

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: RESCUE THE KIDNAPPED REBEL HERO, NIEN NUNB

OUTCOME: SUCCESS

MISSION LEADER: N/A

ACTING COORDINATOR: ARLEN

MISSION OPERATIVES:

- BENDAK, CATHAR POLITICO
- "SEVEN", HUMAN (CLONE) SHARPSHOOTER
- DR. APU PRAL, DOCTOR
- LOREEN, MON CALAMARI ARCHAEOLOGIST
- BOSCO, ALEENA MECHANIC
- CLYDE, XEXTO DRIVER

OVERVIEW:

The **Black Sun** crime syndicate has captured **Nien Nunb**, a Sullustan smuggler responsible for saving hundreds of Alderaan refugees. Unable to pay the exorbitant ransom, the Rebel Alliance has contracted our help in finding and recovering their beloved hero. The mission begins with a hunt for a Falleen member of Black Sun named **Garm Seki**, hiding out with his crew in the bad part of town...

MISSION HIGHLIGHTS:

- S4 dropped the team off on top of a water tower a few blocks from the abandoned tattoo parlor (formerly "Indigo Inks") located in the slums of **Quarrow**, the capital of **Nakadia**.
- The team scouted out the building, front and back. Clyde used 'dumpster diving' for cover in the back. Loreen pretended to be someone looking for an avant-garde tattoo artist.
- Unfortunately, the ruse did not work and Seven had little choice but to open fire on four Black Sun thugs threatening the Mon Cal.
- After a short but intense firefight, the team killed most of Black Sun thugs (capturing two alive, including Garm Seki) and recovered a data pad.
- The data pad was filled with mindless "journal entries" made by the imprudent Garm Seki. Together with a holo of Nien Nunb--tied up and miserable--was an entry naming the large industrial **plastoid complex** where they had dropped the Sullustan off for "safe keeping".
- S4 threw the two surviving Black Sun thugs into the *Prelude's* brig, with the plan to space them after they were no longer useful.
- The team made a few attempts to gather more complete intel on the industrial complex, but had little luck. Security on the Holo-Net and xenophobic bureaucrats were simply taking too long to deal with, and raising too many eyebrows.
- The team rented a generic speeder "panel truck" and drove to within a few clicks of the vast plastoid complex, which was the size of small city.
- Hunkered down in the nearby rolling grassland, Seven and Bendak used their optical equipment to scan the base. Seven spotted a menacing-looking droid among the industrial clutter, but lost sight of it.

- The team conducted a reconnaissance of the complex, pooling their various skills to narrow the possible locations for the kidnappers.
- They spotted a warehouse with humanoid figures taking a smoke break outside. Every other building they'd spotted were patrolled by droids, not organics. Together with their recon, this made the warehouse the most likely location.
- Clyde and Loreen dropped the others off and Clyde drove the speeder truck to the lower level of the warehouse, near the double doors of the loading bay.
- The other four members of the team took up positions by the upper office door of the split-level warehouse. They waited patiently for the goons to take another smoke break.
- Four different thugs emerged for some not-so-fresh air, spotted Dr. Praļ, and engaged the four team members in a firefight. It did not last long.
- Under the withering return fire of Seven, Bendak, and the others, the goons were quickly dispatched.
- Meanwhile, Loreen lobbed a grenade at one of the loading bay doors. It was unclear if it did any significant damage to the large reinforced door, but it did create quite a racket.
- Clyde picked the lock on the smaller door between the two large ones, and he and Loreen were able to enter the lower level.
- Seven went inside the upper level from the rear "office door" and looked down into the warehouse proper. Just in time to see the kidnappers load Nien Nunb into a **cargo crate**, which was whisked away by a cargo handler droid into the deep and tall stacks of cargo, where it essentially vanished.
- It did not take our agents very long to overwhelm and defeat the remaining Black Sun thugs.
- Bosco was able to reprogram one of the cargo handling droids to go and fetch the crate containing Nien.
- Unfortunately, just about the time the cargo crate was being returned by the handling droid, the team was rudely interrupted.
- Black Sun **Underboss Rynscar** and **IG-88** (the infamous assassin droid / bounty hunter) entered the warehouse.
- Rynscar seemed open to negotiation, but her opening bid of "leave or die" was not well received by the team.
- Bendak was successfully seducing the Underboss when she violently sneezed and suddenly remembered she was allergic to cats. Better luck next time, Bendak.
- It's unlikely IG-88 would have gone for the negotiation-by-the-motion-of-the-ocean deal...but we'll never know.
- Meanwhile, Bosco very cleverly attached a restraining bolt to IG-88, putting the deadly assassin droid out of the fight for a while, no doubt saving some members of the team from serious injury or death.
- In spite of the assassin droid's respectable willpower, it was unable to override the restraining bolt.
- Unfortunately, the next overcharged shot from Seven failed to damage the murderous droid, but it did blast the restraining bolt right back off of his heavily armored carapace.
- A skirmish ensued, with Rynscar attempting to stun-bolt Bendak and everyone else doing their best to destroy IG-88.
- Bosco freed Nien Nunb from his cargo crate and armed him, while Clyde and Loreen brought the speeder truck back around to help the team escape if need be.

- Heavy fire from Seven and Bendak (with assists from everyone else) finally took down the Underboss and IG-88.
- Nien Nunb was saved, and the team called for an S4 evac.

THE CONDUCTOR'S REVIEW:

In multiple ways, Shadow Sinfonia made galactic history today. Rescuing Nien Nunb will put us in the good graces of the Rebel Alliance (and most non-Imperials). We made powerful enemies in Black Sun, but this generally helps us more than it hurts us...though we will need to remain vigilant. Finally, you took down one of the most infamous bounty hunters around, raising our status immeasurably. You deserve far more than the paltry rewards you were given. However, the success of this mission will continue to pay us dividends in reputation and opportunities for a long time. The Companions must be very nervous and agitated, I would think. Well done, operatives. I look forward to working with you again on our next mission.

S4 REPORT, FILED BY ARLEN:

No significant problems encountered, a crack team of agents to work with. The two Black Sun goons have been disposed of, clearing our brig for the next one. Potential follow-up concerns: warehouse security holos, abandoned rental speeder truck (no doubt had a tracking device installed by the rental company).

MISSION REWARDS:

- All team members: 25XP, 10 Prestige, 0 Notoriety, 1,000 credits
- Princess Leia Organa thanked us for our assistance.