

Harry's Game part 1B solution

Harry, diplomacy has failed and war is inevitable. We have moved the frontier people back to the mountains leaving a few small reconnaissance groups to watch the border. It is up to you now. We need intelligence about the advance if we are to have any chance of stopping it. We would like you to take charge of the frontier; you need to organise the scouts, to direct their efforts and to report their findings back to us. Communications are secure for the moment, but as the advance guard encroach we will need to enhance the security. Use ciphers as you see fit, we should be able to crack them. We are looking for a way to discourage the invaders, so anything you can tell us about their morale or their organisation will be of value. There is one agent in particular that we think you will value. Her name is Rose and she is very gifted. She has an uncanny knack of almost disappearing - melting into the background, blending with the shadows until she is almost invisible. She also has a phenomenal memory and a gift for languages, though her courage has not been tested, she has a temper and she will need training. We have left her at the lookout post nearest the border with instructions to warn us at the first sign of invasion. You should meet her there and begin her training.