

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: RECOVER THE IMPERIAL ENCRYPTION CHIP FROM HOTH

OUTCOME: SUCCESS

MISSION LEADER: KUNARK, TRANDOSHAN BOUNTY HUNTER

OTHER OPERATIVES:

- MORDANA, CEREAN SCIENTIST
- "SEVEN", HUMAN (CLONE) SHARPSHOOTER
- SPEET, MIRIALAN SABOTEUR
- DR. APU PRAL, DOCTOR

OVERVIEW:

When General Han Solo encountered a "viper" Probe droid on Hoth (approximately a year ago), its insufficient self-destruct mechanism left a valuable Imperial encryption chip behind. The Rebel Alliance has contracted us to find the Tauntaun patrol's coordinates data in the abandoned base, use the data to locate the probe destruction site, and finally recover the encryption chip if it can be found.

MISSION HIGHLIGHTS:

- S4 dropped the team off on **Cirque Glacier**, several clicks to the northwest of the abandoned **Echo Base**.
- Kunark piloted the AT-EST survey walker towards the **Claburn Range**, pausing to let Mordana and Dr. Pral scan with the walker's long-range sensors.
- Choosing the unpowered turbolift in the Rebel's old trenches, Kunark piloted the Walker to the crest of the ridge, bypassing the too-obvious northern entrance with its sealed blast-doors.
- Powered by a fusion lantern, the team took the turbolift down into the guts of the abandoned base.
- Inside, they navigated the treacherous hallways of the half-destroyed facility. Using their maps, they located the **Central Command & Control** room, which was now full of snow and ice. Excavating it, they found nothing of value.
- On their way to one of the **Data Archives** room adjacent to the Ready Room/Debriefing Auditorium, the team encountered some **Imperial Alarm Droids**. These were dispatched quickly, but it's assumed one of them may have been able to relay a message to other droids sleeping in the facility.
- Clearing the Data Archives room of snow, ice and debris, the team put their scanners to use and located several datapacks in storage.
- Unfortunately, they also encountered a pair of **Wampas** and more **Alarm Droids**. All four targets were dispatched quickly. However, Seven was wounded and discovered the hard way that his stun rifle doesn't work on droids.
- The team then encountered a wandering Mon Calamari archaeologist named **Loreen Tova**. He later proved friendly enough, but early on he was very cagey about his purpose on Hoth.
- Meanwhile, Mordana and Speet had searched the datapacks and finally found the patrol coordinates they needed.

- On their way out of Echo Base, a few team members heard more “whooshing” sounds from activating Alarm Droids, somewhere in the distant frozen hallways of the complex. Not a good omen.
- Back on the surface, the team boarded the Walker and headed for the coordinates of the destroyed **Viper Probe**. Kunark piloted there expertly, and once again they used the walker’s sensors and their personal hand scanners.
- Mordana was first to locate their buried prize.
- The team was warned by S4 that an Imperial ship had dropped out of hyperspace and was now orbiting the planet. It appeared to be coordinating a search of the entire region.
- A plan was quickly formulated with S4 to rendezvous at an evac site in the **Kerane Valley**. Because of the incoming blizzard and the presence of Imperial ships in orbit, their options were limited.
- Meanwhile, S4 would alternate hiding *The Prelude* behind Hoth’s 3 moons and checking in with the ground team.
- Loreen offered to take the team out in his own ship, but it was parked much farther away in the **Hanging Valley**. The team appreciated his offer, but decided it was best for him if they all evacuated via S4. He consented to their plan.
- It was too risky the Imperials would locate Loreen’s ship before they could reach it, as he’d accidentally left the transponder on.
- The blizzard made navigation and piloting difficult. In spite of this, Kunark got them most of the way there.
- Unfortunately, a powerful avalanche/snow slide came crashing down the mountains with no warning (likely caused by the heavy winds and snowfall).
- This took the walker’s feet right out from under it, twisting its legs, crippling it, and blowing out its engines.
- Fortunately, no one was seriously injured in the crash.
- The team packed whatever supplies they could carry, and headed out on foot to the evac zone.
- It wasn’t long before they were being pursued by Imperial Snowtroopers from the south. Making matters worse, they heard howls to the north.
- Eventually the team found shelter, under a rocky overhang.
- For a while they considered waiting out the storm and/or waiting for the Imperials to give up and leave. They had a month’s worth of food, after all.
- However, S4 contacted them again and warned them that a squad of Imperials was headed their way. Several more dropships had deployed infantry all over the region, and the various squads had fanned out in a methodical search pattern.
- The team also realized the storm was helping them as much as hindering them. It was no doubt providing them some cover from Imperial fleet’s sensors.
- Meanwhile, the captain of the Imperial scout ship was taunting the team on a general broadcast frequency. Encouraging them to give themselves up.
- The team practiced good coms discipline, and only talked to S4 when absolutely necessary; otherwise maintaining radio silence.
- S4 let the team know they’d swoop down to the Evac zone in 4 hours.
- Working well as a team, they agents managed to hike their way to the **Kerane Valley**.
- Unfortunately, they found themselves in contact with five Imperial **Snowtroopers** and a pair of **Wampas**.

- After a short but brutal firefight (Mordana getting wounded by a rampaging Wampa), the team was once again victorious.
- Kunark single-handedly (clawedly?) took out all the Imperials. Seven and the team dispatched the Wampas.
- Another half hour passed without major incident, and S4 was able to evac the team and run the blockade, returning everyone to the safety of hyperspace.
- It's assumed the Imperials have no idea who we are or what we were doing here.
- Because Loreen was on Hoth for a completely different reason (researching a legendary underground complex) there is little concern about the discovery of his ship.
- Shadow Sinfonia will consider Loreen's proposal for a return trip to Hoth, once Imperial activity has had time to dissipate.

THE CONDUCTOR'S REVIEW:

The loss of the AT-EST survey walker was a significant blow to our operational budget. However, the trust and respect we gained with the Rebel Alliance for successfully completing this mission made it well worth it. The Conductor is very pleased with everyone's performance on a very tough mission. Working with very few clues, you braved harsh conditions, dangerous creatures, and an unexpected Imperial threat.

S4 REPORT, FILED BY ARLEN:

Arlen wishes to apologize to the field agents for not being able to provide closer support during the mission. Weather conditions and ever-increasing numbers of Imperial scout ships and dropships increased the risk factors for S4 exponentially. We'll do better next time. Congratulations on recovering the prize. Note: S4 did not take its usual cut from the rewards.

MISSION REWARDS:

- All team members: 20XP, 10 Prestige, 0 Notoriety, 2,000 credits
- Bonus of +2 Prestige Points to Mordana for her exceptional computer skills

MISSION LEADER REPORT: *PENDING*