

Harry's Game part 3B solution

Harry,

Your confidence in our position is admirable; however, the opinion of a field agent is surely worth far less than that of the general in charge of this arm of the war. It is vitally important that you take no rash actions; the enemy is almost certainly going to succeed in an invasion if that is their aim. Your actions must be very secret; our only hope lies in a powerful, omnipresent but invisible network of spies and scouts, delivering every enemy communication to us at HQ, and hampering their movements in small details at every turn. Please confirm receipt of Agent Thunder; she needs to be absorbed into your group and trained as quickly as possible, or else she may be captured (or worse, turn to the enemy; she is somewhat fickle in her loyalties).

Rose will be very useful to you, but we need you to update us constantly on her training. We feel it advisable to warn you that she may complain frequently of the oncoming storm; while she is exceptionally talented with languages and her memory, she often behaves as a mystical prophetess; perhaps she even does have this predictive sense she complains of. This may be worth investigating.