

DISGUISE FOR COVER



Sometimes intelligence officers and their agents need to operate in public places without being recognized. In disguise, they can move freely.

Especially when engaged in countersurveillance (making sure no one is watching/following you) intelligence officers and agents need to use a disguise to hide, or in some cases, bring attention to themselves. Disguise is not only for changes in your appearance, a master of disguise will change their mannerisms, behaviors, walking style, posture, and ways of thinking. If you have fully mastered your cover story, you've achieved the most difficult (the internal) part of concealing your true identity.

Often, it is the subtle changes that make the most difference.



QUICK TIPS FOR GETTING INTO DISGUISE

WALK DIFFERENTLY

- » Try slowing down
- » Put a pebble in your shoe
- » Take longer strides

BLEND IN

- » Are you wearing bright colors? Bad idea! They make you stand out.
- » Avoid items that others will notice.

CHANGE YOUR EXPRESSION

- » Squint your eyes
- » Tighten your lips
- » Frown your brow

ASK YOURSELF

- » Do you think your own parent, sibling; friend could recognize you by looking at you?
- » Have you practiced a new walk and new mannerisms that match your new look?
- » Will your disguise get in the way of the mission or will it support your mission?

CONDUCT QUICK CHANGE

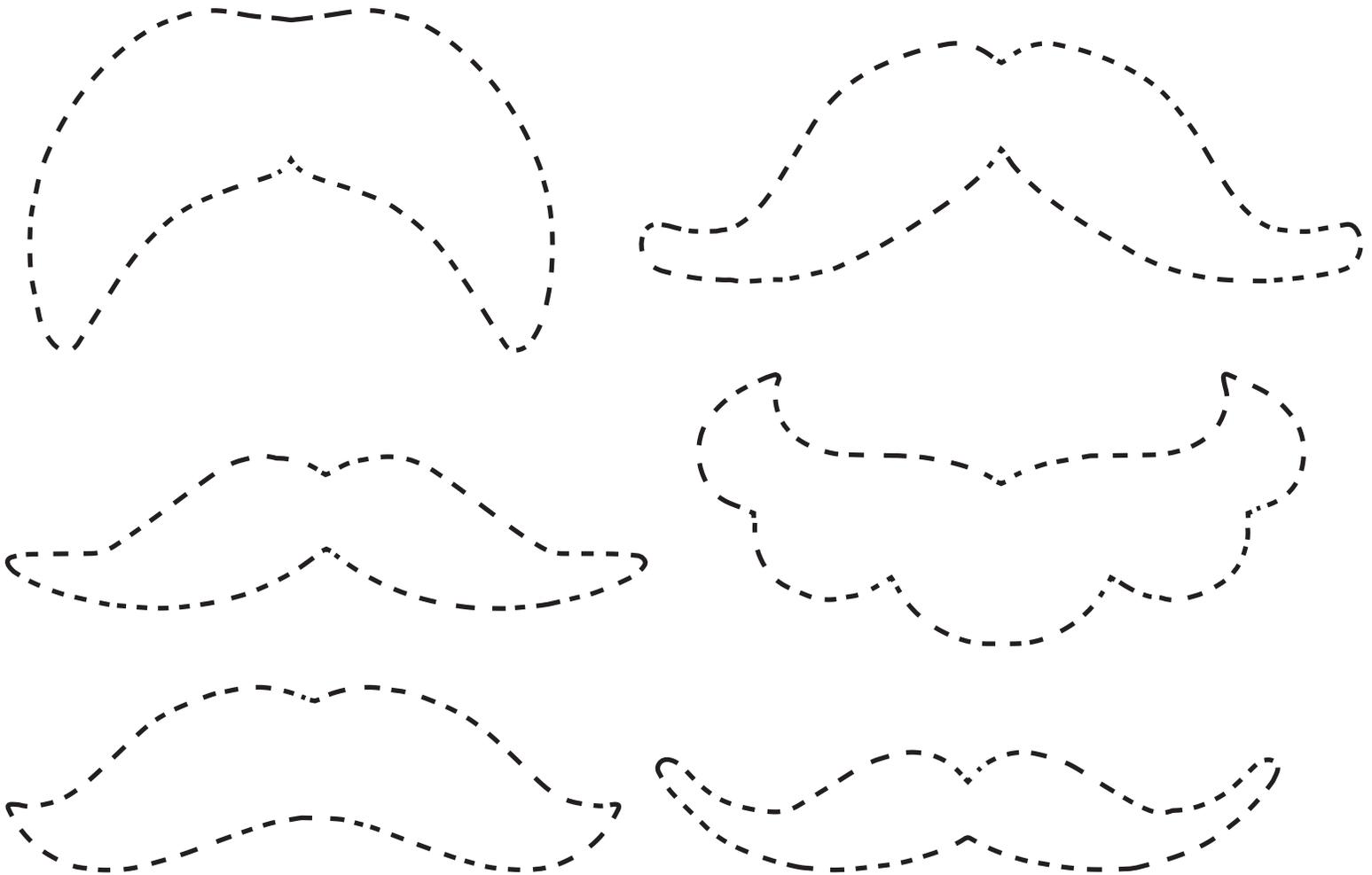
- » Do you have sunglasses? Put them on.
- » Do you have a raincoat? Take it off.
- » Do you have a hat? Put it on.
- » Do you have reversible clothing?

DISGUISE: MUSTACHE TEMPLATE



- » Print this page.
- » Decorate your favorite mustache or two.
- » Prepare tape for the back of your mustache.

You are now ready to get into disguise!



_____ OCCUPATION:

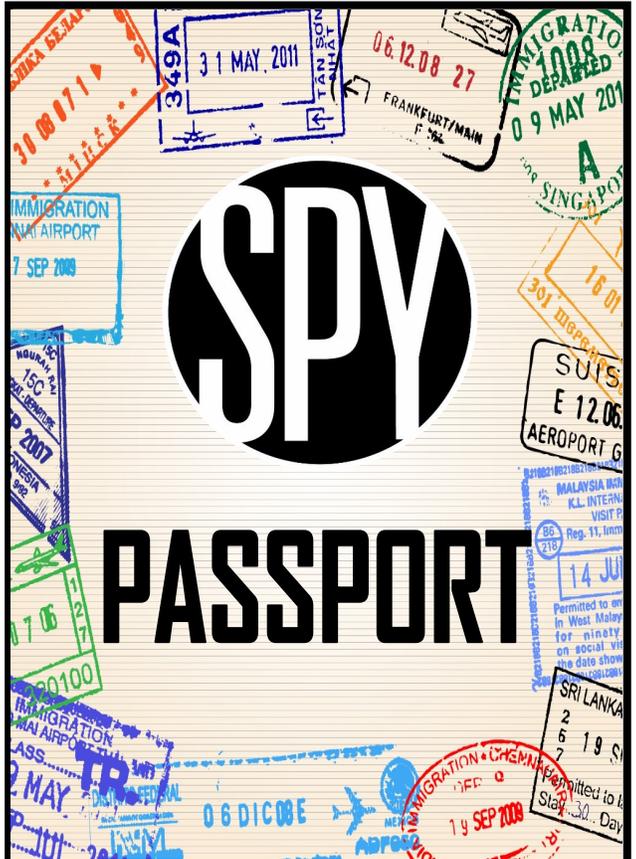
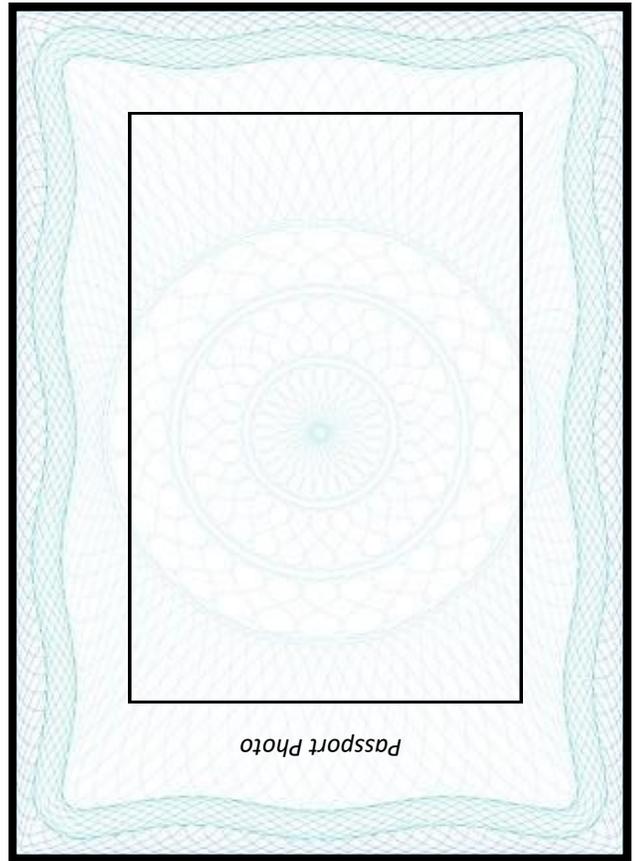
_____ GENDER:

_____ PLACE OF BIRTH:

____/____/____ DATE OF BIRTH:

_____ LAST NAME:

_____ FIRST NAME:

LANGUAGE OF ESPIONAGE



The shadow world has inspired—and mandated—a vivid vocabulary of words and codenames for secret operations, missions and agents.

These words are carefully chosen to clarify or confuse, depending on the need to know.

The “spookspeak” presented here is drawn from fact and fiction, from agencies and authors around the world and throughout time.

AGENT: a person unofficially employed by an intelligence service.

Black Operations: covert operations that are not attributable to the organization performing them.

BLOWN: discovery of an agent’s true identity or a clandestine activity’s real purpose.

BONA FIDES: proof of a person’s claimed identity.

BRUSH PASS: a brief encounter where something is passed between case officer and agent.

BURNED: when a case officer or agent is compromised.

CASE OFFICER: a staff officer who manages agents and runs operations.

CIA: Central Intelligence Agency; U.S.’s foreign intelligence gathering service.

CLANDESTINE OPERATION: an intelligence operation designed to remain secret for as long as possible.

COBBLER: a spy who creates false passports, visas, diplomas and other documents.

CODEBOOK: a list of plain language words opposite their codeword or codenumber.

THE COMPANY: an unofficial term for the CIA popularized by fiction.

COMPROMISED: when an operation, asset, or agent is uncovered and cannot remain secret.

COUNTERINTELLIGENCE: spy-catching.

COVER: the purported occupation or purpose of an agent; it must be consistent with the agent’s background and presence in the target area.

CRYPTOLOGY: the science of secret writing in all its forms.

DEAD DROP: a secret location where materials can be left for another party to retrieve.

DOUBLE AGENT: a spy who works for two intelligence services, usually against his or her original employer.

DRY CLEAN: actions agents take to determine if they are under surveillance.

EARS ONLY: material too secret to commit to writing.

EXFILTRATION OPERATION: a clandestine rescue operation designed to bring a defector, refugee, or an operative and his or her family out of harm’s way.

EYES ONLY: documents that may be read but not discussed.

FBI: Federal Bureau of Investigation; U.S.’s domestic counter-intelligence service.

HANDLER: a case officer who is responsible for handling agents in operations.

HUMINT: intelligence collected by human sources.

INFILTRATION: the secret movement of an operative into a target area with the intent that his or her presence will go undetected.

LEGEND: a spy’s claimed background or biography, usually supported by documents and memorized details.

MOLE: an agent of one organization sent to penetrate a specific intelligence agency by gaining employment.

NAKED: a spy operating without cover or backup.

PAROLES: passwords to identify agents to each other.

PATTERN: the behavior and daily routine of an operative that makes his or her identity unique.

POCKET LITTER: items in a spy’s pocket (receipts, coins, theater tickets, etc.) that add authenticity to his or her identity.

SLEEPER: agent living as an ordinary citizen in a foreign country; acts only when a hostile situation develops.

SPYMASTER: the leader of intelligence gathering activities, and an agent handler extraordinaire.

THE TAKE: information gathered by espionage.

TRADECRAFT: the methods developed by intelligence operatives to conduct their operations.