

**MISSION:** Fight Night

**AGENTS ASSIGNED:**

**Status:** Closed

Colossus

Kestral

**DATE:** 4/21/2007

Piranha

WhiteWolf

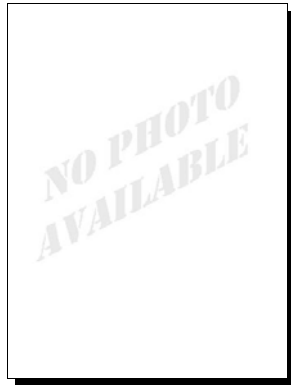
**TIME:** 9:21:00 AM

Vic/Shadowfox

Tripwire/Pegasus



**CONTACT INFORMATION:**



**FIRST NAME:** N/A

**LAST NAME:** N/A

**DATE:** \_\_\_\_\_

**TIME:** \_\_\_\_\_

**PLACE:** N/A

**MISSION BRIEFING:**

Many different groups from around the world delve into all sorts of criminal and underground endeavors. One such group that is on the rise goes by the name, The Redeemers. The Agency has been informed that the organization has started a recruiting effort of mercenaries and well-trained fighters from all around the world, but for what purpose is still unknown. Private invitations were sent out to these would be killers, but were intercepted and is what your team will use to infiltrate the organization. Your mission is to infiltrate The Redeemers organization, posing as trained combatants, and uncover any information that may lead to what the organization is planning.

**MISSION DEBRIEFING:**

They Agents proceeded to Mexico and located the entrance to The Redeemers welcoming brigade and were mandated to leave all their firearms before being ushered on a gigantic and very rusted Mexican shipping barge. Agents preceded to follow directions so as not to blow their cover and were led to and thrown into some very small holding cells where they were knocked out via knockout gas. After the team awoke, they were brought to the ships hull where a massive steel enclosed fighting cage was erected for gladiatorial combat of the new recruits. Agent after Agent entered the cage engaging in mortal combat with other mercenaries and even each other throughout a three-day process of weeding out the best fighters was being established. Many Agents suffered numerous casualties including Agent Shadowfox who was pummeled by many different foes. The pit battles became more dangerous as the entire cage was electrified and turned on in sporadic time increments while an assortment of weapons dangled from the top for any adventurous warrior to use. Agent Kestral was finally declared the winner of the proceedings and was led away to a private meeting, as the entire ship's crew seemed to disappear at once. This left the team running for their lives and jumping overboard after they discovered a bomb was purposefully laden inside the ships hull, which blew the entire ship apart. The Agents only brought back bits and pieces of Intel from the new organization and their plans.