

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: RESCUE AGENT SEVEN

OUTCOME: **SUCCESS**

MISSION OPERATIVES:

- **SPEET, MIRALEAN SABOTEUR**
- **DAX ARYEON, HUMAN BATTLEFIELD MEDIC**
- **CASTER ZIRACH, HUMAN MARSHALL**

S5 COORDINATOR: UREL HAYDON, RETIRED SHADOW AND REBEL SPY

OVERVIEW:

During his downtime, Agent Seven was abducted by notorious bounty hunter Zuckuss, a **gand findsman** known for his uncanny intuitions and live captures. From the information gathered on the abduction from Shadow Sinfonia's resources, it was determined that Zuckass is taking Seven to Imperial-controlled world Ord Radama to collect the large bounty the clone has on his head.

MISSION BACKGROUND:

- Agent Seven is Shadow Sinfonia's **clone sharpshooter**. He has been a member for a long time and has become quite **notorious**.
- The Empire has put a **large bounty** on his head for his actions of some operations such as contributing to the assassination of Executioner **Garek Daheen** and assassinating ISB Officer **Marek Quay**.
- Zuckuss is a **gand findsman**. Unlike many findsman, Zuckuss prefers a stealthy approach. His visions and intuition give him a great advantage in pursuing targets, and he prefers **live-capture missions**.
- Ord Radama is an **Imperial-controlled world** in the Outer Rim. The planet has an imperial garrison, and the natives and general populace generally live in **quiet fear**.
- While the Empire has a tight grip on the planet, the Rebel Alliance does have a small cell listening in on Imperial activity.

MISSION HIGHLIGHTS:

- The team decided to land at the Livien Magnus Spaceport carrying minimal weaponry as to avoid legal entanglements.
- Their cover story was that they were representatives for the KEGA ("Keep the Empire Great Always") chapter on Crassi IV looking for merchandise to buy in preparation for Empire Day.

- At the spaceport, Dax found a security official who looked somewhat corruptible.
- With some convincing, credits, and Caster's advances, they convinced the official to alert the team when Zuckass's ship, the **Mist Hunter**, arrived.
- Following Urel Haydon's advice, the team moved into the Commerce District to the **Scarlet Sword** cantina.
- After getting drinks, the team realized that several people in the establishment were watching them.
- Caster noted a middle-aged man who was probably a contact from the rebel cell.
- After some discrete conversation, the contact lead the team to the cell's **command bunker**.
- In a position of mutual understanding, the contact, **Haril Zense**, offered information to help the team.
- Haril discussed with the agents how security and counterintelligence had been increased on Ord Radama ever since an Imperial Intelligence Servicer (ISS) officer dubbed "Imp-X" arrived.
- Apparently Imp-X had orchestrated a bombing on the street "Rialla Way", which the Empire blamed on the Rebellion, in order to turn a Rebel into an Imperial spy.
- Reviewing Haril's investigation, the team found that members of **Var Narek's family** were killed in this bombing. They were an old noble family who lived in **Narek Manor**, a home in the Noble District which the IIS had deleted from the records.
- The team arranged with Haril for Rebel agents to spy on various locations where Zuckass and/or Imp-X might be found: the spaceport, the Imperial garrison, and the governor's mansion. They also got a Rebel driver/guide to give them a lift on a local speeder.
- After leaving the Scarlet Sword, Speet attempted to draw out Imp-X by sending a transmission as Var Narek.
- Unfortunately, no one responded, and a squad of stormtroopers approached Speet.
- While the troopers were patting down Speet and about to apprehend him, Dax and Caster opened fire.
- Utterly unprepared for a guerilla attack, including fire from a bystander, the troopers were quickly neutralized. Dax got hit, but he is skilled with **stimpack application**.
- The team grabbed their rifles and grenades and sped off, leaving behind reinforcements and fighting in the streets.

- While checking their equipment, the officer from the spaceport radioed in, saying that the **Mist Hunter** had arrived planetside. Apparently Zuckass wasn't landing at the spaceport.
- The officer also remarked about needing to do his job, given several troopers had been attacked in the city.
- Seeing that the *Mist Hunter* was heading for Narek Manor, the team sped over to intercept the bounty hunter.
- The manor had been abandoned until now, the *Mist Hunter* landed near the entrance.
- The team stealthily approached the ship, seeing if they could get inside.
- While the ship was locked down well, Speet determined that Seven was not aboard. After attempting to sabotage the ship, the team approached a side entrance.
- As he entered, Dax noted a protocol droid: the bounty hunter **4-LOM**.
- 4-LOM was apparently after Zuckuss on his own, so the party suggested that they work together given the similar objectives. The droid agreed to cooperate.
- The team searched the manor. The signs indicated it had been undisturbed for a while, however furniture had been tossed in some rooms.
- Suddenly, the team heard the sound of a ship's engines. The rebel driver reported that the *Mist Hunter* **was taking off**.
- The master bedroom had a dresser turned over as a makeshift barricade. No one was inside, but the window was wide open.
- While continuing to search the manor for signs of Zuckuss or Seven, the team noted how the turned furniture was a deliberate effort by one or a few individuals.
- The driver reported an **imperial transport** was inbound. He drove around the manor to avoid notice.
- Speet moved to rig a grenade to the main entrance.
- The team saw several stormtroopers outside, apparently unaware of their presence.
- Suddenly, the team heard the sound of blaster fire, drawing the troopers' attention.
- An officer was shouting to the troopers as **Seven** was breaking out! He attacked the troopers outside the shed he was being held in with his fists.
- The team and 4-LOM opened up on the stormtroopers from inside the manor, killing most of them quickly as Seven fell back to the manor.

- An **Imperial officer** ran out of the shed after Speet tossed a grenade in. He skillfully shot Speet while retreating towards the few remaining troopers.
- The rebel driver picked up Caster and Dax from the roof.
- As per Dax's suggestion, the driver **rammed the officer** with the speeder, knocking him the the ground several meters away.
- As the remaining stormtroopers were wiped out, the team noted pounding footsteps-- an **AT-ST** approaching the manor!
- Dax quickly resuscitated the brutally injured IIS officer with his **cerebral stabilizer** and got him aboard the speeder.
- Unfortunately, the speeder didn't get very far before the AT-ST fired on it, causing a falling tree to hinder the speeder.
- Seven found a speeder bike in the garage.
- As the rebel driver attempted to evade the AT-ST, the walker fired on the speeder, disabling the vehicle!
- As the team piled out back into the manor, Seven sped off to distract the walker.
- The pilot fired at Seven, **destroying his bike** and causing him to hit the ground hard.
- As the rest of the team took cover, waiting for *The Minuet* to arrive, Speet raced out to the **Imperial transport**.
- The AT-ST fired its anti-personnel grenade launcher at Speet. He got the message-- it was **Time to Go!**
- Mounting the transport's turret, Speet returned fire on the walker.
- After a nerve-wracking exchange, Speet sufficiently discouraged the AT-ST, which retreated from the manor.
- As more of the garrison approached the manor, Urel brought *The Minuet* down for the agents to escape, along with the unconscious IIS officer and the limping clone trooper.

THE CONDUCTOR'S REVIEW:

You have done a great service today, Shadows, for rescuing a comrade. Not only did you navigate a hostile world and rescue Seven, but you also aided the Rebellion, captured an IIS officer, and managed to deal a notable blow to the Empire's grip. Attacking the Imperials as you did was not a requirement nor was it recommended in this particular operation, however you handled the situation well regardless with the limited resources you brought, and as always it is satisfying to demonstrate how the Empire is not invincible.

I am somewhat concerned with our involvement with bounty hunters today. It would seem you made no contact with Zuckuss; he may have evaded you. From what I can tell from your report, he

anticipated you were coming and made it look as though he was hiding within the manor. He must have escaped without you noticing. The presence of 4-LOM is also intriguing. I would not put it past the Companions to attempt to rescue one of our agents as a status move or to get a bargaining chip. At the same time, 4-LOM and Zuckass have had a history of collaborating. It is possible your encounter was not a coincidence.

Let today be both humbling and empowering. Even the most skilled operatives can be outmatched by a dedicated adversary. At the same time, you always have power: whatever you have, and whatever the adversary may have that could be yours.

S5 REPORT, FILED BY UREL HAYDON:

The team used their resources well. I see little issue with their conduct. Communication between space and ground-operatives was disciplined and effective. I am pleased with their overall competence and would be willing to work with them again.

ADDENDUM, FILED BY SEVEN:

Thanks for helping out, Shadows. You know I'd do the same for you (pretty sure I already have for some of you). Might have been able to get out on my own, but it could have been too much, even for me. I hope you see why you should train in martial arts, even just the basics. Might just save your life. Same with working out.

Now, I'd like to get back to my break. You know, like I was trying to before all this. Think I dropped my pistol in the alley that bug caught me. Nasty thing that snare rifle is, and that stun gas. Anyway. Stop by sometime, I'll get you all sparkling stars.

MISSION REWARDS:

- All agents: 30XP, 20 Prestige, 20 Notoriety

OTHER RECOVERED ASSETS:

- 3 blaster rifles (from stormtroopers)
- 4 frag grenades (from stormtroopers)
- **"Imp-X"**
- Imperial Officer outfit (from "Imp-X")
- 1000 credit stick (from "Imp-X")