

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: CAPTURE OR KILL CONNIE & SLYDE

OUTCOME: COMPLETE SUCCESS

MISSION LEADER: OSKARA, TWI'LEK BOUNTY HUNTER

OTHER OPERATIVES:

- "SEVEN", HUMAN (CLONE) SHARPSHOOTER
- ALYA, TWI'LEK POLITICO
- APU, KAMINOAN HEALER

OVERVIEW:

"Connie & Slyde", notorious casino robbers, have been on a murderous rampage in and around Coronet City on Corellia. Unfortunately, the duo has become "folk heroes" among the populace. CorSec police forces are getting little-to-no cooperation from the citizens. Witnesses won't talk. Security holo-vids "malfunction" or vanish without explanation.

Connie was a glamorous fashion model before breaking bad, adding to her allure. Rumor is her career was on the fade. Slyde's identity (and even species) is unknown, as Slyde has only ever been seen in racing leathers and full-face helmet. This corresponds with rumors that Slyde is or was an illegal swoop racer.

Adding insult to injury, fans all over Coronet City--especially the Blue Sector--have taken to dressing like Connie or Slyde. Every wannabe aspiring model does her makeup and hair like Connie. Every wannabe street racer wears the same racing costume as Slyde.

A large bounty has been placed on their heads. Let's collect that prize, and eliminate some murdering scum.

MISSION HIGHLIGHTS:

- S4 delivered the team to the **Blue Sector** of Coronet City, where they could investigate a dive bar where both Connie & Slyde were seen frequenting before robbing their first casino.
- Oskara cleverly beguiled **Catrinna**, a friendly & welcoming bartender at **Bovo's Cantina** on Treasure Ship Row in the Blue Sector.
- This allowed Oskara to infiltrate the rigged sabacc game hidden in the rear of the establishment.
- Ayla, posing as a "Connie wannabe" and Seven, posing as a "Slyde wannabe" created a scene by storming in with a crew of S4 members pretending to be photographers. This quickly earned them access to the sabacc game in a clever manner that would not link them to Oskara.
- Therefore, contact with **Carn Truuvik** (the cantina owner and "mastermind" behind the rigged sabacc game) was established.
- It's clear that Ayla could have won a considerable number of credits at the game, but the operators took the wiser course and pretended to fall for the scam.
- With Carn off-guard, Ayla was able to convince him that they sought a **photo shoot** with Connie & Slyde. Perhaps against his better judgement (and

feeling smug after winning so many credits), the Corellian gave Ayla directions to the duo's hideout and told her to "tell them Carn sent you."

- The team travelled to **Selonian Town** in the Blue Sector. After observing the tourists and watching the tunnels, they decided the next course of action was to enter the side-tunnel indicated by Carn.
- Inside the narrow twisty passage, the team eventually found themselves lost in a maze of branching tunnels. Worse, a cave-in occurred behind them, likely cutting off the way they came in.
- A giant **Selonian Tunnel Worm** then attacked, but was quickly dispatched by Seven and Oskara. These worms are used by Selonians to help excavate their warrens. They are non-carnivorous and normally quite peaceful. It's assumed this worm was sick or perhaps injured by the cave-in, causing it to be uncharacteristically aggressive.
- The team was unable to find the hideout on their own. Fortunately, a grumpy band of xenophobic Selonians found them. **Apu** was able to communicate with them, and using proper respect and etiquette, he calmed their ire (somewhat).
- The Selonians guided the team to the hide-out and asked them to "please remove the human trash".
- A few abandoned supplies were found together with a taunting note from Connie. The best lead was a menu from Bovo's, almost completely buried under dirt and a boot print.
- A crude map scribbled on the reverse of the menu was determined to be a schematic of the infamous and highly illegal **Dragonbane Swoop Race** which is held in the **Crystal Swamps** far to the north.
- Apu's previous research on news articles and his mingling with bar patrons at Bovo's were instrumental in synthesizing this information.
- The impatient Selonians then guided them out of the tunnels through another route. They asked the visitors to never return.
- S4 provided transport to the **Crystal Swamps**.
- The team spread out and made good use of what little time they had (about 20 minutes before the race started).
- Alya made a Twi'lek friend in the parking lot and bribed/persuaded her to prepare to put her speeder car to good use.
- Apu ran interference and coached the team, helping them find positions and coordinating over coms.
- Oskara warned the **Black Seraphs**, the swoop gang running the race, that an attack was imminent.
- The gang took her seriously, as they had experienced a falling out with Slyde some time ago. The Seraphs mounted their swoops, patrolling the area and watching for trouble.
- Seven took up an advantageous sniper position (which Apu helped him locate).
- Immediately after the race finished, Connie and Slyde arrived in a stolen police interceptor traveling at high speed.
- Slyde piloted the speeder straight for the ticket tent, where **Grinder**, one of the Black Seraphs, was guarding the cash box.
- Slyde held a gloved fist out of the window, mashing the button on a transmitter, then dropping it. This detonated explosives--which must have been surreptitiously planted on all the Seraphs' swoops--instantly killing the biker gang. Only Grinder was left.
- Some of the race spectators began to panic and evacuate.

- Seven and Oskara fired on Slyde, while Connie blasted away at the ticket tent with her pulse rifle.
- Shots from Seven and Oskara finally cracked the windshield so badly Slyde had to hang out of the driver's side door. More shots were exchanged and Slyde was killed, tumbling out of the vehicle.
- When Slyde hit the ground, the helmet came off, bouncing and rolling away. Long hair spilled out...Slyde was **Catrinna** the bartender!
- Members of the crowd moaned in shock and parted around the gruesome spectacle.
- Meanwhile, Alya and her new friend had rammed the police cruiser with their own speeder, and were in hot pursuit.
- After ineffectively returning fire at Seven, Connie attempted to take control of the stolen police speeder.
- Alya and her friend rammed the police speeder again, while Apu, Oskara, and Seven kept firing at Connie.
- Connie's pet Tooka-cat, **Tooka-Pooka**, leapt from the vehicle and attacked Grinder, shredding him with its claws.
- The collisions from Alya's speeder disabled the police cruiser, it was now without steering or propulsion, and momentum was carrying it out of control.
- More blaster fire from the team dispatched Connie. She too tumbled from the vehicle and hit the ground among the razor-sharp crystal grass of the racecourse. Both villains were very dead.
- Grinder gave up his cash box while **Tooka-Pooka** growled at him and claimed the box for himself.
- The stolen police speeder crashed just past the crowd, fortunately injuring no spectators.
- Full-blown panic now finally overcame the crowd, and it began fleeing en masse.
- S4 took advantage of the rapidly emptying parking area to land *The Prelude* and pick up the team. The operatives retrieved the bodies of Connie and Slyde, a whimpering Grinder, the cash box, and even the snarling Tooka-cat.

THE CONDUCTOR'S REVIEW:

The Conductor is **extremely pleased** with your overall conduct and discretion during the mission. As a group, you worked harmoniously together, shoring up weaknesses and amplifying strengths. You avoided messy entanglements with the authorities. You used gangs and other criminal elements to your advantage. In spite of some minor setbacks, you found your quarry and you brought them to ground (quite literally). No doubt you saved dozens of future victims from robbery and death. While it's unfortunate the Black Seraphs were wiped out, that was due to circumstances beyond your control. The Conductor could not have expected a better performance.

S4 REPORT, FILED BY ARLEN:

Minor grumble: some unorthodox use of my guys as "photographers". Not a big fan of using S4 on the ground, as you know, conductor. All-in-all a talented group who got the mission done. Would be a privilege to work with them again. Fingers crossed the spectators and monitor-droids at the race didn't take any good holos of our heroes.

MISSION REWARDS:

- OSKARA: 24 prestige points, 18,000 credits, 20 XP
- SEVEN: 22 prestige points, 18,000 credits, 20 XP
- ALYA: 29 prestige points, 18,000 credits, 30 XP
- APU: 23 prestige points, 18,000 credits, 25 XP

ADDENDUM, TEAM LEADER'S REPORT:

Oskara

Log 19-05-19

With the amazing success from the first mission, an even more challenging one to capture or kill the infamous Connie and Slyde who have been on a murderous rampage was assigned.

I was brought in specifically because of my well known status as the best bounty hunter ever and tasked to lead a team of three, comprised of Agent Ayla, Agent Seven, and Agent Apu.

S4 dropped us in the well known slums of Blue Sector to scout out a possible lead at Bovo's Cantina, a well known establishment frequented by Connie and Slyde and known for it's secret sabacc game which was run and rigged by the owner of the cantina, Carn Truuvik. We were given 1000 credits to use to get into the game, and "lose", so as to garner the trust of the other players and Carn himself. I went in first, to case the joint. Agent's Ayla and Seven dressed to the nines to become Connie and Slyde lookalikes hoping that would help in getting them access to the sabacc game and Agent Apu would slide on in right before. I was able to sweet talk the bartender, Catrinna which led her to take me right to the secret room where the game was being played. I luckily had a little over 200 credits and was talked into entering the "rigged" game. I was then able to send a code word back to the team that told them to proceed with the plan. Agents Ayla and Seven were able to get some of the S4 crew to play paparazzi and they came into the bar with camera's flashing while Apu asked the band to play an appropriate song [REDACTED] which amused Catrinna to no end.

With the amazing entrance and the slapping down of 200 credits by Ayla, the two were quickly escorted to the back room and into the game. I lasted one hand, which amused Carn and I took my place next to Catrinna to watch the rest of the game. Ayla had a few good hands, and the bets kept getting larger. Finally, it was everything in for Ayla and she made sure that she would definitely lose that last hand. Exiting the room with no information on Connie or Slyde, Ayla had the great idea and asked if there was any way they could do a photo shoot with the real Connie and Slyde. Catrinna and Carn took to this like fish to bait. Carn gave them the location of the hideout, making sure that Ayla would tell the two that he sent them.

We had S4 drop us off near Selonia Town where our next clue was. After much discussion on what to do, we decided the best approach was to go in as if we were conducting a photo shoot with me on the camera and Apu on mic. Unfortunately, the twists and turns were a little much for us, and we found ourselves lost. As we got closer to more tunnel branches, we were almost killed by a tunnel collapse but somehow managed to get out of the way only to be attacked by huge Selonian Tunnel Worm. This normally peaceful creature must not have been well, because it

was out for blood. Seven and I were luckily able to put it out of its misery quite quickly. Back on our way to try and find the hideout, we met up with a group of grumpy and not very trusting tunnel? Selonians. Apu, thankfully knew exactly how to communicate with them, and once they knew we didn't kill the Worm for [REDACTED] and giggles and were just looking Connie and Slyde, they were happy enough to take us there after making us promise we would remove the trash that was left behind.

Sifting through the "human" trash, we realized that Connie and Slyde had somehow known we were coming once we found the note she left us. {REDACTED}. Apu was very diligent in sifting through the dirt and was able to find a very important clue: a crude map on the back of a menu from Bovo's. After researching the cryptic symbols on the map, the team was able to determine that it was a map of something called the Dragonbane Swoop Race in the Crystal Swamps north of our current location.

After returning to Bovo's, Ayla was able to talk to Carn once more to let him know that she was unable to find the two, but had reason to believe that they would be at the Dragonbane Swoop Race. As before, he asked that she tell the two that he sent her. Pompous little [REDACTED].

Armed with the knowledge that there was bad blood between Slyde who used to be part of the Black Seraphs who, led by Sunny Bounder had kicked Slyde out long ago, we knew that this had to be the next place he and Connie would hit. We had S4 get us there as quickly as possible once we realized there was a race scheduled that day.

We were able to convince the Seraphs that Slyde would be coming and things could get nasty, so we were taken to Sunny's right hand smelly man Grinder who was easily persuaded to take action, especially after the promise of 1/2 the bounty. He explained that Slyde had accused Sunny of cheating which is what led to him being kicked out. Grinder sent out all the guards to their swoops to actively search for Slyde. With the amazing Apu's help, we were able to coordinate positions. Seven took a sniper position where he could see everything in most directions. Apu took point near the vendor area, and Ayla was able to persuade a Twi'lek driver with the promise of 1/2 the bounty, to put her speeder to good use and be ready to ram Connie and Slyde should they try anything. I placed myself behind the opening of the ticket tent and Grinder stayed inside, guarding the cash box.

The race started and we waited and watched, but as soon as the race finished, a police interceptor came out of nowhere towards the tent at high speed. Slyde held out a transmitter as he maneuvered towards us, pushed a button and every swoop with their guards on them exploded, sending the race spectators running.

As Connie blasted at the tent, Ayla and the Twi'lek driver made their attack with their speeder, ramming into the side of the other speeder. Neither was damaged badly, so Seven and I took pot shots at the windshield, eventually breaking it and leaving a wide open spot to take down Slyde. After a few more volleys of shots, Slyde finally was hit hard enough to come flying out of the speeder.

Ayla and her friend, meanwhile rammed Connie a second time as she tried to scramble to the drivers seat after driving through the tent. The cat that was with them jumped out and attacked Grinder.

The collision from the speeders completely disabled the police cruiser finally and between Apu, Seven and myself, we finally were able to dispatch Connie.

Once we verified Connie was dead, we examined the body of Slyde. Nobody had seen his face, and we speculated that maybe he was a droid. As we took off the helmet, we realized that Slyde was actually Catrinna, the bartender.

Lives Lost: all of the Seraphs except for Grinder, Connie, and Slyde (aka Catrinna).

S4 was able to pick everyone up, including the bodies of the two villains, Grinder with his cash box and the cat. Ayla was able to talk the Twi'lek driver to join the team. After some training, Agent [REDACTED] will be ready for duty.

END OF REPORT

P.S I'm a bounty hunter not a writer, so apologies for anything missed. I highly enjoyed working with this team.