

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: RESCUE THE HOSTAGES ABOARD THE CHANDRILA HOVER-TRAIN.

OUTCOME: SUCCESS

MISSION LEADER: SEVEN, CLONE SHARPSHOOTER

ACTING COORDINATOR: Van-Chavez

MISSION OPERATIVES:

- SPEET, MIRIALAN SABOTEUR
- TARRORWRI, WOOKIEE MARAUDER
- TENTEN SHENURI, BITH CHARMER
- SEVEN, CLONE SHARPSHOOTER

OVERVIEW:

An eco-terrorist group calling themselves “Extreme Entropy” have hijacked a tourist hover-train on Chandrila. Approximately 40 passengers and crew are being held hostage while the fractured government of Chandrila wrings its hands and tries to figure out what to do.

Frustrated (and wealthy) family members of some of the passengers have grown impatient with their feckless government and have contacted **Shadow Sinfonia** to intervene. Slightly complicating matters, one well-connected passenger—Thisspiasian archivist **Zulia Lunelle**—was transporting rare Jedi artifacts aboard the train. She was escorting them from their recent discovery in the **Crystal Canyons** of Chandrila to the Hanna City **Institute of Antiquities** when the terrorists struck.

Our primary objective, of course, is to rescue the hostages. Secondary objective is to recover the Jedi artifacts if possible. Time is running out as the hover-train hurtles towards **Hanna City**.

MISSION HIGHLIGHTS:

- Our four agents boarded *Pianissimo*, an unpowered glider.
- The *Prelude* deployed the glider from Kármán line so it could make a stealthy approach on the hover-train.
- Van-Chavez wished them luck as Seven skillfully piloted the glider towards its target.
- There were eight cars in hover-train.
- *Pianissimo* landed without incident, her magnetic landing gear latching onto the roof of the last car, or “caboose”, of the hover-train.
- The glider’s wings folded themselves moth-like, reducing the risk of someone spotting the glider or its shadow.
- The team entered car #8 by opening an emergency escape hatch in its roof. Looking down the line of cars, it appeared that all of them were so equipped with these hatches.
- The team dropped down inside car #8 and found it empty of people.
- Our agents took advantage of the auxiliary climate controls in the “caboose” to increase the heat throughout the hover-train, hoping to drive some bad guys their way.

- Their plan was to quietly thin the numbers of any terrorists coming to investigate.
- It didn't take long for someone to open the doors between car #7 and #8.
- Speet immediately activated "**Marcato**", a special comms-jammer brought by the team as part of their load-out for the mission.
- Painful squeals of feedback and static could be heard coming from car #7, along with curses of pain and frustration.
- Speet took aim at the dark figure in the doorway and fired several ion shots at it.
- At that point, a very angry **Medarra** of **Night Reach** stepped forward.
- The dark side witch reached out with the force, tugging at Speet's weapon...to no avail.
- Rolling her eyes and growling in frustration, Medarra dashed forward, brandishing her crimson lightsaber.
- "Do you want to die?" she hissed at Speet.
- Seven took aim and unleashed a deadly salvo at the witch, almost killing her instantly. By some dark unnatural power, Medarra clung to life.
- Immediately behind Medarra, another figure emerged. A human male in an Imperial commando's uniform, with the rank markings of a lieutenant.
- What were Night Reach and the Empire doing here? Where were the eco-terrorists?
- Having no time for such questions, Tarrorwri charged the commando and decked him hard across the chops.
- Using the auxiliary controls in the "caboose", Tenten Shenuri cleverly locked the door behind the two attackers.
- Medarra began to recover from her wounds, but Seven finished her off with another salvo of blaster bolts.
- Behind the commando, a flash of red light sparked as an elderly hunchbacked Cosian cut his way through the locked door with a lightsaber.
- Tarrorwri punched the commando again, he didn't like him still moving around so much.
- Speet ran forward, taking a quick snap-shot at the commando, too, finishing him off.
- Tenten snatched Medarra's lightsaber off the floor of car #8, and shared some inspiring words for the team.
- Sadly, nobody could hear him over the chaos of combat and squealing scrambled comlinks.
- Car #7 was a luggage car. Several of the cargo lockers had been opened, and it looked like someone had rifled through everything.
- Perhaps they had been searching for the artifacts.
- The combat/pursuit continued into car #6. As they made their way forward, our agents noticed that the lower-deck windows had been blacked out.
- Tenten hung back in car #7, to make sure the upper level was clear (many of the hover-train cars were double-deckers).
- Tenten spied someone hiding behind a locker: it was **Zulia Lunelle!**
- Tenten greeted the scholar-archivist, and reassured her that they were here to help.
- As the firefight spilled over into car #6, two more commandos reinforced the elderly Cosian, who pointed back at our team with his lightsaber.
- The commandos both opened fire on Speet, one of them hitting our saboteur.

- Seven answered with more shots at the Cosian. The crafty Sith reflected some of the blaster bolts back at Seven, but received serious injuries for his trouble.
- Speet applied stimpacks to himself and Seven.
- Angered that this old creep had hurt his friends, Tarrorwri pounded the Cosian dark sider with his mighty Wookiee fists, concussing him.
- Tenten continued to talk with Zulia, and learned that she had hidden the Jedi relics inside of her assistant droid.
- The droid, "Arty", had hidden himself among the service droids in the café car (car #3). Hiding in plain sight.
- The scholar was dismayed by the violence and casualties, but Tenten reassured her that it was all part of the rescue op.
- Zulia mentioned that the corpse of the witch looked just like another "one of them" that she had seen earlier.
- She also let Tenten know that she was quite adept at slithering along the sides and tops of the hover-train cars to avoid the terrorists. Impressive for a scholar lady!
- Meanwhile, the combat raged on. One of the commandos took a shot at Seven and hit.
- Seven applied two more stimpacks to himself. They began losing effectiveness.
- Dax was sorely missed.
- Tarrorwri finished bashing the Cosian's skull in.
- Tenten made sure to pick up the second dropped saber as he jogged past the fallen Sith.
- Tarrorwri applied a stimpack to himself. Seven used two more, maxing out on them.
- Speet opened the team's medical kit and attempted to bind Seven's wounds. It was no good. Speet was better at blowing things up.
- Who thought it was a good idea to go on an op without Dax? This is what happens when Arlen lets Van-Chavez be mission coordinator!
- The team had picked up some of the enemy comlinks along the way.
- Speet deactivated "Marcato" so they could listen in.
- They heard a voice instructing the bad guys to maintain radio silence and sweep the train, and that "Lassiter" had felt a "disturbance".
- Deciding they should all go up and traverse the roofs, Speet opened the emergency escape hatch on car #6.
- Tenten handed one lightsaber to Speet and the other to Tarrorwri.
- The team ascended to the top of the hover-train car #6.
- Tarrorwri & Speet jumped safely over to car #5.
- Tenten fell a little short, but managed to grab on by his Bith fingertips.
- Tarrorwri gently lifted him up, saving him from his predicament.
- The team moved from car #5 to #4.
- This time, Speet almost fell during the jump. Again, the Wookiee lent a helpful furry hand.
- Seven made easy work of car-jumping with his ascension pistol.
- Everyone moved from car #4 to #3 without incident.
- The escape hatch on #3 burst open in a shower of sparks and a cloud of smoke.
- Another dark sider with a red lightsaber somersaulted out of the hatch and attacked Tarrorwri. Lassiter, we presume.

- A woman in a white Compnor uniform poked her head through the hatch, and brandished a disruptor pistol.
- A familiar voice came over the stolen comlinks, telling the team that their situation was hopeless and that they should give up. It had a demoralizing effect on everyone but Seven.
- Speet rapidly descended the roof hatch, sets a charge at the Compnor woman's feet, and ascended the other side.
- Ms. Compnor looked down in shock, stunned at the brash move.
- Speet detonated the charge from the relative safety of the roof, vaporizing the Compnor woman and causing a tremendous amount of mayhem on the 2<sup>nd</sup> level of the café car.
- A droid 2 levels below shouted, "By the maker!"
- Zulia thought it sounded like Arty. Hopefully he was OK.
- Tenten attempted another rousing speech. Unfortunately, he inspired only himself this time. But, he was getting better at it!
- Lassiter, who screamed vengeance for his slain sister, slashed at Tarrorwri with his red saber, seriously injuring the Wookiee.
- An unfamiliar voice was overheard on the enemies' comlinks: "Advisor Lyzo was killed in the blast. Execute contingency plan cresh."
- The team (everyone but Seven) then noticed three things:
  - The hover-train had been steadily picking up speed over the last several minutes.
  - Hanna City was looming ever closer.
  - Someone had detached the last 4 cars of the hover-train!
- Speet dashed forward, making his way towards the front of the train, in hopes of taking it over.
- Tenten administered a stimpack to Tarrorwri, and moved forward to the end of car #3.
- Sick of all these darks siders and their nasty lightsabers, Seven shot Lassiter, blasting him off the top of the hover-train.
- Medarra's brother screamed as he tumbled out of view.
- Zulia warned them that she had seen a strange device on car #4.
- Tenten stole a quick look at it; it appeared to be a big scary bomb, the likes of which he'd never seen.
- Tenten & Tarrorwri re-entered the hover-train. Fortunately someone had lowered the climate controls, otherwise the passengers would have passed out by now.
- The Bith and the Wookiee, working together as good cop and scary cop, as corralled the passengers off of car #4 forward to #3 and #2.
- The passengers safely out of the way, Tarrorwri used one of the captured lightsabers to cut car #4 free from the hover-train.
- The bomb-laden car fell steadily behind as the 3 remaining cars picked up speed.
- Speet piloted the hover-train safely into Hanna City.
- A crowd of people cheered and applauded as the hover-train full of smiling waving passengers slowed to a stop at the station.
- In the distance, far behind them, was a flash of light. Several seconds later, a loud boom and a violent wind. Finally, a mushroom cloud.
- Had it not been for our agents, Hanna City would have been vaporized.

## THE CONDUCTOR'S REVIEW:

Congratulations, agents, on literally saving an entire city from destruction. With a follow-up investigation, it's been discovered that the eco-terrorists were a thin cover story for an Imperial fifth column operation. The Empire had Chandrila under blockade for some time, and the Rebel Alliance recently drove them off. This stung their pride. In a desperate attempt to scare the planet back into the "security" of Imperial control, some "mad genius", and advisor named Gretzo Lyzo, thought a phony terrorist bombing would do the trick. Fortunately, his bickering with Night Reach over the importance of recovering the Jedi artifacts bought you enough time to save everyone.

Gretzo was the voice you heard during the mission. We're fairly certain Speet's "surgical" application of explosives took him out when the Compnor agent was also terminated.

Well done, everyone. Rewards richly deserved. In other happy news, the Hanna City Institute of Antiquities has promised us unrestricted access to their archives should we ever need to study up on the Jedi or the mysteries of the force. While I'm grateful for the gesture, I'm not sure how much practical use this would be. Perhaps some of you have better ideas.

I'd like to welcome our two newest agents: Tarrorwrri and Tenten Shenuri. Tarrorwrii, as some of you may remember, was a prisoner with Jeeksi, and temporary slave of Belnala the Hutt. He will bring some always-welcomed muscle to the team. Tenten is a very charming fellow, who will be a big help to us when we need a more nuanced approach. They've already proven themselves on this first mission with us. We look forward to a profitable future working with both of you.

## S4 REPORT, FILED BY VAN-CHAVEZ:

I was ready to swoop in any second there and help. Really, honest, I was! Seven, I owe you an expensive bottle of Corellian Whiskey for taking out that evil witch. I'll get it to you next time we're in port. Promise.

## MISSION REWARDS:

- All four agents: 10,000 credits, 25 XP, +20 Prestige, -10 Notoriety

## OTHER ITEMS RECOVERED:

- 2 lightsabers