

## Possible changes?

Severe overrepresentation by human standards? Added bureaucracy to fit in with theme

## Brief Overview

The Yul'iinq is a broad state organisation much akin to human police forces, though incorporates a much larger scope of activities within it's devolved scope of affairs. The details found here specify only the Yul'iinq for Jargon IV, though many other Skrell systems use their own copies or versions of the incorporated system. It functions in a strict hierarchy much like the entirety of the Skrellian government, with the governing body working directly under the Yul'iinq branch, which delegates unto the four lesser branches. While the Yul'iinq itself is centralised, all the departments are spread across the entire planet, only having headquarters to ensure a base of command for one specific area.

The general idea behind the Yul'iinq is to have a globalised and organised police-like system for Jargon IV that acts much like you'd expect the Skrell to make something: Efficient; Clean; Structured. However design does not always meet reality, and much of the time any issues requiring high authority are swept aside in favour of ensuring public image is kept clean, and those they do attend to get so caught up in bureaucracy that they become outdated and irrelevant by the time the issue is resolved and passed on.

For many years the Grand Chancellor(s) have shown their great appreciation for the Yul'iinq, prioritising them much so over non-domestic affairs. Though many have argued this attention is both unneeded and unwarranted and that there are severe issues outwith Jargon that need be addressed, all the Chancellors instead have taken unanimous and unspoken decisions to keep Yul'iinq in the spotlight, a shining example of Skrellian efficiency and structure, just so long as you don't dig too deep.

The Yul'iinq is a broad governmental body, and consists of the Yul'iinq itself that runs internal business and ensures the system runs correctly, and four subdivisions as listed below.

**Lu'uriinq:** The subdivision most closely associated with the Yul'iinq as a whole, this is also the largest of the sectors. Consisting itself of multiple divisions that run side-by-side to form a coherent and well functioning system. The Lu'uriinq has 3 centralised bodies that each cover a different portion of Jargon IV, and each have a Chief of Operations that represents them within the Yul'iinq and runs the entirety of their area. Each body has roughly three work divisions within them, though differs from place to place:

**Linq'orip:** Though normally acquainted to the Human police system of basic enforcement of law, it is closer to an all-encompassing gendarmerie that heavily enforces law and order at

all times. Nearly all officers are both lethally and either less-than-lethally or non-lethally armed at all times, though to what extent depends on many different criteria and many separate situations.

**Linq'jorii:** Functioning as the judiciary for the Lu'uriinq, it has two sections to it; the larger and better known Deri'laq which processes civil, criminal and political crimes, and the Deri'het which processes crimes concerning misuse of synthetics. The Deri'het is both little used and little known, and was formed primarily for judgement and punishment of Glorsh sympathisers and was separated so it could run separately without the details of any changes to its functions being immediately noticeable.

**Linq'miira:** Currently undergoing large issues due to lack of funds, the penal system for the Lu'uriinq has long had it's issues, as many Lu'uriinq divisions prefer to use privately owned prison systems to save on budget. Those few state prisons still running are horribly underfunded and in some cases either overcrowded or completely empty. Chief Superintendent Joute has said he will bring the matter up as supreme priority for the next to take his position.

**Duil'iinq:** Simply enough a rescue unit. They only have a singular headquarters located in Qerr'wesi and have no further geographical divisions further than that, barring local headquarters. They respond to all manners of emergency, including: Fires; Natural Disasters; Terrorist Attacks; Flooding; Domestic War Areas; Domestic Conflicts.

**Qurrl'iinq:** A secretive division that acts as a security detail for governmental officials, persons of interest or foreign dignitaries both in Jargon and out. Though originally designed as being a Tup subdivision, more recently less Tups are within the ranks as they're pulled away for separate work.

**Wezas'iinq:** An inbetween point to bridge civilians and the Lu'uriinq, they are minimally trained officers normally tasked with local areas and ensure the streets are generally safe, report crimes and act as a basic liaison between locals and the linq'orip, as finding communication otherwise can often be troublesome. Being the newest Yul'iinq division, most are simply integrated into the Lu'uriinq local headquarters and run fairly small numbers of staff.

**Yul'iinq -**

**Chief Command -**

**Functions:** Barring the Chief Superintendent and Local Chiefs of Operations, all members of Chief Command are selected by the Chief Superintendent at the beginning of his (normally) twenty year position in power. Though the members can be the same as the

previous CS's, it is generally a new team every twenty years. The Local Chiefs of Operations are locally elected and normally pulled out of the Lu'uriinq, but all divisions barring the Wezus'iinq can be elected from in theory. The Chief Superintendent is specially chosen by the Grand Chancellor along with his personal advisors every twenty years.

**Chief Superintendent:** Qall'oriliq Joute - Though not well known within any community, he is renowned for being the youngest ever CS in known history, at only 57 years old when he took the position in 2440. However he has been the centre of much private controversy over the years. Early in his career allegations rang forth of bias towards certain members local organisations within Qerr'wesi; where he started his career. Though these allegations were always present during his early years, no repercussions of investigations ever occurred, and during his ongoing tenure within the upper command in Kal'lo, no remotely legitimate claims of corruption have been put forward.

**Chief Administrative Governor:** Gloil-dorip Kal'iq - Known as the 'Kinreq-Oriniil' (Roughly translates to Old Veteran) by many working within the Yul'iinq, he is a much liked figure even outwith his own field and has been a public face since even before he took office in 2417. Generally managing interior staffing and activities, he is also largely involved with the Wezus'iinq since it's creation, and worked in it for many years before transferring to the Lu'uriinq.

**General Secretary:** Neeyla'Lyuil Ineeriq - Handling most general affairs between departments, they're largely unknown and of little renown even within the professional field, though Joute has multiple times remarked on her exceptional aptitude.

**Duil'iinq Advisor:** Lii'nira Dorn-atuurel - Acts as a centrepiece for all Duil'iinq activities globally. A mild-mannered figure that was subject to much stipulation upon her hiring, as she had next to no experience within the field of politics. However no problems have arisen as such thus far.

**Wezas'iinq Advisor:** Ji'inxes-inerett Piawweli - Centrepiece advisory for all Wezas'iinq activities, a much loved figure among the public especially within Kal'lo, where he worked as part of Lu'uriinq for many years as Public Liaison.

**Qurrl'iinq Chief of Operations:** Kerin'arin Tup - Little known outwith the Qurrl'iinq itself, Kerin'arin is a well established and successful member of the Qurrl'iinq for nearly forty years before suffering injuries. Since that point he has been making strides within the division, and is solely responsible for how smooth it currently runs.

**Treasurer of Yul'iinq and Associated Departments:** Trill'urp Guernil'orlan - Despite the unwieldy title, the duties are simply enough to ensure the budget is in check at all times. Guernil'orlan herself is unremarkable, though is currently the oldest member of Chief Command at 371.

**Supreme Justice:** Koriilc'ni Bu-qorla - The most controversial Justice in recent history. During process of selections by the newly appointed Chief Superintendant, there were two

persons in the spotlight to be elected Supreme Justice: Koriilc'ni Bu-qorla and a certain rival of his; Kyerrini'aret Juol. However, only a week before the announcement for the position was to be released, Juol was found and charged with substance abuse and several related offenses, and within two days acquitted and found guilty by one of the Associate Justices (who was also a known friend of Bu-qorla's). This left the position fully open for Bu-qorla. This came after years of muttered misdoings and supposed disappearances of those unveiling information. Only time will tell if more controversy will emerge.

**Weilshi Chief of Operations:** Viil'iry Dou'sig - Overseeing all cities within the Weilshi sea and surrounding land, as well as the cities on the northern ice sheets. Viil'iry is hardly known to attend meetings within the capital, normally residing in his home in Gli'morr where he delegates work to several personal attendants. Joute has himself voiced concern over the lack of actual work being done, but with re-election so close he has decided to pass up on finding any replacement.

**Tuz'qlip Chief of Operations:** Ollinea-Forqu'un Nillep - Oversees all cities within the Tuz'qlip ocean. Nillep has been a longstanding friend of Joute since they entered the Lu'uriinq together as young adults. Nillep herself is unremarkable as a leader of official, with no controversy to speak of, but neither any great achievement.

**Ploat'nil Chief of Operations:** Yeelir Kooriq'din - Oversees Ploat'nil and surrounding area. Loved within her area and mistrusted without, Yeelir is often seen as using her influence to steer Gfua'Qrsulf and Duivzliak'Qlip into greater standings than Kal'lo, directly against the best wishes of many upper officials. Many have voiced concern both openly and in private surrounding this, even so far as Inniertz'urla Gorek (CEO of Kal'lo Prosthetic Industries) accusing her of intent to cause severe economic damage to the capital. However realistically her effects have been minor, ripples of discontent are going to sow large amount of trouble for both present and future.

**Gialok and the South Chief of Operations:** Rez'iniir Kol - Known as the *Neyr* of the water (*Neyr* being a local animal similar to a wolf) during now undisclosed operations within Qwklip, he and his cousin Xerin'arin have both managed to become CoO's of the mainland, something never seen before and the centre of much attention. Rez'iniir is a much unliked pick for the position, public ratings lower than several open Glorsh supporters according to certain outlets. However he has retained power, and by all accounts has done much good work for his area.

**Kal'lo and the North Chief of Operations:** Xerin'arin Kol - Quite the opposite to her cousin, Xerin'arin is the ideal pick for the face of the Yul'iinq. Often the forefront of any news related to the Yul'iinq, she has been in command for coming close to 31 years, having been re-elected twice. Mutterings of bias with the election of her cousin have been around for a decent amount of time, and has become one of the topics Xerin'arin has become very opaque about.

**Date Formed** - 25/6/1600 CE - Five years after the formation of the Jargon Federation, a unified force was created. This involved the joining of all three independant nation's individual police forces or general equivalents, including the Tzqul Republics 27 different local systems.

**Headquarters Location** - Kal'lo - Near the central of the city is a sprawling building that houses the joint headquarters of the Yul'iinq as well as the primary governmental offices for the entire federation. The headquarters is the primary hub of all Yul'iinq activities, primarily communication between different subdivisions and areas of command. Within the building itself is the Innq'Fluul, a small heavily guarded meeting chamber used by both the Yul'iinq and general government for heavily secreted discussions concerning domestic and intersystemary affairs.

**History** - Formed in 1600 CE to completely unify all of the judiciary forces on Jargon, it was initially only the Lu'uriinq; though under a different name at the time. In 1893 a reformation was underwent and the Yul'iinq was formed along with three divisons, with the Wezus'iinq to be formed in 2265. During its early years corruption was notably high within the organisation, and in 2010 all high members of command were replaced with several AI units that could oversee the entire planet with ease. Until the third incident these AI's were in place and the Yul'iinq had a short era of prosperity and high success and approval rates. However, during the incident the force fell into ruins, many divisions forced into helping Glorsh, some willingly doing so, most being wiped out entirely. Only twenty years after Glorsh ceased to be did the Yul'iinq become reformed, with a newly designed Chief Command in place of the AI. Whilst notable corruption in the Chief Command has been minimal, many accounts of local forces having bias towards organisations or even criminals have surfaced, died down and resurfaced again.