

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: RECOVER THE THREE LOTH-CATS

OUTCOME: SUCCESS

MISSION OPERATIVES:

- ) BOSCO, ALEENA MECHANIC
- ) BUFFY, TWI'LEK POLITICO
- ) CLYDE, XEXTO DRIVER
- ) KUNARK, TRANDOSHAN BOUNTY HUNTER
- ) SEVEN, CLONE SHARPSHOOTER
- ) ZUUD, RODIAN SLICER

S4 COORDINATOR: VAN-CHAVEZ

OVERVIEW:

We were contacted by a client who wished to remain anonymous. The client, code name "Fluff Fancier", had previously contracted **Ruffa Boga** (an Iakaru smuggler) to retrieve her 3 pet loth-cats from Lothal: **Mitsy**, **Bitsy**, and **Chunder**.

Things did not go well for the smuggler, and the client has asked for our help. She offered a substantial reward for the safe return of her beloved pets.

MISSION BACKGROUND:

- ) The smuggler, Ruffa Boga, picked up the animals from Lothal without incident.
- ) However, soon after returning to orbit, he was ambushed by an Imperial blockade.
- ) The smuggler made a hasty hyperspace jump to the nearby **Atollon** system.
- ) Boga knew the Imperials would find him soon, so he looked for a place to land his freighter, *The Runaround*.
- ) Boga spotted a canyon below, on the surface of Atollon, and decided to hide there.
- ) Unfortunately, The Imperials jumped-in right behind him, sooner than expected.
- ) Boga communicated his predicament to the client, and began a desperate attempt to land in the canyon with the Imperials in pursuit.
- ) The client reported a sudden lightning storm, and the appearance of a gigantic menacing creature (or "monster") that blocked out the horizon.
- ) A number of Imperial ships were vaporized by lightning strikes.
- ) *The Runaround* was crippled, and had to make an emergency crash-landing.
- ) The smuggler was not heard from again.

MISSION RECAP, WITH ANNOTATIONS BY C2-Y5:

- ) All six agents were taken to **Atollon** aboard *The Prelude*.
- ) Shortly after entering orbit, we were beset upon by the *ISF Whiplash*, an Imperial recon-class frigate.
- ) The *Whiplash* launched fighters and began firing her medium ion cannons at *Prelude*.

- ] Van-Chavez took evasive action, shaking off the Imperials' attempted tractor beam locks.
- ] *Prelude* came in fast and low, entering the canyon near the *Runaround* crash site.
- ] Making a hasty landing, *Prelude* disgorged the six agents and their light-duty speeder truck, *Radius Server Version 1*.
- ] A number of TIE Interceptors and TIE Interdictors appeared on the horizon.
- ] Van-Chavez immediately launched the *Prelude* and took evasive action again.
- ] As they passed over the *Runaround's* debris field, two of the TIE Interdictors dropped proton bombs.
- ] The resulting blasts sent our agents flying in all directions, and started several small fires among the wreckage and debris.
- ] Kunark was MIA, which seemed to be of little concern to the other five agents.
- ] Bosco and Clyde repaired the speeder truck, which had suffered minor damage from the proton bombs.
- ] The other three agents explored the area, finding the three luxury pet crates.
- ] The crates' built-in health-and-safety sensors had released the animals shortly after the crash of *Runaround* (likely in response to fire and/or smoke hazards).
- ] A few other useful items were also found, including **Chunder's medication**.
- ] Zuud realized the *Runaround* probably had a flight recorder.
- ] With some searching, the flight recorder was located, and its memory uploaded to a datapad.
- ] Much of the information was already known, however an image of the terrifying gigantic creature reported by Ruffa Boga confirmed the creature's existence.
- ] No remains of the smuggler were found.
- ] **C2-Y5 note:** it was later assumed the Iakaru smuggler died in the crash and his body consumed and scattered by the local fauna.
- ] Agents also found the tracks of the three loth-cats, heading off into three different directions:
  - o **East** towards a facility of some kind.
  - o **South** towards a tree coral forest.
  - o **Northwest** towards a canyon wall.
- ] The agents decided to travel east first.
- ] Bosco & Clyde jury-rigged a trailer hitch for Womp-Womp.
- ] *Radius Server v1* and Womp-Womp were loaded up with the three luxury pet crates and five agents.
- ] In the meantime, Kunark awoke, finding himself on top of a tree coral, injured, his blaster rifle missing.
- ] Some curious owl-like creatures circled around him, they seemed friendly.
- ] Kunark searched his memory and decided these birds were "food".
- ] **C2-Y5 note:** Anyone else would have recognized them by their long prehensile tails: these were **Convorees** (singular: Convor), fairly common in the galaxy, and rumored to be connected to the Force.
- ] Kunark was able to scale down the tree coral, and retrieve his rifle from the ground; it only had minor damage.
- ] Our miffed Trandoshan bounty hunter was reunited with the other agents shortly before they left the area.
- ] Heading east in the truck-trailer, there was a minor incident where a pet crate bounced out of the truck and was damaged (later repaired).

- ] Once the crate was recovered, the agents continued on, and found the high valley walls narrowing down to a chokepoint.
- ] This chokepoint was blocked by a tangled mess of rusting metal pipes.
- ] Broken cables hinted that the pipes had previously been bound together in neat stacks, but time and weather had turned them into a hazardous obstacle.
- ] The team worked together to stabilize the pile and move pipes, with Womp-Womp (under Bosco's direction) clearing a path wide and safe enough for the speeder truck to pass through.
- ] On the other side of the chokepoint, our agents found an abandoned water-pumping facility with an empty rusting water tank, dilapidated pump house, and leaning rickety derrick.
- ] Kunark spotted movement inside the pump house. He moved in stealthily to peer within.
- ] He found several shelled creatures with eye-stalks, watching him timidly.
- ] Kunark searched his memory and decided these creatures were "food".
- ] **C2-Y5 note:** Based on their description, we are fairly certain these were **Dokma**, harmless creatures native to Atollon, who crave milk.
- ] Investigating the rusty derrick, our agents spotted **Chunder** on top of it, the loth-cat mewling in hunger.
- ] Rather than attempt to scale the dangerous structure, the agents placed one of the pet crates on the ground and put rations inside of it.
- ] Chunder quickly dashed down the derrick to sniff at the crate with interest.
- ] The loth-cat suddenly seemed hesitant, and looked up at Bosco curiously.
- ] Bosco picked him up, and Chunder was sick, vomiting up whatever foul thing he had last eaten.
- ] A disgusted Bosco put the loth-cat into the crate.
- ] Chunder happily ate the humanoid food and took his medication.
- ] On their way out, the agents spotted a **Yarkora**, struggling to carry a heavy duffel bag, limping along with the aid of a walking stick.
- ] This turned out to be someone named **Chooka**, a wandering trader of sorts.
- ] Chooka was very arrogant and gruff, and liked to tell tall tales.
- ] A few items were purchased from him.
- ] He also warned the agents to beware the **Great Bendu**, a god-like manifestation of the Force that owned and protected Atollon from outsiders.
- ] In particular, the Bendu did not like Imperials.
- ] **C2-Y5 note:** I could not find any information about this mythological creature.
- ] Buffy promised Chooka a reward if he found and kept safe any of the missing loth-cats.
- ] They parted ways with Chooka's unpleasant company.
- ] **C2-Y5 note:** the stereotypical Yarkora is a scoundrel and a con artist; however, some of them are rumored to be adventurous "treasure hunters" who gather bits of trivia and lore while searching for artifacts.
- ] The agents returned to the crash site, hoping to locate more useful items and/or more clues.
- ] Unfortunately, a **sandstorm** blew in, and animalistic howling noises were heard.
- ] The agents spotted a patrol of **sand troopers**, riding **dewbacks**, quickly heading in their direction.
- ] The agents--knowing the Empire has endless reinforcements available--wisely chose to use the sandstorm to cover their retreat.

) They took the speeder truck and Womp-Womp northwest.

) There they found a twisty footpath that headed up the canyon wall towards a cave entrance.

) The path was too narrow and hazardous for the truck, and iffy for Womp-Womp.

) Clyde and Bosco stayed with the truck, while the other four agents scaled the path, Seven struggling.

) A number of claw-like tracks were found outside, going in and out of the cave.

) Kunark entered first, with Buffy not far behind.

) Seven and Zuud covered the entrance.

) Kunark heard creepy skittering noises, but could not see anything inside the dark, damp tunnel.

) Outside, Clyde noticed the sandstorm was slowly diminishing, and no Imperials following.

) Something attacked Kunark, bouncing off of his helmet: it was **Bitsy!**

) The ornery loth-cat ran past him and towards the tunnel exit.

) Several agents tried to spot and/or pursue the elusive Bitsy without any success.

) Zuud was badly startled by Bitsy when she bolted out of tunnel.

) Only outside in the daylight, as the loth-cat tore down the path, did the agents spot her again.

) Seven stunned Bitsy with his rifle and she dropped, fortunately not injuring herself on the twisty rugged downhill path.

) Bitsy was stowed safely in a luxury pet crate, Chunder seemed worried about her.

) Meanwhile, Seven had been trying to raise Van-Chavez on comms, to no avail.

) As they were leaving, Kunark took one last look back at the tunnel entrance, and saw dozens of pairs of yellow eyes staring back at him.

) The agents loaded up, and Clyde piloted the speeder truck safely around the storm, back south towards the tree coral forest.

) Buffy, standing on top of Womp-Womp, rode the heavy lifter droid high into the air, to survey the tree corals and see if she could spot the final cat, **Mitsy**.

) Buffy did not see the cat, but did see a number of large, armored, spider-like creatures converging on their position.

) **C2-Y5 note:** These creatures were no doubt Krykna, or a sub-species; they often travel in huge swarms, you are lucky there were so few; they dislike certain electromagnetic signals which repel them.

) Buffy called out a warning.

) Kunark and Seven blasted them, firing for effect.

) They noticed the armored spiders were highly resistant to blaster bolts, but they also had soft-spots that could be exploited.

) Clyde piloted the speeder truck towards a group of krykna, but the creatures scattered out of the way.

) Bosco took this opportunity to glue one of the spiders down with his goop gun.

) Kunark and Seven continued firing at the krykna, Kunark killing several more while Seven kept the others pinned down.

) Meanwhile, Buffy had been "cheerleading" the team from her perch atop Womp-Womp, and to everyone's surprise: it really seemed to help.

) Clyde spun the speeder truck around and splatted the glued-down krykna.

) From her perch, Buffy spotted the cat: Mitsy was running out of the tree corals, being pursued by two more groups of krykna.

- ) The poor cat looked terrified.
- ) In order to protect Mitsy, Clyde piloted the truck in a perfect arc between the cat and the pursuing spiders.
- ) Taking advantage again, Bosco laid down a semi-circle of glue on the ground to further discourage the krykna from approaching the cat.
- ) The spider-things stopped in their tracks, stunned by the onslaught of Kunark and Seven, the speeder truck, and the glue.
- ) The nasty creatures spit webbing at poor Mitsy, who was pinned to the ground.
- ) Zuud leaped out and--despite his dislike of cats--wrapped his arms around the hapless Mitsy.
- ) Unfortunately, he could not pull her loose from the webs.
- ) Seeing this predicament, Bosco also bailed out of the truck and, using his tools, cut the loth-cat free.
- ) Mitsy jumped into Zuud's arms and rubbed her cheeks on his face, purring in relief and gratitude.
- ) Zuud decided that maybe loth-cats weren't *so bad*.
- ) The remaining krykna were dispatched.
- ) Mitsy was stowed safely aboard the last luxury pet crate.
- ) Some time later, a sheepish Van-Chavez returned in the *Prelude* to pick everyone up and get them off-planet.

#### THE CONDUCTOR'S REVIEW:

Congratulations, Agents. As is often the case, things did not go according to plan. Your adaptability and cleverness saved yourselves and the three elusive loth-cats from a perilous environment.

Your accomplishment has been noted, and I have a feeling this anonymous client may hire us again in the future. I am sorry that I cannot divulge more about her, but I have promised to keep her secrets safe.

As you may have noticed, Arlen has recently acquired a research droid for us, C2-Y5. C2 has made a few notes in the recap section of this document.

C2 will serve as my personal assistant for a the time being, but it's possible he could join you on future missions.

#### S4 REPORT, FILED BY VAN-CHAVEZ:

My apologies for leaving you guys in the Mouth of the Sarlacc like that, I had a hard time evading those fighters in this old crate.

Sounds like everything turned out alright in the end. Hey Seven, you can meet me later in the gym for leg day.

Guys...can I keep one of these loth-cats? Seriously, I like the sweet little chubby one, Chunder.

And uh, Kunark, sorry about leaving you in that tree, buddy. Don't kill me. I'm holding a loth-cat.

#### MISSION REWARDS:

- ) All agents: 3,000 credits, 20 XP, +5 Prestige, 0 Notoriety
- ) Bonus XP: +5 to Bosco and Buffy for interacting with the obnoxious **Chooka Rorno**