

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: PICK-UP A SHIPMENT OF RARE SPIRITS FROM CLOUD CITY & SMUGGLE IT OUT FOR OUR “FIXER” FRIEND, KAVIN REL

OUTCOME: **MISSION IN PROGRESS**

MISSION LEADER: JECKSI, TWI'LEK BODYGUARD

ACTING COORDINATOR: ARLEN

MISSION OPERATIVES:

- BOSCO, ALEENA MECHANIC
- DAX AYREON, HUMAN MEDIC
- SEVEN, CLONE SHARPSHOOTER

OVERVIEW:

Our old Corellian friend, **Kavin Rel**, has called and asked us to meet him in Cloud City. He wants us to smuggle him and his two cargo crates full of rare and valuable spirits and ales out of the system and to avoid the usual customs and taxes. He's willing to pay a premium for this “blue milk run” and we could use the cash. So, we happily agreed to help Kavin out. He often acts as a modestly priced “fixer” for us on small problems here and there when needed. He's a trusted associate of ours.

MISSION HIGHLIGHTS:

- The team arrived at the abandoned cargo facility in the upper levels of **Cloud City**. Kavin was there with his 2 crates of spirits patiently waiting for us. We debarked from our Cargo Speeder, a rickety but reliable hunk of junk called *The Bantha*.
- The plan was to load up *The Bantha* and then return to our docking bay on the other side of Cloud City, and depart in *Minuet*, our light freighter.
- The team crossed the cargo bay and were greeted by Kavin.
- As soon as the 2 crates were loaded up onto Womp-Womp, our agents were ambushed by a “**hit team**” led by a Barabel.
- Unfortunately, the opening shot was from the Barabel sniper, who was hiding on top of a cargo crane in the shadows. He killed poor Kavin immediately, before anyone even knew what was happening.
- Our agents shook off their surprise, and sprang into action.
- Which was a good thing, as two groups of goons had just entered the warehouse to finish the job started by the sniper.
- Seven, being a crack sniper himself, dispatched the sneaky Barabel with a single shot, knocking him off his crane-perch to fall to his demise.
- Jecksi opened up with her blaster rifle, hitting one of the groups of thugs, taking two of them out and causing the third to duck for cover.
- Our agents and the remaining thugs continued to exchange blaster fire as a third group of thugs entered from the eastern side of the cargo bay.
- With a single salvo, Seven took out this third group before they had a chance to harm anyone.
- Arlen warned the team over coms that several squads of Cloud City Wing Guard were heading their way, and they should try to beat feet.

- Meanwhile, Bosco & Womp-Womp made steady progress back towards *The Bantha*, in hopes of taking cover there and using the speeder to help the team escape.
- Jecski blasted two more ambushers, and Dax another one.
- Bosco, having sliced a terminal, was able to activate a foot bridge.
- One thug was left stunned. Seven picked him up and carried him over the activated footbridge as everyone else made a mad dash for *The Bantha*.
- Once all were safely inside the speeder and buckled in, *The Bantha* departed.
- Bosco attempted to open one of the sealed cargo crates, but the lock was surprisingly sophisticated. He wasn't able to get it on the first try.
- Meanwhile, Dax revived the **prisoner** and began to question him.
- The prisoner wouldn't reveal much, and didn't even seem to know much.
- The prisoner claimed he was "good as dead" for failing their mission.
- The hit team was part of "**Brotherhood Mortalis**", sent to kill anyone in the cargo bay and steal the 2 crates. That's all he seemed to know. Not much use.
- Bosco had more trouble with the second crate, too. But then, with a flash of insight, he discovered a subtle security vulnerability in the lock design and was able to pop both crates open with a gleeful cheer.
- Only to find...each crate was full-to-bursting with several sealed bags of high-value **glitterstim**. There was enough to buy a ship. Or land them all in a labor camp for life.
- *The Bantha* was quickly pursued by a pair of Cloud Cars. One of pursuers made a warning shot across the front of *The Bantha*.
- The team was ordered to follow the cars to a secure landing facility where they could be searched and questioned.
- Arlen advised on coms that they cooperate. They could probably talk their way out of this one. Cloud City is (mostly) reasonable to deal with.
- On the way over, the team brainstormed on what to do. Jecski, team leader, decided they would simply own it, and tell the Wing Guard what had actually happened. After all, smuggling some rare spirits out is a very minor offense (compared to possession of 2 crates full of glitterstim or murdering a Corellian smuggler).
- After a short deliberation, *The Bantha* complied and followed one Cloud Car with another trailing behind them. *The Bantha* was escorted to the secure hangar facility.
- Our agents were ordered out of the speeder with their hands up. Their weapons were confiscated and they were placed into magna-cuffs.
- Some of our agents managed to eavesdrop on the Wing Guard, who were talking with a mysterious **Sector Ranger**, apparently supervising the arrest.
- "We found what we expected" was overheard.
- Our agents were then taken to a bare durasteel **interrogation room** and left there for some hours under guard.
- Finally, the Sector Ranger entered and introduced himself as **Marek Quay**, Ranger of the Anoat Sector.
- Quay levelled several serious charges at our PCs, enough to put them away for life.
- He asked a few rhetorical questions: How long have you been smuggling spice? Is there more spice hidden aboard your ship?
- Jecski did her best to deflect and deny these absurd charges.

- Finally, Quay let them know that he half believed their excuses, and he didn't really care. He had another idea in mind.
- He proposed using our agents as **under-cover operatives** to follow the trail of glitterstim to its destination. And to investigate the hit squad who ambushed them.
- In return for doing his dirty work, he offered them a reward: he would drop all pending charges, expunge their records with the CSA, and pay off a few bounties that our agents have hanging over them.
- Jecksi asked for a few minutes to talk in private, which Quay granted.
- After a few minutes of team discussion, Quay returned to hear their answer.
- Our agents wisely agreed to take the deal.
- The cuffs were removed and their weapons returned.
- Two tasks were assigned:
 - Figure out what Kavin Rel intended to do with the glitterstim
 - Snoop around and find what you can on the hit squad.
- Fortunately, they already had two pretty good leads to follow.
- Kavin has an apartment in cloud city. And the hit squad was part of **Brotherhood Mortalis**, an expansive but low-skilled team of muscle that punishes failure with death.
- Brotherhood Mortalis had a contact person on Cloud City: **Pit Duall**, a Nautolan who liked to hang out in a sabaac bar called **The Skifter**.
- Our agents used a local Cloud City holonet terminal to locate Kavin's apartment.
- It took them about an hour to make their way down to the industrial levels and find the place under some leaking pipes.
- The area was swarming with Ugnought workers, and a suspicious Lutrillian gave them the stink-eye while they stood around outside the apartment door.
- The door had an upgraded lock on it, out of place in this part of the city.
- Realizing the lingering Lutrillian is the apartments' supervisor, they bribed him 100 credits to let them in.
- Inside was a giant mess. Kavin was something of a hoarder.
- The team spent an hour and a half tossing the place, but they found a decent lead. A message from a Toydarian named **Weeko Neeks** to Kavin, telling him to meet him on **Vanqor** in seven days with the shipment.
- Next, the team made their way to The Skifter.
- Inside was the typical sabaac bar. **Pit Duall** was not hard to spot. He was with a small crowd of hangers-on in the back; entertaining them with drinks and raucous jokes.
- Jecksi sent a drink and a note over to Pit's table. Pit read the note, stopped his clowning, and waved most of his hangers-on away. Three bodyguards remained behind.
- Pit then motioned Jecksi over to his table.
- Jecksi launched into a campaign of intimidation, deception, and negotiation, working her way past Pit's crumbling mental defenses.
- Seven flexed on the bodyguards.
- Dax patted Jecksi on the back with a friendly gesture of stim application, which amped up her already formidable cunning.
- Meanwhile, Bosco had sneaked under the table. The screen of machismo hid him from view of Pit or his guards.

- Bosco applied a small-but-painful amount of burning gel to one of Pit's boots, then made a hasty retreat.
- Seven successfully intimidated the bodyguards, and Pit yanked off his flaming boot whilst shrieking like a little girl.
- Pit threw the boot at a bodyguard, disgusted they had not seen the prank in time. He punched one of them.
- Having enough of our crew, Pit spilled the beans, hoping they would just go away.
- He informed our agents that the Brotherhood was working for some huge human who goes by the alias of "**Stim**". Stim is gigantic, has a long scar on his face, and is missing part of an ear. He seemed mixed up with **Muraga the Hutt** in some way, but Pit didn't ask too many questions, and didn't want the details on some Hutt beef.
- Armed with two vital pieces of information, our agents contacted Sector Ranger **Marek Quay**, who was satisfied with their progress so far.
- Quay made arrangements to get our agents back to their ship, *Minuet*, with the two glitterstim crates, and in a way that nobody would be seen working together.
- Our agents took *The Bantha* to a cargo transfer facility, where an automated tram was sent separately by the Wing Guard with the two secure crates of glitterstim.
- As the team made their way across the facility to the tram, they were ambushed yet again. This time it was four very large humans who attacked.
- All four of the humans were rigged with intricate chest pieces that pumped chemicals into their bodies via a web of tubing.
- Upon activating these chemical pumps, the four men almost doubled in size, their muscles bursting with strength and rage.
- Two of the thugs shot out glass panels, to get a better line of sight on Seven.
- Bosco ran to a nearby computer terminal, and ordered Womp-Womp to head for the tram. Womp-Womp quickly zipped through the air in response. Bosco began readying the tram for travel via the terminal.
- Seven took a shot at Thug #2, seriously damaging him, but not dropping him.
- Thug #1 shot at Seven and missed (glass shattered, however, showering Seven with the shards).
- Jecksi lobbed a grenade at Thug #1, hurting but not killing him.
- Dax fired at the same 'roid raging goon for good effect.
- Thug #2 shot at Seven, wounding him.
- Jecksi scampered into *The Bantha* and started it up, hoping to bring its auto-blaster into the fight.
- Seven maneuvered around the corner and killed Thug #2, and immediately pivoted to lay down some suppressive fire on Thug #4.
- Thug #1 made a super-human jump onto *The Bantha*.
- Meanwhile, poor ol' Womp-Womp had taken some serious damage from the crossfire. Dax was also critically wounded.

- Bosco jumped on Womp-Womp, applied an emergency repair patch, and he steered the two of them over to the relative safety of the tram.
- Dax made a good shot on Thug #4.
- The bad guys returned fire, but one experienced a weapon jam.
- Bosco used his glue gun – but missed!
- Seven took out Bad Guy #4, and applied yet more generous suppressive fire to Bad Guy #3.
- Dax moved up to shoot at Thug #1 inside *The Bantha*, and took the creep out of the fight. Dax's save was so impressive it boosted morale and Dax shook off the critical injury he'd picked up in the fight.
- Jecksi spun *The Bantha* around and used its **auto-blaster** on the terminal building that Thug #3 was hiding in, raining heavy debris down on him.
- Seven made an impressive shot (with his new weapon mod) on Thug #3.
- Jecksi applied ever more suppressive blasts on the terminal building, it began to collapse.
- Dax finished off Thug #3, and the battle was over!
- As usual, the authorities arrived too late to be of any help.
- Marek Quak and the Wing Guard stormed in, weapons drawn to no avail.
- As the Wing Guard started to clean up the mess, Dax investigated the chemicals in the Thugs' pumps: some form of glitterstim, augmented with something. Only time and a proper lab could fully analyze it.
- Marek was visibly upset that this ambush occurred right under his nose.
- Our agents started packing up the crates of glitterstim and their gear, getting ready to leave for Vanqor.
- Marek gave our team a final admonition: to trust no one and to stay after their quarry!

THE CONDUCTOR'S REVIEW:

This was supposed to be easy. Smuggle some overpriced booze off Cloud City and collect our pay. So of course, it went sideways. Forgive my bitterness agents, and more importantly, please forgive our lack of due diligence on this one. Having worked with Kavin Rel before on many other occasions, I honestly thought this would go smoothly. Kavin will be missed, but we all chose this life, we all know the risks. Even though our resources are stretched thin as usual, Arlen and I are here to help if we can. Proceed to Vanqor and hopefully you'll find what you need there to finish this one up.

S4 REPORT, FILED BY ARLEN:

With ample concerns which we all share, I do think this is a rare opportunity for some of our agents to have their criminal records expunged by a high-level CSA Sector Ranger. S4 is ready to serve where we can, but we must be careful not to meddle in a way that annoys Marek Quay.

MISSION REWARDS:

- Jecksi: 30XP
- Bosco, Dax & Seven: 25XP