

SG1J

~~SECRET~~/NOFORN-SKEET CHANNELS ONLY

27 Jul 87

PROJECT SUN STREAK (U)

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

Session Procedures Report (S/NF/SK)

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PROJECT NUMBER: 8711	SESSION NUMBER: 1
DATE OF SESSION: 22 JULY 87	TARGET COUNTRY: IRAN
REFERENCE:	MISSION STATUS:
TECHNIQUE UTILIZED: CRV	SOURCE IDENTIFIER: 011

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1. (S/NF/SK) Monitor Tasking: Identify and describe the placement and

SG1A

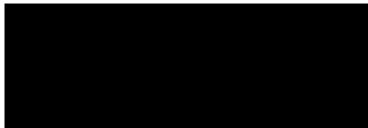
2. (S/NF/SK) Source Tasking: The source was cued with only the encrypted coordinates (provided).

3. (S/NF/SK) Summary: [redacted] city, situated on a flat plain with moderate-size mountains to the north and northeast. What appears to be an above-ground "dungeon", actually the top floor of a structure, is occasionally used to hold prisoners.

An additional area was located in the hills to the northeast. It is a cavern or vault inside and underneath a large hillside or small mountain. There is a large, iron, sliding door inside; beams and supports are present. This area is presently empty and has been abandoned since early in the century, when it may have been used as a shelter or for supply storage.

4. (S/NF/SK) Comments: Source seems to have acquired the site, but not the missiles.

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CPT, USA

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CLASSIFIED BY: DIA-DT  
DECLASSIFY : OADR

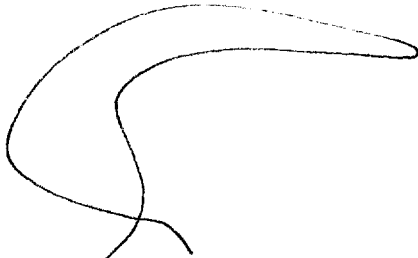
SESSION SUMMARY

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SESSION: [REDACTED], 22 JUL 87, 1321-1459 HRS

There was some ~~confusion~~ from the beginning as to what the ~~target~~ was. A group of ~~structures~~ seemed to be more ~~predominate~~. There is a city situated on a flat plain with moderate-size mountains in the distance. ~~The mountains~~ are in a direction of north and northeast of the city. The focal point was a ~~large room~~, within a structure located in the "old quarter" of this city. This room was large, with a very high ceiling and a small, rectangular, barred window near the top of one wall. It is dirty, filthy and vermin infested. At the present time, the room is empty and unoccupied. However, there is an impression of a person occupying it in the near future. This person is alone, lonely, and much like a prisoner in solitary confinement.

An additional target was identified and is located in the ~~hills~~ ~~of the mountains~~ northeast of the city. It seems to be a large cavern or vault ~~inside and underneath a large hillside or small mountain~~. There is a large, iron, sliding door inside. This target appears to be empty and abandoned at present, but there is an impression that it was once used for storing supplies and as a shelter. Perhaps sometime during the first half of this century.



243206

283668

↓. neck up,  
curving around,  
curving back,  
curving around  
soft

B. Lumb

243200  
203668



*curving around*  
*curved, angle across,*  
*curving, curving around*

*Conf break*

243200  
28366e



S-2?

dull colors  
dirty colors  
dusty  
sandy  
gritty  
dirty white  
greys  
brownish orange

P. up, angle across,  
across, flat, angle up.  
angle across, flat,  
hard

B. structures

AS break

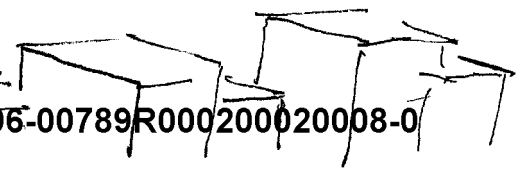
makes me feel dry,  
dirty, dusty, grimy

YUCK!!

AOL break  
kind of reminds  
me of Mexico City  
Airport



4 1/2 - have a group of structures located  
on a flat plain with mountains in background  
HOT, DRY, DIRTY!!



hot  
dry

dirty  
poor

angles  
square  
rectangle

AOL break  
building

curving  
square

corner  
building

white  
gray

INSIDE?

rough

steps  
stairs

going up

AOL break  
like white-washing  
studio

large  
open

room

bare  
dirty  
dungeon

rats

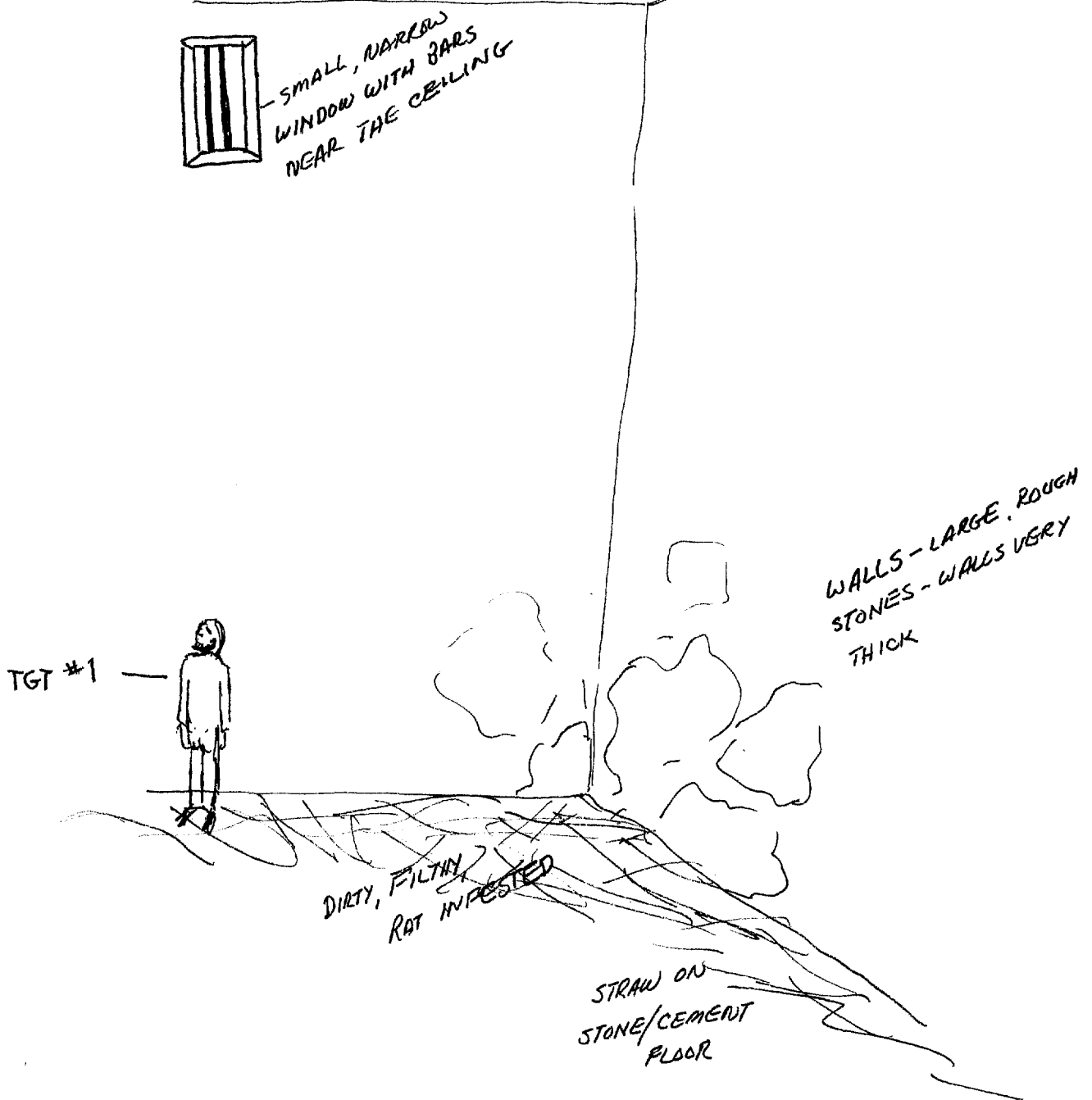
fifth

AOL break  
like an up-stair  
dungeon

alone  
lonely  
solitary

person

AOL break  
like a prisoner



present time - room unoccupied, however -- has been used in the past (even very long ago). TGT #1 is occupying this room sometime in the near future.

S-2:

dark  
curving → rounded

red  
orange      dark

grey  
metallic      angles  
hard

door  
steel

vault  
inside  
underneath

dark  
black  
red      round  
curving  
oval

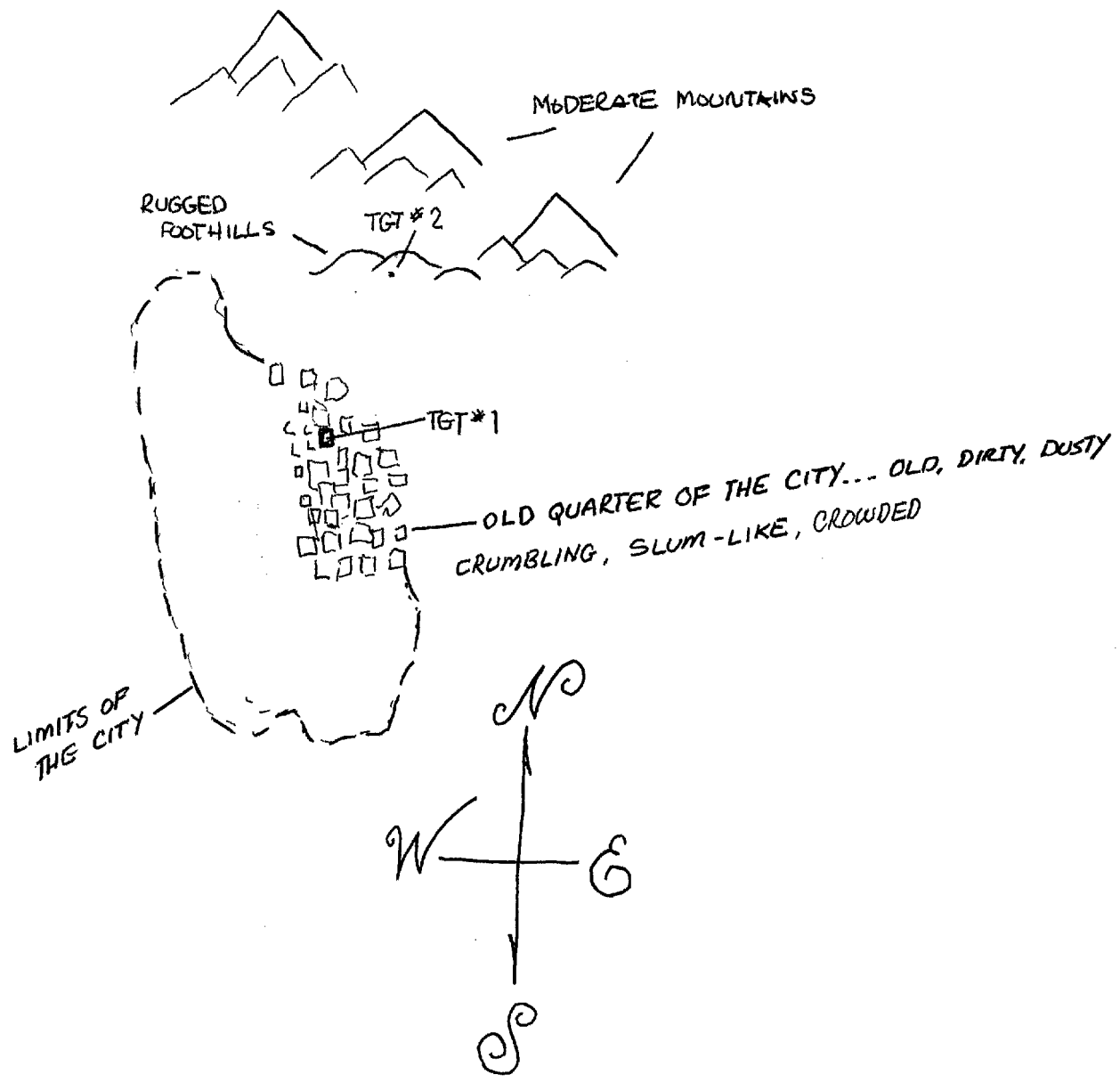
stone  
rock  
mountain

rough  
hard  
rugged  
dark

empty

Asl brood  
like a cavern





dark

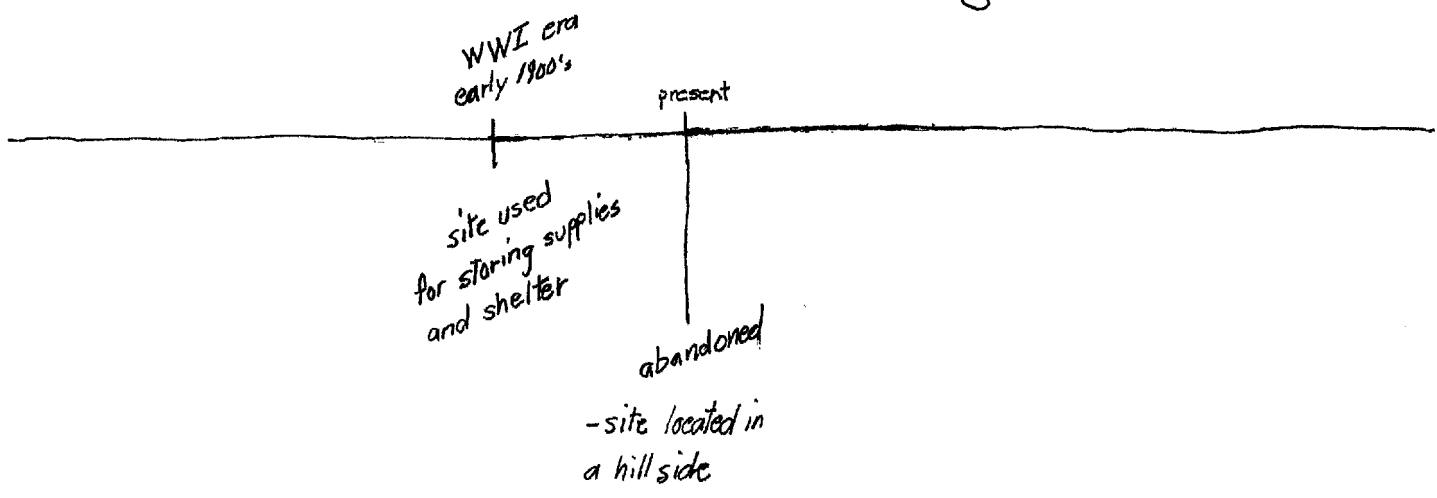
large

Dark

room

open

empty



END 1459hrs