunter is presumed be in sight of his unalerted quarry, at a distance of 100 feet. He may immediately cast his missile, or make a series of Approach Rolls to close the distance for a better shot.

Approach Rules

An approach roll is made against Stealth (or, at GM discretion, the average of Stealth and Tracking). The approach EML is modified for the following types of quarry:

Quarry	Mod
Moose/Sheep/Goat/Gargun	-5
Beaver/Cat/Fox/Wolf/Stag	-10
Deer/Rabbit/Hare/Sindarin	-15

As the hunter gets closer to his target, the chance of detection is increased. Modify EML according to the distance from which the current Approach Roll is made:

Distance	Mod
Over 75 feet	+0
51-75 feet	-5
26-50 feet	-10
Less than 26 feet	-20

Other modifiers, such as for bad weather, the activity of the quarry, or for other types of quarry, are left to GM discretion. The approach roll is interpreted as follows:

[CF] Target Flees. TTF is now 1 hour.
[MF] Target alerted. Hunter may try one shot at the current range.
[MS] Range reduced by 25% target unalerted.
[CS] Range halved without alerting target

Minimum range is ten feet; at this distance, any missile weapon may be optimally employed. The missile attack is, generally, resolved with Hârnmaster combat rules. A Target Size modifier (SzM) and Dodge Factor is given for each quarry on the Quarry Table. An unalerted target Ignores an alerted target Dodges.

The chance that a single shot will bring down the quarry varies from one animal to another. This may be resolved entirely with the Hârnmaster combat rules, or the GM may ignore strike location (etc.) and use the Down Factor given on the Quarry Table; this factor is the percentage chance that a successful missile strike will down the quarry, rendering it helpless. A wounded beast that is not downed may flee or attack the hunter; the chance that it will attack is given on the Quarry Table under Aggressiveness (Agg). If the missile misses, animals will generally flee, but some creatures will turn on the hunter; the chance of an unwounded animal doing this is one half its Aggressiveness.

If the beast flees the hunter may pursue. A wounded animal will leave a (+20) better trail, and add 1d3 hours/leagues to the TTF; most hunters

deem it their duty to follow and put the animal out of its misery. An unwounded, fleeing animal will add 1d6 hours to TTF.

Group Hunting

Several hunters working together may use a more effective, albeit less sporting method, termed the Quarry Drive. Often, of course, sport is not the primary consideration. The basic idea is for beaters to scare animals into ambush. This can be undertaken with varying degrees of elaboration. Fences and corrals may be built, drums beaten, and so on, but such measures are generally too time consuming if the hunters' stomachs are empty.

A quarry drive generally requires at least four beaters and one marksman. Additional marksmen will simply increase the chance of bringing animals down.

The Drivemaster examines the terrain and lays out the paths that should be followed by each participant. His Tracking skill will affect the success of the hunt.

Area Covered

The maximum area covered by a drive is about 1 acre times the number of beaters squared (eg. 5 beaters cover 25 acres). Note: there are 90000 acres in each regional map hex.

Time Required

The time required for a drive is determined by multiplying the number of Beaters by ten minutes. PLUS two hours of preparation time.

Example:

A 13 beater drive will cover 169 acres and take 4 hours and 10 minutes.

Lying In Wait

Quarry animals generally present themselves one at a time (sometimes in small family groups or herds) for ambush, at which time the marksman(men) may chose which to fire on and which to let go.

Depending on the abundance of game in the area, the GM rolls every 5- 20 minutes against the Huntmaster's Tracking skill to determine if one or more animals show themselves to the marksman(men):

[CS] 1d3 animals in quick succession.
[MS] 1 animal shows itself.

[MF] Animal escapes.
[CF] Animal Turns on Beater.

Each animal is identified by the GM normally. Animals presenting themselves to the marksmen are generally in rapid flight, this generally allows each marksman no more than one shot at about 1d6x5 foot range. If several animals show at once (CS) each marksmen must select one target. They may pre-arrange target allocation.

With each appearance roll, the GM checks off the appropriate number of minutes. When these equal or exceed the time required for the drive, the process is complete and the hunters may clean and dress their catch.

Incidental Discoveries

A quarry drive may uncover various unknown features in the area. If, for example, there is a cottage in the area covered by the drive, it would probably be discovered by the beaters. Less obvious features, such as caves hidden behind undergrowth, semi-buried ruins, and the like may or may not be discovered at GM discretion depending on their natures.

Pit Traps

An alternative or supplement to skilled marksmen is the pit. Pits of various sizes may be excavated and disguised to the detriment of hapless animals at the ambush point. Digging a pit requires appropriate tools. In an ideal situation, it takes about one manhour to excavate ten cubic feet of earth; this includes the time required to remove the earth from the immediate area. Hence, a 10x10x10 foot pit (1000 cubic feet) would take 10 men 10 hours to dig. It should be noted, however, that conditions, especially in forests, are rarely this good. Large boulders, tree roots, the water table, permafrost, or even bedrock can seriously harm schedules, and these are matters of luck.

The Drivemaster locates and disguises the pit. When an animal comes to the pit, a roll is made against the Drivemaster's Tracking ML:

[CS/MS] Animal(s) Fall in.
[MF] Animal(s) detect & Evade Trap
[CF] Animal(s) turn on beater(s).

Evasion should take into account the abilities of the beast; a deer is able to leap most pits once they are detected; this means that the trap has no effect, although any marksmen can still take their

shots. A boar will circumnavigate thus allowing the marksmen (at least) one additional shot. An animal which falls into the trap is easily finished, provided it cannot climb out (GM discretion).

The principal drawback with pits is the time they take to dig. Another problem is that each animal that falls in removes the disguise. This requries the marksmen to kill and remove the beast and restore the disguise before the next animal shows itself. This operation generally takes about 2d6 minutes. The main advantage of a pit trap is its relative certainty, especially when the marksmen available are few or unskilled.

SIMPLE AMBUSH

Another method is for hunter(s) to find a place likely to be frequented by game, and simply lie in wait. The best tracker in the group selects the location of each marksman. The GM makes game encounter rolls every 20-120 minutes based on the local abundance of game. The roll is made against the average of the best Tracking ML and worst Stealth ML in the group. With MS/CS an animal appears.

Example:

Jarl (Tracking ML78) and some friends are lying in wait at a stream he has selected. He has brought his young nephew Kjalin (Stealth ML31) along. The area has average to abundant game so the GM rolls for a game encounter every 45 minutes against an EML of 55 (31+78)/2.

OVERHUNTING

Regardless of the method used, hunting reduces the amount of game in an area. Drives reduce the available game to sparse; other methods reduce abundance, according to their success, at GM discretion. It is not possible to hunt an area repeatedly and still find plenty of game.

QUARRY TABLE

d100	Quarry	Trk	SzM	Ddg	End	Dwn	Agg
01-05	Bear	+10	+20	60	18	10	90
06-08	Beaver	+20	-20	50	9	65	10
09-21	Boar/Pig	+10	-15	50	16	20	95
22-25	Cat/Lion	-10	-10	90	13	35	50
26-41	Deer	-5	-5	85	9	55	5
42-47	Fox	-5	-20	65	7	65	5
48-55	Moose/Cattle	+0	+20	35	18	10	50
56-60	Rabbit/Hare	-5	-25	85	7	65	5
61-70	Sheep/Goat	+0	-10	90	15	25	15
71-76	Stag	-5	+20	45	13	35	40
77-82	Wolf	-10	-10	70	13	35	50
83-84	Gargun	+10	-5	55	var	50	50
85	Khuzdul	+0	-5	55	13	35	75
86-94	Human	+0	+0	55	11	45	75
95	Sindarin	-20	+0	65	11	45	35
96-00	Other	n/a	--	--	--	--	--

1d100:	Random Generation Roll
Trk:	Tracking EML Modifier
SzM:	Size Aiming Modifier
Ddg:	Dodge Factor
End:	Endurance
Dwn:	Chance of downing prey
Agg:	Aggressiveness