

Other Departments

Departments of The Agency outside of Alpha Line.

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Customs

Handles emigres from other star systems, visitors, and agents moving offworld for other assignments.

Facilities

Facilities handles modifications to the space warp, including adding/moving agent quarters as needed, and placing doors/portals as appropriate.

Medical

The medical system of the Agency. Headquarters houses the most extensive medlab (hospital) facility., Includes Emergency operations, as well as Allergy and immunology, Anesthesiology, Dermatology, Diagnostic radiology, Family medicine, Internal medicine, Medical genetics, Neurology, Nuclear medicine, Obstetrics and gynecology, Ophthalmology, Pathology, Pediatrics, Physical medicine and rehabilitation, Preventive medicine, Psychiatry, Radiation oncology, Surgery,

Security

Weapons Development & Testing

Sciences

Supplies

Includes the consumables provision for the on-site agent quarters; agents log into a centralized system to place orders, and Supplies assigns each agent to a specific delivery agent, who then gathers the requested items and delivers them to the appropriate quarters, including putting away the items for the ordering agent.

For new agents, a designated Supplies team goes to the new agent's former dwelling and records the preferences of the new agent, then returns to the facility to which the new agent is assigned and ensures the desired items are in inventory, loading them into the new agent's quarters as soon as the quarters are assigned.

An important subset of Supplies is the Wardrobe section. This is then further subdivided into the Personal Wardrobe branch, the Duty Suit branch, and the Laundry branch. The Laundry branch also has a team dedicated to mends and repairs. These branches ensure that all agents are duly attired per regulations, whether on or off duty.

Field

Transportation and Vehicle Maintenance

Includes all non-spacefaring vehicles, including the various cars, aircraft, airskimmers, etc. assigned to the agents. It also includes vehicle hangar operations.

Praetorians

The specialized bodyguard team formed to protect the Director and Assistant Director. A matrixed department, it pulls agents from the Alpha Line, Field, and Security departments. It is necessary to pass a physical and psychological exam in order to become a Praetorian.

For more details see [Praetorians](#).

Maintenance

This department includes janitorial services, space warp maintenance, etc. However, Facilities handles modifications to the space warp.

Computation Systems

Covert Ops

Includes the mop-up teams, containment, et cetera.

Also see [Event Control Teams](#).

Research & Development

Accounting

Includes not only the accounting for the Agency as a whole, but also the Agent Banking section.

Works closely with [Administration](#) and [Acquisitions](#).

Auxilliary Activities

Entertainment section,

Technology Sharing section, etc.

Administration

Includes the Director, Assistant Director, and department chiefs, as well as any assistants to all of these.

Fleet Activities

Includes the operations of all spaceports, including the Lunar Farside Dry Docks.

Chaplaincy

Includes chaplains from most of the principal world religions, including Protestant Christianity, Roman Catholic Christianity, Judaism, Islam, Buddhism, Taoism, and more.

It also includes the handling and storage of needed items for services in these religions, such as a Torah, communion services, etc. and robes/vestments appropriate to the various religions. Recent additions to this inventory include all needed items to conduct marriage services appropriate to the same religions.

It also includes the maintenance of the facility chapels, and maintenance and upkeep of the [Crypt](#).

Acquisitions

Education

This department provides education from elementary school through high school, and even Division One University is included in its umbrella. This ensures that agent offspring, alien emigre children and embassy staff children are duly educated.

Diplomacy