

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: ESCORT CLIENT TO ARTIFACT FOR RETRIEVAL

OUTCOME: **SUCCESS**

MISSION LEADER: **OIMA TOHFIVO** (CLIENT)

MISSION OPERATIVES:

- **DAX AYREON, HUMAN MEDIC**
- **SPEET, MIRIALEAN SABOTEUR**
- **TARRORWRRI, WOOKIE MARAUDER**
- **CASTER ZIRACH, HUMAN MARSHAL**

S5 COORDINATOR: **SEVEN**

OVERVIEW:

After the promotion of Agent Seven to Section Leader, Shadow Sinfonia has taken a job with the Hanna City Institute of Antiquities as a practice run for S5 (Shadow Sinfonia Septet of Subtle Solutions). On behalf of Zulia Lunelle, Oima Tohfivo is asking S5 to escort her to an artifact for the institute's collection. Collecting the artifact leads the twi'lek to Arda I, a mountainous desert planet in the Outer Rim home to both a Rebel Base and *doran'enoks*, a species of primitive flying reptiles.

MISSION BACKGROUND:

- **Arda I** is part of the sparsely populated Arda System. The only population centers are a few cities on Arda II.
- Arda I is barren and covered in massive canyons and mountains. The canyons and dormant geothermal vents have made a good location for a Rebel base.
- The planet is also inhabited by a race of winged reptilians called **doran'enoks** who live in tribes and were once used the Sith Armies. Almost all traces of the race have disappeared, although they are occasionally an issue for the Rebels.
- Shadow Sinfonia has performed missions in service of the Rebellion in the past (some at the very least against the Empire).
- They are willing to let *The Minuet* dock and are providing "**Sandspeeders**" in order to help keep the base hidden.
- **Oima Tohfivo** is a colleague of **Zulia Lunelle** and was one of the hostages in the **Chandрила Hover-Train Incident**.
- The twi'lek is somewhat of an odd and quiet character with an unusual ability to find and track things from afar. She serves as a guide for the Shadows.

MISSION HIGHLIGHTS:

- S5 arrives at Arda Base, landing the *Minuet* at the smuggler's hanger.

- The agents are lead to Arda Base's Command and Control Center to talk with two of the base's senior commanders-- **General Ran Niall** and **Senior Advisor Setenna Hase**-- about previous missions while the "Sandspeeders" are readied.
- At the hanger, Captain Bess showed the agents to 3 Sandspeeders, modified T-47 airspeeders stripped of armor for improved handling for Arda I's terrain.
- Seven would be staying at the base to keep *The Minuet's* engines warm and give some training to Rebel marksmen.
- One of Bess's pilots, Mercedes Vanadiaz, also accompanied the team.
- Captain Bess assigned to patrol a few sectors around Arda Base on account of his usual pilots recovering from a fuel accident.
- While on patrol, the team noticed their navigation systems were buggy and unreliable. Mercedes remarked this as unusual.
- Fortunately, Mercedes still knew the route well.
- From the backseat of Dax's sandspeeder, Oima pointed the team towards where she believed the artifact to be located.
- The backseat driving caused some distress, but it lead the team to a cavern where Oima was confident the artifact was located.
- Before entering the cave, Speet and Dax did some analysis on some radio interference they had been experiencing. They determined that it was not from the terrain or a solar flare like Captain Bess suggested, but rather the result of scrambling from **competing encrypted transmission**.
- They radioed their findings to Arda Base.
- Before Oima got too far ahead, the team entered the cave, finding it was filled with bones of various species, including a few humanoids and doran'enoks.
- Dax spotted a dark figure lurking in the shadows-- a doran'enok wearing a **dark mask**, the artifact Oima was looking for.
- The team fired on the creature, hurting it as it lurked into cover.
- With the wave of its "hand", the creature **disappeared** from Dax's sight.
- Flapping its wings, the creature charged into the middle of the group. A wave of **fear** enveloped the agents as its struck Dax.
- Unimpressed, Tarrorwri taught the creature a lesson, lopping half of its head off with one swing of his vibroaxe.
- Unfortunately, this attack did cause some damage to the mask.
- Knowing there was nothing else to be done (and seeking to avoid any more hungry lizards), the team returned to their patrol.

- Patrolling Sector 17 was easier given the flatter terrain, however Dax noticed **blinking light** in the shadow of a rock outcropping.
- Taking great caution, the team landed some distance away and carefully encircled and approached the object.
- Speet approached the device, finding it to not be of any direct threat like some long-lost battle droid or explosive.
- With skillful mechanical work, Speet opened the device, determining it to be **a communicator**. These findings were radioed to Arda Base.
- After Speet disabled the device, Tarrorwri yanked it out of the rock.
- Arda Base hailed Shadow Team to investigate a **strange signal** in Sector 18.
- Upon approach, the team quickly noticed an **Imperial Viper Probe Droid!**
- Mercedes raced to engage it. As the rear gunner, Caster made short work of the droid, exploding gloriously.
- Shortly after destroying the droid, the team spotted **Imperial Star Destroyers** jumping into orbit. The Empire had found Arda Base!
- The team raced back to base while pursued by **TIE Fighters**. A controlled pace and returning fire (props to Caster) kept them out of harm's way.
- The team returned to Command and Control where the Rebels were preparing to defend and evacuate the base.
- General Nial assigned the team to detonate explosives to collapse a cliff on top of the approaching Imperial forces.
- Seven assisted the Rebels in the canyon. Oima stayed at Command and Control to offer her **mystic** ability.
- The team sprinted down tunnels running alongside the canyon the Imperial forces were approaching. Rule #1: cardio.
- Fire from one of the Imperial **AT-ATs** caused a tunnel collapse, trapping several rebels manning a gun emplacement.
- Tarrorwri and Caster were quick to clear rubble. Dax stabilized a badly injured soldier.
- The fight seemed to be going well so far. One of the vanguard AT-STs were destroyed, helping the Rebels hold their ground.
- While under fire from AT-ATs, the team continued down the canyon, narrowly avoiding the blast of an explosion.
- The tide of the battle starts turning in favor of the Imperials as the Rebel laser cannons are destroyed. Time was running short for the Shadows.

- The team finally arrived at the electronic detonator for the explosives. However, the console was jammed by dust!
- Tarrorwrrri expertly removed the panel, allowing Speet to set the detonator.
- While the explosion caused a lot of dust to get in the way, the collapse destroyed three of the AT-ATs and crippled a fourth.
- Just as the Imperial forces were greatly reduced, the battle continued to go against the Rebels as many of their starfighters returned to base to cut losses. The base defenses were shattered.
- Because the path was blocked, two platoons of sandtroopers disembarked the rear AT-ATs and began charging into the base.
- Using some of the remaining anti-personnel guns, the team fired on the mass of troopers for some time before falling back, diminishing their numbers.
- Thanks to this effort, the Force was with the Rebels as they suffered no further casualties in the retreat.
- With a short time to prepare for the Imperial assault on the main hangar, the team found cover. Speet planted an explosive trap for the sandtroopers.
- A firefight ensued as **Captain Balrekk**, the cruel leader of Talon Company, charged inward with his troopers, hitting Dax with his heavy blaster rifle.
- Speet detonated his piece of detonite, badly injuring the sandtrooper captain and taking out several of his men.
- The captain found a quick and fitting end at the business end of Tarrorwrrri's vibroaxe. With their leader defeated, the remaining troopers were quickly dispatched.
- In the midst of the chaos, the team noticed a **concealed Rebel** attempting to move something embedded in a rock before giving up and attempting to blend in with the other Rebels.
- Not trusting this unknown person, Speet shot them before they slipped away.
- Curious as to what the figure was trying to move, Tarrorwrrri investigated, finding a broken communicator like the one found in Sector 17.
- As the team headed back to *The Minuet*, a veteran Rebel stopped them, asking them to help him get the senior commanders to evacuate.
- They tried getting the commanders' attention, although to little avail as they remained fixated on the battle.
- Seeing what the agents were doing, Oima jumped onto their holotable, asking them to give the agents a moment.

- Dax informed the Rebels how the base was being overrun and that they needed to immediately evacuate.
- General Niall wanted to stay behind, commanding his fellow officers to get moving.
- The team didn't take this well, **knocking the general unconscious** with several stun bolts.
- The entire command post nearly fired on the team before Senior Advisor Hase asserted command and ordered complete evacuation.
- The team returned to *The Minuet* and escaped Arda I as the remaining rebels jumped from the system.

#### THE CONDUCTOR'S REVIEW:

I must apologize for how dangerous some of our recent missions have turned out. Shadows, you simply continue to amaze me with your acts of heroism. Once again, I would not have asked you to stay and fight the Empire, but you chose to do so anyway even when doing so was not dependent on the contract or client.

It is unfortunate that the artifact was damaged, however the client was still willing to pay in full. It may be for the best given the dark power it seems to possess. We may see Oima again in future ops as one of your fellow agents.

It should be possible to get some form of reward from the Rebel Alliance for your services, however they are understandably short on credits at the moment. It also may be difficult given your approach with General Niall; while that was rash, I understand it was a tense situation. The Rebels may have a harder time accepting that though.

Something was clearly amiss with the onslaught at Arda I. Your report, along with the communication device you recovered, seem to indicate that there was a spy or saboteur in the Rebel's midst. We'll analyse the device you recovered to see what can be found, though a more thorough investigation may be necessary to identify the culprit. Keep in contact, agents. The fate of the Rebellion could be at stake.

#### S5 REPORT, FILED BY SEVEN:

Not bad for a trial by fire. Haven't had a fight like that since the Clone Wars. Well, more like Craci IV. Little odd we've defeated the Empire twice like this. Least I didn't get blown up this time. You all are kinda ballsy sometimes. Nothing we didn't already know.

#### MISSION REWARDS:

- All four agents: 2,000 credits, 25 XP, 20 Prestige, 5 Notoriety

#### OTHER ITEMS RECOVERED:

- Suspicious communicator (currently disabled)