



# the 'eist



*Starring*



## Locke Sonjic *as Locke*

### Acquisition and Driver

Locke is skilled in acquiring necessary resources for the heist, such as vehicles and equipment.

He is also a skilled driver, able to navigate through tricky situations.



# Eevie Erinoss as *Doc*

**Slicer Extraordinaire**

**Doc is an expert in hacking and slicing into computer systems.**

**She can bypass security systems and alarms, leaving no trace behind.**

**Plus she looks damn good doin it**



## Nora Olen as *Miss Nora*

The Femme Fatale

Nora is charismatic and attractive, capable of distracting guards and manipulating people to gain an advantage during the heist.

No one can resist her...charms



# Alaris Jinn as **Me**

## The Point Man

The narrator is agile, stealthy, and skilled at infiltrating locations without being detected.

They act as the point person, leading the team through the heist.



So, it's like this, innit.

[Click Me For Voice Over](#)

Me, Locke, and Doc knew there  
was this big score, right?  
'Specially cause we'd stolen it  
prior fo' the Hutt in question.



Locke's one of the bad ol' boys and managed to pick up the Jackie Chans for the ol' Hutt's casino. Never ask 'im any questions about how he gets his stuff and he never asks me about the rash on my legs. He's good craic. Bit of a bastard, but he gets the job done.

We call Doc, Doc cause she used to be a Doc. The only thing she did better than slicin' open people was slicin' open computers. Her's a master of the zeroes and ones, innit. She can crack any security system, bypass any alarm, and leave no trace of 'er ever bein' there.

Then there's me, the sneak. I can slip in and out of places without a sound. I've got the ability of a bloomin' cat and nerves of steel. You won't even know I've been there until it's too late. Have I been nicked up once or twice, yeah, sure. But even if I have been cuffed four times in my life, nothin' ever stuck, I got out of the clank all six times. Except for that one time I spent five years in jail.

Wha' we dinnit 'ave was a good distraction, yeah? So I calls up my ol' flame, one Miss Nora. She an' I go way back, ya. Bat 'er mince pies at ya then give ya a good left hook. Nora, she was the sorta richard who could turn heads just by walking into a room, ya know? She had this charm about 'er, like a bloomin' siren luring sailors to their demise. And let me tell ya, she was a right knockout in more ways than one. Not only was she a looker, but she could tick out a guard or two if the need arose.

The night in question was a rainy Tatooine night. Just a diet coke. It was cold and dry, innit. Now, Turkish the Hutt was usually running a casino in his palace, and that was exactly what we needed. A ickle bit o' preplanning, and we managed to have an appointment for a repair team to rattle up the laneway that night... this night. Whatever.

Fing is, we roughed 'em up before they were set to arrive and although I'm a bit smaller, I fit in one of their uniforms quite nicely. Plan was simple. Head in with equipment, Nora distract the guard by the door to the room with the money, Doc will slice the door in the five seconds we have, slip into the door, grab the bangers and mash and walk right back out, having replaced it with the equipment.

All worked to perfection except for one little snafu. It took Doc more than five seconds, innit. Another guard popped over to check out *what we were doin'*. He took one look at our uniforms and chuckled. He reached into his jacket pocket and I thought *we was done for*. He pulled out a keycard, swiped and just let us in. Only needed a little hand movement and suggestion and *it was all good*.

We did not slip into the back room and with a little squeezing, and lifting from Doc, I was up and in the ventilation shaft, dropping quickly down into the vault. I opened the door from within and we quickly made the swap. 300 credit chips with 1 million credits on each slipped easily into the now empty bags and we scurried back out the way we came.



Nora stayed and played a few table games and downed a couple martinis. After winning a few thousand credits, she got up to leave and said to the dealer, "You know what? I feel like I just robbed ya."



## Summary

Through Locke's network of contacts, we have learned that Turkish the Hutt has a casino which contains a large sum of credits on hand. Through illicit dealings in the past, this Hutt has caused problems for each of us in some way. Thus our plan is to steal this large sum of credits from him, and embarrass him when it is realized he cannot pay his debts. This may have the secondary bonus of shutting down the casino and making it's high class patrons very angry with the Hutt.

# Phase I: Preplanning

The first phase of our operation is to acquire uniforms to help us infiltrate the Hutt's casino without arousing suspicion. We've found out through Locke's eyes and ears that a repair crew usually goes to a local cantina for drinks after they're done with work. We'll go there, identify them, and get them drunk while we learn as much as we can about their jobs. Hopefully, with Alaris and Nora's charm, they won't be suspicious. Afterward, we will find an opportunity to ambush them on their way home, knock them out, and steal their clothes and equipment.

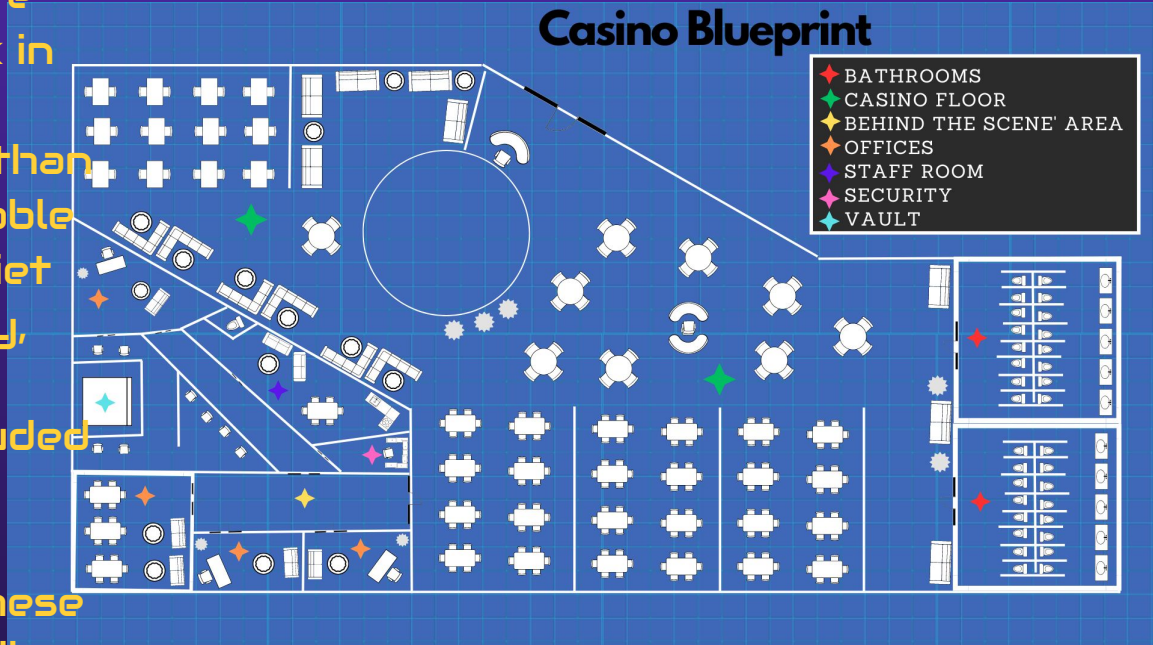
We also need to acquire a blueprint of the casino, so we know where we are going. Fortunately for us, Eevie is a decent slicer and should be able to acquire this.

# Possible Issues and Solutions

- We may not be able to get the repair crew to talk to us. If so, we will wait outside the cantina for them to leave. We won't get the same intelligence about their jobs as we would otherwise, but we should still be able to complete the mission.
- Our ambush is noticed. We think we can be pretty discreet, but if our ambush is noticed, we will have to neutralize whatever individual or authority notices, and this will raise overall suspicions. If this happens, we may have to wait to perform our heist, and this could result in the credits being moved.

# Phase 2: Infiltration

Our next task is to infiltrate the casino. We have to remember, we are just regular workers, so we need to be quiet and not walk in like we own the place. This is more difficult for some of us than others, but we think we'll be able to do it as long as we stay quiet and out of the way. Hopefully, Locke can talk us out of any awkward conversations. Included in our work tool bags will be bundles of low denomination credits. Our plan is to swap these for the high value credit bundles in the vault. To the right is our copy of the casino's blueprint, as acquired by Eevie:





# Possible Issues and Solutions

- The casino personnel don't buy our cover story. We don't think this will be an issue, but if it is we may have to get creative. Our backup plan is to go into the bathrooms (located to the right of the blueprint above), and pretend we are repairing them. Then we will use the ventilation system to crawl through the ceiling and access the offices on the other side of the casino. The reasons this is not our primary plan are twofold: One, closing the bathrooms is risky because if we take too long, patrons could complain to the casino staff who would come investigate. Two, crossing the entire casino by vent would be difficult to do without making noise and arousing suspicion.
- Another potential issue is that they will want to inspect our bags. We have to hope they don't notice the credits, but if they do we will explain that those are to pay off another job we have to go to later, which only accepts cash. If this doesn't work, we will have to wait until later and use the bathroom option.

# Phase 3: Distraction

Once we are inside, we will let the personnel there know that we are there to fix an issue with the terminals in the office outside the vault room (marked with an orange star). Alaris, Locke, and Eevie need to act casual for a bit and let Nora distract the personnel working in that office. Once they are out of the room, we expect she can lead them elsewhere and keep them busy. This will give the other three of us the opportunity to shut the door to the office and execute the next phase of our plan undetected.

# Possible Issues and Solutions

- *The personnel won't leave. If this happens, we may have to use the Force to manipulate them. This should still allow us to complete our mission, but would be a more short term solution and a greater liability to our escape.*
- *We are told we don't have an appointment. If this happens, we will attempt to dissuade them otherwise (using the Force if necessary). If they still don't buy it, we would have to go back to our backup plan with the bathrooms.*

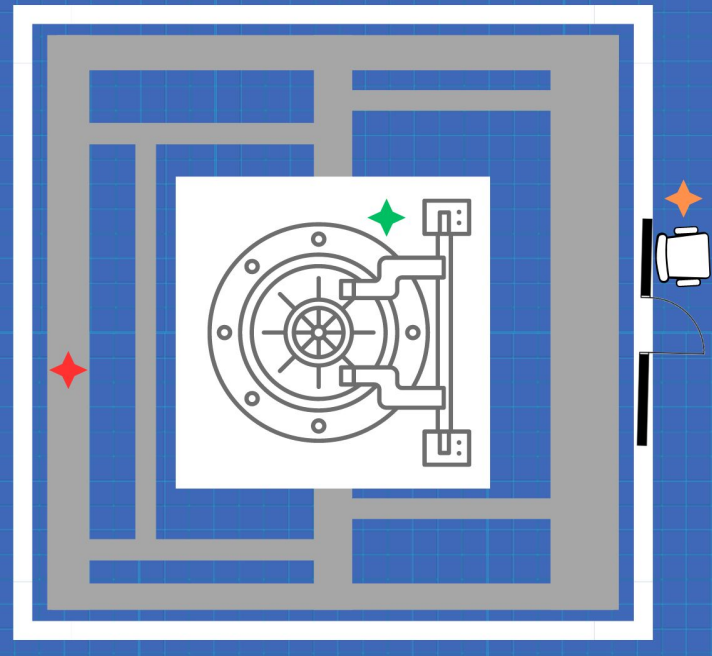
# Phase 4: Accessing the Vault

During this phase, Locke and Alaris will watch for anyone returning to the office while Eevie will slice the door to the vault. If this doesn't work out, our backup plan is to use the ventilation system surrounding the vault to access it. While Alaris and Eevie gain access using one of these methods, Locke will look busy and watch the door to the office. If anyone shows up, he'll have to convince them to leave before the others are done with their work. If they do not leave, Locke will have to subdue them if possible or get the others' attention.

See the right for a stolen schematic of the vent system and the vault.

## shaft and vault blueprints

- ♦ VENTS
- ♦ VAULT
- ♦ GUARD OUTSIDE DOOR



# Possible Issues and Solutions

- We can't slice the panel. If this happens, we will go through the vents around the vault.
- Personnel check up on our work, expecting to find three technicians, but only Locke is in the room. If this happens, Locke will have to convince them that the others stepped out for a moment. If he is unable to, he must subdue them at best or alert the others.

# Phase 5: Making the Swap



Once Alaris and Eevie get access to the vault, they will steal the bundles of credits located there. Our intel says this is in the order of multiple millions of credits. These bundles will be replaced with bundles we have brought of much lower denomination credits, so hopefully no one will suspect anything until we are long gone. After this, they will make their way back to the office that Locke is "working" in.

We do not anticipate any issues with this part of the plan, but if something does go wrong at this critical stage, we will have to work much more quickly and then escape.

# Phase 6: Extraction

Once we have made the swap, we will report to the office personnel that we are finished fixing their system, but we will have Eevie initiate a reboot of the system and instruct the personnel that they will have to wait for that to finish before they can use their equipment. This way, we hope we won't have to show them the "work" we did. After this, Alaris, Locke, and Eevie will exit to the general public areas of the casino, and give Nora a hand signal to let her know the job is complete.

After this, they will leave, and Nora will stay for a while to keep the personnel preoccupied before they go back and check anything we did.

# Possible Issues and Solutions

- If we are detected at any point after we have entered the vault, we can still complete the heist, but we will have to shoot our way out. We will steal weapons from personnel as necessary, and do what we have to do to get away. This would not be ideal, since the Hutt would immediately know something was wrong, but we would still get his credits.

***It's as simple as that.***



# END CREDITS

Alaris Jinn di Plagia - Voice Over, Music Mixing, Alpha Draft

Nora Olen di Plagia - Outline, Graphics

Eleceos Araave - Slideshow Creation and Editing

Locke Sonjje - Planning Phases, Beta Draft

## Music Credits (in order of appearance)

*Hello Again* - White Bones

*No Questions* - White Bones

*Diamond Heist* - Christoffer Moe Ditlevsen

*Hindsight* - Alec Slayne

*The Keys* - Gerhard Feng

*Let's Do It This Way* - Gerhard Feng

