



Ministry of Law Enforcement

Investigations
Accountability Office
Enforcer HQ, Greyhaven Park
No. 2 Boulevard-on-Street
Dominion, DW9 AC3

12 November 1998

Re: Request #223

Commissioner,

I am writing this to you not as an auditor, but as your friend.

Nys, I think it would be in everyone's best interest to let the ghosts of the past rest. Your insistence on seeing the unedited report in full has raised more than a few eyebrows at the Block. Nobody here thinks that you were fairly represented in what was published at large, but far greater powers than you or I demanded it. Seeing it printed in ink won't change anything.

But, knowing you as well as I do, I know that you won't be deterred just from my words. Attached is the unredacted executive summary. You've already seen all the details.

Sincerely,
Boronix Lyxiasmartu
MoLE Special Investigator

Attachments (1):
Four Eights Report Committee Report - Executive Summary

*I really should stop
enabling you like this.
- B*

WARNING

THIS DOCUMENT IS HIGHLY SENSITIVE.

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THE FOUR EIGHTS COMMITTEE REPORT

Final Report of the Realmwide Special Investigative Committee on The Fifth Human Rebellion

EXECUTIVE SUMMARY

PREFACE

WE, THE MEMBERS OF THIS COMMITTEE, present the narrative of this report and its recommendations to the Ministry of Law Enforcement on the 6th of May in the four thousand and twenty fifth year of Lilith's Reign. We do so with united purpose because the security of our Realm and its future demands it.

The circumstances under which we now find ourselves are not an accident. Especially in our world, everything happens for a reason. It would be easy to pin the 8th of August, 1988 as the definitive day on which our society was thrown into great turmoil. Indeed, future historians may do so, but as the exhaustive research in this report will show, the chain of events stretches far back into hallowed antiquity and the issues that prevented the Realm from being prepared were systemic and deep inside the security apparatus.

Our aim was to find these issues and present recommendations where appropriate rather than assign individual or institutional blame. To reach that goal, this committee has, over the course of three years, reviewed more than a million pages of documents and spent nearly 180 days in total taking the testimonies of 1,425 witnesses and experts.

Through these efforts we have learned many uncomfortable truths. We have learned that our enemy was patient, ruthless, well trained, and sophisticated beyond all previous imagination. We have learned that the ideological core that fueled them was and still is a limitless source of hostility against all those who do not fit into their vision of a new world order. And above all, we have learned that the very organizations we depended on to maintain order were either not fit for purpose or neglected the threat.

It is our hope that these truths will become lessons learned in the coming years, so that no future generation will ever see anything like this happen again.

THE NATURE OF THE PREVIOUS REBELLIONS

REGULAR HUMAN OR HUMAN-LED REBELLIONS had long been nurtured by demons as a means to draw out the disloyal elements of society. Even a demon cannot know what is within a mortal's heart of hearts at all times. An individual's thoughts, perhaps, but the intention of a whole race? Almost impossible. And, as the old saying goes, more flies are attracted to honey than to vinegar.

Would-be champions of humanity were regularly allowed to rise, win a few victories to seem convincing and grow their following. The rebellion would snowball quickly, gaining numbers and power, turning even the most timid dissidents into brave soldiers for the cause. At this point, infiltration by cleverly disguised demons would begin. These sleeper agents would then climb the ranks and become trusted confidants, friends, sometimes even lovers.

Once the infiltration was complete and the rebels were unknowingly surrounded by traitors, active measures would be undertaken. The classic approach was for the sleepers to reveal themselves just as some turning point seemed to be achieved and immediately enslaving all involved. While quick, this approach was almost always messy. After planning and execution was reorganized under ORICL with the Second Human Rebellion, a more potent (and entertaining) doctrine emerged.

Careful scientific interrogation and study of captured rebels revealed that sizable rebel forces inevitably contained many sources of internal strife. To gain strength, even the most altruistic leaders compromised with less savory factions with different approaches and ideas for what a post-rebellion future should look like.

Some imagined a world order dominated by humanity, some desired a more tolerant future where the various races could live in harmony, and others would have designs that fell somewhere in between. Playing on these different goals, the sleeper agents could theoretically drive the rebellion to a variety of different ends. To date, only one has been proven viable.

As natural in an all-human or human-led rebellion, the human supremacist factions always had the right mix of zeal and strength. Driven to ever greater heights of extremism by our infiltrators, they would first alienate or forcibly purge the non-humans from their number and then go on to drive out more moderate rebels, steadily shedding allies and sympathy in a magnificent spiral of self-destruction until all of the factions previously making up a united rebellion could be quietly subdued.

Such events had far reaching effects well beyond that of simply arresting some criminal thinkers. Succeeding generations were permitted tell the tale of betrayal with hushed whispers, casting suspicion on any future would-be heroes both known and unknown. Even among those loyal to the realm, this served as proof that the demonic will-to-power would always prevail.

Yet much like timed enchantment, this mollifying effect has an expiration date in the forgetful minds of mortals. For this reason, it is necessary to regularly plan and execute these events. And of course, it is absolutely necessary to carefully control them lest they run out of control. In four millennia, four rebellions came and went as meticulously choreographed, almost clinical, affairs.

Why then, did the fifth one have such a different outcome?

AN ENEMY OF OUR OWN INVENTION

IT IS NO SECRET THAT THE formation of the first mortal Enforcer branch in 1952 was highly controversial. Most demons saw it as simple realpolitik, a token move by some ambitious Lilin to gain the approval of mortals in some convoluted plan the goal of which has been lost to time.

Whatever the original intent, the great strains being placed on the realm's ability to provide space for living and growing food would quickly turn the Frontline Patrol from one-off initiative into a vital part of maintaining law and order. However, not every demon saw the existence of mortals who could exert power on other mortals as eccentric pragmatism or an unfortunate necessity. A small group of reactionary ORICL officers saw themselves as under threat of obsolescence. If mortals could police themselves, what else might they prove themselves capable of?

Thus, a conspiracy was born. Calling themselves Amendoimites, its members quickly got to work looking for avenues of influence and quickly found like-minded individuals working within ORICL's various Directorates. Soon, they gained control over Directorate Violet, the very organization responsible for ensuring that the next rebellion would go to plan, and means by which the conspirators' ultimate goal became concrete. A humiliating defeat and the hands of every demon's most hated nuisance, an out of control human rebellion, would serve as indisputable proof that no mortal law enforcement could ever hope to meet the Realm's unique needs.

The conspirators soon ran into very serious challenge. Lilith had designed the realm to inherently resist those who might defy her, be it singular small-time criminals or a thousand rebels. One pillar of this design was the slave trade. The enslavement and jinxing enchantments meant that any losses suffered by rebellions comprised mostly of arcanelly inept humans could only be recovered with great difficulty and that even a mortal Enforcer of no great mind could successfully interrogate captured rebel fighters at full effectiveness.

The conspirators had no way to undo these mechanisms, and changing them might backfire in any case. Instead, they exploited a flaw in one of the very cornerstones of the entire slavery system. Under normal circumstances, the Enforcer signing enslavement orders would be a loyal servant of the Realm who would only sign if the subject of the order was a criminal, but the orders themselves did not check these things. They could just as easily be created for those who were not guilty of anything, or indeed, an Enforcer.

If the Amendoimites could infiltrate the rebellion at an early enough stage and use this flaw to the benefit of the rebels, this could easily swing the balance of power in their favor.

All this activity was soon discovered by other parties, chiefly ORICL's checks and balances in Directorate Indigo. Here disaster might have been avoided had the systems designed to dispose of officers who did not have the realm's best interests in mind been activated. However, these watchers-of-the-watchdemons chose to betray the Realm in a different way.

While they were not eager to witness an out of control rebellion, they also saw an opportunity to enrich themselves without starting yet more intrigue among the demonic host. Since many of the conspirators ran in the same circles as Lilins of blood many times purer than their own, their removal would create the rare opportunity to move up in demonic society. This made the prospect of enslaving them very attractive but also impossible. The very instant that an Indigo agent attempted an arrest, the conspirators would call upon their contacts in high society and either be reassigned to a less prestigious but equally comfortable post or

have the agent subjected to a far worse fate under the eternal ire of a Lilin. Even the long time ORICL Deputy Commissioner, Raeney Lasiellemartu, would later testify that even though she could not stomach the inconvenience of a rampant rebellion, it was better for a hundred thousand mortals to suffer in the line of duty than for a demon to suffer the enmity of a Lilin.

Where there should have been action in defense of the Realm's peace, there was instead a wager. The Amendoimites would be given a free hand to continue their activities. If the mortal Enforcers could survive on their own for a year, the conspirators would help clean up the mess and then give themselves up voluntarily for enslavement. Otherwise, Directorate Indigo and the ORICL brass would be purged and enslaved for being so incompetent as to rely on mortals to do a demon's job and ORICL under new leadership would once more be the sole Enforcer branch.

Such high stakes did not escape the attention of the Elder Lilin, all except one of whom had been against the idea of mortals having power over non-mortals from the start. Indeed, some were even amused by the machinations of their underlings. With their blessing, the very last potential obstacle was removed. All the institutional and arcane defense lines designed keep the next rebellion under control had been bypassed. The question was no longer if the next rebellion would unleash chaos upon the realm but how unprecedented this chaos would be.

SETTING THE SPARK: 1961 - 1974

THE FIRST STEP THAT THE CONSPIRATORS WOULD need to overcome was the lack of a charismatic figurehead or group of would-be heroes for a nascent rebellion to gather around. Somewhat ironically, the previous work of among the conspirators now hindered their current task. The Fourth Rebellion had been quelled scarcely two centuries ago, and the murmurs of suspicion regarding rebel groups was still circulating. If there were any dissidents suitable for leadership, they were keeping to themselves.

The solution then was to encourage, or if necessary, impersonate, suitable candidates, and the means came in a most unexpected form. Humanity, and indeed most of the realm, had long forgotten the true nature of angels. Save for a statue in Dominion, an incredibly rare book, and oral history which has become indistinguishable from legend, even the existence of angels had become hard to prove. Yet many humans still clung on to the idea that angels remained their temporarily indisposed protectors and that they would someday return to liberate them.

With such hopes being placed on angels and yet the true nature or appearance of angels being almost totally unknown, it was trivial for a select few Amendoimites with the power to hide their demonic appearance and talent enough for acting to put on a convincing facsimile.

On a cold winter day in February 1961, four of these "angels" appeared to a group of particularly wretched slaves shivering in the stockade of a wealthy mine owner in the Moon Mountains. Freed from collars they'd been told only a demon could undo, these slaves were totally convinced that their promised protectors had returned to free them and became the first in what would grow to be a huge network of underground proselytizers.

Whispers of perfect humanoid faces, feathered wings of the purest white, and the power to break the hold the demons had over them spread like wildfire. This was of course very concerning to every slaver who heard it, but when relayed to ORICL by representatives from the Ministry of Slavery, it was brushed off as a preposterous fantasy told by slaves who knew they had no future.

//TODO: growth of the rebellion from slave rumor mill to its first fighters, small victories, etc

//TODO: detail ORICL assistance, infiltration, novelty of embedding agents in the top leadership

THE GATHERING STORM: 1974 - 1988

NYSARYTH LISOPHIAMARTU HAD BEEN COMPLETELY UNKNOWN before becoming Commissioner in 1974. Although she graduated at the top of her class from Officer Cadet School, most of her career was spent first at a sleepy station in the relatively prosperous borough of Pine-on-Bramble in the West End of Dominion, then at various administrative positions at Greyhaven Park. To say that she was unqualified was an understatement.

Yet she cannot be blamed for just how unprepared the realm and its peacekeepers were. She was part of the so-called third generation of Enforcers, trained not by the pioneers of the system but by the system itself, and her sheltered career gave her few memories of the huge crime waves of the 1940s and 1950s that made the Enforcers a permanent fixture in the public eye in the first place. Her instructors taught the “how’s”, not the “why’s”. The methods of the present had been the methods of the past, and would continue to be the methods of the future.

We cannot feign surprise then, when Commissioner Nysaryth decided against equipping Patrol officers with anything other than a simple truncheon and their own innate arcane ability despite the increasing social instability of the late 1970s. The Enforcers were not an occupying army, she wrote at the time, and the small number of specialist weapon officers scattered all across the realm would suffice if any real need for a more potent response was needed.

Perhaps the greatest foreshadowing of this policy's effects on the realm and its protectors were came from a group motivated not by ideology, but by simple greed. Organized crime was hardly new in the hot summer of 1976, but the scale of the Grand Bank Heists and the violence with which they were perpetrated was a shock to all. Unable to travel outside their own boroughs, the Patrol weapon specialists proved to be totally impotent on their own. ORICL agents either showed little interest in such mundane crimes or were preoccupied with other activities and in any case, they were also too few in number. The heists and the gang behind them were finally put down after three harrowing weeks by the combined forces of all the specialist weapon officers that the Patrol had at its disposal and an unauthorized loan from an enterprising ORICL Directorate Orange procurement officer.

Waking up finally to the threat that a well-organized and well-equipped enemy posed, Commissioner Nysaryth authorized the creation of another mortal Enforcer branch.

The Special Weapons and Operations Response Department, or SWORD, was essentially an extension of the specialist weapon officer concept, but now equipped with personal armor, better weapons, and deployed in teams rather than as individuals. While some were initially skeptical of yet more mortals with yet more power, a series of high-profile raids throughout the late 1970s would prove their utility.

Some may opine that had SWORD been formed earlier, much of the later disaster could have been avoided. However, the findings of this committee do not support such a conclusion.

As SWORD was only supposed to be a reactive force, as indeed contained in their name. Its officers were trained to expect that as a bespoke resource, some advance knowledge of the time and place of their operation would be known, as well as information regarding the equipment and approximate number of enemies. Critically, they were not trained to fight as light infantry far from the nearest source of supplies nor

were they trained to fight enemies of both equal equipment and tactical acumen. In other words, they were trained to fight gangs, not armies.

Throughout the late 1970s, whole armories full of retired Enforcer equipment disappeared. These shortfalls in inventory escaped the notice of most quartermasters who only concerned themselves with the latest and greatest. Those who were more diligent and did take notice were silenced. Per the records we were able to recover, by spring of 1978 the Amendoimites had secretly stockpiled enough equipment to turn a rabble of fifty thousand into a division-sized rebel army plus a larger force of irregulars.

By 1982, Enforcer patrols found themselves ambushed by unknown enemies all across the realm. Patrol and SWORD detectives were baffled as to what these mysterious combatants hoped to achieve. The ambushers disengaged the moment they encountered any resistance and seemed to have no material goals. Even more puzzling, upon reporting to ORICL Directorate Red that there was a strong possibility of political motivation, the investigation was not brutishly taken over by ORICL agents in the usual manner.

In truth, ORICL knew exactly what was going on. The second stage of the rebellion, the insurgency, had begun. After steadily gaining strength and numbers, the leadership of the so-called Human Liberation Front had decided that they had reached the limit of what static training exercises and stolen Enforcer manuals could provide. To gain field experience and learn more about how their most common enemy would fight, spoiling attacks were set up. The Enforcer response time and tactical posture were carefully observed and recorded. These records would be sent back for study and evaluation so that countermeasures could be developed. Of course, a serious or lengthy engagement would allow the Enforcers to develop new tactics or even worse, learn about rebellion by capturing a rebel, so attackers never left concealment and broke off as soon as the Enforcer response solidified. In this way, they could retain the initiative and choose when and how to attack.

For the time being, to both the Amendoimites and loyal ORICL agents, everything was going according to plan. For the next six years, the rebels would grow in confidence and move past simple information gathering attacks. Black propaganda campaigns were spread through the general populace, creating work stoppages and inciting riots. Ambushes became more violent and elaborate, utilizing powerful new weapons. For mortal Enforcers, morale was also low. Powerless to stop the attacks and stonewalled by ORICL disinterest in marshaling more effective intelligence gathering resources, Enforcers began leaving the force, feeling that their uniforms were targets rather than points of pride.

//TODO: introduction of human Enforcers in 1984 to bolster flagging recruitment numbers, infiltration of some units by HLF

//TODO: introduction of "angelic collars", re-purposed slave collars for HLF use

With the order of the Realm more tenuous than ever, the HLF felt that their time had come. A massive, crippling attack on every Enforcer installation followed by the encirclement of Dominion would be the first step in the push towards final victory and liberation of the Realm.

This opening move was set to occur on Monday, the 8th of August, 1988.

BREAKING POINT: 1988 - 1992

IN THE EARLY HOURS OF WHAT we now call the Day of Four Eights, a series of well-planned and skillfully executed attacks rocked every Enforcer installation across the Realm. Some were firebombed to deny their use, others were captured by cleverly disguised infiltration teams. To their horror, captured Enforcers found themselves clapped in the same enchanted irons that they had long used on criminals. True to their word, the Amendoimites hidden amongst the rebels had fulfilled their promise of so-called "angelic magics" that made it possible to subvert a longstanding obstacle.

High value prisoners found themselves unable to resist the simplest questions, regurgitating challenge words and command codes which would be used to accelerate the downfall of the remaining command and control structure before being marched off to concentration camps for other nefarious purposes. It was only by chance that the attack on the Block occurred during a shift change. Faced with double the security, the attackers were quickly defeated and captured having accomplished little.

This would be little comfort as the rest of the Enforcer command and control structure was paralyzed and quickly shrinking, unable to coordinate anything resembling an effective counterattack. Isolated Enforcer units were unable to prevent HLF fighters from capturing every road leading in or out of Dominion, cutting off the Realm's capital.

By dawn, the irregular forces of the HLF also made themselves known. Agitating other citizens over hitherto unrelated sources of discontent such as housing shortages and unemployment, huge riots broke out followed by widespread looting. Partisans were able to use these crowds as living camouflage, attacking the Enforcer response and then blending back in.

Having no riot control resources, the Frontline Patrol was forced to triage what regions were to be given over to the chaos and what was to be defended. Huge "no-go" zones soon pockmarked every population center.

//TODO: Mass defection of human Enforcers to the HLF, catastrophic betrayals

This then was the state of the Enforcers after just four hours: leaderless, outnumbered, outgunned, and cornered. Yet if demonkind was expecting these mere mortals to crack under the pressure and surrender, they would be in for a surprise.

Three companies from SWORD 1st Battalion and one from 2nd were able to successfully disengage and link up outside the Youko Forest. Left relatively intact and finally reorganized, this 400-strong force gave up all pretenses of keeping the peace. In the face of being outnumbered by even the less numerous uniformed rebel troops by 250-to-1, the peace had already been lost. They began to fight as light infantry instead of a tactical response force.

Cut off from regular supplies and faced with enemy agents at every turn, they adopted a policy of "shoot first, ask questions later" and lived off the land as best they could. Ironically, having avoided fighting Enforcers for so long meant that HLF troops under an attack that they did not initiate preferred to retreat

first rather than stay and fight even when they had a numerical advantage. Taking advantage of this weakness, the SWORD breakout force was able to rescue the all of 2nd Battalion within just three days.

Despite the best efforts of the HLF to pursue, they soon found themselves harassed by guerrilla fighters to counter their own. The jungles of Itza'aak, which should have been an HLF hunting ground, became very dangerous for both sides. This sudden change in tactics, totally unlike what was written in the SWORD manual, convinced the HLF that there were gaps in their intelligence and that there were perhaps more SWORD Enforcers than their stolen documents and prisoners had led them to believe.

In the cities, the no-go zones had expanded considerably and started merging into impassable rings. Patrol units had more or less been compressed into a few high-value boroughs, totally unable to leave. Yet this was not entirely to the HLF's favor. The more they pushed into these boroughs, the denser the Patrol presence became and the resistance increased substantially.

Moreover, while Frontline Patrol officers had been initially been unable to open their emergency weapons lockers without their superiors, those same superiors who might have barred them from opening those lockers had either been captured or fallen out of contact. Taking matters into their own hands, Patrol Enforcers broke open those lockers and for the first time in history the average Enforcer across both mortal branches had both some personal protection and a weapon more substantial than a truncheon. The HLF found itself with large numbers of its irregulars essentially fixed in place, unable to make any progress or retreat for fear of allowing these isolated pockets to rally.

With their irregulars preoccupied and their regulars fruitlessly chasing SWORD, HLF leadership became concerned that perhaps fighting on the periphery was distracting them from their true goal of overthrowing Lilith, refocused their attention on Dominion.

//TODO: HLF fails to take Dominion or break the Enforcers before one year is up, Amendoimites lose the wager and must now help ORICL loyalists clean up the mess

//TODO: ORICL activates its "angel" sleeper agents

//TODO: With all branches of the Enforcers now working towards a common goal, HLF progress is now reversed and suffers a huge setback at the Battle of Green Grass Hill

//TODO: Corruption of HLF leadership empowers human supremacist elements that steadily marginalize non-humans into less important roles

//TODO: By 1990, HLF begins to splinter into various factions, mainstream HLF now totally human run and begins indiscriminately attacking non-human civilians, non-human rebels, and Enforcers alike

//TODO: End of the rebellion in 1992

RECOMMENDATIONS FOR PREVENTATIVE MEASURES

WITH THE CONCLUSION OF CORRECTIVE ACTIONS and the thorough examination of the root causes, we must look towards prevention of future events. This committee will not go so far as to recommend the cessation of controlled rebellions as we find that the concept is sound at heart. However, as an organization, the Ministry of Law Enforcement must face the reality that the controls we have placed our trust in for so long are no longer adequate. Our recommendations are as follows:

1. ORICL Directorate Indigo posts must no longer be permanent. A ten-year rotation from the other Directorates, Violet excepted, will ensure that no singular interest will ever fully control the positions responsible for keeping the other interests in check.
2. ORICL Directorate Violet must be dissolved for periods of at least two centuries between rebellions and its agents dispersed to the other Directorates. Their expertise will be retained, but they cannot ever be allowed to execute their duties before they are due.
3. Although the performance of SWORD was admirable under the circumstances, two battalions is not enough. A third battalion must be raised in order to create a full brigade. To this end, we recommend that the Enforcer Academy be granted a formal training ground for tactical interdiction at Camp Coquelicot. The curriculum taught at this new training ground must also include countering an equal force, rather than lesser forces as in years past.
4. ORICL's direct action assets were shown to be deficient in defending other ORICL assets. These should be consolidated into Directorate Yellow and expanded.
5. To head off future riots which may serve as a distraction in future rebellions, the state of the realm's housing and employment must be reviewed. We must not allow political enemies to capitalize on non-political issues.
6. As demonstrated by the widespread looting and other "petty" crimes that occurred, the Frontline Patrol also has a critical role to play. The emergency equipment issued should be made permanent and additional riot control resources be made available.

Finally, there is also the matter of how easily enslavement orders were exploited. This committee recommends that all newly enslaved beings be teleported not into a location of the slaver's choosing, but a centralized facility where slaves can be easily reviewed. We leave the Ministry of Slavery to work out the details, but to save resources, we suggest that existing spaces at the Slavery Administrations of each major population center be utilized for this new purpose.