

ASHMORE FIRE DEPT.

THE OOC:

INTRODUCTION:

NOTE: All players joining in any of the Municipal Services Departments agree to the following by accepting the group tag:

First, that the character you are applying with has all the necessary education, training, and credentials for the position they are applying for.

Ashmore has a large Supernatural population, but is still a small town. Horizon took notice and began funding upgrades to the Hospital, Fire Department, and Police Department. While they present themselves as helpful, their true motives are unclear, and many suspect something more sinister behind their support.

Ashmore Municipal Services works quietly to counter Horizon's influence and protect residents, especially Supernaturals. Since Horizon monitors all communication, staff should use coded language when discussing Supers. Sensitive information must be kept on hard copy paper, not computer systems. Requests for specialized supplies—like silver, protective gear, or certain foods—should be made carefully, as they may draw Horizon's attention.

If Horizon catches on that municipal staff are working against them, people could end up in serious danger (think hidden lab in the woods, or disappearing into the bottom of the quarry type of danger). To avoid suspicion, it's better to let some harmless information slip through, since a town with no Supernatural activity at all would look suspicious.

Community Leads operate Horizon OOC, and nothing will happen to your character without your consent.

The Ashmore Municipal Services will maintain the appearance of a typical, small-town police department, fire department and hospital. As such, all handbooks, reports, and other documents will follow normal procedures and remain free from any obvious signs of unusual activity.

Everyone in municipal services knows about Supernaturals and, in time, about Horizon's influence.

- All hires go through an off-screen (hand-waved) evaluation. Race and knowledge aren't questioned, but applicants must be "in the know" to pass. Anyone unknowing doesn't make it in.
- New employees get a short crash course on the major Supernatural races. It's not detailed, but enough to cover the basics, with the rest learned on the job.
- If someone can't handle the truth during this process, they're glamoured and dismissed—no exceptions. (Example: a Shifter who

never knew about Waterborn panics during the debriefing—they'd be removed.)

- This onboarding doesn't cover the quiet resistance to Horizon. That part comes from other staff, not the official process.

The AFD's primary mission is to protect life and property, which in Ashmore involves three key responsibilities:

1. **Fire Suppression and Rescue** - AFD responds to fires, accidents, and disasters like any other department. Emergencies come first—extinguish, rescue, stabilize. If the cause was a Werewolf fight or a spell gone wrong, reports list it as accidental unless Horizon dictates otherwise.
2. **Supernatural Hazards** - Firefighters must handle threats unique to Ashmore, like fires fueled by Phral Spark, Waterborn entanglements, or unstable magical items. The AFD often works with Supernatural leaders to contain hazards quietly before Horizon arrives.
3. **Preserve the Veil** - Disasters draw eyes. AFD helps cover up Supernatural evidence—claw marks, scorch patterns, odd remains—so the public sees only ordinary accidents and routine heroics.

While AFD officers may not always operate within legal boundaries, these actions serve a greater purpose: maintaining balance and keeping Ashmore safe from outside threats.

Corruption and Consequences - Shady behavior, bribes, or cover-ups are fair game in RP, but actions have consequences. If caught, characters could face demotion, firing, arrest, or backlash from peers. Cooperation with Horizon, breaking the veil, or exposing Supernaturals may create even bigger problems inside the department.

You Can't Save Everyone - Sometimes the fire wins. Buildings collapse, rescues fail, and loss happens. Letting disasters play out keeps RP dramatic and meaningful. If every fire ends in a perfect save, there's no tension—failure fuels story just as much as success.

Metagaming and Consent - Emergencies may be scripted, but firefighters must act on IC knowledge only. Always check OOC with victims before rescues, property access, or major outcomes, even in pre-planned events. No assumptions, no forced outcomes. This is a consent-based sim—talk it out, respect boundaries, and keep destruction limited to what's agreed on.

Horizon - Horizon runs Ashmore's healthcare and "helps" maintain the veil, cleaning up after Supernatural incidents. Outwardly they look like good guys, but many suspect darker motives. Officially, no one knows the truth. Players can have suspicions, but no one can play as an undercover Horizon agent or have ties to Horizon without explicit CL approval.

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MISC. INFO:

1. **Collaboration** - AFD is part of a small-town system where everyone should look for ways to include others in RP. Rivalries, friendships, and downtime (like bowling nights between AFD, PD, Hospital, and Rangers) are just as valuable as emergencies. When it comes to real calls, departments should work together as much as possible.
2. **Working with Supernaturals** - AFD personnel are encouraged to cooperate with Supernaturals when it helps manage emergencies safely, without compromising the Veil. Phral can stabilize magical hazards, Shifters and Waterborn can assist with rescues or scouting, and others may provide unique support. Think of it like real-world firefighters consulting specialists—but always ICly and with consent.

DISCORD

Discord hosts the **Municipal HUB**, where all messages and documents related to Municipal Service Groups are kept. This includes spaces for **OOO chat, IC emails, incident reports, criminal records**, and more. Templates are provided for various report types to keep things organized and consistent.

We understand that reports can feel tedious, but they are a vital part of playing any Municipal Role. They help maintain continuity in everyone's stories and ensure that roleplay remains dynamic and engaging. **AFD roleplay depends on player-driven stories**—without kitchen fires and other types of rescues or criminal activity, or situations requiring fire department intervention, there's little fire-related roleplay to engage in.

Every case is an **opportunity to interact, collaborate, and enrich roleplay across the sim**. With this in mind, reports **must be filed out**, and cases **should be followed up on** to keep the narrative moving forward.



Foreword from Ashmore Commissioner of Emergency Services, Fen Blacach:

Congratulations on your appointment to the Ashmore Fire Department; whether you are joining the AFD full-time, part-time, or as a volunteer, your contribution and commitment to your community put you among the brave few willing to risk danger for the safety of your neighbors.

THIS DOCUMENT, AND ALL ATTACHED APPENDIXES, ARE CLASSIFIED AS 'RESTRICTED'. THOSE KNOWINGLY OR WILLFULLY COMMUNICATING, TRANSMITTING, PUBLISHING, OR OTHERWISE MAKING AVAILABLE TO AN UNAUTHORIZED PERSON SHALL BE IN VIOLATION OF 18 U.S. CODE § 798.

1.1 - AFD Structure

1.1/A - Ranks and Structure



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AFD Ranks and Roles: The Ashmore Fire Department combines firefighting and emergency medical response while keeping RP simple and engaging.

- Chief (NPC): Oversees the department, sets policy, and appears ICly as needed.
- Captain: Lead player rank; coordinates emergency responses, assigns roles, and manages IC operations. Acts as the main contact for the Chief, PD, and Supernaturals.
- Firefighter/EMT: Experienced responders who handle fires, rescues, and medical emergencies. May mentor Rookies and assist the Captain with incident management.
- Probie: New to the department; learning procedures for firefighting, rescue, and medical response, assisting where needed, and following orders from higher ranks.

1.1/B - Roster

[The Current Municipal Roster](#)

1.2 - Duties

All AFD personnel are expected to stay active. Even without emergencies, presence and interaction on the sim are noted. Anyone inactive or absent for 30 days without communication will be removed from the roster. To return, contact your supervisor.

1.2/A Firefighters (FF or FF/EMT)

Firefighters: Firefighters are the core of the AFD. All personnel are trained to proper standards, covering safety equipment, fire management, communication, HAZMAT basics, and basic life-saving skills. Firefighters may work alongside EMTs or Paramedics for medical emergencies or scene support. Those who complete additional training can cross-train as EMTs and earn the FF/EMT designation.

1.2/B Emergency Medical Technicians (EMT) & Paramedics

EMTs are first responders, handling emergencies from minor injuries to life-threatening situations. Paramedics provide advanced care for critical patients, often performing specialized procedures. All medical training is handwaved and FTB, but time spent responding to calls in RP counts as practical experience and is necessary for skill progression.

1.3 - Promotions, Advancement, and Awards

1.3/A Promotions

Advancement in the AFD is based on merit and department needs. All new personnel start as Probies, and will be given full status in their chosen position (EMT or FF) after two weeks of active RP, through RP experience and active participation, they can move up to Firefighter or EMT.

1.4 Training Qualifications

As mentioned previously, training and education are handwaved, and it is understood that a character wanting a certain position will RP having the necessary qualifications.

2 - The Basics

2.1 - Uniform

Appearance: While on duty, all AFD members must be well-groomed and follow the dress code. Hair should be kept off the collar, and uniforms should be neat and professional. Repeated or serious violations may lead to IC consequences, from suspension to dismissal.

- Maintaining a professional appearance helps keep the RP immersive for everyone.

The uniform for members on duty should consist of a blue tactical shirt or t-shirt, black tactical cargo pants, and black boots. A badge, a body camera, duty belt.

Recommended/Example Equipment List:

CLASS A Uniform

Uniform: [Wazzer Works PD Uniform](#)

(Black Pants, Light Blue Shirt from the Fatpack is preferred. Blue is acceptable.)

- Custom arm flash: c4f71e60-cf16-cfe8-0060-a1072d36e6b5
- Turn off collar pips
- Name tag gold with Last Name
- Turn off badge and use provided badge
- No stripe on the pants

Boots: [Wazzer Works Trail Boots \(Tight\)](#)

Belt: Optional

Turnout Gear

Bunker Gear: [Sombre Turnout Gear V4](#)

Color Scheme

- Jacket/Pants: Beige
- Stripes: HiViz Green
- Elbow/Knee Pads: Black
- SCBA Cover: Yellow
- Gloves: Black
- Boots: Black
- SCBA Bottle: Yellow Black/White Checker
- Jumper: Black
- SCBA Cover Stripe: HiViz Green

Helmet: [HD Fire Helmet](#)



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2.2 - Equipment

- ☐ **Standard Issued Radio** – When using the radio, ensure you are posting to #emergency-services with your radio call out.

2.3 - Vehicles

Vehicles: Most AFD members can drive department vehicles; probationary members may not. If you don't have access, contact the Municipal Clerk to be added to the "key box," which also adds you to the land group. Always return vehicles to the station and do not abuse this privilege.

- **Probationary Members:** Cannot drive or rez AFD vehicles.
- **Members:** May drive existing vehicles but cannot rez new ones.

2.4 - Conduct

On-Duty Conduct: While on duty, all AFD members are expected to act professionally, follow laws and department guidelines, and observe the chain of command. Questions should go first to your Paramedic/Engineers, then your Lieutenant. Contacting the Captain or Chief should be reserved for serious or urgent matters. Command personnel will not interfere with ongoing emergency care.

00C Conduct: Wait one posting round before engaging in a scene. Communicate clearly and honestly when seeking 00C clarification—Division and Department Commanders are here to help.

Off-Duty Conduct: AFD does not regulate off-duty behavior as long as it's lawful and does not reflect poorly on the department. Members may take outside jobs or "gigs" as long as no AFD uniform, insignia, or equipment is used.

2.5 - Radios

2.5/A Voice Protocol

Efficient radio communication is essential for every Department. Voice Protocol (VP) gives a shared format understood by all trained users. AFD follows a regional version of the US 10-Code system (see Ashmore Municipal Roster, 10-Codes, and Charge Sheet).

Brevity is important, but clarity and function come first.

✗ Bad:

"Dispatch, 4-Foxtrot-55, 10-4, I am 10-17 to the 10-82, Code 3, I am 10-60"

✓ Good:

"Dispatch, 4-Foxtrot-55, copy. Show me 10-17 to the last incident, Code 3."

VP uses a set structure so everyone can follow who's talking to who.
The format is:

[YOU], [ME], [MESSAGE]

Example: *"Dispatch, 4-Foxtrot-55, 10-4."*

Here, the call goes to Dispatch, the speaker identifies as 4-Foxtrot-55, and the message confirms receipt with "10-4."

When using the radio, post in **#emergency-services** with **[Radio]** before your message. Feel free to echo or copy dramatic call-outs from others—radios can be heard by more than just the person you're addressing.

2.5/B Callsigns

Callsigns are structured in the following format:

[Position] - [Division] - [Unique Identifier]

For Example: 4 - Foxtrot - 55, or 4F55 in shorthand.

Position

- 1 - Division Commander
- 2 - Division Second-in-Command
- 3 - Additional Divisional Assignments
- 4 - Officers, Probies

Division

Alpha - Police Departmental Command (Captain, Chief)
Bravo - Police Department
Delta - Parks & Game
Echo - Fire Departmental Command (Captain, Chief)
Foxtrot - Fire Department

Unique Identifier

Last two digits of the AFD's four-digit shield number. Last two digits of APD's five-digit badge number.

2.6 - Dispatch & 911 Calls

2.6/A - Mission

Dispatcher Operations (Dispatch) are the first link in the lifesaving chain. They provide instructions to first responders, calm guidance to callers, and even life-saving advice before help arrives. Dispatchers assess situations, assign resources while balancing other emergencies, and relay critical information with steady composure. They are one of the most vital roles in emergency services, essential to both effective operations and saving lives.

2.6/B - Specifics

The **#emergency-services** channel in Discord is used for all [Radio] and [911] traffic instead of an in-world group. This gives more flexibility—police, fire, and medical players don't need to be logged in to catch a call-out, and players with police scanners can follow along without a restricted invite. It also provides a transcript of 911 calls, which is essential for police reports when a call involves a crime.

T911 Calls (Inbound): Made by the public to report an incident or request help. These follow the principle of **Receive, React, Respond**:

- **Receive** the call.
- **React** by gathering key details—who, what, where, when, and the basic situation.
- **Respond** by assigning the right resources.

Dispatch (Outbound): Communications from dispatch to first responders, assigning assets that are appropriate and proportional. Not every call needs a full fire crew or a swarm of patrol cars. Over-response can escalate situations unnecessarily.

NOTE: any member of Ashmore's Municipal Services can respond and act as a 911 Operation/Dispatch in the event there is no dedicated dispatcher available.

2.6/C/1 - 911 Calls in Detail

Any member of the public can make a 911 call for any reason, valid or not. When replying as a dispatcher, always post with **[911]** to distinguish it from **[Radio]** chatter in the same channel.

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Example:

[911] 911, what is your location and the nature of your emergency?

To help thread the call, right-click the caller's post and choose *reply* so your response links back to them.

If police, fire, or medical are needed, you may tag the groups once:

- @Law Enforcement
- @Fire Department
- @Medical

If NPC police respond, remind the caller OOC to fill out the NPC Police Report Form in the APD lobby.

Radio Protocol

Dispatchers must use **[Radio]** and follow the format:

[YOU], [ME], [MESSAGE]

[Radio] 4-Bravo-55, Dispatch, 10-4

- Player call signs are listed in the Municipal Roster (e.g., 4-Bravo-55 or 4B55).
- "10 Codes" may be used for brevity but not at the expense of clarity—don't overload your post with codes.
- When replying to a player's radio call, use *reply* so they are pinged, especially during heavy chatter.

General Notes

- Give official dispatchers a chance to respond before stepping in as an NPC dispatcher (10 minutes is a normal RP wait).
- Don't flood the channel with sign-in/sign-out "10-4" posts unless you have extra information to add.