PLEASE RETURN USED AND UNUSED CARDS AFTER THE GAME TO ORGANISATION!

Situation:

You get a top priority target. The intel you find out is crucial to your actual mission.

Class 1

TEAM:

UNUSED CARDS AFTER THE GAME TO ORGANISATION! RETURN USED

Situation:

You get a high priority target. The map material you find out is crucial to your actual mission.

Class 2

TEAM:

UNUSED CARDS AFTER THE **GAME TO ORGANISATION!**

Situation:

You get a high priority target. The radio codes you find out is crucial to your actual mission.

Class 2

TEAM:

PLEASE RETURN USED AND UNUSED CARDS AFTER THE GAME TO ORGANISATION!

Situation:

You get a priority target. The gathered Intel is a short-time advantage.

Class 3

TEAM:

SINFO-CA

UNUSED CARDS AFTER THE GAME TO ORGANISATION! RETURN USED

Situation:

You get a priority target. The Intel is a conditional assistance.

Class 3

TEAM:_

PLEASE RETURN USED AND UNUSED CARDS AFTER THE GAME TO ORGANISATION! RETURN USED AND

Situation:

The Intel that you gathered by torture is completly useless. The subject lied at death's door to stop the pain.

Class X

TEAM: