

THE POLICY OF TRUTH

★ أَكْبَر ★ اللَّهُ ★

INTRODUCTION

What This Is

The Policy of Truth is a role playing game that takes place in late summer 2004, in Baghdad, Iraq.

Two players will each portray both an Iraqi agent of the US government and a CIA Operations Officer - their handler. Other players, if any, will help frame scenes and play various people the Agent interacts with in the course of doing America's business in Baghdad.

All players have responsibility for participating in the creation of fiction fraught with tension, danger and difficulty. The tone should be more Charles McCarry than John Le Carre or, God help you, Ian Fleming.

You don't need to know much about Baghdad in September of 2004 to play. The game will provide you with all the detail you need. You should feel zero obligation to get the facts right. Real events will march on regardless of your actions. Your focus should be on humanizing everything and making it about real people making real choices than can affect their lives and the lives of those around them.

Threeforged

This version of *The Policy of Truth* is the third iteration of design #1577 in the Threeforged game challenge. This means I built on the previous work of two other authors. Learn more about Threeforged here:

<http://halfmeme.com/threeforged.html>

Safety

This is an adult game that deals with sensitive issues. It is absolutely necessary to have a conversation before starting to play. Every player gets a chance to note what is off the table for this game. If someone doesn't want to see sexual violence "on screen", or any physical torture at all for instance, then you should all agree those things will not happen. There is no negotiation here. Everyone should be primed to explore deep issues, but also to have a good time.

Strongly consider using the X-Card, which is a simple and effective safety tool that allows players to control the intensity of their experience in a very positive way. You can read more about it here:

<http://tinyurl.com/x-card-rpg>

Regardless of the tools that work well in your local culture of play to keep people happy and comfortable, take their use seriously because this game will need them.

THE SITUATION

Baghdad, September 2004

The Coalition occupation of Iraq is 18 months old. The Abu Ghraib torture scandal is a year old, as is any dream of a unified, stable Iraq that welcomes its invaders as liberators. There's still talk of upcoming elections, and "stabilization", but things are rapidly spinning out of control.

Resistance began with guerrilla units of the former regime, then metastasized into sectarian militias and, later still, jihadist groups, all of whom have their own agendas, many of whom hate each other, but all of whom gladly target multinational (MNF) forces.

Jama'at al-Tawhid wal-Jihad (or Tawhid and Jihad, or JTJ) is a Sunni militia that has graduated from kidnappings and beheadings to car bombs and armed ambushes. Its founder and leader is a Jordanian named Abu Musab al-Zarqawi. Al-Zarqawi's views are extreme, even in the jihadist community, but that in itself is attractive to a certain sort of would-be soldier and martyr. JTJ wants to disrupt civil society and render the puppet Iraqi government impotent and terrified. It wants to initiate an all-out sectarian war with Iraq's Shia majority. And it is doing a pretty good job - good enough to rocket al-Zarqawi to the top of the CIA's kill list.

Jaish al-Mahdi (or the Mahdi Army, or JAM) is a Shia militia that rallies around the politically-savvy cleric Muqtada al-Sadr. Sadr's forces spent the spring and summer in ferocious battles with MNF troops in places like An Najaf and Fallujah. Many JAM fighters, hardened after a brutal summer of guerilla warfare, have recently relocated to Baghdad. In August JAM reached a fragile cease-fire with MNF troops in Sadr City, the sprawling slum that houses most of Baghdad's Shia population, but it has already collapsed.

Jeish Muhammad (or Army of Muhammed, or JM) is an insurgent group comprised of former members of Saddam Hussein's Ba'athist regime, mostly Sunni ex-security, intelligence and police personnel. They are motivated by political ideology and have no connection to JTJ or JAM, fancying themselves the military wing of the now-dismantled Arab Socialist Ba'ath Party. JM's previous connections allow them to organize and execute sophisticated attacks on MNF troops, as well as recruit scientists to make chemical weapons.

The tempo of violence in Baghdad is increasing. There is a yawning gulf of information unavailable to MNF planners, and it is costing lives every day. And now, in a cramped office somewhere in the Green Zone, a CIA Operations Officer and an Iraqi agent are meeting, and they both think the agent is going to fix that.

PREPARING TO PLAY

Materials

You will need:

- These rules
- Character sheets, Agent and Handler, two of each
- Mission sheet (only one, shared by all!)
- Handler's Resources and Names sheets
- Calendar
- Baghdad, JTJ, JAM and JM Available Intelligence sheets
- Map of Baghdad
- Black sharpie
- A six-sided die

As well as pencils, snacks and perhaps an X-card.

Orientation

Read “The Situation” out loud, and work together to mentally tie it to the map and the four Available Intelligence sheets. All this information is public to both Agent and Handler.

Creating Handler and Agent

Two players each create both a Handler and an Agent. This involves choosing one option in each of seven categories. Place the character sheets side by side, take turns, and don't overlap. For example, both Agents cannot be from Ramadi. Cross out all the information that isn't true with a black Sharpie.

Don't answer any questions posed by this process yet. For example, if your choice prompts you to answer how you feed an addiction, don't specify what your Agent is hooked on or how she feeds it right now.

Recap

Once you have made your Handler and Agent, spend a few minutes describing each of them to the other player or players. Make sure all four of these characters is as well-realized as the simple checklist allows. Each should have some strengths and weaknesses and a strong motivation for working as an Agent.

PLAY

The Calendar

The calendar is the frame of *The Policy of Truth*. It breaks the month of September into four weeks, and each week - along with the last week in August - forms a discrete phase of play. During each week-long phase, Agents will be tasked with collecting useful and sometimes critical intelligence, at great risk to themselves and those they love. Each week is composed of three parts: News, Word on the Street, and Needed Intelligence.

News

This consists the biggest four events of the week. One will usually be political and the rest will be bombings, attacks, and other violent confrontations.

Word on the Street

This presages upcoming events. What is darkly hinted at here will come to pass in the upcoming week. It is often a prompt for intelligence gathering.

Needed Intelligence

This is a four-point list of items the CIA needs to learn or accomplish. Any week in which at least three of these aren't checked off is a week of collective failure. Handlers who fail too often have short careers at CIA.

The Agenda

The Handlers meet at the beginning of each week to set an agenda for their Agents. There are always four items in the Needed Intelligence category, and in a perfect world they will be divided between Agents based on their strengths and contacts and achieve each one. But the world is far from perfect.

While this takes place in character, it is a good opportunity for the players to strategize the best use of their Agents. A Shia Agent is going to get much more traction going after JAM-related intelligence, for example. Perhaps an Agent's background or skills will point to a specific assignment - or the avoidance of one. The Actionable Intelligence sheets, which are available to everyone, can provide pointers and inspiration in many cases.

Once the Handlers Have met, choose one to immediately meet with their Agent.

The Meet

Roleplay a meeting between the Handler and their Agent. Meets can occur in the Green Zone or out in the city. Let the Handler assign Needed Intelligence tasks, answer questions, and follow up on any concerns the Agent might have. Both characters are under extraordinary pressure to produce quality intelligence, fast.

Field Work

The meat of *The Policy of Truth* takes place on the streets of Baghdad, where Agents try to comply with their CIA Handler's complex, dangerous, and sometimes pointless tasking. All missions have a Success number, which begins at zero, one or two depending on the difficulty of the task.

The Agent player decides how they want to approach the mission. Perhaps they have contacts or resources in place. They can, if they wish, select options for the Agent Mission sheet that will help frame the action and provide bonuses toward ultimate success.

Each check box the Agent fills in on the Agent Mission sheet increases the mission's Success number by one point. There is no upper limit, but a Success number over five is overkill. Many of these options are punitive, but they are also conditional - if the mission is a complete success they are avoided.

Note that the Mission sheets are shared - both Agents, and both Handlers, draw from the same pool of options.

The Handler - and any other players - guide the Agent on the mission, setting the scene, creating and playing the various people the Agent will come into contact with, and providing challenges, complications and difficult choices along the way. The Handler's Mission sheet is full of resources that can be used to flesh out whatever outline the Agent provides.

Success and Failure

At some point in every mission uncertainty will arise. Usually it will be an obvious point where success or failure are equally plausible, and without knowing which result will occur the action can't go on. Sometimes it will be more vague - remember that a mission should resemble a compact, independent story, and let that guide you.

It's also possible that a mission will have multiple points of uncertainty, but arc toward answering a big question. Decide the smaller points by consensus, always being a fan of the Agent where possible. Being a fan doesn't mean things can't get increasingly dangerous or complicated - quite the opposite.

When you reach the big point of uncertainty in a mission, the Agent rolls a single six-sided die. Unless specifically stated, all missions begin with a Success number of one. Mission options chosen by the Agent can raise this.

- If the result is a one, the mission is a **complete success** (regardless of the mission's initial Success number). Any potential negative outcomes based on the Agent's Mission choices are avoided, obviated, or overcome.
- If it is equal to or lower than the mission's current Success number, it is a **success**, but there will be an additional fictional cost as well. Negative Mission outcomes become real.
- If it is over the mission's current Success number or a six it is a **failure**.

Remember that three out of four missions need to be accomplished for the CIA to be satisfied with the Handler and Agent's performance. At least in theory, you could be tactical about which missions you choose, cutting one loose and gambling on success with the remaining three. It's also possible to repeat a failed mission, with the same Agent or another - if you want to try this, subtract one from the initial Success number, since the target will be on guard.

Additional Cost

The handler and any other players decide what the additional cost will be, if that is the result. Often this cost will be obvious, based on options the Agent player chose. If it isn't obvious, it should be something personal and unpleasant. All three targeted groups are violent, paranoid, and ruthless while simultaneously disorganized, inconsistent and often at each others throats over matters of ideology, faith and turf.

Answering Questions

Answering a question that was asked by a choice you made on your character sheet can happen at any time during field work. It can be framed as a flashback or be directly incorporated into the current scene. You could even just state it without fictional justification or context, although this is the least interesting option.

When you answer a character question, check the associated box and re-roll the next die that results in a failure. It's perfectly acceptable to answer multiple questions to earn multiple re-rolls, even after the fact. Your goal should be to make these revelations meaningful, but they are also a tactical resource.

Asking for Help

The Handlers also have limited resources that can be brought to bear to help missions succeed. They can offer them, or Agents can ask for them, but either way their use should be like pulling teeth. Handler resources are listed on the Handler Mission sheet and follow the same rules - each is a one-time bonus to the mission's Success number. Of course there are no limits to resources that don't have a mechanical impact. For example, a Handler with scarce goods might give the Agent night vision goggles as part of the mission setup, but unless it ties into something ticked off on the Mission sheet, it is just color and an opportunity for complication.

Sequence of Play

Go back and forth between Agents as they try to accomplish their assigned missions, one mission at a time. When both Handlers are satisfied - or all four missions have been attempted - move time forward and begin again with an Agenda scene for the new week. Make sure to take a break after the second week.

It is worth noting that you can't change the course of events. Your Agent may gather intelligence concerning the time and place of an attack, but that attack will still be in the news the following week. Those are the breaks. Maybe your timely intelligence was misplaced, stonewalled, or ignored.

Ending the Game

The Policy of Truth is engineered to be very difficult, and many missions are likely to fail. The game ends when both Agents have been compromised, killed, quit, or the end of September arrives. Read the postscript for the fourth week of September and have a conversation about the game you just played.

AGENT

Black out everything that isn't true. Answer a question to earn a re-roll.

WHAT'S YOUR NAME?

- Hamid, Mahir, Layla or Rabia.

WHAT DOES CIA CALL YOU?

- DB-OYSTER, DB-JASMINE, DB-TUNDRA or DB-NASHVILLE
-

WHERE ARE YOU FROM?

- Ramadi, Anbar province, a son of the al-Karabla clan. You are from a middle class Sunni farming family.
 - Sha'ab South, Adhamiyah district, Baghdad. You are from a middle class Shia merchant family.
 - Mansour-63, near the international fairgrounds, Baghdad. You are from a wealthy Sunni professional family.
 - Sadr City, Baghdad. You are from a poor Shia working class family.
-

☐ WHY ARE YOU WORKING FOR THE CIA AND, BY EXTENSION, THE MNF AND COALITION?

- Because you believe in their vision of Iraq. Why?
 - Because you are in desperate need of money. Why?
 - Because they gave you no choice. How?
 - Because you want revenge. On who, and for what?
-

☐ WHY DO THEY THINK YOU ARE VALUABLE TO THEM?

- You promised them you know everyone. Who *don't* you know?
 - You told them you know everything. What *don't* you know?
 - You faked documents saying you've done it all. What qualification do you *actually* have?
 - You have no idea. Where did they find you, and in what condition?
-

☐ WHO IS COUNTING ON YOU?

- Your mother, father, aunt Sundus, and old Saler Hamzah. What happened to your brother?
 - Your spouse, Nawras/Qasim, teenaged son Mahmoud and young daughter Abla. What happened to your parents?
 - Your father, sister Noor, and her children (Bushra, Bashar, Tariq). What happened to your brother-in-law?
 - Your mother, your in-laws, your spouse Fatima/Talib, your boys Wadhar and Rashid, and Kamila and the orphaned daughter of your best friend. What happened to your best friend?
-

☐ IN WHAT WAY ARE YOU A FUCK-UP?

- You made a promise you can't keep. What, and to whom?
 - You have a lover on the side, Hamzija/Khaled, who is related to a very dangerous man. Who?
 - You have an addiction that causes no end of trouble. What is it, and how do you feed it?
 - You are a double agent. Do you also work for JAM, JTJ, or JM? What happens to you if one side finds out about the other? What happens to your family?
-

WHAT RESOURCE CAN YOU BRING TO BEAR?

- Ready cash, scarce goods or illegal services (Choose one).
- A wide network of people who know and like you.
- A wide network of people who hate you but owe you favors.
- Violence and terror.

HANDLER

Black out everything that isn't true.

WHAT'S YOUR NAME?

- Smith, Garcia, Klein or Forbes
-

WHERE ARE YOU FROM?

- Fort Collins, Colorado. You are from a middle class Mormon military family.
 - Queens, New York. You are from an upper middle class Jewish merchant family.
 - Old Lyme, Connecticut. You are from a wealthy Protestant professional family
 - Fullerton, California. You are from a poor Catholic working class family.
-

WHY ARE YOU WORKING FOR THE CIA IN IRAQ?

- Because you believe in the Coalition vision of Iraq and volunteered.
 - Because you need an “overseas tour” box checked in order to get promoted.
 - Because this is where you were assigned and you can't fight bureaucracy.
 - Because this is where the action is. And by action, you mean mayhem.
-

WHY DO THEY THINK YOU ARE VALUABLE TO THEM?

- You're good at handling field agents.
 - You have deep in-country experience.
 - You're a good analyst and spot trends and patterns.
 - Why you are here is a complete mystery to you.
-

WHO IS COUNTING ON YOU?

- The citizens of Iraq.
 - The soldiers and Marines your intelligence may save from dying badly.
 - Your work group within CIA, who really need a solid win.
 - Your family back home, who need the hazard and post differential pay.
-

IN WHAT WAY ARE YOU A FUCK-UP?

- You lack discipline and ambition.
 - You lack perception and acumen.
 - You lack wisdom and good judgment.
 - You lack sensitivity and social skills.
-

WHAT RESOURCE CAN YOU BRING TO BEAR?

- Ready cash, scarce goods or illegal services (Choose one).
- A wide network of people who know and like you.
- A wide network of people who hate you but owe you favors.
- Violence and terror.

MISSION

Everyone shares this sheet. Once an item is used, it is gone.

Check an option, help incorporate it, and get +1 to the current Mission Success number.

THE COMPANY

- ☐ CIA calls you in for a humiliating interrogation and polygraph test.
- ☐ Whatever the CIA promises you (money, security, support) doesn't show up this week.
- ☐ You are given the worst assignments next week as an opportunity to prove your worth.
- ☐ CIA demands accounting and paperwork you can't possibly complete.
- ☐ You are assigned a task that is completely wrong for you and ill-advised next week.
- ☐ You are being surveilled by inept local CIA operatives.

TRADECRAFT

- ☐ You receive a blunt and disturbing warning to stop collaborating with the MNF.
- ☐ Someone becomes dangerously suspicious of you.
- ☐ Your cover is blown, perhaps in some small but unnerving way.
- ☐ You are given an ultimatum - become a double agent against occupiers or your family will suffer.
- ☐ You are injured.
- ☐ You are abducted, beheaded, and left on Haifa road with a placard warning others not to collaborate.

FAMILY

- ☐ Someone counting on you falls seriously ill.
- ☐ Someone counting on you is robbed. Maybe your entire family.
- ☐ Someone counting on you tries to "help" you with a mission.
- ☐ Someone counting on you is being radicalized and doesn't want you working for the *Amriki*.
- ☐ Someone counting on you vanishes.
- ☐ Someone counting on you is tortured to death with a power drill and dumped in the Tigris.

CONTACTS

- ☐ Ghassan al-Nasif, JAM foot soldier and courier.
- ☐ Jabbar Ali, the old man of the square.
- ☐ Abdul al-Saleh, itinerant auto mechanic.
- ☐ Amir Al-Shihab al-Tikriti, JTJ zealot.
- ☐ Dr. Mahroosa al-Zaidi, physician.
- ☐ Hisham al-Hassan, owner of Cafe Good Morning.

THE DAILY GRIND (HANDLERS ONLY)

- ☐ Oday Qader al-Mohammed, Jordanian Intelligence Directorate officer.
- ☐ You are evicted from your air conditioned trailer.
- ☐ You get a visit from a Battalion S-2 whose unit took casualties because of bad intel.
- ☐ You accidentally reveal your Agent to INIS, the reconstituted Iraqi intelligence service, who are thoroughly compromised by insurgents.
- ☐ A trigger-happy private contractor quick reaction force, a suitcase full of Euros, or both.
- ☐ You are sent back to the States.

AVAILABLE INTELLIGENCE: CITY OF BAGHDAD

دادغب

Orientation

Baghdad is bisected by the Tigris river. The north and east are predominantly Shia, the south and west are predominantly Sunni, and the core of Baghdad remains mixed - and volatile.

Central and bordering a long expanse of the Tigris, the **KARKH DISTRICT** is now mostly within the **GREEN ZONE** - a fortified enclave of MNF troops, American administrators, and trusted allies. They have occupied Saddam Hussein's palaces and offices in what was Ba'athist Iraq's beating heart, but their functions remain largely unchanged. The optics are bad, to say the least.

Immediately west of the Green Zone is **MANSOUR**, a wealthy district full of large, well-secured homes and shops. Although it is religiously mixed, this is because money buys tolerance - there are few wealthy Shia but this is where they are likely to be found. Many attacks have occurred here, particularly kidnappings and drive-by shootings at restaurants and cafes.

North of the Green Zone is **RUSAFI**, Old Baghdad. Vast markets line the busy streets here, and Baghdad's few large hotels outside the Green Zone can be found looking at it across the river. Rusafa's busy pedestrian thoroughfares make it a target for the most violent extremists, principally JTJ. Rusafa is the gateway to **BAGHDAD AL-JADIDAH**, New Baghdad, a solidly Shia industrial district. The river runs northwest to southeast and loops around the **KARADAH** peninsula, which is home to the University of Baghdad.

North of Rusafa is **ADHAMIYAH**, a Shia district that has been a center of violent resistance in the past year. Across the canal to the northeast is **SADR CITY** - until the invasion, Saddam City - an enormous Shia slum and JAM fortress. JAM effectively serves as police force and public utility for Sadr City, keeping water, sewer and power running irregularly for the slum's million-plus residents. The United States military has taken over an old Iraqi base, renamed it Camp War Eagle, and uses it to patrol Sadr City.

Western Baghdad, with the exception of **KHADIMIYAH**, is firmly Sunni. The **AL RASHID** neighborhood in the far southwest is a cauldron of anti-MNF insurgency, and its northern border - the highway known as Route Irish - is a morass of MNF checkpoints and JTJ ambushes. Route Irish is 16 kilometers long and terminates at Baghdad International Airport to the west and the Green Zone to the east, at Checkpoint 12.

Using the Map

The map has some useful detail, but key features are called out in big letters. Use these for inspiration. For example, if you need a restaurant, and it needs to be in a more neutral part of the city, a quick glance at the map tells you to put it in Mansour or Rusafa. And once you decide, you can cherry pick a detail ("It's on Tahrir Square") or scrutinize the map for additional details ("It's by the Talsum Gate").

AVAILABLE INTELLIGENCE: JAMA'AT AL-TAWHID WAL-JIHAD (JTJ) داهج ل او دي حوت ل ا ة عامج

Jama'at al-Tawhid wal-Jihad (or Tahwid and Jihad, or JTJ) is a Sunni militia that has graduated from kidnappings to car bombs and armed ambushes. Its leader is a Jordanian named Abu Musab al-Zarqawi. Al-Zarqawi's views are extreme, even in the Jihadist community, but that in itself is attractive to a certain sort of would-be soldier and martyr. For those Sunni who can stomach JTJ's indiscriminate violence, it is by far the most effective response to the occupiers, couched in righteous jihad. JTJ wants to disrupt civil society and render the puppet Iraqi government impotent and terrified. It wants to initiate an all-out sectarian war with Iraq's Shia majority. And it is doing a pretty good job - good enough to rocket al-Zarqawi to the top of the CIA's kill list.

ZIAD KHALAF AL-KARBOULY

- Long-time al-Zarqawi assistant.
- Former Iraqi Army officer under Saddam Hussein.
- Son of a tribal sheikh of the Al-Karabla clan of the Dulaim tribe, in the Sunni triangle.
- Drug addict.

KHALED AL-MASHHADANI (AKA ABU SHAHED)

- Important operative of JTJ.
- Serves as a liaison between al-Qaeda leadership in hiding in Pakistan and al-Zarqawi.
- Extremely elusive, with excellent tradecraft.
- Maintains families in both Iraq and Pakistan.

HAITHAM SABAH SHAKER MOHAMMED AL-BADRI

- Important military commander of JTJ.
- His operations have been instrumental in dividing Shia and Sunni militias.
- Former Iraqi government official under Saddam Hussein.
- Hardline Wahabbi zealot.

HAMID JUMA FARIS JOURI AL-SAEEDI (AKA ABU RANA)

- Key al-Zarqawi associate.
- Personally coordinates many high profile attacks on MNF forces.
- Close connections with JM, through Imran al-Hillaj.
- Embezzles JTJ operational funds to pay debts to Ba'athists affiliated with JM.

ADNAN ISMAIL NAJM AL-BILAWI (AKA ABU AL-BILAWI)

- Key al-Zarqawi military attache.
- Belongs to the Al-Bu Pali clan of the Dulaim tribe, in the Sunni triangle.
- Active as a kidnapper, hostage-taker and torturer.
- Large family with extensive kinship network in Baghdad and Anbar province.

MAHIR AL-ZUBAYDI (AKA ABU ASSAD)

- Ba'athist with tenuous but strengthening ties to JTJ.
- Former Iraqi government official under Saddam Hussein.
- Leads an independent bomb-making group.
- Agent of Syrian intelligence, likely unknown to al-Zarqawi.

AVAILABLE INTELLIGENCE: JAISH AL-MAHDI (JAM)

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Jaish al-Mahdi (or the Mahdi Army, or JAM) is a Shia militia that rallies around the politically-savvy cleric Muqtada al-Sadr. Sadr's forces spent the spring and summer in ferocious battles with MNF troops in places like An Najaf and Fallujah. Many JAM fighters, hardened after a brutal summer of guerilla warfare, have recently relocated to Baghdad. In August JAM reached a fragile cease-fire with MNF troops in Sadr City, the sprawling slum that houses most of Baghdad's Shia population, but it has already collapsed.

Many of the poor Shia who have been abused by Iraq's secular government for so long see a direct continuity of oppression between Saddam Hussein's brutal cronies and the current puppet Iraqi regime. In contrast, JAM soldiers direct traffic in Sadr City, and JAM plumbers repair the water lines when American attack aircraft destroy them, and JAM Imams distribute food and clothing to refugees and the dispossessed.

SHEIKH ABDUL HADI AL-DARAJI

- Key Aide and spokesman for Muqtada al-Sadr.
- Widely known and media savvy.
- Personal friend of Iranian intelligence agent Abbas Nazari, advisor to Jaish Muhammad (JM)
- Delusions of grandeur.

ABU DIRA ("ARMOR-BEARER")

- Shadowy killer, a legend in southern Sadr City, obsessed with quid-pro-quo vengeance.
- Known by the Sunnis as "The Rusafa Butcher"; Barely under the control of Al-Sadr.
- May not actually exist.
- If he (or she) does exist, JTT and many, many Sunni families would like to know Abu Dira's identity.

HAITHAM AL-ANSARI

- Mid-level soldier in JAM.
- Organized his own kill squad in Sadr City, targeting Sunnis.
- Iranian agent since the 1990s.
- Identity as an Iranian asset is likely unknown to JAM.

SHEIKH SAFAA AL-TAMIMI

- Lieutenant of Muqtada al-Sadr.
- Runs an elite kidnapping and assassination group within the Mahdi Army.
- Tortures to obtain confessions and meticulously records all "evidence".
- Secret alcoholic.

AVAILABLE INTELLIGENCE: JAISH MUHAMMED (JM) AND THE AL-ABUD NETWORK

حاتافلا دمحم شي

Jaish Muhammad (or Army of Muhammed, or JM) is an insurgent group comprised of former members of Saddam Hussein's Ba'athist regime, mostly Sunni ex-security, intelligence and police personnel. They are motivated by political ideology and have no connection to JTJ or JAM, fancying themselves the military wing of the now-dismantled Arab Socialist Ba'ath Party. JM's previous connections allow them to organize and execute sophisticated attacks on MNF troops.

The al-Abud network is an independent insurgent group consisting of former Ba'athist intelligence officers and funded by JM. Its goal was to create chemical weapons, and it employed two experienced chemists in a concealed laboratory. Al-Abud was able to create nine mortar rounds weaponized with Malathion and nitrogen mustard before being broken up by MNF raids earlier this year. The mortar rounds are currently missing.

Anyone formerly involved in the vast web of military and security organizations that effectively ruled Iraq during the Ba'ath years is now barred from military and public service, and many have been ruined. For these, as well as criminals and opportunists, the reach, connections and promise of bloody retribution of JM is enormously appealing.

MOAYAD AHMED YASSEEN

- Leader of JM.
- Former Colonel in Iraqi Army.
- Extensive network of pre-war supporters.
- Hugely corrupt.

ABBAS NAZARI

- Iranian advisor to JM.
- Coordinates training and support, including pre-wired car bombs. Untouchable by the MNF and knows it.
- Personal friend of Mahdi Army (JAM) spokesman Shiekh Abdul Hadi al-Daraji.
- Having an affair with Suraya Yasseen.

IMRAN AL-HALLAJ

- Commander of JM's Abdallah Bin-Jaish Bin-Rikab al-Asadi Brigade.
- Skilled former intelligence officer known for devious ambushes.
- Close ties with JTJ commander Hamid Juma Faris Jouri al-Saeedi (AKA Abu Rana).
- Sympathetic to JTJ, to Moayad Ahmed Yasseen's intense displeasure.

SURAYA YASSEEN

- Daughter and aide-de-camp of Moayad Ahmed Yaseen.
- Maintains communication and logistics among JM insurgent brigades.
- Occasionally tasked with conducting operations herself.
- Having an affair with Abbas Nazari.

HANDLER'S INSPIRATIONAL RESOURCES

EVOCATIONS

- Barber shop blasting Kazem al-Saher's latest
- Al Shaheed monument, across the Army canal from Sadr City
- Ibn Buniya mosque in Karkh
- Baghdad Gas Power Plant #1
- Bombed out block with a clear view of Camp War Eagle, northeast corner of Sadr City
- Troops of Task Force Lancer, on a tense patrol in Sadr City
- Spotlight puddle in a dank alley
- The roof of a cafe overlooking the Tigris
- A bridge over the Tigris - or the Army canal
- Well-guarded mansion
- Ghazaliya West, JTJ stronghold
- Bouquet of flowers
- Former palace
- Bomb factory beneath a grain merchant's shop
- Auto garage with an informal prison dug out beneath it, used for torture and execution
- Perfectly timed *adhan*, call to prayer
- Smell of smoke and cordite in the air
- General Company for Woolen Industries warehouse, Safarat neighborhood, southwest Baghdad
- Pack of feral dogs
- "Today's weather - 38 C and dry"
- Impromptu roadblock
- Dusty case of Soviet-era rifle ammunition
- Sewer beneath the Yarmouk Street roundabout
- A shop selling more than second-hand clothes
- Beneath the Tharwa street bridge
- Sound of dripping water
- Toyota Hilux pickup truck
- Hand emerging from sand berm
- Brand new Glock-17 handgun
- Rug covered in children's toys
- Orazdy Square in Sadr City
- Ibn Balady Children's and Maternity Hospital, Sadr City
- Beat up Nissan Sunny sedan
- FOB Iron Horse, New Baghdad district
- Mutanabbi Street book stall
- Sheraton Ishtar hotel, Firdos Square
- Tigris carp roasting over an open fire
- Maroon 5's *This Love*, playing through tinny speakers
- Shorjah market, smelling of coffee and spices
- Cafe Good Morning
- Another power cut

PERSONALITIES

- Itinerant
- Beloved
- Aspiring
- Expert
- Deceptive
- Lovestruck
- Hateful
- Uncooperative
- Friendly
- Frightened
- Relaxed
- Angry
- Happy
- Injured
- Healthy
- Vengeful
- Forgiving
- Confused
- Focused
- Stoic
- Grieving
- Frustrated
- Emotional
- Blasphemous
- Zealous
- Professional
- Amateur
- Exhausted
- Energetic
- Resigned
- Surprised
- Disgusted
- Affectionate
- Comical
- Serious
- Mournful
- Haunted
- Talkative
- Cryptic
- Hopeful
- Miserable
- Scheming
- Forthright
- Thoughtful
- Foolish
- Cruel
- Generous
- Cynical
- Slow

OCCUPATIONS

- Baker's assistant
- Diplomat
- Leather worker
- Electrician
- Soldier
- Security guard
- Urchin
- Street vendor
- Store owner
- Teacher
- Performer
- Programmer
- Repairman
- Politician
- Housewife
- Mechanic
- Nurse
- Gunman
- Petroleum engineer
- Mason
- Plumber
- Street cleaner
- Carpenter
- Tinsmith
- Laborer
- Muezzin
- Morgue attendant
- Butcher
- Smuggler
- Hairdresser
- Thief
- Beggar
- Salesman
- Engineer
- Police officer
- Concrete pourer
- Driver
- Cook
- Errand-runner
- Writer
- Student
- Lawyer
- Railway engineer
- Dog catcher
- Sheikh
- Translator
- Doctor
- Tailor
- Drug dealer

NAMES

MALE GIVEN NAMES

- Abdullah (Servant of God)
- Abdul-Hayy (Servant of the Living)
- Ahmad (Most highly adored)
- Ali (Noble, sublime)
- Baqar (Inevitable, powerful)
- Da'wud (David)
- Fadl (Reward, favor)
- Ghassan (Old Arabic name)
- Ghazi (Conqueror)
- Habib (Beloved)
- Hakim (Brother)
- Hamid (Praised)
- Hamzah (Lion)
- Hashim (Generous)
- Hassan (One who beautifies)
- Ibrahim (Abraham)
- Imran (A prophet's name)
- Inayat (Blessing, favor)
- Ishaq (Isaac)
- Ismail (Ishmael)
- Khalid (Eternal)
- Khalil (Beautiful, good friend)
- Mahmud (Commendable)
- Malik (Master)
- Mansur (Victorious)
- Marwan (Solid)
- Nabil (Noble, generous)
- Nashat (Joy)
- Nasr (Help, victory)
- Rafiq (Kind, friend)
- Rashid (Righteous)
- Sabir (Patient)
- Salim (Secure, free)
- Shahid (Witness)
- Shakir (Thankful)
- Sharif (Honest, noble)
- Sulayman (Solomon)
- Tahir (Pure, clean)
- Talib (Sender of truth, student)
- Thabit (Firm, established)
- Ubayd (Worshipper)
- Utbah (Threshold)
- Wadi (Calm, peaceful)
- Walid (Newborn child)
- Wasil (Inseparable friend)
- Yusuf (Joseph)
- Zahir (Bright, shining)
- Zayd (In abundance, plentiful)

FEMALE GIVEN NAMES

- A'isha (Life vivacious)
- Alina (Beautiful)
- Aminah (Trustworthy, faithful)
- Azizah (Esteemed, precious)
- Bushra (Glad tidings)
- Chanda (Moonlight)
- Dahab (Gold)
- Faiza (Gain)
- Ghaniyah (Beautiful)
- Hiba (Gift)
- Hafsah (Young lioness)
- Halima (Gentle, patient)
- Hasinah (Pretty)
- Hayfa (Slender)
- Hind (India)
- Hullah (Old Arabic name)
- Izza (Name of a slave girl who was early Muslim)
- Jamilah (Beautiful)
- Jihan (Heavenly place)
- Jumana (Silver pearl)
- Kashifah (Revealer of secrets)
- Khalida (Abiding, forever)
- Layla (Of the night)
- Labna (Old Arabic name)
- Maheera (Expert)
- Maira (Moon)
- Manhalah (Spring)
- Muna (Water)
- Munisa (Gentle, friendly)
- Nafisa (Precious gem)
- Namyla (Quiet)
- Naweed (Good news)
- Nuriyah (Light)
- Nusayba (One with good lineage)
- Qurratul-Ayn (Delight of the eye)
- Rabia (Spring)
- Ramisa (White rose)
- Rana (To gaze)
- Razia (Content, satisfied)
- Reeha (Air)
- Rudaba (Old Arabic name)
- Sabiha (Graceful)
- Saadiya (Flower)
- Sahla (Easy, convenient)
- Salamah (Soundness, integrity)
- Suraya (Star)
- Thana (Thankfulness)

NISBAS AND SURNAMES

- al-'Abarta'i
- al-Adwani
- al-'Attar (The druggist)
- al-'Awwaqi
- al-Badawi
- al-Baghdadi
- al-Basri
- al-Burjani
- al-Darir (The blind)
- al-Dimashqi
- al-Farabi
- al-Ghanawi
- al-Hallaj (The cotton dresser)
- al-Hamdani
- al-Hashimi
- al-Hijazi
- al-Isbahani
- al-Jaludi
- al-Kabir (The elder)
- al-Katib (The writer)
- al-Khurasani
- al-Maghribi
- al-Misri
- al-Najjar (The carpenter)
- al-Nasrani (The Christian)
- al-Qayrawani
- al-Rahib (The monk)
- al-Rashid (The rightly guided)
- al-Rumi
- al-Saghir (The younger)
- al-Shaybani
- al-Shirazi
- al-Sufi (The mystic)
- al-Talaqani
- al-Tayyib (The good)
- Al-Rahim - The Most Merciful
- Al-Latif - The Subtly Kind
- Al-Hafiz - The Preserver
- Al-Majid - The All Glorious
- Al-Haqq - The Truth, the Real
- Al-Hayy - The Ever Living
- Al-Majid - The Illustrious
- Al-Wahid - The One
- Al-Wasiti
- Al-Tawwab - The Ever Returning, Ever Relenting
- Al-Muntaqim - The Avenger
- An-Nur - The Light

CALENDAR

AUGUST 2004

Fourth Week of August

News

- The Battle of Najaf ends in a cease-fire brokered by Grand Ayatollah Ali al-Sistani; JAM soldiers are allowed free passage out of the holy city. Most go to Baghdad to rest and re-equip.
- One US soldier is killed by a roadside bomb blast in northern Baghdad.
- Sunni militants claiming to hold an Iranian diplomat hostage demand the return of 500 prisoners they say remain in Iran after the 1980-88 war.
- Conference to create a new interim General Assembly begins in the Green Zone. Muqtada al-Sadr boycotts the proceedings.

Word on the Street

- Anti-American rhetoric is ramping up among Shia clerics, including Muqtada al-Sadr. The cease-fire in Sadr City is over. "Something big" is going to happen.
- Ba'athist hard-liners from JM are planning to kill the Mayor of Baghdad.

Needed Intelligence

- ☐ JAM's plan for renewed hostilities in Sadr City. This is an easy task and starts at Success of two.
- ☐ The name of the organizer of the Mayor of Baghdad's would-be ambush. This is an easy task and starts at Success of two.
- ☐ Leverage to turn Mahir al-Zubaydi away from Abu Musab al-Zarqawi and JTJ. This is a hard task and starts at Success of zero.
- ☐ Surveillance to establish pattern of activity and contacts of Sheikh Safaa Al-Tamimi, particularly location of his death house and points of contact with Muqtada al-Sadr. This is a hard task and starts at Success of zero.

CALENDAR

SEPTEMBER 2004

First Week of September

News

- At least 34 insurgents are dead in continued heavy fighting across Sadr City, Baghdad's predominantly Shia slum. The fighting claims the life of one American soldier and injures several others. At least 170 civilians are also injured. Another American soldier is killed in a running gun battle in Baghdad. Combined with three separate American soldiers killed by coordinated roadside bombs in Baghdad, the total number of American deaths since the March 2003 invasion is close to one thousand.
- Baghdad's Mayor, Dr. Alaa Al-Tamimi, narrowly escapes an ambush on his convoy that was arranged to assassinate him.
- A United States Apache helicopter fires into a crowd on Haifa street, killing 11 civilians, including Al-Arabiya journalist Mazen al-Tumeizi. The attack was intended to destroy a damaged Bradley fighting vehicle that had been disabled in fighting between insurgents and 1st Battalion, 9th Cavalry Regiment, 1st Cavalry Division.
- A CIA National Intelligence Estimate offers a grim prognosis for Iraq's immediate future. President George W. Bush replies that they are "just guessing".

Word on the Street

- JTJ is warning Iraqis not to assist the invaders and infidels, directing their message at the police in particular.
- Both JTJ and JAM are promising vengeance for previous attacks on Sunni and Shia civilians in Baghdad.

Needed Intelligence

- ☐ Any tapes Mazen al-Tumeizi's cameraman, Seif Fouad, has of the Haifa street incident, preferably before he sends them out for broadcast. This is an easy task and starts at Success of two.
- ☐ The identity and whereabouts of "Abu Dira". Subsequent surveillance to establish pattern of life. This is a hard task and starts at Success of zero.
- ☐ Targets and locations for JTJ's anti-police attacks. This is a regular task and starts at Success of one.
- ☐ Recruit Adnan Ismail Najm Al-Bilawi as an informant. This is a regular task and starts at Success of one.

CALENDAR

Second Week of September

News

- Coordinated attacks using suicide bombings and mortar fire in Baghdad and other large cities kill 78 Iraqis and wound more than 200. Moayad Ahmed Yasseen and Jaish Muhammed take credit.
- A car bomb hits a line of police recruits on Haifa Street in Baghdad, killing 47 people and wounding another 114. Furious crowds curse America and the Iraqi government. Two hours later gunmen kill 12 police officers in a drive-by shooting in Baquba. Abu Musab al-Zarqawi and JTJ claim responsibility for both attacks. The Iraqi government announces a plan to pay the salary of police officers killed in the line of duty until what would have been their 63rd birthday. The death benefit is one million dinars (about 700 USD) and salaries range from 230-315 USD per month.
- Three police and five civilians are killed when a car bomb approaches an Al-Rashid street checkpoint.
- According to State Department sources, the deteriorating security situation in Iraq has prompted a shifting of three billion dollars earmarked for water, sewer and electrical projects to “security and oil production”.

Word on the Street

- The US military is going to “drop the hammer” on Sadr City and JAM.
- A group of men from Fallujah is scouting out Americans living independently in Baghdad’s wealthy neighborhoods.

Needed Intelligence

- ☐ The name of the operational commander of the Baghdad police car bombing. This is a regular task and starts at Success of one.
- ☐ A meeting with Haitham Al-Ansari to exchange information with VAJA, the Ministry of Intelligence of the Islamic Republic of Iran. This is a regular task and starts at Success of one.
- ☐ Location of JAM rocket and mortar hardsites south of Sadr City. This is a regular task and starts at Success of one.
- ☐ Recruit Tahani al-Zubaydi, younger sister of Mahir, as an informant. This is a hard task and starts at Success of zero.

Break

Take a short break after Week 2. Get up and move around. Check in with everybody. It’s important to have an opportunity to let go of your characters and relate as friends and human beings again.

CALENDAR

Third Week of September

News

- A Briton and two Americans - Jack Hensley, Eugene Armstrong and Kenneth Bigley - are kidnapped from their central Baghdad home by a team of eleven criminals in civilian clothing. The three are employees of the al-Khaleej Services Company, and their home is in the upscale residential neighborhood of Al-Mansour.
- A bomb is detonated in the Bataween neighborhood, on Saadoun street near the al-Madhaq restaurant. One Iraqi is killed and sixteen are injured.
- Five people are killed and 45 injured in airstrikes on Sadr City. The US military announces the success of “precision strikes” on “enemy positions”.
- JIJ finalizes negotiations to become Al Qaeda in Iraq, with al-Zarqawi swearing fealty to Osama bin Laden.

Word on the Street

- JIJ is celebrating its alliance with Al Qaeda by planning a major operation to kill MNF soldiers in southern Baghdad.
- The American hostages are going to be executed.

Needed Intelligence

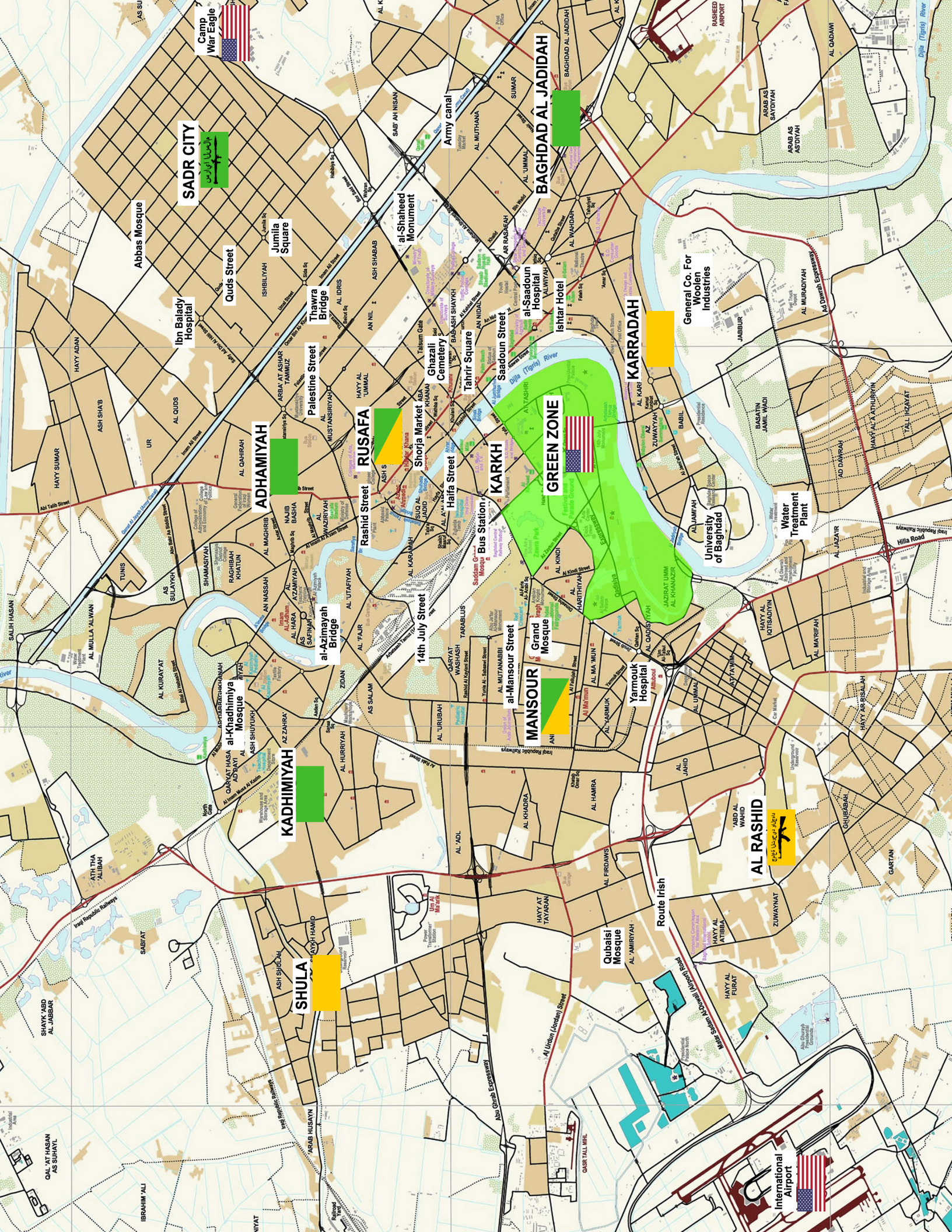
- ☐ The location, timing and method of JIJ’s upcoming operation. This is a regular task and starts at Success of one.
- ☐ A meeting with the kidnappers of Jack Hensley, Eugene Armstrong and Kenneth Bigley to tender a cash offer for their release. This is a hard task and starts at Success of zero.
- ☐ Find out the location of JM/al-Abud’s nine missing chemical mortar rounds. This is a regular task and starts at Success of one.
- ☐ Surveillance to establish pattern of activity and contacts of Khaled al-Mashhadani, particularly points of contact with Abu Musab al-Zarqawi. This is a hard task and starts at Success of zero.

CALENDAR

Postscript: Fourth Week of September

News

- At a celebration of the opening of a water treatment plant in the Amil district in southern Baghdad, coordinated car bombs kill 41, including 35 children, and wound 131, including ten US soldiers from the 1st Squadron 7th Cavalry 1st Cavalry Division. The soldiers are handing out sweets. Abu Musab al-Zarqawi and Tanzim Qaidat al-Jihad fi Bilad al-Rafidayn ("Al-Qaeda in Iraq") claim responsibility.
- A fuel convoy is ambushed along Route Irish, south of Baghdad. Four Iraqis are killed and 14 are injured.
- Hostages Jack Hensley and Eugene Armstrong are beheaded. Britain's Muslim Council sends a delegation to Baghdad to try in vain to arrange the release of Ken Bigley.
- The comprehensive 15-month search for weapons of mass destruction in Iraq concludes that the only chemical or biological agents that Saddam's regime was working on before last year's invasion were small quantities of poisons, most likely for use in assassinations.



SADR CITY



Abbas Mosque

Ibn Balady Hospital

Quds Street

Jumila Square

Thawra Bridge

Palestine Street

ADHAMIYAH

RUSAFI

KARKH

GREEN ZONE

MANSOUR

KADHIMIYAH

al-Shaheed Monument

al-Saoudoun Hospital

Ishtar Hotel

General Co. For Woolen Industries

Water Treatment Plant

University of Baghdad

Yarmouk Hospital

Qubaisi Mosque

AL RASHID

SHULA

QASR TALL MIBL

International Airport

AL RASHID