

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: **FIND AND RECOVER AGENT JECKSI**

OUTCOME: **SUCCESS (SHIFTED OBJECTIVE)**

MISSION LEADER: N/A

ACTING COORDINATOR: ARLEN

MISSION OPERATIVES:

- **DR. APU PRAL, KAMINOAN DOCTOR, KILLED IN ACTION**
- **BENDAK, CATHAR POLITICO**
- **KUNARK, TRANDOSHAN BOUNTY HUNTER**
- **MORDANA, CEREAN SCIENTIST**

OVERVIEW:

During a previous Shadow Sinfonia mission, one of our agents, **Jecksi**, was captured and detained by the **Corporate Sector Authority** police. Together with her Wookiee cellmate Tarrorwrri, Agent Jecksi was mysteriously transferred from the holding cell on Canto Bight to location(s) unknown. A mysterious message was left behind, implicating an independent operator known only as "Hyxxa" as being involved with the prisoner transfer. Your mission objective was to track down Jecksi and recover her.

During the mission, however, **highly valuable intelligence** was discovered that led our operatives to a "three for one" scenario where three loose ends (that is, villainous targets) could be confronted and possibly captured or killed. Our agents were presented with a difficult choice. They could either continue the recovery operation or change objectives and pursue the three wanted criminals. There simply was not enough time to attempt both.

MISSION HIGHLIGHTS:

- Prior to the mission, Mordana and Dr. Pral crafted eight **Bacta Grenades**, one of them being a Six Sigma model.
- Agents were smuggled aboard an agri-trade drone barge to **Orron III**.
- The Agents were provided with a speeder truck complete with fake uniforms, vehicle markings, ID badges, and carefully hidden gear.
- Orron III, the "breadbasket" world of the CSA sector, is also home to the **CSA Central Data Processing Center**.
- Posing as team of droid repair techs who specialize in agriculture droid repairs, the agents successfully made it past the security check point at the import/export distribution hub.
- After some minor difficulties with the security personnel, agents were dispatched to repair a large Combine Droid that was transmitting anomalous telemetry.
- The gigantic agro-droid in question was located some 20 klicks out from the import-export-distribution center, in the middle of the endless farmlands. It was slowly being dismantled by a half dozen scavenging Jawas, which our agents chased off.
- Agent Mordana repaired the automated combine, but rigged the repairs in such a way that the agro-droid would not reboot itself for several hours.

- Together with some fast talking by Agent Bendak on coms, this staved off any security or follow-up repair teams from investigating their location anytime soon.
- Switching their uniforms, ID badges, and speeder truck markings to an HVAC repair team, the agents proceeded to the Central Data Processing Center, a few hours away.
- Our agents swiftly and expertly infiltrated the processing center, generally avoiding suspicion and other problems. They mostly did this by moving from floor to floor, repairing and maintaining the over-taxed and interconnected HVAC systems.
- Mordana created a **diversion** by causing the HVAC system on the 4<sup>th</sup> floor to pour smoke from the vents, causing that level to be evacuated.
- The rest of the team distracted security personnel until Mordana could infiltrate the **Judicial-Penal Data Archives** and slice into the systems there.
- Once in the J-D **databases**, Mordana recovered a trove of valuable information:
  - Jecksi and Tarrorwri were transferred to **Stars' End II** maximum security penitentiary on Mytus VII
  - This transfer was arranged by independent operator Hyxxa, who mysteriously is very well-connected with high-ranking officials in the CSA
  - Jecksi's and Tarrorwri cell numbers were retrieved
  - Stars' End II keeps all their prisoners in stasis, only waking them to interrogate (torture) them on occasion
  - The Warden / Executive Viceprex of Stars' End II is **Mergel Manaphrex**, who was scheduled to soon return from his vacation on Kamar to Stars End II with his wife and daughter aboard his personal Yacht, the *Restitution*
  - The Warden met with **Hyxxa** few days prior on Kamar
- Mordana was able to reprogram Bendak's **keycard** to pass him off as "Bureaucrat, Level 5" member of the CSA
- The agents extracted themselves from the facility, expertly stealing a shuttle and rendezvousing with S4 in orbit around Orron III.
- Working on the intel, S4 and the Conductor intercepted the *Restitution*, Mergel Manaphrex's Yacht
- Tractor Beams on the *Nighthawk* locked the *Restitution* in place while our agents on the *Prelude* performed a boarding action, quickly capturing the Yacht.
- The team interrogated the captives, and some valuable information was gathered:
  - Hyxxa would be meeting with Novak Navarr (the Clawdite changling founder of the Deacons of Dueling), Royden "The Ratchet" Silero (leader of the Secret Solution) at the notorious **Topspin Station** (a neutral meeting ground for gangsters and other underworld figures).
  - At approximately the same time (factoring in hyperspace travel), Jecksi and Tarrorwri would be sold to Hutt slavers
  - It was fairly obvious the Warden didn't really care what happened to the prisoners (or their Hutt captors) after the transfer

- Bendak struck a deal with the Warden: we'll spare you and your family's lives if you promise to send us the info on the Hutt slavers once you have it. The Warden agreed.
- At this point, Arlen suggested it would have been smart to take one of the family members hostage as collateral. However, the Conductor agrees with the field agents' decision to take the high road and act in good faith on this matter. The Warden / Viceprex Manaphrex has already made good on his word as a result.
- The Agents released the Yacht, calling on the *Prelude* to transport them to Topspin Station.
- Arlen reinforced what our agents already knew: no violence on Topspin station (inside or out) would be tolerated
- At the Topspin, after some initial reconnaissance, the Agents were invited to have drinks at **Hyxxa's table**. She was there with Novak Navarr, Royden Silero, and three other thugs (all presumably former members of Secret Solution and/or the Deacons of Dueling).
- After some taunting conversation, Hyxxa challenged our agents to a 3-vs-3 **duel to the death** (soon amended to a 4-vs-4 duel to the death) to be observed and officiated by the Hutts.
- The duel was to be held on the surface of the nameless moon of Cantonica (which the Topspin orbited). This moon is often simply referred to as the Topspin Moon or the Dueling Moon.
- Our agents agreed.
- Other than the unfortunate loss of Dr. Pral, our agents were victorious. They eliminated Hyxxa and her 3 best men, thereby destroying her incipient criminal organization and sparing the galaxy all manner of future problems.
- It is presumed we won't be hearing from any remnants of The Secret Solution or the Deacons of Dueling again, either. Hyxxa was very likely their last "in" with the Underworld.

#### THE CONDUCTOR'S REVIEW:

With heavy hearts, we record the death of Dr. Apu Pral. While valiantly providing medical aid to Agent Kunark (and simultaneously shielding our favorite Trandoshan with his personal deflector shield) Dr. Pral was ruthlessly cut down by a member of the organization formerly known as **Secret Solution**. A bounty hunter known only as **Whitten**--using a highly illegal disruptor rifle--murdered Dr. Pral.

This unfortunate incident occurred during a Hutt-officiated duel to the death between our agents and the team of outlaws brought together by Hyxxa, on the surface of the legendary Topspin moon.

In a wrathful storm of hellfire suitable for the history archives, Kunark wreaked vengeance our enemies. Several old Shadow Sinfonia accounts have been settled once and for all. We thank Kunark for his courageous actions in "clearing the books" for us.

Our agents failed to recover Jecksi. However, presented with the same impossible choice, I would have made the same decision as our agents in the field. I can find no fault in their performance, only mourn our losses.

A memorial plaque to Dr. Pral has been installed the *Prelude's* conference room. His body is being returned to Kamino. Finally, arrangements are being made to establish a medical research scholarship in his name. Dr. Pral may be gone, but he will not be forgotten.

Neither have we forgotten Jecksi. As he promised, Executive Viceprex Mergel Manaphrex has transmitted a brief dossier on the Hutt slavers who have acquired Jecksi and Torrowrri. More information will be forthcoming once we've had time to perform an initial background investigation and formulate a plan.

Our victory over Hyxxa, Novak Navarr, Royden "The Ratchet" Silero, and Whitten during a Hutt-observed duel on the moon of Cantonica under the shadow of the notorious **Topspin Station** is going to throw a lot of underworld attention our way. Some of it good, some of it bad.

I'd like to thank all of our agents for continuing to put themselves at risk for the greater good. These latest sacrifices have been very heavy, and difficult to bear. However, I think it's correct to say that you've removed a vicious new cancer from the galaxy by eliminating Hyxxa and her goons. I think Dr. Pral would be proud of you, in his own peculiar way. He will be missed.

#### S4 REPORT, FILED BY ARLEN:

S4 smuggling operations ran smoothly during this op. Our condolences to the team for the irreplaceable loss of Dr. Pral.

Recovery of Hyxxa's J-Type Star Skiff, *Pretty in Pink*, was a major win. Nubian ships are rare, and despite its horrendous colors, the Star Skiff is well appointed. S4 will take it in for a complete going-over to discover any secrets she may hold and perform routine maintenance. We plan on replacing the metallic pink with the Conductor's preferred midnight blue color scheme. The interior will take the longest, as the eye-damaging custom pink paint job is on almost every single surface of the ship.

We will also work on re-registering the Nubian ship with new digital identification markers and a new name. Unless the Field Agents have a preference, we suggest renaming the ship to *The Good Doctor*.

It is our pleasure to continue serving these brave agents in the field.

#### MISSION REWARDS:

- All surviving team members: 25XP, 30 Prestige, 10 Notoriety, 0 credits