

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: TRACK THE GLITTERSTIM TO ITS FINAL RECIPIENT ON BEHALF OF SECTOR RANGER MAREK QUAY

OUTCOME: **ARRESTED**

MISSION LEADER: JECKSI, TWI'LEK BODYGUARD

ACTING COORDINATOR: BOSCO ONBOARD *MINUET*

MISSION OPERATIVES:

- DAX AYREON, HUMAN MEDIC
- SEVEN, CLONE SHARPSHOOTER

OVERVIEW:

Having been strong-armed by Sector Ranger Marek Quay into an undercover operation, the team is hoping to finish tracking the glitterstim to its final recipient. Their objective is to identify the target for the CSA so they can get their names cleared, their records expunged, and collect a nice pile of credits.

MISSION HIGHLIGHTS:

- Arriving at Vanqor in the *Minuet* with little more than a name (Weeko Neeks, a Toydarian) and a private coms frequency, the team deliberates on what to do first.
- Surprisingly, numerous ships of all types are seen landing on the planet near a large caldera, which is a no-fly zone, a wildlife reserve under the protection of the Uziel Combine.
- It's very strange that so many ships would be here on a backwater like Vanqor. Fortunately, none are Imperials.
- Jecksi contacts Weeko on coms, and after some dubious back-and-forth, they agree to meet in a secluded area a few clicks from the wildlife reserve.
- The team deliberates again, deciding to "play it straight" for the most part, but to have a plan B and a plan C.
- Seven will act as a sniper, and depending on which code word is given, he will either shoot the Toydarian (plan B) or shoot (to "wing") Jecksi (as part of a ruse, plan C).
- Bosco drops the team off early so they can set up for the meet. Womp-Womp carries the heavy cargo crates while the *Minuet* lingers nearby but out of sight.
- Seven "flanks out" and finds some cover in a high spot where he can overwatch the meeting spot.
- Jecksi, Dax, and Womp-Womp hike to the spot.
- A few minutes later--also early--a Hutt skiff zooms into view.
- Onboard the skiff is a Toydarian (Weeko) accompanied by two Gamorrean bodyguards and two Nikto skiff crew.
- The skiff has a pair of heavy repeating blasters on turrets. Not good.
- Seven dials in his scope.
- The skiff slides to stop at a respectful distance, and the Toydarian yells a greeting.

- The Toydarian and the two Gamorreans disembark and slowly approach on foot. The two Niktos keep watch in the skiff. The heavy repeating blasters are politely not pointed at anybody.
- There is some nervous negotiation between Weeko and Jecski. Weeko wants to know what happened to Kavin Rel. He doesn't seem too upset or surprised by news of the smuggler's demise.
- Weeko offers 2,000 credits for the delivery.
- Apparently forgetting the objective is to track the spice, not make a profit, Jecski negotiates hard for more credits.
- This helps sell their cover story by not being "too easy". After all, the glitterstim is worth a small fortune.
- However, Weeko is a bit confused. First, if they want more money, why didn't they just steal the glitterstim? Second of all, why does Jecski and Dax look so familiar? Have you done business with the Hutts before?
- Very nervous at being recognized, Jecski says the code word over coms for Seven to shoot Weeko.
- Seven gets the code words backwards and wings Jecski instead.
- Seven ducks behind a rocky hillock mere seconds before the Skiff's heavy repeating blasters begin firing on his position.
- Thinking quickly, Dax & Jecski convince Weeko that whoever killed Kavin has followed them here!
- Falling for the ruse, Weeko orders the skiff to come and pick all of them up and then "escape the ambush" together.
- En route, Weeko finally recognizes our heroes as "that crew who got the best of Belnala the Hutt". Dax & Jecski will neither confirm nor deny.
- Weeko cracks up with laughter. His boss is Muraga the Hutt, who despises Belnala. Weeko decides our team is "alright after all".
- Continuing to negotiate, Weeko and Jecski settle on an acceptable reward: 2,000 credits for the delivery and an invitation to Muraga's overnight feast on his luxury yacht as a bonus. A good opportunity to pick up more work.
- Weeko goes on and on about how Muraga is the gift that keeps on giving, and that the team has made the right choice.
- Also, he lets them know that Muraga is here to sponsor a hunt team in the annual Gundark Open.
- Weeko fills in more details. The Uziel Combine keeps a strict watch on the wildlife reserve. However, once a year hunt teams are invited to the caldera to hunt Gundarks. Each team is allowed to bag one specimen. The team with the best trophy is granted a one-year hunting license.
- Muraga's team won last year by capturing a live female Gundark (the first time a live one has ever been brought back). They intend to win again this year.
- Intrigued, the team wonders if they too, can enter the Gundark Open.
- Yes, they can. However, the registration fee is 10,000 credits.
- The skiff docks at a gigantic Hutt luxury liner. While the crew loads the cargo into the hold, Weeko tells Dax & Jecski to follow him in to the primary gangway to be permitted entrance.
- Jecski defers, saying they want to check out the hunt registration first, and to meet up with someone (Seven).
- Weeko agrees to let them into the yacht later.

- The team counts their credits, and with the 5,000-credit expense voucher from Marek Quay, they have more than enough to enter the Gundark Open. They approach the eager-to-please Uziels and register.
- They also rent a Model 90 Ranger speeder for 500 credits. As surprisingly reliable as the battered old Bantha has been, it's probably not up to the task of the hunt.
- Noticing an Iakaru merchant nearby selling rifles and hunting gear; Seven decides to do some shopping.
- The Iakaru is taking advantage of the wealthy clientele and the fact that he's the only merchant here. His prices are rather inflated.
- Seven purchases an expensive "Nightstinger" blaster rifle, a model that can shoot very stealthily out to extreme range. There are only two left, and a Wookiee hunter is interested in one of them. Overpriced or not, it could be a long time before Seven finds another one of these for sale.
- The Wookiee hoots his approval at Seven's purchase. Seven notices several Trandoshan scalps on the Wookiee's belt. He must hunt more than Gundarks.
- The irritable Iakaru merchant throws in a weapon sling for free.
- Seven hands the sling and his old DC-15 rifle over to Jecksi (who notices several notches scratched into the DC-15).
- They return to the yacht to enjoy the party.
- Weeko greets them and welcomes them to the feast. He recognizes Seven as "That clone guy 123" who "snatched the goods right from under Belnala's fat arse". Weeko finds this hilarious.
- The yacht is nicely decorated with expensive silks. Smoke and music fill the air as hunters, nobles, businessmen, and entertainers mingle and conduct business. All of them are criminals.
- Sitting on a raised dais in the rear of the party deck is Muraga the Hutt.
- Jecksi discusses the possibility of doing jobs for Muraga. Weeko is intrigued, and says after the hunt tomorrow, they will talk business.
- Dax is making some moves on an attractive Twi'lek party girl when he notices a gigantic waiter. When the waiter turns, Dax recognizes his scarred face and tattered ear: it's Stim!
- The gigantic waiter pushes his way through the crowd and into a servants' entrance.
- Dax coms his discovery to the team.
- Thinking quickly, Jecksi tells Weeko that the Hutt yacht has been infiltrated by the same kill team that murdered Kavin.
- Weeko isn't sure what to do, as the yacht is already full of killers and thieves anyway, and one dead smuggler doesn't really matter to him.
- Jecksi convinces Weeko that this is a potential threat to the Hutt, and should at least be monitored.
- Weeko agrees to distract the crowd. He buzzes over to Muraga and begins telling dirty jokes, beads of sweat forming on his brow.
- As the Hutt's Twi'lek majordomo looks on with suspicion, the Hutt's booming laughter fills the yacht and the crowd all turns to look.
- Jecksi grabs a serving tray and ducks into the servants' entrance, with Dax and Seven following.
- Jecksi spots the giant waiter--he's not hard to miss--as he slowly makes his way past all the busy swarms of servers carrying trays of food and drink.
- Stim finally makes his way back to a secluded, dimly lit storage room.

- Jecksi watches and listens as Stim and three other giant humans converse.
- One of the humans goes into a seizure and dies.
- Based on their conversation, it's obvious they are running out of "juice" and need more.
- Jecksi overhears Stim explain to the other two that he hacked into the majordomo's terminal.
- The Hutts have the glitterstim under heavy guard, but they plan on sneaking it into the Gundark Open tomorrow to make the exchange. Stim and his men agree that the hunt will be their best opportunity to try to capture it.
- Stim and the other two swear to get their revenge, and bow their heads to mourn their dead comrade.
- Forewarned with this knowledge, Jecksi, Dax, and Seven discretely return back to the party.
- Talking to Weeko, Jecksi learns the Hutt hunt team is a Rodian named Muuro and two Gamorrean bodyguards. Confident in the power of his patron, Weeko remains sanguine.
- Early the next morning (too early for those with hangovers) the hunt teams are all lined up, their speeders ready to go.
- The Uziel game wardens inspect each speeder in turn, making sure no illegal weapons (incendiaries, disruptors, etc.) are being taken in to the reserve.
- Muuro's team has a familiar-looking pair of cargo crates strapped to their speeder, haphazardly covered in camo netting, which the Uziels conveniently ignore.
- Try as they might, the team cannot spot Stim or his crew in the crowd.
- The Uziels wave the start flag. Gunning their engines, all speeders take off into the reserve. The hunt has begun.
- An Aqualish hunt team immediately rams its speeder into the speeder of a competing team, sending it sputtering to crash among the rocks below.
- Apparently, this is a common thing in the Gundark Open and the Uziels turn a blind eye to it.
- Dax carefully pilots the Ranger, keeping it nap-of-the-ground as he follows Muuro's speeder. He avoids getting spotted.
- The Hutts soon split off from the main pack, going in an odd direction.
- Dax almost loses his target as it ducks down into a hollow.
- After circling around a few times, the team spots Muuro's speeder, it's been unloaded and hastily covered in some scrub behind a pile of rocks near a cave entrance.
- They park the Ranger and enter the cave in pursuit.
- Inside the dank, dark cave system the team finds a surprise.
- It appears the Hutts are trading the glitterstim for a live Elder Gundark, held captive in a stasis cage. This must be how they won last year.
- Stranger still, they making the trade with Imperial stormtroopers.
- Complicating matters even further, Stim and his two super soldiers are spotted in the caves, stalking the troopers.
- They have already activated their stim suits and have murder in their eyes, focused intensely on their targets.
- Jecksi steps outside the cave and calls in the cavalry. Marek reassures her that they will be there soon.

- Deciding some chaos will serve, Seven shoots the cage, deactivating the stasis field. The Elder Gundark roars its displeasure through the bars, shaking the entire cage in a fit of rage.
- This seriously frightens Muuro and the two Gamorreans.
- Dax & Seven decide to stand by and watch as these groups deal with each other, they'll clean up on any remnants.
- Outside, Jecski hot-wires Muuro's speeder, intending to move and hide it elsewhere.
- Stim and his two super soldiers are dropping stormtroopers like flies. The stormtroopers return fire, injuring one of the soldiers. But they are overmatched, and falling too quickly to have much effect on the juiced-up giants.
- Muuro is panicking, doing his best to steer the cage with its angry Gundark occupant out of the cave system. His two Gamorrean bodyguards try to help him, but aren't of much use as he attempts to repair the stasis field.
- Dax watches, trying not to laugh as Imperials kill each other and the hapless Hutts attempt to flee.
- Outside, Jecski finishes hiding Muuro's speeder only to turn around in time to see a pair of magna-cuffs being slapped on her wrists.
- Jecski manages to come a warning to Dax & Seven, "Oh wow, these magna-cuffs are a perfect fit!".
- As the last stormtrooper falls to Stim's men, Dax goes outside to look for Jecski, who is surrounded by a squad of Imperial scout troopers.
- The roaring sound of an Imperial dropship deafens everyone.
- A battalion of stormtroopers runs down multiple gangplanks, swarming the area and quickly entering the cave. There's at least 120 of them, some armed with E-Webs.
- Marching smugly down the central gangplank--surrounded by yet more stormtroopers--is Marek Quay. He's wearing an Imperial uniform.
- The sounds of blaster fire and screams echo out of the cave.
- Moments later, the bodies of the Hutts and Stim's men are dragged outside. Stim, still barely alive, is also captured. The Gundark can be heard howling in its cage, left behind in the cave for now.
- Marek, in his smart Imperial captain's uniform with ISB insignia on the lapel, sarcastically thanks our agents for leading him to his quarry.
- He's been tracking Stim for months, and been unable to find the crafty old soldier.
- Marek admits he took a huge risk handing the glitterstim over to our agents, but he was fairly confident things would work out in the end.
- He lets the team know that they are under arrest, and that they shouldn't act so surprised; he warned them to trust no one.
- Our three agents are taken into Imperial custody, their weapons and gear stripped.

#### THE CONDUCTOR'S REVIEW:

Betrayal! We have learned the hard way that we can never trust the CSA, or anyone claiming to be sector authority. Fear not, agents. I am hard at work in negotiations with the Empire. While they are quick to gloat over this victory, they are all greedy and corrupt at heart and I will do my best to take advantage of their predictable self-defeating ways.

S4 REPORT, FILED BY ARLEN:

S4 sends its deep regrets that this occurred and we were of little-to-no use during this particular mission. Bosco did an admirable job on ship duty in *Minuet*, but we feel things would have gone smoother if *Prelude* had lingered in the area for support. Unfortunately, we had pressing business elsewhere.

MISSION REWARDS:

- Seven: 20XP, Notoriety 15
- Jecksi & Dax: 20XP, Notoriety 10