

MISSION: Clear Water

AGENTS ASSIGNED:

Status: Closed

Cypher

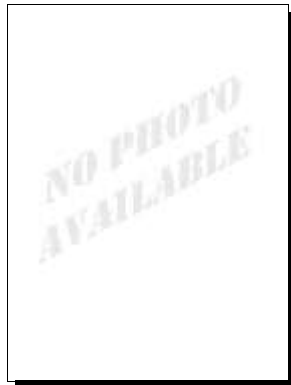
Whisper

DATE: 3 /17/2012

Molotov

TIME: 5:12:00 PM

CONTACT INFORMATION:



FIRST NAME: Bridgette

LAST NAME: Snelling

DATE: 3 /17/2012

TIME: 9:30:00 PM

PLACE: Main Street Tavern

MISSION BRIEFING:

The Agency monitors many types of financial transactions from across the world for any unusual red flags that may surface that could be linked to various degrees of illegal activities. One such transaction has been flagged where an exorbitant amount of money, in the sum of over twenty million dollars, was transferred to a smalltime local mid-western water bottling plant. The originating account the money came from is suspected to have been tied to Pandora. The amount wired way exceeds the production value of the entire company tenfold. The Agency believes Pandora is using the company as a front for some form of illicit activity, but to what end is the question. Your mission is to infiltrate the Clear Water Bottling Plant, located in Cedar Falls Iowa, and bring back any evidence of Pandora's involvement if any. Your presence must go unnoticed so as not to arouse suspicion and casualties should be kept to a minimum. Rendezvous with your contact at the designated time and place for further details.

MISSION DEBRIEFING:

Mission completed 2:30 am on 3-19-12.

Agents made their way to Cedar Falls, Iowa where they met their contact for some vital information. Returning back to their hotel, a threatening pizza bomb was delivered with a message to not interfere with Clear Water. A quick shadow of the suspected threat brings the agents to the bottling plant. A surveillance is set up which provides Intel on the strength of security. The agents join a tour of the Clear Water bottling plant the next day to scout out any possibilities of entrance points. Creating a ruse to step away from the tour, the agents secure a security ID that will gain them admittance to the lower level of the plant. Rendezvousing that night, the team infiltrates the plant through the front door, hacks into the computer and security camera system and masks their presence while in the plant. Sneaking down to the lower level, agents encounter a patrolling security squad and combat ensues. The fight spills into a large water containment room when a creature known as the LUX joined the fray. Its hypnotic affect and tentacles caused serious injuries but in the end, the agents were able to thwart the creature's advances. The LUX escaped through a water pipe as the agents made their way out of the plant via a secret passage. Evidence of Pandora's involvement was procured.