



# Ministry of Law Enforcement

Internal Inquiries  
Records Office  
Enforcer HQ, Greyhaven Park  
No. 2 Boulevard-on-Street  
Dominion, DW9 AC3

26 April 2021

Re: Inquiry 2021/04/749234

Inspector,

We have reviewed your letter of 2 January in which you requested the following information:

'An overview of the current organization of the Enforcers.'

This correspondence has been treated as a request for information under the Informed Security Services Act of 1990. As such, the Records Office has performed a search for the information within the scope that you requested and it has been compiled and is attached.

Under Amendment 2002/4 of the State Secrets Act of 1968, you are hereby advised that any information that is redacted, missing, or otherwise not included does not exist and has never existed. Further requests for such information will be ignored and any attempts to obtain it in any other manner will be prosecuted as espionage.

May Lilith look down upon you this day,  
Internal Inquiries Secretariat

Attachments:  
Force Structure Overview

# FORCE STRUCTURE OVERVIEW

## PART 1: The Frontline Patrol

While Lilith's realm has had some means of upholding the law and maintaining public order since time immemorial, the devolution of authority to the mortal races is a relatively new development. Established in 1952, the Frontline Patrol was initially seen as a move born of realpolitik to pacify the sentiment that any power worth having was limited to demons, but the explosive growth of the realm's population and increasing social instability soon made it a real and necessary part of the security apparatus.

Today, the Frontline Patrol (usually shortened to just "Patrol") is responsible for the day-to-day policing of the realm. They are organized into three different departments on basis of responsibility, each run by an Assistant Commissioner. All three divisions are overseen by the Frontline Deputy Commissioner.

- **Territorial Policing**

By far the Patrol's largest department, Territorial Policing is responsible for maintaining order the [REDACTED] of boroughs in all the realm's towns and cities as well as the rural regions. Each region or borough may contain anywhere from a [REDACTED] to a thousand officers and is commanded by a Chief Superintendent. Although the Chief Super may well be the highest authority in a sparsely populated area, large cities containing many boroughs (such as Dominion) answer to a Commander.

The various individual Enforcer stations that dot the realm are each headed by a Superintendent who handles administrative tasks such as coordinating with other stations in the same region or calling in another Enforcer branch, and Chief Inspectors who manage the daily operations of the station. These duties generally require the Super and the Chief Inspector to remain within the station and leave the grunt work to Inspectors who in turn delegate to Sergeants or may take personal involvement if there is a major incident. Inspectors also run the station's detention and [REDACTED] facilities, if it has them. Sergeants coordinate individual squads consisting of two Police Constables and determine what squads will patrol where.

Generally speaking, every officer, from the lowly PC to a Commander who hasn't walked the beat in years, holds the same powers of arrest and search. There is no such thing as off-duty for these officers, or indeed any Enforcer, they are compelled to uphold the law at all waking hours. While sounding noble, having a force that is constantly on duty also creates a great deal of plainclothes Enforcers. It is in fact one of the Patrol's most valuable intelligence-gathering assets, an area which they have traditionally been underfunded and undermanned. Although a primarily land-based force, Territorial Policing also employs a number of specialist officers which report to their own respective units to cover air and sea zones of operation:

- Littoral Policing Unit  
Responsible for patrol duties in the air, on the surface, and at shallow depths in coastal and riverine regions. Sometimes known as “loonies” due to its predominately waterfowl membership.
- Aerial Policing Unit  
Distinct from airborne couriers that fill logistical roles, performs both surveillance and some interception duties from the air over inland regions.
- **Criminal Investigations and Forensics**  
The Patrol's powers of investigation are relatively limited. In fact, no Patrol Detective can ever aspire to a rank higher than Inspector. They may investigate singular cases or minor crimes, but anything serial or suspected of having been perpetrated by an organized criminal group is [REDACTED] taken over by SWORD. That said, the humble Detective Constable is often the reason the Enforcers have a vast and accurate record of [REDACTED] and they are often the first “friendly face” that an ordinary citizen will see after mostly impersonal interactions with Territorial officers. Unlike their Territorial counterparts, a Detective Inspector has special powers of detention and may detain any person of interest for [REDACTED] days without cause or evidence.
- **Riot Control**  
As the most numerous and widespread branch, only the Frontline Patrol has the manpower necessary to hold back riots. Even so, this power was only granted after the substantial damage caused by the Housing Riots of 1998. Riot Control exists in a strange state of limbo, having no permanent personnel save the Assistant Commissioner and a few Commanders. When not needed, it is the job of these lead officers to ensure that adequate resources are in place and that each borough or region has devoted the necessary time to train individual officers and develop response plans. Upon activation, command authority is largely ceded by Territorial officers to Riot Control. The Riot Control officer in command may then marshal as much manpower as they feel is necessary, including calling in those who are off shift, and may rescind rules of [REDACTED].

## PART 2: The Special Weapons and Operations Response Department

When the ██████████ Bank Heists shocked the realm in 1976, the vast majority of Frontline officers were armed with nothing more than a truncheon and only a small number of weapon specialists could carry anything else. Against a criminal group of such unprecedented firepower and organization, the shortcomings of the very large but weak Frontline Patrol and the very powerful but small ORICL were made starkly clear. It was not until a particularly elite group of Frontline Patrol weapon specialists went on an ██████████ raid with ██████████ equipment that the gang was stopped and the idea for SWORD was born.

SWORD is the realm's mortal armed task force and the last word in dealing with ordinary crimes that become extra-ordinary. They mostly recruit from the Frontline Patrol. Any Frontline Officer with at least three years of good service and above-average weapons aptitude scores is eligible although the brutal training has a relatively high wash-out rate. Despite this, even a wash-out is often treated with a degree of respect not afforded those who were ineligible in the first place.

Their primary tasks are investigation of high-profile crimes as well as tactical response. These tasks are delegated by the SWORD Deputy Commissioner into two wings.

- **Organized and Serial Crimes Wing**

Contrary to the stereotype of SWORD officers as being trigger-happy brutes, much of SWORD's resources are devoted to finding who to pull the trigger at. Besides their own casework, SWORD Detectives keep tabs on all of the investigations that their Frontline counterparts undertake at all times and may step in if they feel a series of individual cases is linked, perpetrated by a criminal organization, or is especially heinous.

These cases may involve illegal slavery rings, serial rapists, extortion rackets, ██████████, ██████████, ██████████, or even especially successful muggers. Where a SWORD Detective may step in is purposefully ill-defined and is often a source of ire among ██████████. Yet even a SWORD Detective may find their case reassigned to an ORICL agent if even a hint of political motivation is detected. This too has created fractious ██████████. Although SWORD Detectives do not normally participate in raids, they are nonetheless held to the same standards of physical and mental readiness. It is not unusual for a SWORD Detective to rotate in and out of Tactical Interdiction.

- **Tactical Interdiction Wing**

SWORD's oldest, and some would opine proudest, role is to make the targets too prickly for the Frontline Patrol disappear. Tactical Interdiction does not typically concern itself with the optics of its actions and along with their famous midnight raids, they have also broken down doors or blasted holes into walls in broad daylight. The ends always justify the means.

In general, the smallest maneuverable unit is the four-person fireteam, each consisting of three Police Constables lead by a Sergeant or an Inspector.

The fireteam has:

- a rifleman equipped with a Pepperball Rifle
- a grenadier equipped with either a Pepper Grenade Launcher or an Arcane Stun Gun
- a designated marksman equipped with either a Revolving Tranquilizer Rifle or a Cryoprism Gun
- a team leader who may also lend their firepower in the form of a Pepperball Rifle

Of course, the manpower and equipment devoted to a fireteam is flexible and can be changed as the situation changes (for instance, sniper teams only have two officers). Two of these fireteams form a section of eight led by the Inspector between them. From here, the organization is once again very flexible but as SWORD operates almost exclusively as [REDACTED], the next unit up is the 30-person platoon made up of three sections and a Chief Inspector with support staff although large platoons or particularly elite platoon may be led by a Superintendent.

Above platoon strength, the coordination of so many officers require a dedicated headquarters as is the case of the SWORD company. A company headquarters consists of a Chief Superintendent and their subordinates and coordinates three platoons for a total of 100 officers. Only very rarely has SWORD marched out as a battalion as such a formation represents one-third of the branch's strength. In order for a Commander to keep four fighting companies in fighting condition, one company must be devoted only to supply and command.

Battalions are also somewhat unwieldy in an age of highly fluid threats where the mobility of smaller formations is key. As such, Commanders almost always move companies rather than a battalion. SWORD has never deployed all 3,000 of its officers as a single brigade, but it may be helpful to think another way, the SWORD brigade is always deployed and the realm serves as the area of deployment.

Much like their Patrol counterparts, SWORD also has specialist units to cover non-land theaters:

- Amphibious Assault Group  
The Realm's premier underwater interdiction force, the combat divers in this unit are trained to sink ships or infiltrate beaches in equal measure. They also provide protection to surface assets against hostile divers.
- Aerial Combat Group  
Originally formed to guard couriers from flight-capable hostiles, this unit's combat flyers have since expanded their capabilities to handle land-based threats as well.
- Air Mobile Assault Group  
Although SWORD makes heavy use of its teleporter network to get around the realm quickly, these specially selected couriers ferry operatives to their destination when use of teleporters is either undesirable or unfeasible.

## PART 4: The Office of Realm Intelligence, Counter-espionage and Logistics

Discounting its network of informants, there are fewer true ORICL agents than other types of Enforcers. Yet despite technically being the smallest branch, it also has the most authority and the most power. This is reflected not only in its all-demon personnel but also in the fact that even the most junior ORICL agent starts with a rank of Superintendent.

Furthermore, the office and rank of Commissioner, to whom the Deputy Commissioners of all three branches must report to, can only be held by a former ORICL agent. This allows ORICL to command the resources of the other branches to its own ends although in recent years changes in the role of the Commissioner has somewhat lessened this practice. Predictably, both the Frontline Patrol and SWORD have often found themselves with a common [REDACTED], especially in regards to the handling of [REDACTED] sometimes resulting in [REDACTED].

However, ORICL sees itself as above such mortal concerns, and for the foreseeable future [REDACTED] (further discussion on the interoperability and relations between the branches can be found in PART [REDACTED]: [REDACTED]).

As ORICL's responsibilities are myriad, its organization is also quite different from the other branches. It was envisioned in the Rainbow Accords of 1910 as a way of organizing demonic efforts to keep order in the realm after the successive human rebellions of millennia past showed that merely crushing rebellions as they sprung up was not a preferable solution. Before mortal Enforcers were even on the drawing table, the need to be proactive was recognized and what's more what's more, such efforts would need to be coordinated with efforts abroad, lest foreigners gain an inkling of what was going on in the realm. Thus, ORICL's ultimate goal was to create and preserve a pervasive surveillance state that was not only cleansed of dangerous thinking from time to time, but would eventually cleanse itself. To that end, seven roles were to be: internal security and surveillance of persons of interest, external espionage and sabotage, counter-terrorism, maintaining ideological purity, [REDACTED], and [REDACTED], as well as keeping the two mortal branches free of mortal weaknesses after their establishment. These seven roles are pursued by seven directorates:

- **Directorate Red**  
Concerns itself with surveillance of persons of interest, monitoring all communication in the realm, and "organic" intelligence gathering within the realm (i.e. informants sleeper agents, etc.)
- **Directorate Orange**

Concerns itself with surveillance of persons of interest, monitoring all communication in the realm, and "organic" intelligence gathering *outside* the realm. Also occasionally exfiltrates objects.

- Line Apple  
Coordinates with resident demons in foreign countries to maintain control of the media and government.
- Line Butter  
Infiltrates foreign countries to gather intelligence.
- Line Cork  
Creates disinformation that is distributed through the network Line Apple maintains.
- Line Duff  
Direct actions, abduction or otherwise silencing of foreign citizens.
- Line Edward

[REDACTED]

- Line Freddy  
External revenue streams to fund external operations via [REDACTED]

[REDACTED]

- **Directorate Yellow**

ORICL's elite tactical group, frequently acts on intelligence gathered by Red but is also capable of being reactive. Has a [REDACTED] with SWORD's Tactical Response Wing.

- Special Nighttime Service (SNS)  
A special fireteam that handles exceptional cases of malfeasance, the only Enforcers in the realm authorized to use [REDACTED].

- **Directorate Green**

Maintains loyalty to Lilith among the demonic and half-demonic population via [REDACTED]

[REDACTED]. Mortal population less of a priority.

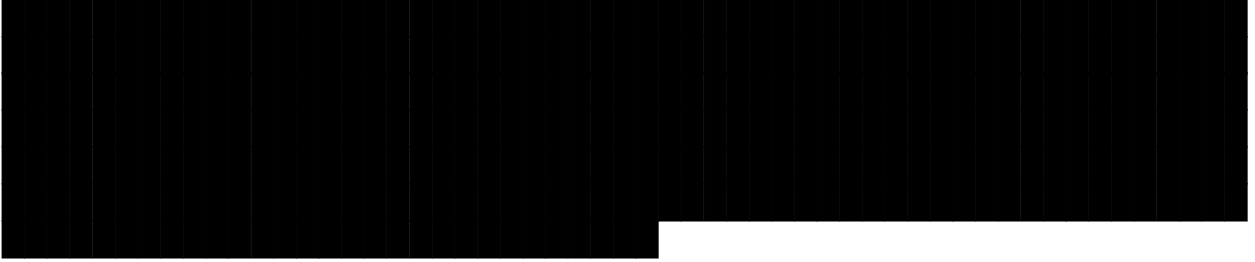
- **Directorate Blue**

Surveils the mortal branches through a network of informants to ensure loyalty and remove corrupt or incompetent officers.

- **Directorate Indigo**

[REDACTED]. Reports to the Commissioner directly.

- **Directorate Purple**





## PART 5: Ancillary Services

### The Enforcer Academy

When the idea of mortal law enforcement was first entertained, one of the major questions raised was how multiple generations were to be trained. With Lilin and demons having such longevity, the pseudo-apprenticeships practiced inside ORICL would be inappropriate as by the time the apprentice learned all they needed to learn, they would be well past their physical prime. The original Enforcer Academy (just called “the Academy” at the time) was opened in 1948 to solve this problem and the inaugural graduating classes of senior and rank-and-file officers went on to become the Frontline Patrol. Its instructors were originally all ORICL agents in their spare time, but as procedural knowledge accumulated within the Patrol, the Academy eventually became a closed loop system.

Today the Enforcer Academy is in fact several facilities serving all three branches. Among these facilities are:

- **Officer Cadet School**

Occupying the original Academy building on the outskirts of Dominion, all Enforcers who aspire to a rank higher than Sergeant must pass the courses offered here. The environment is highly competitive as graduating below a certain percentile can substantially affect future promotion and job prospects.

- **Camp Coquelicot**

Founded by the first SWORD officers in the aftermath of [REDACTED], the camp aspires to prepare SWORD Enforcers to face all the challenges the realm has to offer.

- **Regional Officer Schools**

After the Frontline Patrol outgrew the space offered by the Academy, the responsibility of training Patrol officers was delegated to smaller facilities across the realm. All mortal Enforcers get their start in one of these schools.

- **ORICL Specialist Schools**

[REDACTED]

### The Office of the Commissioner

Part politician, part Enforcer, the Commissioner is responsible for coordinating the strengths between the three branches as well as interfacing with civilian oversight. The office therefore occupies a unique niche, as it holds no loyalties to any one branch. Even diminished in power

and prestige as the office has become in recent years, the Commissioner still commands many potent bureaucratic strings. As a balancing measure, the office may be emptied and refilled by the unanimous agreement of all three Deputy Commissioners.

### **The Ministry of Law Enforcement**

The Enforcers' civilian oversight, MoLE mostly concerns itself with finances, research and development, as well as accountability when it would present a conflict of interest to have ORICL investigate.