

## Jackdaws: PG/NN notes

1. *Does Flick need to succeed for self-validation or validation with her superiors?*  
When the first attack fails, she is heartbroken. The failure is not really her fault, but she feels as bad as if it were. She vows to try again so that her friends will not have died in vain.

However, SOE's bureaucratic rival SIS accuses her of incompetence and tries to use the failure to get SOE closed down. No one wants to put Flick in charge of a second attempt. This makes her even more determined to prove that she can do it.

2. *The mission could also represent some kind of personal redemption for each of the rest of the team.*

Perhaps not redemption, and this must not look too programmatic, but the mission should have a unique personal significance for each team member. For example, in Greta's case it is revenge.

3. *Flick must be forced to use Greta, otherwise her character looks too obvious a plot device.*

By Saturday night, Flick is desperate. The team is due to travel to Scotland on Sunday morning for training and she still does not have a telephone engineer. She considers trying to find one in France, trying to learn enough herself to make the decisions, but none of the options works. Greta is the answer to her prayers.

4. *The problem of two villains.*

We are going to spend a lot of time in the company of Dieter, so he must be attractive and intelligent as well as scary. Remember the problem we had with Anthony in the first draft of "Code".

It is possible to have a villain who is fascinating and magnetic as well as being a psychopathic torturer—Hannibal the Cannibal. But I don't see Dieter that way.

So we have to split the functions, with the decision-making villain being a normal human being (Dieter should have one or two opportunities for nice warm interactions) who is obliged to make use of a brute, Baecker.

(AI: the character you are proposing for Baecker, a bureaucratic rival for Dieter, would be a completely new character. Dieter would still need a thug who would enjoy carrying out the tortures.)

5. *The ending needs one more twist.*

Yes—but rather than a piece of bad luck, such as the rescue plane failing to show up, it should be a final clever ploy by Dieter. And Dieter should be killed in this last scene. (Maybe this is where Michel saves Flick's life.)

6. *Make the opening scene an attack on a different target. This would avoid repetition. It would also create extra suspense because of the newness of the chateau in the final scene: What is it like? Will they be able to get in?*

The first attack should establish the chateau as a Mission Impossible target, and establish the compelling reasons for Flick's unorthodox approach in the second attempt.

However, the first attack will not penetrate deeply enough to reveal all the obstacles facing the second attempt.

In the final scene, Flick's team will face several different kinds of hazard:

- I. Known obstacles which nevertheless she is not sure she can overcome, such as the checkpoint at the gate. The apprehension of these will create suspense.
  - II. Areas of ignorance—a door that may be wood or steel, guarded or not.
  - III. Some difficulties that Flick simply did not anticipate, for elements of surprise.
  - IV. Extra hazards cleverly devised by Dieter.
- Each category will create suspense in a different way.

V. *The title should employ the word "Jackdaws" in a longer phrase.*  
How about "Jackdaws by Night"?