

Document O9-atp05

Subsections of the Assassin Training Program

Sharp Handshake

Subsection Sharp Handshake is the largest subsection of the Assassin Training Program. Assets in this subsection are proficient in combat involving both melee and close range firearms. Sharp Handshake assets are usually deployed along Office 7 and 9 squadrons in high priority scenarios as rebellions or wars against other sovereignties.

In Live Target Exercises, assets adequately use the environment in order to approach their targets unseen, and approach within 5 feet of the target before striking them.

Needle

Assets in Subsection Needle are proficient in mainly long range rifle combat. Needle assets are employed by both Offices 6 and 9 for long-range, single-target strike missions as well as long-range reconnaissance missions. In Live Target Exercises, assets of this subsection rarely came within 100 feet of their targets before striking.

Spark

Assets in Subsection Spark are proficient in blending in with crowds and taking on different personas in order to get close to their targets. Spark assets are almost exclusively employed by Office 6 for the purposes of foreign intelligence as well as staging coups in foreign sovereignties. In Live Target Exercises, Spark assets either use complex movement or putting on alternate personalities in order to take advantage of their targets.

High Sight

Assets in the High Sight Subsection can be proficient in potentially any method of combat, but what sets High Sight assets apart from other assets is an exceptional environmental awareness. This trait allows High Sight assets to be recruited by Offices 6, 7, and 9 for tactical guidance of squadrons on long-term missions or battles.

In Live Target Exercises, High Sight assets prefer to primarily use environmental factors in order to most efficiently execute their targets.

Comedian

Assets in the Comedian Subsection are quite rare. Their combat proficiencies are widely different, but what sets them apart from other assets is a penchant for making their targets' deaths as painful as possible. Assets in this subsection are employed exclusively by Office 9.

Misc. Subsections

Wildcard

Assets in the Wildcard Subsection either have characteristics of several subsections or traits that cannot be clearly be defined by any of the above subsections. Further testing is required to determine placement of these assets.

Bashful Ones

Assets that are designated Bashful Ones are assets that were not mentally or emotionally capable of completing the initial Live Target Exercise even after the standard memory wiping procedure.

These assets are disposed of after failure of the initial Live Target Exercise.