

**TITG/IYKYK//KITF**

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HEADQUARTERS  
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STRATEGIC EXERCISE DIRECTIVE

TITLE: OPERATION SHADOWS OF THE CURTAIN

DATE: APRIL 13, 1950

TO: ALL ASSIGNED PERSONNEL

FROM: LT. COL. J. J. BOYCE, STRATEGIC PLANNING DIVISION

**I. OBJECTIVE:**

The role of intelligence in warfare is undeniable—victory is often decided before the first battle through espionage, subversion, and counterintelligence. Your mission is to develop, deploy, and utilize a functional spy unit within OpenRA's SDK, ensuring maximum intelligence-gathering capability while minimizing the risk of detection. This requires implementing YAML and trait logic to create a stealthy, operational spy unit that can infiltrate enemy structures and gather intelligence without being caught. If compromised, the consequences will be severe

**II. BACKGROUND:**

As the Cold War escalated, intelligence agencies across both NATO and the Soviet bloc expanded their capabilities in espionage, sabotage, and subversion. In the United States, the Office of Policy Coordination (OPC) was created in 1948, eventually merging with the CIA to conduct covert operations across Europe and Asia. The OPC specialized in psychological warfare, counterintelligence, and covert paramilitary action, setting the foundation for Cold War spycraft. Meanwhile, British MI6, French SDECE, and NATO intelligence services conducted joint operations to counter Soviet influence.

The Soviet Union, under the KGB (Committee for State Security), refined its own counterintelligence methods, deploying Illegals Program agents, deep-cover spies trained to infiltrate Western governments. Additionally, the GRU (Main Intelligence Directorate) focused on military espionage, directly feeding Warsaw Pact commanders vital NATO intelligence. Soviet-backed sabotage groups worked within NATO-aligned states, undermining stability through proxy agents.

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Notable intelligence operations during this period included Operation Gladio, a clandestine NATO stay-behind network designed to resist Soviet occupation, and Operation Gold, where the CIA and British intelligence tunneled into Soviet-occupied East Berlin to tap military communications. These operations underscored the high-stakes nature of espionage, where a single intelligence breakthrough could shift the balance of power.

Your task reflects these realities—intelligence is the decisive advantage in modern warfare. You will create a working spy unit that must be balanced for realism and functionality within the OpenRA framework.

### **III. MISSION PHASES:**

#### **Phase 1: Spy Development (60 minutes)**

- Develop a Spy Unit in OpenRA using YAML logic and appropriate traits.
- The spy must function properly in-game without causing crashes.
- The spy must be killable and have a maximum health of 5000.
- The spy must be able to infiltrate at least one enemy structure.
- Ensure the unit's cost and abilities are balanced in accordance with historical espionage methods.

#### **Phase 2: Preparation for Conflict (20 minutes)**

- NATO-aligned players will establish a tank base and airfield in West Germany.
- Warsaw Pact-aligned players will establish a tank base and airfield in Poland.
- NO ACTION is to be taken against enemy forces during this period.
- Use the Spy Unit to infiltrate enemy bases and gather intelligence.
- Information gained will directly affect the next phase.

#### **Phase 3: Cold War Goes Hot (Until Victory Condition)**

- Battle commences in Germany between NATO and Warsaw Pact forces.
- Players must use intelligence gathered to determine tactical advantages.
- The team that effectively utilizes espionage data and military assets will dictate the battlefield outcome.

### **IV. TASKS AND PARAMETERS:**

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1. Spy Unit Implementation
  1. Must compile and function correctly within OpenRA.
  2. Must have camouflage or disguise ability.
  3. Must infiltrate structures for intelligence.
  4. Must be vulnerable to counterintelligence measures (i.e., killable within reason).
2. Espionage Consequences
  1. If a spy is caught and killed, the enemy team must take a five-minute "timeout" per spy killed to simulate intelligence disruptions.
  2. If a spy successfully infiltrates, the opposing team must disclose one key element of their force composition or planned strategy.
3. Base Development
  1. Must adhere to historically plausible locations.
  2. Bases should include infantry production, vehicle depots, and airfields.
  3. No engagements allowed during the espionage phase.

### **V. DELIVERABLES**

- Fully functional Spy Unit YAML file integrated into OpenRA.
- Playable maps with defined NATO and Warsaw Pact base locations.
- Tactical reports on gathered intelligence and how it affected strategic decisions.
- After Action Reports (AARs) evaluating the impact of espionage on battle outcomes.

### **VI. EVALUATION CRITERIA**

1. Spy Unit Complexity & Functionality
  - Does the spy function as intended without breaking the game?
  - Are the spy's abilities balanced for realism and gameplay?
2. Effectiveness of Espionage
  - How well was intelligence used in shaping battle tactics?
  - Did players adapt strategies based on gathered intelligence?
3. Base Development & Tactical Execution
  - Was the military infrastructure placed with strategic considerations in mind?
  - Were battlefield engagements influenced by intelligence gathered?

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4. Combat Effectiveness

- Did espionage impact the final engagement in a meaningful way?
- Were enemy weaknesses exploited effectively?

VIII. SECURITY CLASSIFICATION:

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AUTHORIZED BY:

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