

SHADOW SINFONIA

MISSION summary

PRIMARY OBJECTIVE: RESCUE SHERMAANKÉ FAMILY

SECONDARY OBJECTIVE: RESCUE COMPANIONS AGENTS

OUTCOME: SUCCESS

AGENTS: Clyde, Dax, Kunark, Mordana

REBEL SUPPORT: Merton Jilik, AKA Pocketnaut

While vacationing with her family on Savareen, Lakma Shermaanké—a Rebel Spy—remembered an abandoned Imperial Listening Post on the nearby Rodian moon of Yasooska in the Tyrius system.

The Shermaanké family reached out to the Companions for protection while Lakma investigated the “forgotten” base. Her hope was to recover any overlooked intelligence data that might have been missed. The base was abandoned shortly after an effective hit-and-fade from the Rebel Alliance.

Unfortunately the base had been taken over by a group of exiled Rodian pirate-smugglers. A gang who called themselves the Grimlocks, led by Snaplo Korr and his lover, Andakai Thair.

After the mission briefing, our agents took *Dewback* and two X-wing escorts and jumped close to Yasooska. Upon approach, the squad was greeted by three Z-95 Headhunters.

Clyde's piloting, *Dewback's* turrets and Mordana's slicing made short work of them. Three more Z-95's moved to intercept, but seeing they were no match for the Cruiser, fled the system.

Our agents infiltrated the base, finding sections of it decompressed. They were prepared for this, and were wearing Enviro-Suits. The suits were awkward and bulky, but provided excellent protection from vacuum and many other potential environmental hazards.

Mordana supervised the Pocketnaut, Merton, as he sneaked into the mouse droid tunnels and began slicing the helpful little droids.

The agents began clearing rooms and looking for hostages. Cherth and Blue were rescued first. They had no pressure suits, so our agents repurposed some from fallen pirates.

Next the agents came upon Snaplo Korr, leader of the pirates. He seemed interested in negotiating an exchange, though it wasn't clear who had the upper hand. Not really trusting him, Kunark and Clyde followed him closely, with Dax and Mordana not far behind.

Snaplo tried to double-cross them by leading them to a large makeshift Bolo-ball field inside the base. Using a key-card, he attempted to quickly duck inside a locked

storage room (where Razz Shermaanké was being held captive). His plan was to let "Fluff Ball" (the pirates' pet Rathtar) take care of our agents.

Unfortunately for him, Kunark saw through the ruse. "Fluff Ball" was a tough customer, but some quick thinking by Mordana (with lots of medical help and supporting fire from Dax) ended the fight with "Fluff Ball" and a reserve force of pirates (led by Andakai Thair) being explosively decompressed out the back of the outpost.

The base now empty, our agents took their leisure recovering some useful intelligence data and an R5 astromech from the base.

The two X-Wings and the Pocketnaut have been returned to the grateful Rebels. They promise us that if we need a favor in the future, they're good for it.

Our agents also received a generous reward from Naboo for rescuing the Shermaanké family.