

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: **ESCAPE THE IMPERIAL FRIGATE VALIANT**

OUTCOME: **SUCCESS**

MISSION LEADER: **N/A**

ACTING COORDINATOR: **N/A**

MISSION OPERATIVES:

- **CLYDE, XEXTO DRIVER**
- **DAX AYREON, HUMAN MEDIC**
- **JECKSI, TWI'LEK BODYGUARD**
- **SEVEN, CLONE SHARPSHOOTER**
- **GROO-SCHA, WOOKIEE PRISONER (ALLY OF CIRCUMSTANCE)**

OVERVIEW:

Our agents found themselves in four separate holding cells aboard the Imperial Frigate, *Valiant*. Stripped of all their equipment, they were held for 3 days without contact with anyone (other than the faceless stormtrooper who shoved a food tray through the cell door twice a day). Our agents had grown very restless, and very worried.

MISSION HIGHLIGHTS:

- Finally, a different face appeared in the cell door slots, a grimly reluctant **Lieutenant Pernod**.
- Along with their food trays, Pernod gave each prisoner a datapad with a message from none other than His Excellency, **Muraga the Hutt**.
- Muraga had arranged for their escape. He was also angry with the Imperials' betrayal.
- In return for his help, Muraga asked our agents to capture **Stim** for him, and bring the defeated super soldier to the Hutt as a trophy.
- The cells were opened, and Lt. Pernod gruffly pointed at a **storage locker** on the floor.
- Pernod told the team they had 30 minutes before anyone would check on them again. He'd arranged for a phony "reactor leak" to keep the guards busy.
- As he left them to their own devices, Lt. Pernod turned and told our agents to relay a message to Muraga for him, "**Tell the Hutt my debt is paid in full.**"
- There were eight holding cells in this detention block. Our agents investigated the other 4 cells by peeking through the food slots.
- All of the cells were empty save one, which was occupied by the same Wookiee, who Seven had met at **Expedition Outfitters** during the Gundark Open.
- Dax sliced a nearby security terminal, opening **Groo-Scha's** cell, releasing the Wookiee, who was all too happy to join in their escape.
- The team recovered their confiscated weapons and gear from the storage locker while Dax downloaded a simple schematic of the *Valiant* to a datapad from the security terminal.
- Unfortunately, Dax wasn't able to locate either the cell Stim was being held in or the *Minuet*. The terminal's security was too difficult to slice.

- However, common sense examination of the *Valiant's* schematic located another detention block on the “mirror side” from their current location on the frigate.
- There was also a large cargo bay nearby, one big enough to house their light freighter, *Minuet*.
- Our team made their way to the other detention block area, taking advantage of the distraction provided by the faux “reactor leak” to avoid any Imperial personnel along the route.
- Exiting a turbo-life to the **Security Deck**, the team spotted a few Stormtroopers nearby having a conversation.
- Our agents maneuvered for a good ambush.
- It wasn't long before our agents were engaged in an intense firefight with two squads of stormtroopers and a stormtrooper sergeant.
- Seven, Dax, and a roaring-charging Groo-Scha made pretty short work of it.
- As the team continued to investigate the detention block, looking for Stim, they encountered a **KX-series enforcer droid**.
- The droid politely asked how he could help to re-incarcerate them.
- The KX then pounded Dax on top of the head, penetrating his personal deflector shield and giving him a nasty bruise.
- Our agents responded to the “polite” KX droid by blasting him into non-serviceable pieces.
- This inconvenience cleared out of the way, **Stim** was released from his holding cell. The man was in severe withdrawal, had been beaten to a pulp, and could barely walk.
- Groo-Scha agreed to carry the heavy human the rest of the way.
- Our agents continued through the *Valiant*, towards the cargo bay, in hopes of finding *Minuet*.
- Once they entered the area, they could see *Minuet* through a viewport. However, they also heard more stormtroopers conversing.
- They also heard the unmistakable voice of **Marek Quay**, ordering the troops to be silent and to remain vigilant.
- The Imperials were clearly waiting for them in ambush.
- Groo-scha gently placed Stim on the deck and unlimbered a blaster rifle he'd looted.
- Our agents split up into two groups, to get multiple firing angles on the Imperials.
- While Jecksi and Clyde provided a diversion, Dax and Seven moved in for the kill.
- One squad of stormtroopers engaged. As Seven moved into position, he spotted **Marek Quay** and two **Death Troopers** at the far end of the Docking Bay. And more troopers.
- Seven took careful aim and fired, turning Marek Quay's head into pink mist.
- The Death Troopers looked at each other in a moment of shocked disbelief, then raised their own heavy blaster rifles.
- An intense firefight ensued. The second squad of stormtroopers joined in, bringing the total number of enemies up to ten.
- Seven was shot down by one of the Death Troopers.
- Dax came to Seven's rescue while the rest of the team continued to thin out the enemy and advance on *Minuet*.

- Unfortunately, one of the stormtroopers had the foresight to withdraw the **gangplank** to their freighter, cutting off our team's escape route
- A stray blaster bolt struck a power coupling, overloading it. The resulting explosion caused Groo-Scha to drop his looted blaster rifle.
- Clyde was busy slicing a terminal, while Dax stayed with Seven, continuing to heroically patch up the old clone while under fire.
- As the number of Imperial defenders diminished, it looked like an escape was now possible.
- Better yet, Seven was back up, thanks to our medic.
- Just in time to see another KX series **enforcer droid** come around the corner.
- Fortunately, it didn't take long to gun this one down, either. Those droids are very nasty if they get close to you, but nothing a good blaster rifle can't handle.
- The team advanced and sliced into the controls for the gangway, extending the bridge.
- Groo-Scha returned to pick up the unconscious **Stim**, while the rest of the team dragged the bodies of Marek Quay and the two Death Troopers aboard *Minuet*.
- Quay's corpse had **500 credits** on it, which the team divided evenly, giving the Wookiee a share.
- Clyde and Dax strapped into the cockpit, while Seven and Jecski manned the guns.
- Clyde launched *Minuet*, and the little freighter made good speed away from *Valiant*.
- Only to find the hyperdrive motivator had been sabotaged!
- *Valiant* was now in pursuit, and would be within tractor beam range shortly.
- Dax made a dash to the engineering section and began repairing the hyperdrive motivator. Groo-Scha, not a mechanic, did his best to assist him.
- Clyde, using his skills as a trained driver, coaxed considerably more speed out of *Minuet* than she was normally rated for.
- This was extremely fortunate, as 4 **TIE fighters** were now in hot pursuit.
- It only took another minute or so for Dax to finish repairing the hyperdrive motivator.
- After a couple of hastily-entered astrogation plots, *Minuet* finally jumped to **hyperspace**.
- Once again, our team had escaped the clutches of the Empire.

THE CONDUCTOR'S REVIEW:

Sweet revenge! But far more importantly, escape and recovery of our agents. We also have made a new friend, Groo-Scha, who is welcome to stay on with us. Or S4 will happily provide transportation for him to the non-Imperial system of his choice. I'd like to commend Dax for staying behind to render aid to Seven. As you all know, Seven is one of our heavy hitters, a leader with good tactical instincts, and invaluable on any mission. You showed incredible calm and bravery under fire, Dax. Well done, all of you. Hopefully our next mission will be more profitable. I'm much wari-er of "blue milk runs" now.

As for the fate of Stim, I'm going to leave that one in your hands, agents. I advise not angering Muraga against us, and recommend we have S4 deliver his prize. However, I will defer to your wishes on the matter. We'll have your backs, either way.

S4 REPORT, FILED BY ARLEN:

The *Minuet* looks to be in very good shape, all things considered. Perhaps Clyde can show us that speed boosting trick of his. We'll take *Minuet* in for a complete bug-sweep, repairs, refueling, and maintenance.

MISSION REWARDS:

- Clyde: 20XP, Notoriety 10, Prestige 10, 100 credits (looted)
- Jecksi: 20XP, Notoriety 10, Prestige 10, 100 credits (looted)
- Dax: 25XP, Notoriety 10, Prestige 10, 100 credits (looted)
- Seven: 25XP, Notoriety 15, Prestige 10, 100 credits (looted)
- Groo-Scha: 100 credits (looted)

OTHER ITEMS RECOVERED:

- Marek Quay's Blaster Rifle
- Marek Quay's Blaster Pistol
- Death Trooper Items:
 - 2 Thermal Detonators
 - 2 Frag Grenades
 - 2 DLT-19 Heavy Blaster Rifles
 - 2 E-11D Carbines
 - 2 SE-14r Light Repeating Pistols
 - 2 sets of Death Trooper Armor
 - 2 Encrypted comlinks