

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: **RESCUE ALMIR MOTA**

OUTCOME: **SUCCESS**

MISSION LEADER: **OSKARA, TWI'LEK BOUNTY HUNTER**

ACTING COORDINATOR: **ARLEN**

MISSION OPERATIVES:

- **DAX AYREON, HUMAN MEDIC**
- **SEVEN, CLONE SHARPSHOOTER**
- **SPEET, MIRIALAN SABOTEUR**

OVERVIEW:

After a two-week break, Shadow Sinfonia was prepared to complete the mission we started in 10.1 and 10.2. However, we were horrified to receive a holo-message from our client, **Jerot Thorn**. Jerot admitted to kidnapping the eight-year-old son of Judge Valek Mota, **Almir Moto**. Jerot's plan was to murder Almir on the anniversary of his own son Oret's execution (as ordered by the Judge one year ago). Jerot planned to transmit the murder to the holo-net. Our client's mind was completely broken by his grief.

By enhancing the audio in the holo-message, S4 was able to get a lead on Jerot's possible location: **The Sovereignty Hotel** in Curamelle, located on the core world of **Corulag**. This world is deep in the grip of the Empire, complicating our mission considerably. The Hotel itself was opened as a tribute to Emperor Palpatine.

Regardless, the Conductor and our agents were all fully committed to rescuing the boy. We would not allow Jerot to carry out his sick revenge if it was in our power to stop him.

MISSION HIGHLIGHTS:

- Our agents were given a choice of entry routes.
- If the Agents wished to carry heavy weapons and other restricted items onto the Imperial core world of Corulag, S4 could drop them off at a remote location where they could enter an ancient crumbling **sewer system** and hike their way in towards the hotel.
- Alternatively, the agents could limit themselves to small, legal, personal sidearms and we would drop them off at the **starport**. From there, the agents could take public transportation to The Sovereignty to investigate.
- With approximately **48 hours** to complete the mission, the sewers would be slow, costing us valuable time. They would also be risky, as who knows what lives and grows in them.
- On the other hand, the starport presented its own set of risks. S4 would have to drop off our agents and then immediately depart in order to preempt any chance of the authorities deciding to board and inspect *The Prelude*.
- Also, our agents (who are somewhat notorious at this point) would need to walk past countless Imperial military personnel and Imperial sycophants.
- Choosing something of a compromise, the agents decided to disguise themselves as a **swoop racing team** with a mechanic (Speet), Security (Seven), a racer (Oskara), and a medic (Dax).

- This allowed the agents to carry pistols and other small items. They could also disassemble and smuggle larger things inside their tool kits and “racing gear” packs.
- S3 threw together a set of “racing team” coveralls to help sell the illusion. Some of our agents went with padded coveralls while others went for armored versions. It’s not uncommon for racers or even race mechanics to wear armor, so this wouldn’t break credulity.
- Everything worked fairly well. At least until a **Stormtrooper Sergeant** in the starport spotted Seven, and recognized him as a clone.
- The trooper was curious why the clone was not serving the Empire, and asked to see his discharge papers.
- The team did their best to nerf-shit their way past the trooper, including asking S4 for help. But the Sergeant remained unconvinced.
- Fortunately, the **Sovereignty Hotel shuttle** arrived just as things were getting awkward.
- Realizing their intended destination was the very expensive, very pro-Empire, and very high-profile hotel seemed to change the Sergeant’s disposition towards our agents.
- Money talks nerf-shit walks.
- The Sergeant told them to go straight there and to check in with the hotel **Security Officer**, who could do a more extensive background check on Seven than he could there on the street.
- He assured them that their progress and compliance would be closely monitored.
- Our agents boarded the shuttle and hoped for the best. After several minutes, they were dropped off at the menacing-looking Sovereignty.
- A snotty bellhop and an even snottier concierge “greeted” our agents in the hotel lobby.
- The team checked in to a single room for the exorbitant cost of 1,200 credits.
- Remembering the Stormtrooper’s instructions, the team met with the Hotel security officer, who took them back to a security suite. They all entered his enclosed office for a private meeting.
- The security officer ran a background check on Seven’s credentials and found that our favorite clone was in a state of “limbo” as far as the Empire was concerned.
- While Seven had been released from the **Grand Army of the Republic**, he should have reported to Coruscant for reassignment in the Empire’s **New Order**.
- The Security Officer admitted that many such transitions had been messy and confusing. The galaxy is a large place after all. And the military’s bureaucracy tended to complicate things 10x more than was necessary.
- For the paltry sum of **2,000 credits**, the Security Officer offered to “tidy up” this entire “clerical error” for Seven.
- Our agents were about to balk at this, when Oskara started name-dropping herself and others as the winners of the **Cloud City Grand Prix**.
- It was pretty obvious the Security Officer had stars in his eyes as far as racers go (Corulag is famous for its racing passions).
- Pushing her charm offensive, Oskara got the corrupt official’s bribe down to **500 credits**.
- The team agreed to this and paid the bribe. The Security Officer cleaned up Seven’s old loose ends with a few clicks on his Imperial security terminal.
- Our agents were about to leave his office when Speet asked to stay behind to discuss another “sensitive matter” with the Security Officer.

- Speet spun a tale about his “brother in law” going missing with a child. He gave the man’s name as **Jerot Thorn**.
- The Security Officer immediately recognized the name as a man who was a “**person of interest**” to the Empire. But he had no further details, and the man had not checked into the hotel. At least not under that name.
- However, Speet produced a holo-image of Jerot. The Security Officer ran a computerized scan and search for the subject.
- This of course cost another **200 credits**.
- Holo-video of the man was recovered. It showed Jerot leaving his room with a large piece of rolling luggage, taking the elevator down to the sub-basement (which should have been restricted to his keycard), and picking the lock to a door which opens on a tunnel in the machinery room.
- The security officer explained that this particular tunnel goes under the street and enters a facility across the way from the hotel: a **Seinar Fleet Systems** industrial building that was mothballed after completing some secret project.
- Piecing a few clues together, the Security Officer realized he was now entangled in some potentially **dangerous intrigue** he’d rather not be a part of.
- He upgraded Speet’s keycard to allow him access to the sub-basement and the door to the tunnel. He warned Speet that they had **one hour** to be out of the hotel.
- The officer would cover up all of their tracks (including his own). But he never wanted to see our agents again.
- Speet asked if he could check out Jerot’s room. The Security Officer said yes, but reminded Speet of their time limit. With an annoyed sigh, he took the keycard and updated its credentials one final time.
- Our agents investigated the room but found little information there: some dirty clothes and towels, an unmade bed, and some empty liquor bottles.
- Not wanting to push their luck any further, our agents took the elevator to the sub-basement. As promised, Speet’s keycard opened the access door to the cross-street tunnel.
- The tunnel itself was nondescript, except for some dust on the floor. Dust which had been disturbed by the footprints of one humanoid plus the tracks of a rolling piece of luggage.
- The door on the other side was marked with a warning sign: “SIENAR FLEET SYSTEMS. AUTHORIZED PERSONNEL ONLY”.
- One can only conjecture that the tunnel was built to allow executives and other VIPs to travel unseen from the hotel to the facility. Secret project indeed.
- Using an **electronic lock breaker** that the team had wisely brought with them (restricted item or not), it was a simple matter to open the door.
- Once inside, the team found themselves inside a warehouse/garage area. A few cargo-handling vehicles were nearby. They also spotted a stairwell going up.
- Seven made for the stairs, only to trip a **Stun Trap** that someone had rigged there. Setting this off alerted a surprising number of berserk humanoids.
- Armed with pistols, came bursting out of the double doors of the garage. A Drabatan with a light repeating blaster also came charging down the stairwell towards Seven.
- The groups of zealots began shouting anti-Imperial slogans and pro-resistance chants like “**Demoralize, Recruit, and Connect!**”
- Dax, no stranger to the Rebellion, attempted to convince them that they were all on the same side.

- The zealots would have none of it, calling our agents “poseur Rebels” and other nonsensical insults.
- It was not an easy firefight, but our four agents managed to stun most of them, only killing a few stubborn ones who were too stupid to stand down. The Drabatan attempted to flee back upstairs, but Seven chased him down and stunned him into unconsciousness.
- Our team was **contacted by Jerot** on the S4 secure coms channel. He told them that he had changed his mind. He couldn’t bring himself to murder a child. He asked for their forgiveness. He just wanted the child Almir to be rescued, safe and sound. He no longer cared about his own fate. He had nothing left to lose.
- Oskara, who had wanted to punch him in the throat earlier, now felt sorry for the fool.
- Jerot also warned us that a group of insane resistance fighters--calling themselves the “**Scions of Gerra**” --had infiltrated the building. They were hell-bent on seeing the child murdered and transmitting it to the holonet.
- Jerot was doing his best to evade them, but the building was swarming with the lunatics. He said he might help the boy sneak into the **ventilation ducts**, as he was brave, small and agile. Jerot didn’t think the Scions had anyone small enough who could follow Almir into the ducts.
- Meanwhile, Jerot could not stay on coms. He feared the Scions were triangulating the signal somehow, even if they could not decrypt it.
- Jerot let the team know he was on the 2nd floor of the building. The team was currently on floor zero.
- S4 chimed in on our secure channel, warning our agents that a group of **Imperial commandos** had also entered the facility.
- Seven led the charge up two flights of stairs, tripping another **Stun Trap** and alerting more Scions.
- Along with the rank-and-file zealots, this next wave included a human male in heavy armor, a Barabel, and a ferocious-looking Wookiee.
- Our agents were seriously outnumbered but not outclassed. It was another intense gun battle, with Speet getting knocked out of the action for a while.
- However, the combined expert firepower of Seven, Oskara, and Dax was nothing to trifle with. The tide soon turned in our favor.
- For a moment, anyway.
- As the last Scion, the Wookiee, was fleeing down the hallway, the crimson blade of a **lightsaber** flashed out from a side passage and decapitated him.
- Rounding the corner came a scary-looking woman with pale skin and a black “mohawk” style haircut. She had facial tattoos and an expression of grim death on her face. As you’d expect, she was dressed all in black.
- Supporting her were a group of Imperial commando specialists in tactical gear.
- This didn’t look like a fight our heroes wanted to attempt.
- Thinking quickly, Dax pretended that our agents were a team of Seinar Fleet Systems **security personnel**.
- Against the odds (and our racing team uniforms) the Imperials actually **bought the ruse** for a moment. They hesitated, and seemed unsure of how to proceed.
- Oskara glanced behind and noticed three shapes skulking towards the stairwell: A familiar-looking Kubaz, a small human boy, and a Rodian.
- Speaking of impossible probabilities: **The Companions** had found Almir Mota!
- Our agents turned and pretended to “pursue” The Companions.

- Suspecting something was up, the Imperial commando team followed close behind.
- Also thinking quickly, Speet left a detonation charge on the floor as the left.
- Dax discretely rolled a timed grenade behind them as well.
- Just as it looked like the Companions were getting away, Seven used his **ascension gun** to snag the boy away from them.
- Cander Dane yelled at them, "Shadows! What the hell are you doing? We're taking him to his mother!"
- Everyone ran for the stairs, headed down towards the basement.
- Just as the pursuing commando team and creepy lightsaber lady came in behind, Speet triggered the detonation.
- The Imperials fell through the collapsing floor amid a cloud of acrid smoke, metal shrapnel, and duracrete debris.
- Dax's grenade rolled down in behind them, adding injury to injury.
- Our agents asked the Companions what their escape plan was. The Companions wanted to know if we had an evac ship.
- Old rivalries set aside; it was obvious cooperation was needed.
- The Companions said they should run to the middle of the building and take the elevator to the roof, where S4 could pick everybody up.
- As the team headed for the elevator, the red blade of a lightsaber was seen cutting a hole in the ceiling. Sparks and melting metal dripped down.
- Inside the elevator itself, the body of Jerot was found. He was riddled with blaster holes, his disruptor pistol lying on the floor just outside of the lift.
- Fortunately, his corpse had propped the elevator doors open, leaving it trapped down here for agents to make their escape in.
- Oskara realized only 4 adults plus the child could fit on the elevator. Two people would have to take the nearby stairs back up.
- The Companions knew the score: they were outnumbered and outgunned, and had no ship coming. They would take the stairs.
- While riding the lift up, our agents discussed whether they'd take the Companions or leave them behind.
- Meanwhile, Speet **rigged the elevator** to blow.
- On the roof there was good news and bad news.
- The good news: there was a pretty large landing pad.
- The bad news: it was behind a shield wall.
- While the team sorted this out, Speet blew the elevator. It exploded into several small pieces and went hurtling four stories down into the shaft.
- The shield wall doors were opened (again using the electronic lock breaker) just as *The Prelude* came in hot.
- There wasn't nearly enough room on the roof for our ship to actually land, but the boarding ramp could touch down on the pad under the expert guidance of cocky S4 pilot, **Van-Chavez**.
- Everyone, including the boy, rushed for the ramp while Seven lingered to **cover their retreat**.
- The Companions finally came beating feet out of the stairwell, almost completely out of breath. They too made it to the ship.
- Meanwhile, the scary mohawk woman had emerged again, leaping out of the smoking elevator shaft with supernatural power and igniting her lightsaber as she flipped and landed.
- She scored the underside of the *Prelude* with her saber as she made another Force leap up to the shield wall. This really pissed off Van-Chavez.

- Seven bravely-stupidly fired at her. She managed to reflect many, but not all, of his blaster shots. Some of these also bounced up into *The Prelude*.
- Van-Chavez lost all radio discipline as he continued cursing at her for scratching his paint.
- Seven ran to the ramp just as *The Prelude* took off. He kept his blaster trained on the force user as our ship ascended rapidly into the air.
- The woman reached out with the power of the **Dark Side**, tugging at Seven's legs with her will.
- Fortunately, the Force was with us that day and not her. She was unable to pull Seven back down to the rooftop where no doubt she would have administered a lightsaber haircut.
- Everyone was safe onboard. Even the annoying Companions. But most importantly, Almir Mota had been rescued.

THE CONDUCTOR'S REVIEW:

Jerot Thorn was a good friend. I never saw this coming. My deepest thanks to our agents for preventing even further tragedy in this already heartbreaking story. Perhaps there is a lesson here for all of us about the wages of revenge. As Jerot himself said, it is a meal of poison.

I am somewhat relieved that Jerot had a change of heart. But it came too late to save him. The thing to focus on here is that you all risked your lives to recover an innocent child from extreme danger.

The Companions tell me that they were hired by Almir's mother, **Isidora Mota**. She and the Judge have been estranged for some time now. Isidora has little love for either the Empire or the Rebel Alliance. However, I think everyone agrees it's in the boy's best interest to return him to her protective arms. She has promised us that she will take the boy as far away from the Judge and the Emperor as she can. We will help her in this endeavor.

Well done, Agents. I'm just sorry I could not pay you more. Hopefully the rescue was its own reward in addition to the few credits I could pay you.

S4 REPORT, FILED BY ARLEN:

Agents I won't lie, I think I bit all of my nails off watching over your op. Amazing work. I'm relieved S4 could provide you with the backup you needed. Everything works against us on a Core World planet like Corulag. I really do think the Force was with us on this one.

Speaking of such: I have found a little more information on the mysterious Force user who came after you. Her name is **Medarra**. She's a **Dathomirian** "witch" hand-picked by the Emperor's talent scouts for covert ops and commando missions. Her team, now mostly dead thanks to Speet, were known as the **Night Reach**. They had a reputation for never failing a mission before this one. I fear we have not heard the last of this creature. Keep your eyes peeled and your blasters charged my friends.

UNAUTHORIZED NOTE, BY VAN-CHAVEZ:

If you guys can smoke that Force witch, I'll buy each of you an entire bottle of Corellian whiskey. I just hope you see her first. Never seen anyone with moves like that.

MISSION REWARDS:

- All team members: 5,000 credits, 30 prestige, 0 notoriety
- Dax & Seven: 30XP
- Oskara & Speet: 25XP