



AGENT 161

Manual and Log



GOVERNMENT OFFICE
OF
DETECTION AND SECURITY

Field Agent Manual

Contents

Rules of Engagement (3)

Technology Guide

- ID (8)
- Digital Recorder (9)
- UV Pen and Flashlight (11)
- Mobile Phone (12)

Federal Espionage Regulations (14)

Agent Territory (18)

Agent Log

Rules of Engagement

Weapons Use

Only agents trained and certified by the agency are permitted to use weapons.

Uncertified agents will not be placed in harms way and are obligated to use extreme caution during any official endeavors. Your safety is our top priority.

Identification

All agents have been provided with an ID card. These should be kept hidden except when entering agency offices or designated spaces.

Assume nothing

Assumptions that can be trusted in civilian life are often used to camouflage or manipulate in espionage.

Never go against your gut

Your intuition can and should be trusted above logic.

Trust no one.

Everyone is potentially under opposition control

Do not look back; you are never completely alone.

Looking back is a signal that you are in service and will cause the opposition to escalate.

Go with the flow, blend in.

Wear basic colors, keep your voice level, and hide your vigilance.

Vary your pattern and stay within your cover.

The opposition will look for patterns in your movements that they can use. By changing your patterns you weaken their position.

Lull them into a sense of complacency.

When your targets feels accomplished and secure, you will find more opportunities to act.

Pick the time and place for action.

When you need to take action, be sure that you are in control of the time and place. This reduces the odds of being caught in a trap.

Keep your options open

Your options will give you freedom to adjust and will complicate the opponents plans.

Only transfer items of value in private settings.

Camouflage sensitive information in disposable packaging.

You may need to get rid of it in a hurry and don't want to raise suspicions.

Use dead letter drops to transfer physical material with other agents.

Dead letter drops give space between agents making it harder for the opposition to identify the chain of communication.

Use geo coordinates when relaying locations.

Geo coordinates can be very precise and are hard to recall if only seen at a glance or overheard.

Use a mark indiscreetly to indicate precise location of a dead letter drop.

Mark should be temporary and agreed upon in advance. Chalk markings, magnets, ribbons are common tools.

Encrypt everything

Encryption requires three elements to decode. An engine (the formula used to encrypt), the encrypted message, and the key required by the engine. Each message should contain a unique key. The key should never be conveyed at the same time as the encrypted message.

Document Everything

Clues are often overlooked in seemingly trivial things. Document aggressively.

Identification Number and access ID

You've been provided an ID card. This can be used to gain access to U.S.G.O.D.S digital and physical spaces.

Digital Recorder

The digital recorder should be used to record missions. The data collected with the recorder will be encrypted and transmitted when powered on and in proximity of your issued mobile device.

Specifications

Memory: 8GB

Saving Time: 96Hr 192Hr

Recording Output Format: WAV

Sampling Rate: 192Kbps

Power Supply/Rated Voltage Lithium

Battery (80MA) : 3.6V-4.2V

Battery Life Record 10 hours

Play 6 hours

Supported Operating System

Windows 98 Second Edition/Millennium

Edition/2000/XP/ Windows 7

Operation Instruction :

1. MP3 Conversion: Insert the headphone into, and short-press Button (-) to convert MP3 playing mode when the indicator light turns red and flashes up slowly.
2. Charging Recording: When recording, insert a USB cable into to connect the computer or the power supply, which means it is charging for recording. When charging, both the red light and the blue light flashes up and the latter staying on for a long time means charging full. The total charging time is around 1 hours.
3. Time Synchronization: When connecting the computer via USB, open the drive to run the application, Set-time.exe, synchronizing the time. Right-click this file to view the property and the recording time.
4. Connecting the Computer: Inserted a USB cable into to connect the computer and find the right drive to save and open files.

UV Pen and Flashlight

The invisible ink pen can be used to transfer notes and short messages in public places without the risk of being read by the opposition.

The UV Flashlight will reveal messages and in some cases dead letter drop markers.

Mobile phone

You have been equipped with a government issued smart phone. The phone has been adapted for espionage and has additional security, traceability and reporting features.

Your number is 202.340.2992. This number should be kept confidential.

Your password is >>USARGB=darma

Carry this with you at all times and check it for messages when you are certain you are not being watched.

Photos and Video recorded with your phone will be automatically uploaded and reviewed by our analysts.

Mobile phone - Q-Code Reader

You are equipped with a QR-code reader.

Messages are often encrypted in QR codes.

You'll want to familiarize yourself with the app so that you can use it quickly and surreptitiously when in the field.

Mobile phone - Morse Code

Morse Code isn't used as often as it used to be, but it is still an effective way of sharing information that is unintelligible to most others.

The app on your phone can encode and decode Morse code.

Federal Espionage Regulations

10 U.S.C.

United States Code, 2015 Edition

Title 10 - ARMED FORCES

Subtitle A - General Military Law

PART II - PERSONNEL

CHAPTER 47 - UNIFORM CODE OF MILITARY
JUSTICE

SUBCHAPTER X - PUNITIVE ARTICLES

Sec. 906a - Art. 106a. Espionage

From the U.S. Government Publishing Office,

www.gpo.gov

(a)(1) Any person subject to this chapter who, with intent or reason to believe that it is to be used to the injury of the United States or to the advantage of a foreign nation, communicates, delivers, or transmits, or attempts to communicate, deliver, or transmit, to any entity described in paragraph (2), either directly or indirectly, anything described in paragraph (3) shall be punished as a court-martial may direct, except that if the accused is found guilty of an offense that directly concerns (A) nuclear

weaponry, military spacecraft or satellites, early warning systems, or other means of defense or retaliation against large scale attack, (B) war plans, (C) communications intelligence or cryptographic information, or (D) any other major weapons system or major element of defense strategy, the accused shall be punished by death or such other punishment as a court-martial may direct.

- (2) An entity referred to in paragraph (1) is—
- (A) a foreign government;
 - (B) a faction or party or military or naval force within a foreign country, whether recognized or unrecognized by the United States; or
 - (C) a representative, officer, agent, employee, subject, or citizen of such a government, faction, party, or force.
- (3) A thing referred to in paragraph (1) is a document, writing, code book, signal book, sketch, photograph, photographic negative, blueprint, plan, map, model, note, instrument, appliance, or information relating to the national defense.
- (b)(1) No person may be sentenced by court-

martial to suffer death for an offense under this section (article) unless—

- (A) the members of the court-martial unanimously find at least one of the aggravating factors set out in subsection (c); and
- (B) the members unanimously determine that any extenuating or mitigating circumstances are substantially outweighed by any aggravating circumstances, including the aggravating factors set out in subsection (c).

(2) Findings under this subsection may be based on—

- (A) evidence introduced on the issue of guilt or innocence;
- (B) evidence introduced during the sentencing proceeding; or
- (C) all such evidence.

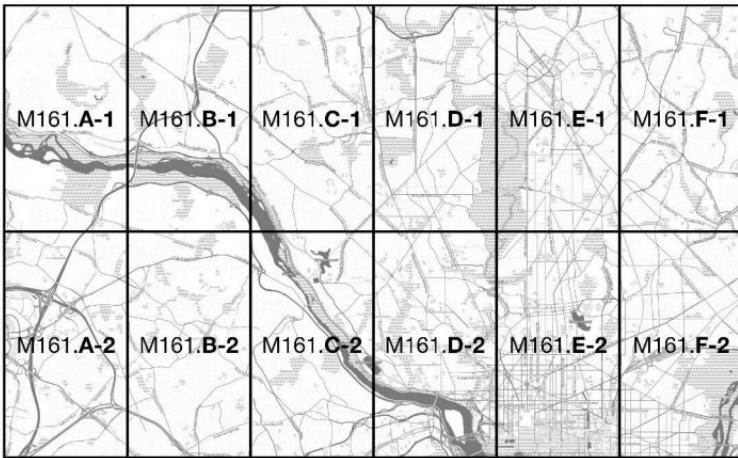
(3) The accused shall be given broad latitude to present matters in extenuation and mitigation.

(c) A sentence of death may be adjudged by a court-martial for an offense under this section (article) only if the members unanimously find, beyond a reasonable doubt, one or more of the following aggravating factors:

- (1) The accused has been convicted of another offense involving espionage or treason for which either a sentence of death or imprisonment for life was authorized by statute.
- (2) In the commission of the offense, the accused knowingly created a grave risk of substantial damage to the national security.
- (3) In the commission of the offense, the accused knowingly created a grave risk of death to another person.
- (4) Any other factor that may be prescribed by the President by regulations under section 836 of this title (article 36).

Agent Territory

These maps are for note taking and analysis in the field. Your mobile device will record more accurate location information.



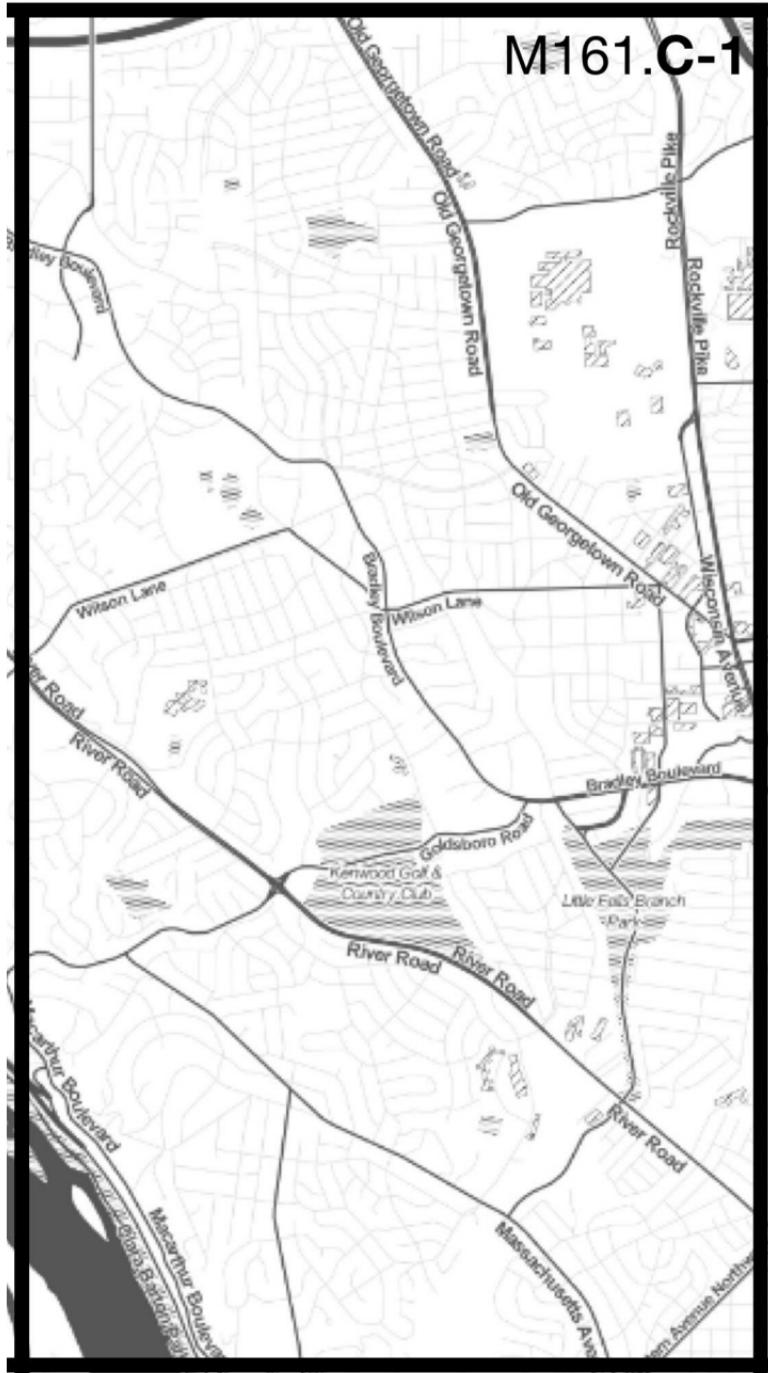
M161.A-1



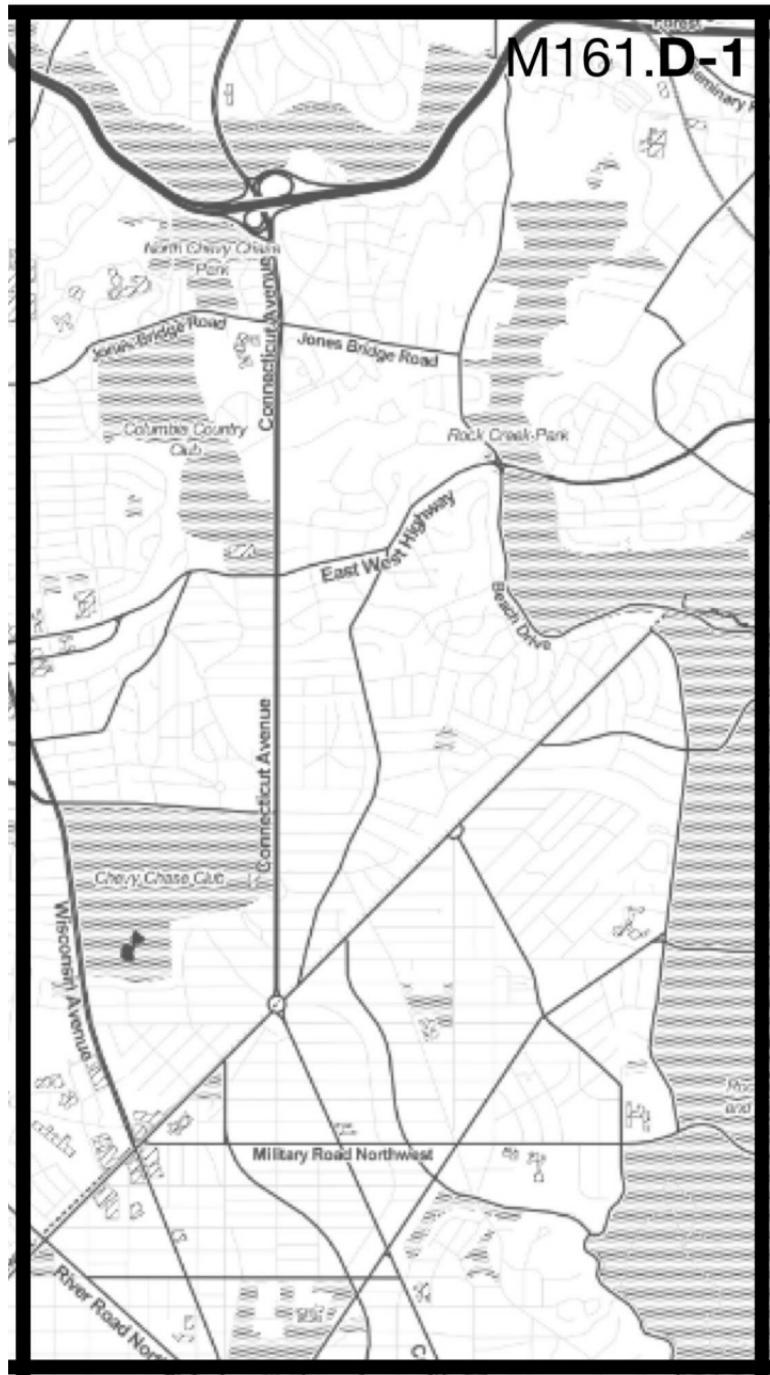
M161.B-1



M161.C-1



M161.D-1



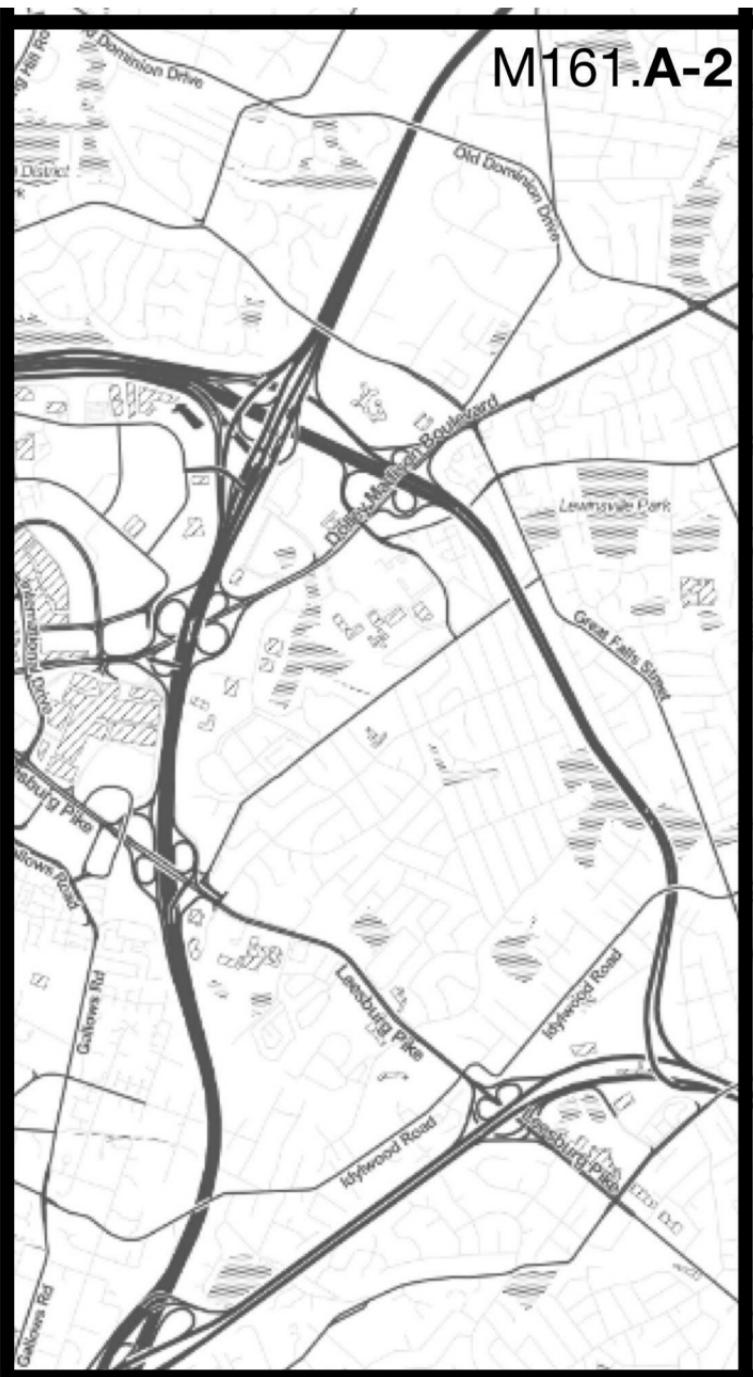
M161.E-1



M161.F-1



M161.A-2



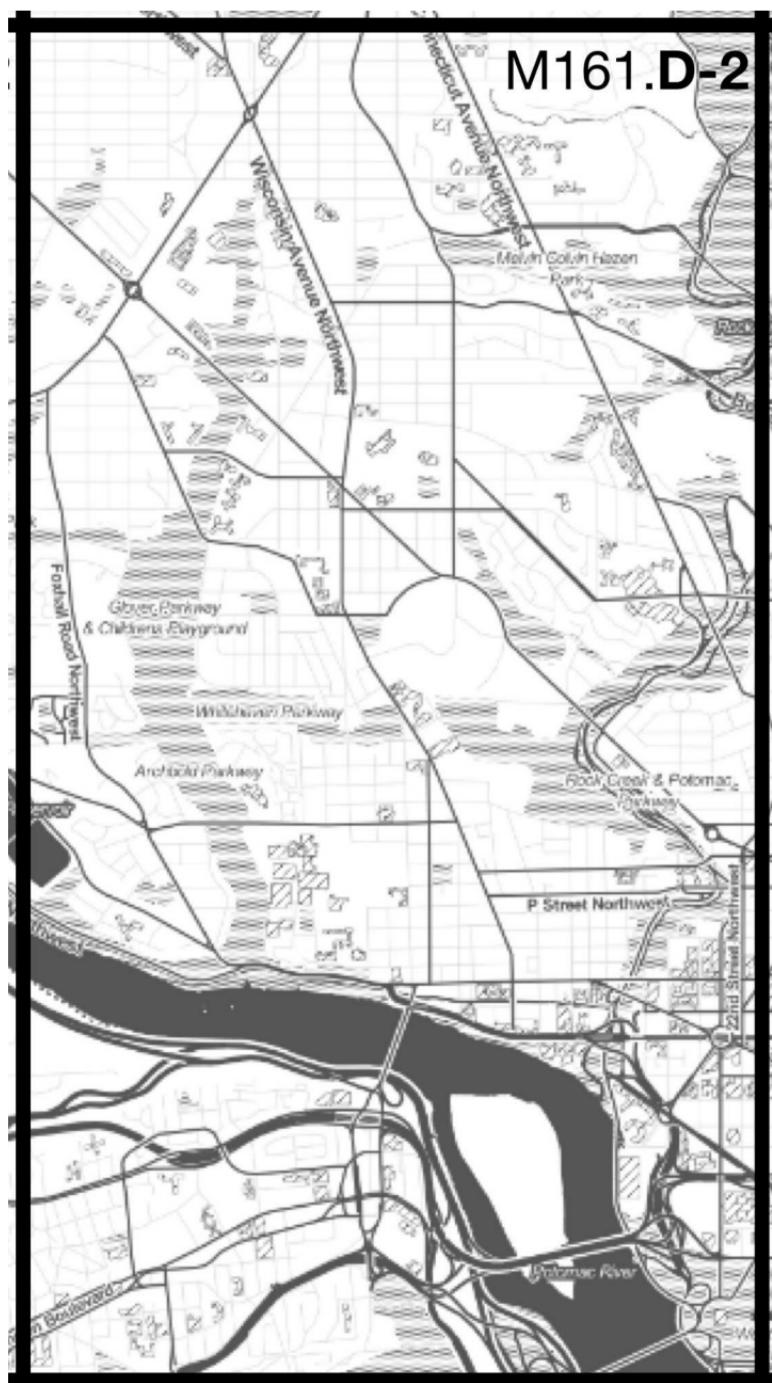
M161.B-2



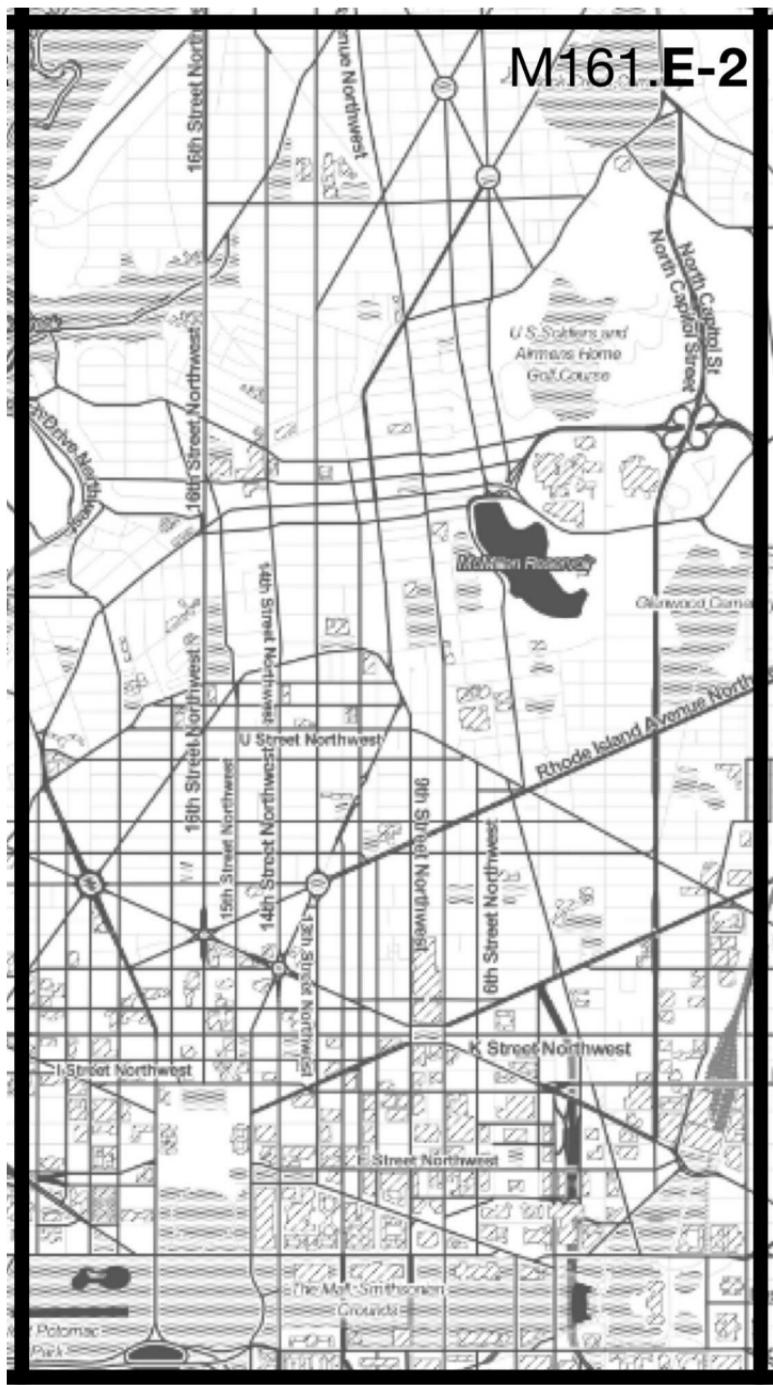
M161.C-2



M161.D-2



M161.E-2



M161.F-2



Agent Log

