

SG1J



~~SECRET~~/NOFORN-SKEET CHANNELS ONLY

21 Jul 87

PROJECT SUN STREAK (U)

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

Session Procedures Report (S/NF/SK)

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

SG1A

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

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

3. (S/NF/SK) Summary: ~~Facility~~, 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 ~~cave 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.

SG1J



CPT, USA

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CLASSIFIED BY: DIA-DT
DECLASSIFY : OADR

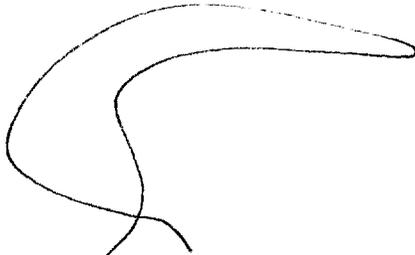
SESSION SUMMARY

SG1J

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

There was some [REDACTED] confusion from the beginning as to what the target was. A group of [REDACTED] structures seemed to be more [REDACTED] dominate. 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.

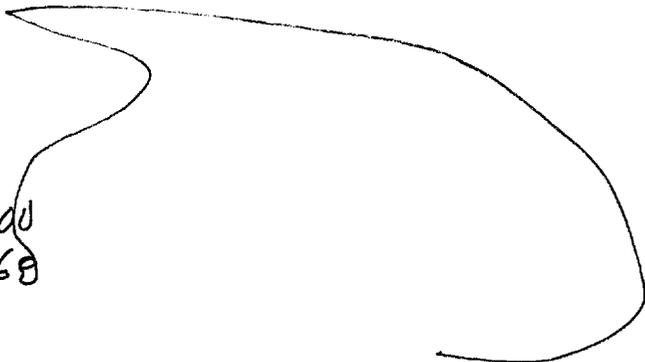


243206

20366

↓. melo up,
curving around,
curving back,
curves around
soft

B. Lamm



243200
203668

curving around
curved, angle across,
curvy, curvy around

Conf break

243200
28366e



S-2?

dull colors
dirty colors
dusty
sandy
gritty
dirty white
greenish
brownish to orange

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

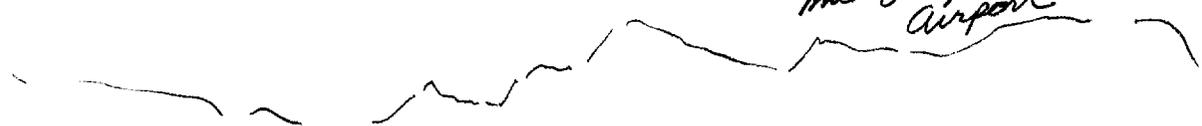
B. structures

AS break

makes me feel dry,
dirty, dusty, grimey

YUCK!!

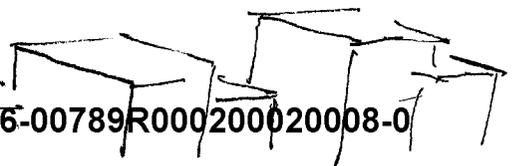
AOL break
kind of reminds
me of Mexico City
Airport



4 1/2 - have a group of structures located

on a flat plain with mountains in background

HOT, DRY, DIRTY!!



AOL

A/S

hot
dry

dirty
poor

angles
square
rectangle

AOL break
building

curving
square

corner
building

white
gray

INSIDE?

steps
stairs

going up

rough

AOL break
like white - washing
stucco

large
open

room

bare
dirty
dungeon

rats

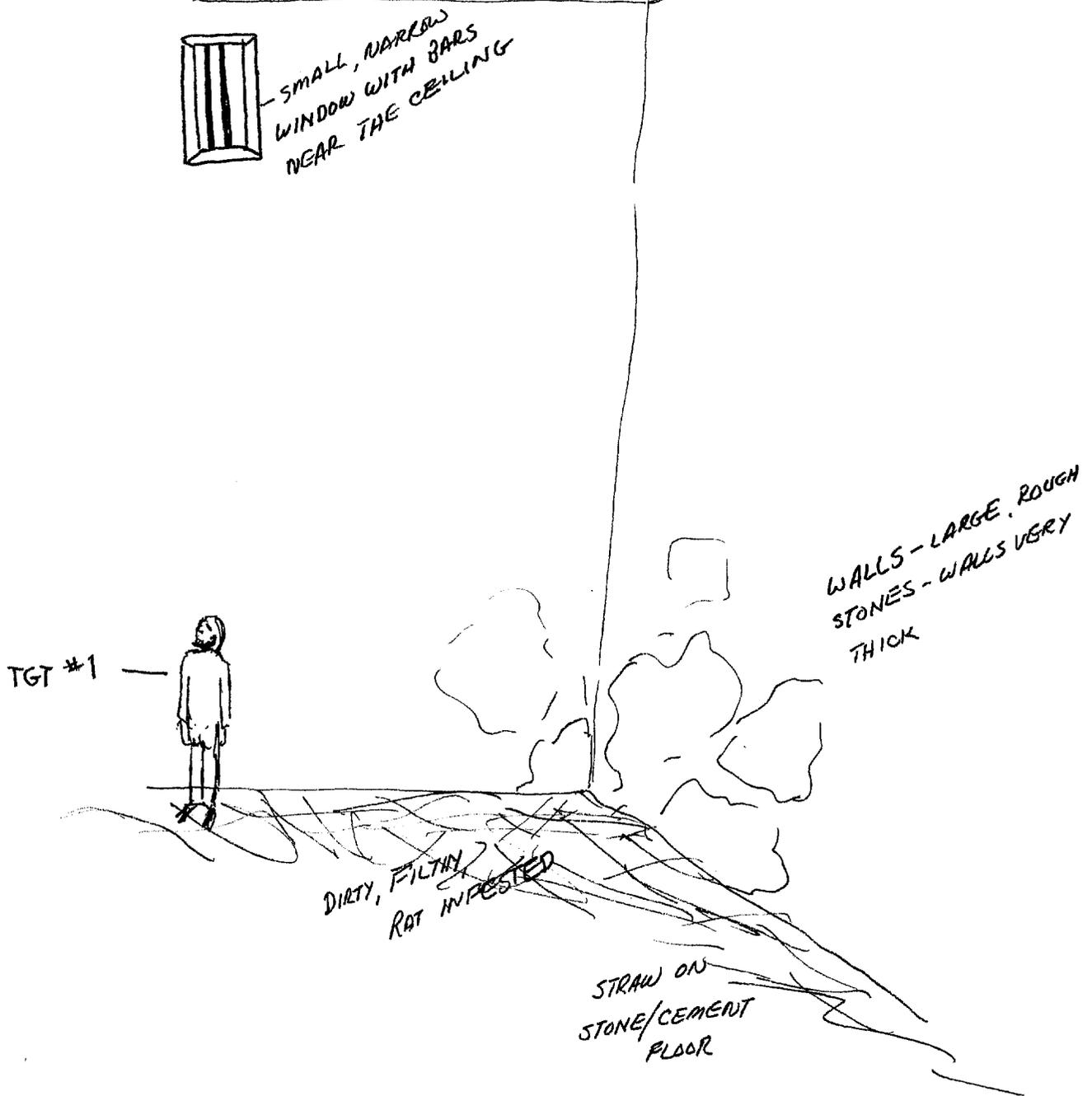
fifth

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.

dark
curving → rounded

red
orange dark

grey
metallic angles
hard

door
steel

vault
inside
underneath

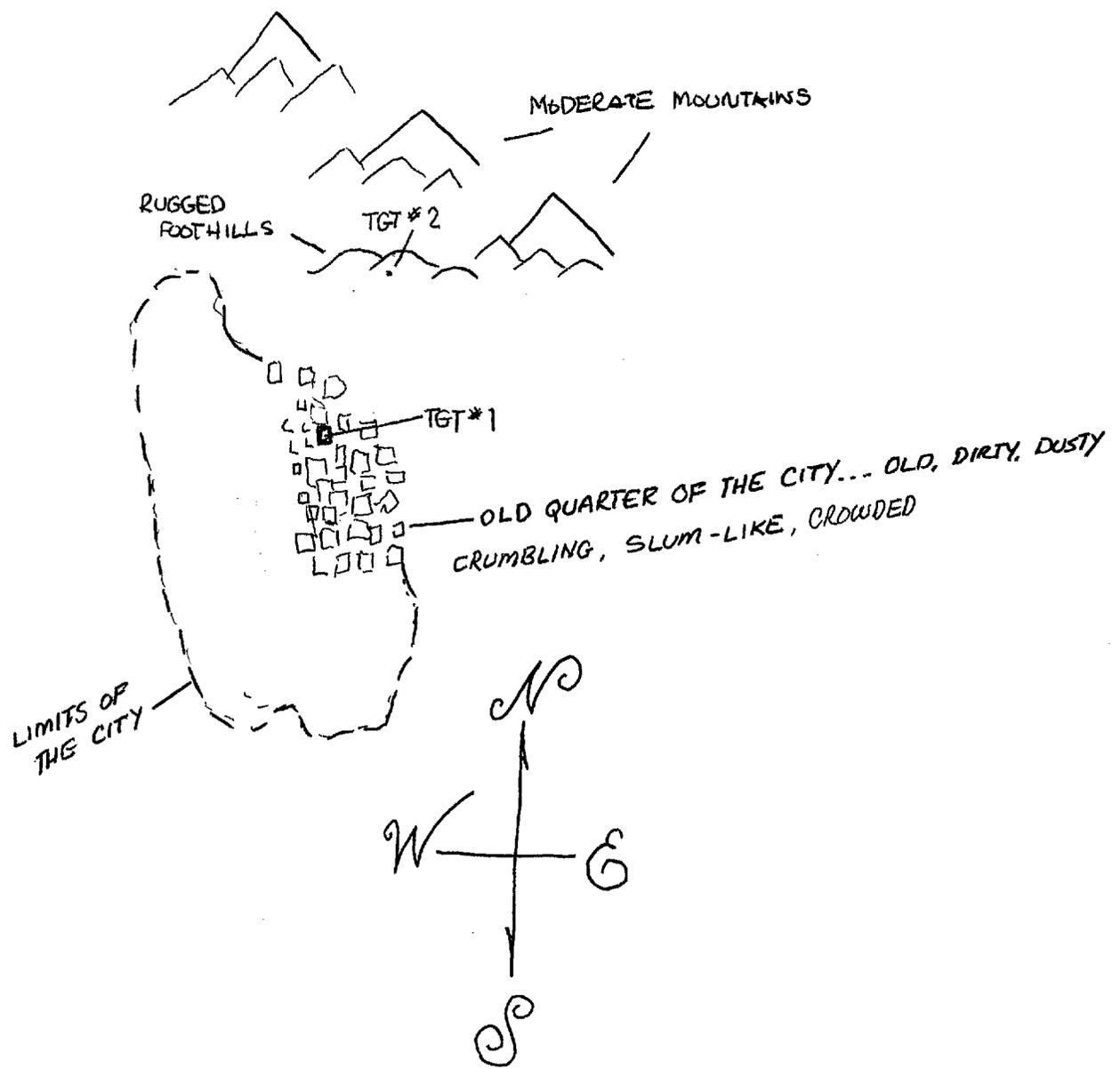
dark
black
red
round
curving
oval

stone
rock
mountain

rough
hard
rugged
dark

empty

Asl brood
like a cavern



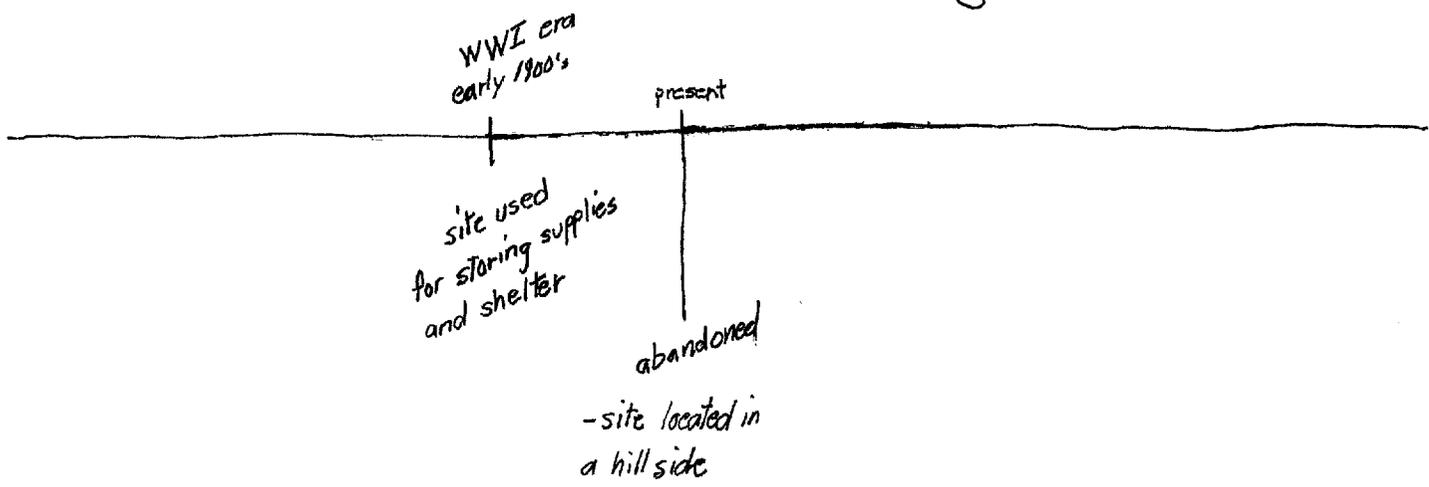
dark

large

open

Paul
room

empty



END 1459hrs