

Three Men and A Birdy: The Dream Team



**A fool proof, step-by-step guide on performing a
successful heist.**

By: TuQ'aun Varick, Alethia Archenksova, Zuser Whuloc & Kadrol Hauen

The Team

The Face



Alethia Archenksova

At A Glance - A long standing and prominent figure within the Brotherhood, Alethia is the face of the operation. Putting the target at ease, smooth talking opposition and drawing attention away from the rest of the team. However, Alethia's contributions start long before the operation begins. Using her position as Headmistress, Alethia has a mind for strategy and access to vast amounts of knowledge to aid the team. In fact, this whole operation was her idea.

Full Dossier - <https://www.darkjedibrotherhood.com/members/14287/snapshots/5404/8947>

The Getaway Driver



Zuser Whuloc

At A Glance - With a quick trigger finger and equally quick instincts behind the yoke of almost any craft, Zuser is always ready to jump into any plan. Even if it's a terrible one.

Full Dossier - <https://www.darkjedibrotherhood.com/members/11347/snapshots/5381/8916>

The Slicer



TuQ'uan Varick

At A Glance - What some might call cocky, TuQ would call well deserved confidence in his skills. A veteran slicer with an ability to blend into, TuQ'uan is the perfect merc to get the team into the vault unnoticed.

Full Dossier - <https://www.darkjedibrotherhood.com/members/14964/snapshots/5373/8906>

The Lookout



Kadrol Hauen

At A Glance - The youngest member of the team by quite some margin, Kadrol views his role as doing what he is told to do and to not get in others' ways. He is under strict orders by the rest of the team to watch the door, and it is his personal mission to make sure that door does not move an inch.

Full Dossier -

<https://www.darkjedibrotherhood.com/members/14806/snapshots/5372/8905>

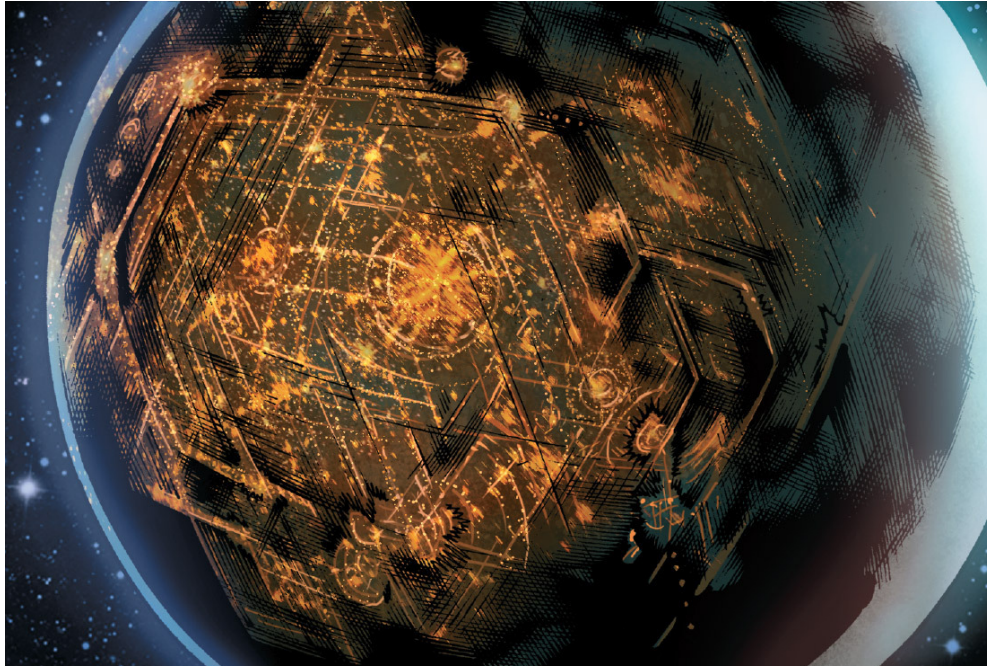
The Target



The target is Zigor the Hutt, a loathsome creature who owns the Radiant Hutt casino on Nar Shaddaa. He has been cheating his clients, not enough to get caught, but a little bit here and there, and funneling the credits into support for anti-Brotherhood factions. Inside the casino is a stockpile of credits getting ready for delivery to said factions.

Our job is to help rescue the funds and deliver them into the hands of the completely altruistic Brotherhood, with of course a cut for each member of the team.

The Scene Of The Crime



- Nar Shaddaa



- The Radiant Hutt Casino

The Plan

Getting There

The team will arrive in two groups. Alethia will arrive in her personal shuttle landing on the VIP landing pad located on the roof of the casino. while Kadrol and TuQ'uan enter through the front door at street level.

On The Inside

Once inside the casino the real work begins. Alethia will enter first, on full display for Zigor and the staff of the casino to see. Having such a prominent member of the Brotherhood will almost certainly cause Zigor to trip over himself to show off for his clientele and this new guest. Zigor is a proud man and he will want everyone to see his hospitality on full display. Watch out though, that hospitality can be a double edged blade.

Alethia will draw everyone's attention to the high roller room on the east side of the casino while the next group consisting of TuQ'uan and Kadrol will enter disguised as a maintenance worker and security guard respectively. While all eyes are on Alethia, these two will make their way to the stairwell on the west side of the casino and down to the vault level. There should be a terminal hidden from view behind the wall here that will grant access to this stairwell, TuQ will get to work while Kadrol watches for additional security.

Once downstairs security should be lax, it takes a high level of clearance to reach this level and if all goes right upstairs, TuQ will have granted himself and Kadrol that access. The vault used is proprietary to the Hutts but is known as the Kepa'scrit, which is based off of the Corellian design, the Sosaff that TuQ has been training on for weeks. Once the process of slicing into the vault begins, a 90-second timer will start. If the vault security is not successfully bypassed in that time an alarm will sound throughout the building and it will go into a lock down.

Once inside the vault, Kadrol will close the door, locking the slicer inside and proceed back to the roof where he and Zuser will await the credits. Inside the vault will be the loot, piles and piles of credits, the exact amount unknown at the time of planning. There is a turbolift that goes straight to the rooftop enabling Zigor's men to move them without going through the casino floor. We will use this to load the credits, and TuQ, and get out of the vault.

While on the roof, Zuser will distract the guards nearby by talking about ships and stuff before immobilizing them with a neurotoxin designed to knock them out. Once the turbolift reaches the roof, TuQ and Kadrol will quickly and *quietly* move the haul onto the Banshee and await its captain.

Getting Out

After dispatching the security force and securing the landing zone, Zuser is ready to swoop in with the Banshee and pick up the team, spoils and all. Meanwhile, after some time has passed, Alethia will simply walk out the door while Zigor is none the wiser. The two teams will reconvene in orbit.

Resources:

Money Bag - <https://www.vecteezy.com/vector-art/583669-money-bag-icon-vector>

Credit Logo - https://commons.wikimedia.org/wiki/File:Republic_credit_symbol.svg

Nar Shadaa Background -

<https://vulkk.com/2020/04/30/swtor-nar-shaddaa-bonus-series-missions-guide/>

Hutt image - <https://starwars.fandom.com/wiki/Hutt/Legends>

Nar Shadaa- https://starwars.fandom.com/wiki/Nar_Shaddaa

Casino Map- <https://www.patreon.com/kidneyboy>