INTELLIGENCE

In the scenario there are multiple sources for intelligence. The sources are Defectors (HUMINT), SIGINT, SCIF, S2, Intelligence communicated from Brigade & Tactical Site Exploitation (TSE). Defectors turn themselves in to friendly forces and most are debriefed at the interview room of the detention facility. Intelligence from the SIGINT shack, SCIF & S2 shop will appear on the map at the locations in question. TSE occurs at various locations on the map with the intelligence communicated via the Touch Objective notification at the top of the screen. Some of these notifications will use the intelligence code below and other notifications will be in the clear. The intelligence from defectors is always located in their name field in the user interface. The alpha character at the beginning corresponds to information in the below intelligence code table. The format for the intelligence code is as follows:

Information Code (alpha character), Grid Coordinates, Time.

Example: A 44133108 1530 = Separatists will attack at grid coordinates 44133108 at 1530hrs.

Example: Q 4938 1300 = Separatist HQ unit radio chatter in grid square 4938 at 1300hrs.

Example: Y 4733 1600 = The Butcher’s cell phone was used in grid square 4733 at 1600hrs.

Refer to the intelligence code table to determine what the code means.

Code Information

|  |  |
| --- | --- |
| A | Separatist will Attack this grid |
| B | TheButcher of Belz is at this grid |
| C | Separatist base in this 4 digit grid square |
| D | Defector at this grid |
| E | Evidence of war crime at this grid |
| F | The Butcher’s LT “Psycho” at this grid |
| G | Russian advisor team at this grid |
| H | UAV target traveling south to this grid |
| I | Tactical Site Exploitation (TSE) at this grid |
| J | The Butcher’s LT “The Jackal” at this grid |
| K | Separatist bomb factory at this grid |
| L | One of the Butcher’s Lieutenants at this grid |
| M | Separatist minefield at this grid |
| N | Separatist unit resupplying at this grid |
| O | Separatist Forward Observer at this grid |
| P | Separatist Patrol in this 4 digit grid square |
| Q | Separatist HQ in this 4 digit grid square |
| R | Separatists will cross River at this grid |
| S | Separatist Supply dump at this grid |
| T | Separatists Tunnel entrance at this grid |
| U | The Butcher’s relatives live at this grid |
| V | Car bomb in this 4 digit grid square |
| W | Suspected Triggerman at this grid |
| X | Prisoner execution at this grid |
| Y | The Butcher’s cell was used at this grid |
| Z | Separatists roadblock at this grid |

Intelligence reliability corresponds with the Leadership rating of the HUMINT source.

Example +1 Leadership of HUMINT source = probably true intelligence.

Leader Information

Rating Reliability Description

|  |  |  |
| --- | --- | --- |
| +2 | Confirmed | Logical, consistent with other information & other independent source |
| +1 | Probably true | Logical, consistent with other information, no other independent source |
| 0 | Possibly true | Reasonably logical, agrees with some information, not confirmed. |
| -1 | Doubtfully true | Not logical but possible, no other information on the subject, not confirmed. |
| -2 | Improbable | Not logical, contradicted by other relevant information. |