

The Agency

The Agency is the Earth-based organization that ties into, and operates, Division One. A loose organization existed prior to First Contact, and with the formalization of Earth as a signatory of the Sydys Concordat and the backing of the Pan-Galactic Coalition, the organization was able to tighten its structure and grow. It is now a smoothly-operating worldwide organization...that no one outside it on Earth knows about.

- [Alpha Line](#)
- [Alpha Line Teams](#)
 - [Alpha Eighteen](#)
 - [Alpha Eleven](#)
 - [Alpha Fifteen](#)
 - [Alpha Five](#)
 - [Alpha Four](#)
 - [Alpha Fourteen](#)
 - [Alpha Nine](#)
 - [Alpha Nineteen](#)
 - [Alpha One](#)
 - [Alpha Seventeen](#)
 - [Alpha Six](#)
 - [Alpha Sixteen](#)
 - [Alpha Ten](#)
 - [Alpha Thirteen](#)
 - [Alpha Three Enigma](#)
 - [Alpha Twelve](#)
 - [Alpha Twenty](#)
 - [Alpha Twenty-Five](#)
 - [Alpha Twenty-Four](#)
 - [Alpha Twenty-One](#)
 - [Alpha Twenty-Three](#)
 - [Alpha Twenty-Two](#)

- Alpha Two
 - Firewall Team Alpha Eight
 - Firewall Team Alpha Seven
- First Contact
 - Originals
- Other Departments
 - Customs
 - Facilities
 - Medical
 - Security
 - Weapons Development & Testing
 - Sciences
 - Supplies
 - Field
 - Transportation and Vehicle Maintenance
 - Praetorians
 - Maintenance
 - Computation Systems
 - Covert Ops
 - Research & Development
 - Accounting
 - Auxilliary Activities
 - Administration
 - Fleet Activities
 - Chaplaincy
 - Acquisitions
 - Education
 - Diplomacy
- Pre-Agency
- Teams, Other
 - Beta 28
 - Beta 52
 - Beta 84
 - Candidate Alpha Line

- Delta 128
- Delta 23
- Delta 29
- Delta 58
- Delta Four
- Event Control Teams

Alpha Line

The special forces department in the Agency, run by Agent Echo, assisted by his partner Omega, and Romeo of Alpha Two. Echo, who was born and raised in Texas, likes to take a leaf from the Texas Rangers and say of Alpha Line, "One team, one riot...or assassin, or terrorist, or...whatever."

Alpha Line Teams

A list of Alpha Line teams. There were 16 teams by the end of Tour de Force. By Definition & Alignment, there were about 25 teams. By Byegones, there are about 50 teams on Earth.

Alpha Line Teams

Alpha Eighteen

Alpha Line Teams

Alpha Eleven

Alpha Line Teams

Alpha Fifteen

Alpha Line Teams

Alpha Five

Agents Love (f) and Uniform (m) (out of LA Office) [airskimmer name Break Five]

Alpha Line Teams

Alpha Four

Agents Golf and Easy (both male, out of HQ) [airskimmer name High Flight], part of the new Director bodyguard unit

Alpha Line Teams

Alpha Fourteen

Alpha Line Teams

Alpha Nine

Alpha Line Teams

Alpha Nineteen

Alpha Line Teams

Alpha One

Alpha Line Teams

Alpha Seventeen

Alpha Line Teams

Alpha Six

Alpha Line Teams

Alpha Sixteen

Agents [Dog](#) and [Quebec](#).

Alpha Line Teams

Alpha Ten

Alpha Line Teams

Alpha Thirteen

Alpha Line Teams

Alpha Three Enigma

Agents [Kilo](#) and [Gustav](#)

Alpha Line Teams

Alpha Twelve

Alpha Line Teams

Alpha Twenty

Alpha Line Teams

Alpha Twenty-Five

Alpha Line Teams

Alpha Twenty-Four

Agents Adam and Torino.

Alpha Line Teams

Alpha Twenty-One

Alpha Line Teams

Alpha Twenty-Three

Alpha Line Teams

Alpha Twenty-Two

Alpha Line Teams

Alpha Two

Agents [Romeo](#) (m) & [India](#) (f), out of HQ [airskimmer name [Crash Cart](#)], part of the new Director bodyguard unit

Alpha Line Teams

Firewall Team Alpha Eight

Agents Monkey and Kako.

Alpha Line Teams

Firewall Team Alpha Seven

Agents [Tare](#) and [Yankee](#). As of [Definition & Alignment \(D07\)](#), Alpha Seven is off the active duty roster, back on in [Break Break Houston \(D010\)](#).

First Contact

Originals

The nine agents who were present at the [First Contact](#) and the signing of the [Sydys Concordat](#).

These nine agents include:

1. [Oboe](#) (former Director; deceased)
2. [X-Ray](#) (Deceased)
3. [Pip](#) (former chief of [McMurdo Office](#))
4. Don (Deceased)
5. Ize (Deceased)
6. Egg (Deceased)
7. Use (Deceased)
8. [Fox](#) (current Director)
9. [Echo](#) (current Assistant Director, future Director)

In addition, several others, including Crutch, were agents at the time but were not present at the First Contact.

Other Departments

Departments of The Agency outside of Alpha Line.

Other Departments

Customs

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

Other Departments

Facilities

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

Other Departments

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,

Other Departments

Security

Other Departments

Weapons Development & Testing

Other Departments

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.

Other Departments

Field

Other Departments

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.

Other Departments

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](#).

Other Departments

Maintenance

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

Other Departments

Computation Systems

Other Departments

Covert Ops

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

Also see [Event Control Teams](#).

Other Departments

Research & Development

Other Departments

Accounting

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

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

Other Departments

Auxilliary Activities

Entertainment section,

Technology Sharing section, etc.

Other Departments

Administration

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

Other Departments

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](#).

Other Departments

Acquisitions

Other Departments

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.

Other Departments

Diplomacy

Pre-Agency

Teams, Other

Contains the non-Alpha Line teams.

Teams, Other

Beta 28

Team consisting of Agents [Como](#) and [Queen](#).

Teams, Other

Beta 52

A team consisting of [Chi](#) and [Genova](#).

Teams, Other

Beta 84

Team consisting of Agents Freddie and Dixie.

Teams, Other

Candidate Alpha Line

Agents Paris and How

Teams, Other

Delta 128

Team consisting of [Diver](#) and ?.

Teams, Other

Delta 23

Team consisting of Agents [Berta](#) and [Carmen](#).

Teams, Other

Delta 29

Team consisting of Agents [Quintal](#) and [York](#).

Teams, Other

Delta 58

Agents [Mu](#) and [Zeta](#).

Teams, Other

Delta Four

A West Coast field team comprised of agents [Gimel](#) and [Iota](#) (deceased, [TBG](#))

Event Control Teams

The cleanup crews that the Agency used to remove, hide, or otherwise disguise evidence of alien presence. Acronym: ECT Nickname: "Et Cetera team"