

I.M.R. Handbook : Introduction

A Word from Mr. Reese (SE2 Tower Leader)

Welcome to I.M.R.

As a new agent, working for us - from myself and all of us:

Welcome.

You are about to engage in a whirlwind career of globe-trotting adventure.

I won't lie to you - it will at times be boring and it will at times be dangerous. But you have at your side the very best support from the very best crew that we can provide.

You know they're the best - we chose them the same as we chose you.

I.M.R. stands for In Media Res. Which means, roughly, "In the middle of events." That's where we stand - between customer and competitor as well as right down there in the field getting our hands dirty.

So welcome. Get to know your team-mates, choose nyms for each other and come with us into our own story.

And call me 'Wooly'.

Theatres / Towers : South East 2

These two terms are used fairly interchangeably at I.M.R. Each theatre of operations (SE2 covers northern Australasia and South-Eastern Asia) is covered by a tower - which is both a physical building housing equipment and staff and also a command structure.

Towers vary in size - SE2 has between 200 and 300 people on its payroll at any one time.

Teams

To handle this many people, a team system is used. Each team will have different responsibilities (operations, logistics, field support, intelligence etc.) 'Even' numbered teams (B,D,F etc.) are support teams whilst odd numbered teams (A,C,E etc.) are operatives. (Originally, each operative team had their own support team, but they have since merged)

Above each team a basic military chain of command is used. You will have clear lines of responsibility and command.

Within each team the organisation is left up to the team itself. This lets us recognise that not every job is well supported by the same structure. Some teams operate with the same military structure, others operate in a more civilian manner.

Have a look at your organisation chart to get familiar with the current makeup of the various teams at your tower. You should have contact names for all services you need.

Missions

Responsibilities are handed out by missions. A mission might cross several teams. Missions originate from customer requirements - if they look economically attractive then these are turned into mission requirements - which are then handed out to the various team members.

Not all missions have obvious end points. For example the intelligence team have an ongoing mission to provide business opportunities for us. However the team also supports specific missions from other teams.

(If you are coming to us from the civilian world, it may help to think of a mission as a project)

Missions will have varying budgetary and reporting requirements.

This document

This handbook should give you an overview of the work we do here, and how we do it.

You aren't required to memorise it - but it does contain the answers to many of your questions.

Rules and Regulations

We don't have a huge list of regulations. We are not a government entity. If we think that you are being a jerk then we will try to train it out of you or dismiss you. We don't have to worry about having a court martial. There is no standardised appeals process, nor do we intend to invent one. Don't be jerks.