

Metal Gear Solid: Portable Ops Spy/Intelligence Gathering Guide

by HUMINT_TUS

Updated to v1.0 on Jun 13, 2007

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|           P O R T A B L E   O P S           |  
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A G U I D E T O . . .

I N T E L L I G E N C E G A T H E R I N G A N D
O R G A N I S I N G Y O U R S P Y U N I T

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"What enables the enlightened rulers and good
generals to conquer the enemy at every
move and achieve extraordinary success is, foreknowledge..."

--Sun Tzu, The Art of War

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|| : [00] : T A B L E O F C O N T E N T S ||

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U S I N G T H E T A B L E O F C O N T E N T S :

This guide was designed to be navigated by using the [ctrl + F] fuction. Simply copy the :[]: section of what you wish to view and paste it into your [ctrl + F] window.

- : [00]: Table of Contents
- : [01]: The Basics
- : [02]: Strategies
- : [03]: Spy Map Details
- : [04]: Active Reconnaissance
- : [05]: Reports

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|| : [01]: T H E B A S I C S

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: [T H E S P Y / I N T E L L I G E N C E U N I T]:

The Spy/Intelligence unit is responsible for collecting various pieces of information. Up to four soldiers can be deployed in one area. The information gathered varies depending on the abilities and number of soldiers stationed in the given area.

: [S N S / (S E N S E)]:

SNS (or Sence) affects the reconnaissance area displayed in the START menu, (the Blue Circle surrounding your soldiers). However, it also affects your intelligence activities. The higher the SNS rating/value of a soldier - the quicker reports come in.

: [R E P O R T S]:

Once intelligence units have been formed in areas, you will recieve reports from them. The information contained in the reports may be helpful during the course of the game. Information regarding things from weapon locations, sabotage targets, prospective recruits to peices of information essential to your continued progression through the game.

: [S U R V E Y O R S]:

Surveyors increase the amount of information displayed in your area maps, (accessable through the START menu). Things like a detailed map, and item box locations can make your progress through Portable Ops alot more stream-lined, and is almost essential when you are looking for specific weapons and items you have to find from a Report.

: [A R M S D E A L E R S] :

Arms dealers increase the chance of your Spy/Intelligence Unit procuring ammunition from an area (You will be informed after you complete/abort a mission if this has happened). This can take alot of the leg-work out of keeping your weapons/ammunition caches nice and full.

: [S P Y S / A G E N T S] :

Spys or Agents (depending on version) have the effect of lowering enemies life in the area they are deployed. This can be a "double edged sword" in some senses. In one sense; they make prospective enemies easier to kill, on the other hand; they make possible new-recruits weaker. It is really a matter of deciding what effect works best for your style of play and what situation you are presently facing.

: [S U R R O U N D I N D I C A T O R] :

A radar that displays sounds from a soldiers surroundings in visual and wave form. Useful when trying to find or stay hidden from enemies.

: [S C O P E / B I N O C U L A R S] :

Great for viewing distant objects and people from a safe distance.

: [I N F R A R E D G O G G L E S] :

Battery powered goggles that detect heat signatures. They are useful when conducting CTR's (Close Target Reconnaissance) of areas beleived to be protected by a laser security grid.

: [N I G H T V I S I O N G O G G L E S] :

Battery powered goggles that enhance light, allowing you to see in the dark more effectively. Handy during night missions when visibility is poor.

: [M K 2 2] :

A 9mm handgun modified to fire tranquiliser rounds (Surpressor Equipped). Handy for putting enemies to sleep, dragging them to a safer area, and interorgating them in comfort.

: [S T E A L T H C A M O U F L A G E] :

Battery powered optic - camouflage that renders users virtually invisible.

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||  :[ 02 ]:  S T R A T E G I E S                               ||
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- O - Try to have atleast one Arms Dealer in each area.
- O - Be cautious as to when, where and why you are using a Spy/Agent.
- O - Try to fill up the remaining (OPEN) slots in your Spy Unit.
- O - Pay close attention to the SNS rating of your soldiers.
- O - Deploy your soldiers with the highest SNS rating, to the areas you deem to be most important. For example; a newly discovered area or an area you are missing a Report(s) from.
- O - Complete Reports as the come in.
- O - Use the right tools for the job (night vision, MK 22 etc).
- O - Interrogating enemies can surface valuable information.

These are just strategies designed to give you a grounding in Spying, as you progress through the game, these concepts will evolve and become second nature to you.

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||  :[ 03 ]:   S P Y   M A P   D E T A I L                          ||
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The higher the SNS skill of your spies the more detailed the map will be when you deploy your Sneaking Unit to that area. Spy/Detail level are indicated at the top of the START menu, as well as your MISSION screen by a symbol somewhat like this:

Level 1	Level 2	Level 3
_____	_____	_____
))) 1))) 2))) 3
_____	_____	_____

- Level 0: No MAP detail is displayed
- Level 1: Shows the outside of the area in detail
- Level 2: Shows the inside and outside of the area in detail
- Level 3: Shows inside, outside and item/weapon box locations in detail (item/weapon boxes indicated by a small green square)

Achieving those levels can be quite easy if you have the right units:

- Level 0: No units deployed to an area from your Spy Unit.
- Level 1: Deploying a soldier with (approx.) 40 SNS will usually give you a Level 1 Spy Detail.
- Level 2: Deploying soldiers with a combined SNS of (approx.) 80 SNS

will usually give a Level 2 Spy Detail.

Level 3: Deploying soldiers with a combined SNS of (approx.) 160 SNS will usually give you a Level 3 Spy Detail.

Or alternatively - deploying a single Surveyor will do the same job.

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||  :[ 04 ]:  A C T I V E  R E C O N N A I S S A N C E                ||
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Active Reconnaissance refers to intelligence gathering conducted by soldiers [OUTSIDE] your Spy Unit - more specifically, they are the intelligence gathering activities that are conducted by you and your Sneaking Unit.

These activities refer to paying attention to things like:

O- What enemies are actually stationed in the area you want to infiltrate (Officers, FOX Soldiers, etc)* This will make infiltrating alot easier. (When is Rome...)

* This changes throughout the game, so I will not provide specific details, (consult a walkthrough if you are in desperate need).

O- What weapons your enemy is carrying, this is useful for a number of reasons:

o- It shows you, what you are potentially up against
o- The weapon an enemy carries usually means they have either an [A] or [S] ranking in that trait (Handgun, SMG, etc)

O- What patrol routes your enemies are moving along. So you can avoid them etc.

O- Remembering where you saw a specific item/weapon box may save you some time when you are looking looking to replenish supplies.

O- Familiarising your self with the area will save you time and make you a much more potent foe. (in MPO: Online aswell).

O- Interrogating enemies will often yeild valuable information.

These are just some of the "Active Reconnaissance" activities you can conduct in MPO. These were just a guide, to bring to attention the fact that it is not only your Spy Unit that conducts espionage.

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||  :[ 05 ]:  R E P O R T S                                          ||
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It is always best to clear all your reports, (unless you are SpeedRunning or attempting to recruit Cunningham) because it is my understanding that if certain reports are not completed you may not receive certain reports. The higher the total SNS rating of all the soldiers deployed in an area, usually allows for a quicker income of Reports, and you are less likely to miss reports.

Its also noteworthy to mention that Reports give MPO alot of replay value and also provide background information on characters and about the Metal Gear story in general.

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The following is a list of all the reports in MPO. It has been broken down areas, below is a "sub"-table of contents to help you find the report you are after. Note: that some of the reports may be out of order, or some may be missing - if you notice something like this, please contact me so I may make the the corrections or additions as needed.

: [T A B L E O F C O N T E N T S] :

:[Prison]:	:[Rail Bridge]:
:[Comms Base]:	:[Harbour]:
:[Supply Depot]:	:[Security Base]:
:[Soviet Patrol Base]:	:[Warhead Storage]:
:[Hospital]:	:[Airport]:
:[Research Lab]:	:[Guest House]:
:[Town]:	:[Ravine]:
:[Western Wilderness]:	:[Silo Entrance]:
	:[Power Substation]:

U S I N G T H E T A B L E O F C O N T E N T S :
This guide was designed to be navigated by using the [ctrl + F] fuction. Simply copy the :[]: section of what you wish to view and paste it into your [ctrl + F] window.

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| :[Prison]: |
|_____|
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SURVIVAL KNIFE DISCOVERED

Sources indicate that there is a Survival Knife stored in the prison. We assess that it is available for procurement at any time.

SCIENTIST SPOTTED

A Scientist has been seen held captive in the Prison cell block. The key is believed to be stored in the wardens office.

SOVIET SOLDIER SPOTTED

A Soviet soldier has been seen held captive in the Prison cell block.

:[Comms Base]:

M1911A1 FOUND

Sources indicate that an M1911A1 is stored in the Communications Base. We assess that it is available for procurement at any time.

:[Supply Depot]:

MAP PROCUREMENT

Sources indicate that a map detailing cargo shipment routes is located inside a warehouse in the Supply Depot. The warehouse is located behind a large building. Intel suggests that the map is available for procurement at any time.

SCORPION FOUND

Sources indicate that there is a scorpion stored inside the Ssupply Depot. We assess that it is available for procurement at any time.

DIVERSIONARY OPERATION

We have located a truck on the peripheral road. Sources indicate that

is an ideal point for detonating an explosive, thus igniting an enemy diversion.

PRISONER CONFIRMED

We have confirmed the presence of a detained soldier inside the Supply Depot.

| _____ |
| :[Soviet Patrol Base]: |
| _____ |

M16A1 LOCATED

Sources indicate that there is an M16A1 stored in the front-line Patrol Base. We assess that it is available for procurement at any time.

DIVERSIONARY OPERATION

We have located an armory in the southeastern quadrant of the base. It is a viable point to detonate an explosive, causing a distraction for enemy units.

PRISONER DETECTED

We have confirmed the presence of a soldier being help captive in a jail cell located in the enemy front-line Patrol Base.

ENEMY SITUATION

Evidence suggests there is a soldier in the patrol base engaged in sabotage. We assess that a warning from the Commander will lead to increased security at the base.

| _____ |
| :[Hospital]: |
| _____ |

CLAYMORE DISARMAMENT

Urgent! Report from the resident doctors at the Hospital. Soldiers under the command of Gene may have planted multiple claymore at the Hospital. If you determine that claymores have in fact been planted, disarm them at once. The Hospital staff has not been informed of this

incident.

MEDICAL SUPPLY FOUND

Sources indicate that some of the medical supplies intended for the research lab were left behind in the hospital, including medical kits.

PARA-MEDIC SIGHTED

Para-medic has been sighted inside the hospital.

AIRPORT LOCATED

Priority! Direct visual confirmation of multiple military and civilian aircrafts have helped to identify the location of the airport.

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| : [Research Lab]: |
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PENTAZEMIN FOUND

A large shipment of drugs and medical supplies has been delivered to the Reseach Lab. A Case of Pentazemin has been seen among the boxes delivered.

DIVERSIONARY OPERATION

We have located the culture tank that houses the child soldier. This is a recommended point to detonate explosives in order to distract enemy units.

ADDITIONAL SOLDIERS

Additional soldiers have been deployed to the research lab. One of them is reported to have superior physical abilities. We assess that recruiting this soldier would augment our combat capabilities.

SHEILD LOCATED

Sources indicate that there is a Sheild stored in the Research Lab. We assess that it is available for procurement at any time.

| :[Town]: |

DIVERSIONARY OPERATION

We have located several military trucks -- appropriate targets to set explosives and cause an enemy diversion.

GOVERNMENT OFFICIAL SIGHTED

We have sighted the government official in the town.

MAP FOUND

Intel suggests the location of an old fortress in the wilderness on the west side of the peninsula. A map containing more detailed information is likely located in the northern part of town.

GOVERNMENT OFFICIAL SIGHTED

A high-ranking government official is known to appear in the town after nightfall.

GOVERNMENT OFFICIAL SIGHTED

We have sighted the government official in the town.

| :[Western Wilderness]: |

SOVIET MAJOR SPOTTED

A handsome soviet Major has been sighted in the wilderness located in the western part of the peninsula. He is being held prisoner.

SVD FOUND

Sources indicate that there is an SVD sniper rifle stored in an enclosed space somewhere inside the old fortress. We assess that it is available for procurement at any time.

EVA SIGHTED

The female pilot of the downed cargo plane has been identified as Eva, she was alone at the time of the sighting. We have also detected

enemy patrol activity in the vicinity, making it impossible to predict future movements.

GOVERNMENT OFFICIAL SIGHTED

An enemy unit has been sighted in transit. A government official is traveling with them. It does not appear to be an ordinary convoy. The government official in question appears to be traveling under detention for reasons unknown.

:[Rail Bridge]:

M37 FOUND

Sources indicate that there is an M37 shotgun stored in the Rail Bridge security guardhouse. We assess that it is available for procurement at any time.

MAP FOUND

Sources indicate that a map showing the route to the Guest House has been provided to the rail bridge security gurads.

:[Harbour]:

CARGO SHIP DOCKED

An unflagged cargo ship has been seen entering the harbor. It has already completed docking procedures.

CARGO INFORMATION

Some kind of parts have apparently been left behind in the crate used to offload Metal Gear.

CARGO TRUCK LOCATED

A Cargo truck has be located carrying supplies for the Security Base. We assess that destroying this truck will reduce the combat effectiveness of enemy units in the security base.

M63 IN STORAGE

Sources indicate that there is an M63 light machine gun stored at the Harbour. We assess that it is available for procurement at any time.

|-----|
:[Security Base]:

CLASSIFIED INFORMATION

We have reports of the existence of documents containing classified information related to the nuclear storage facility. With these documents, it is believed that we can determine the location of the nuclear storage facility.

ARMOURY

Sources indicate that all weapons supplied to units stationed at this Security Base come from a single source -- the armory inside the base. We assess that destroying this armory will drastically reduce the combat effectiveness of enemy units in the Security Base.

OFFICER SPOTTED

A high-ranking officer has been seen held captive in the Security Base underground cells.

POTENTIAL NEW RECRUITS

Additional soldiers have been deployed to this security base. The newly deployed soldiers appear to be former FOX members. We recommend recruiting at least one new member.

|-----|
:[Warhead Storage]:

INFORMATION ON CONSTRUCTION

Sources indicate that the elevator installed in the nuclear

storage facility for transporting nuclear warheads does not run on it's own independent power supply, such as fuel cells or an APU.

MOSIN NAGANT LOCATED

Sources indicate that there is a Mosin Nagant inside the nuclear warhead storage facility. We assess that it is available for procurement at any time.

MAINTENANCE CREW SIGHTED

A maintenance crew member has been locked up in the machine room on the bottom level, reportedly for taking a rebellious attitude toward his superiors.

RATIONS FOUND

Intel suggests that there is a stock of rations inside a box or crate at the warhead storage facility. Opening container may require significant force.

SOVIET SOLDIER SIGHTED

We have located a soviet soldier being help prisoner on the cargo route, reportedly due to a combination of homesickness, low morale, and apparent loyalty issues.

:[Airport]:

M870 DISCOVERED

Sources indicate that there is an M870 shotgun stored near the arrival gate inside the Airport. We assess that it is available for procurement at any time.

:[Guest House]:

SNAKE FOUND

Sources indicate that Snake is being help prisoner in the basement inside the guest house. To get to the basement, head for the back of the main building.

SAA DISCOVERED

Sources indicate that there is an SAA stored in the Guest House. We assess that it is available for procurement at any time.

GOVERNMENT OFFICIAL SIGHTED

The government official has been sighted at the Guest House

ALIEN SIGHTING?

A female wearing a bizarre outfit has been spotted at the Guest House. The subject appears to be armed.

:[Plant]:

METAL GEAR SIGHTED

Progress continues on arming Metal Gear with nuclear warheads. The work is being carried out in the south part of the plant.

U-SMG LOCATED

Sources indicate that there is an U-SMG stored indide the Plant. We assess that it is available for procurement at any time.

:[Ravine]:

MK22

Sources indicate that an MK22 has been transported to the Eastern Ravine.

POWER SUBSTATION LOCATED

We have reports of a substation near the ravine. The exact location is unclear, but it appears to be to the south of the Ravine.

ADDITIONAL SOLDIERS

An elite officer has been deployed to the Eastern Ravine. We assess that recruiting this officer would augment our combat capabilities.

Be advised that visual range is limited due to thick fog.

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:[Silo Entrance]:

PERFECT SOLDIER LOCATED

A cargo truck has been sighted delivering a large piece of equipment. Judging by the packaging of the equipment, we believe it may be the culture tank. The perfect soldier may also be housed inside the tank. Exercise extreme caution.

HIGH-RANKING OFFICER SIGHTED

We believe that a high-ranking officer commands the security units at the entrance to the nuclear launch silo. This person appears to be responsible for any incidents occurring in the vicinity.

TECHNICAL DOCUMENT OBTAINED

We have obtained a technical document believed to be structural diagram of the gate leading from the entrance of the nuclear launch silo to the underground silo complex.

DETAILS ON SILO

We have obtained information regarding the basic structure of the nuclear launch silo. The silo complex is roughly divided into three sections:

1. Exterior (Entrance)
2. Interior (Freight Elevator)
3. The Silo Itself

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:[Power Substation]:

M10 FOUND

Sources indicate that there is an M10 submachine gun stored in the substation. We assess that it is available for procurement at any time.

ALIEN INVASION?

A female dressed as what can only be described as a Venusian has been sighted at the substation. The subject appears to be armed.

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This brings to an end my guide to your Spy Unit and Intelligence Gathering.

If you have any questions please contact me through metalgearsolid.org or email me at HUMINT_TUS@hotmail.com.

Bear in mind this guide is version 1.0 - and I do intend to expand it for future versions. If you have any contributions you would like to make please contact me.

A special thanks goes to the [TUS] community, particularly Generic_Guard and Metal Fox - whom without their guidance, this guide would not have been possible.

Thanks to anyone you read this. Please use this guide respectfully - I wrote all of this, and it is MY work - so if you do use this guide - give credit where credit is due - and if you make money from this - I want some aswell :P

~~Peace!!

HUMINT