

Civil Service

Rather than a conventional police or emergency force in chelti society local groups and paid volunteers are used within communities to provide such services. These range from welfare groups that run emergency services, to slightly more militant parties under municipal payroll to provide a police force and defense from external threats. These organizations see to the general welfare of their communities, disposing of dangers, keeping infrastructure running and occasionally collecting overdue taxes.

Description

Often formed from young males looking for minor status boosts, but can differ from town to town, the Service can also be used to give work to the homeless and keep young chelti out of trouble. While the different branches may have separate missions, they are often seen working in cooperation, where their different skills and equipment work together.

The local Service is usually led by one supreme commander, however, budgets are controlled by the ruling council to divide power.

Branches

Welfare

Concerned with public welfare of regular citizens and poorer clans, this branch is usually part voluntary (or not so much) community service and part charity. The ruling clan of a region is expected to keep this branch healthy and running for a functioning and happy city or district. The Welfare branch will manage food and supply distribution to civilians, organize and prepare aid shelters, manage refugees.

Infrastructure

The Infrastructure branch is a largely organizational affair that uses the city treasury to maintain public facilities and amenities. Workers are hired to lay pipes and other labor, maintenance cycles are meticulously tracked, and expenses are checked by two separate accountants who say not a word to each other.

Enforcement

Due to the nature of trying to enforce law and protect the neighborhood chelti Enforcement units are a bit more physically inclined than other law enforcement agencies in civilized cities. Their training is much more militaristic, their apprehension more brutal, and their arsenal heavy compared to all but a Funky

City precinct.

Equipment

Because of the differing organizations between regions, weapons and equipment can vary depending on needs and availability.

Firearms

While some military weapons are cached for emergencies or large-scale pest control, most Civil Enforcement weapons are specially designed for their purposes. Shotguns that double as net launchers, acid-based door breakers, and specialized restraining tools.

Vehicles

Enforcement squad-cars are usually up-armored military light vehicles, although civilian vehicles can be appropriated (legally borrowed without permission) for emergencies.

Fire Breakers

Many areas on Seloca are susceptible to fire damage, with most Northern settlements being based entirely in or on the massive trees that make up those regions. This branch is made up largely of trained volunteers with a small nucleus of professionals. Many of the full-time professionals are former military combat engineers, having the skills and attitude to be well suited to the job.

This branch is primarily concerned with redirecting, starving, or smothering fires, large or small, and their prevention. Once an outbreak is confirmed, small groups of these fire breakers are dropped from the air into the path of the blaze with their equipment to slow or stop it as much as they can while larger scale measures are taken further up the flames path by larger groups of fire breakers with heavy machinery.

Aircraft and construction vehicles are essential tools for fighting fires on Seloca, providing transport for men and materials to keep blazes under control. Aircraft will transport and evacuate groups of fire breakers, as well as dropping flame retardants to give fire breakers more time to be prepare.

In dire emergencies, Fire Breakers may be forced to use fuel-air explosives to kill flames and flatten areas of the forest. As these trees can take almost a century to recover their height this is only used as a last resort.

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