



Wicked Research Division

Event Guide

Rules & Regulations 1
Trainee Orientation 2
Defensive Combat Training 3
Routine Training 4
Scientific Training 5
Scorch Patrol 6

Rules & Regulations

The High Ranks of WRD when conducting Training Events would also have rules to ensure they meet suitable expectations to me, Robert furthermore even the Flare Panel. These rules would indicate both restrictions and authorities that a host or attendee may need when conducting their session.

and what they should and should not do. You may see the information below.

--Conduct & Display

- a. When hosting your event, you are not to insult someone based on their performance.
- b. The PTS rule is not to be broken unless deemed so by the host.
- c. Disrespect and immaturity during a Training should result in immediate removal from the session. If this is found on a regular basis, report this to your fellow High Ranks/Superiors.
- d. The host is to ensure that all his/her members understand their tasks and how to complete them.

Trainee Orientation

-- Introduction

1. Introduce yourself, state your rank, state that PTS is active and anyone that breaks PTS 3 times will be dismissed. You should only deny a PTS when you are explaining something. Once you're done with introductions you will tell your attendees that they are in Lab 1, the spawn room. Inform them that this room is used for training events and when you wish to go AFK at any point in time. Then proceed to explain the basics of WRD, what is it, what is WRS etc.
2. Give a brief explanation of the different ranks in WRD, and what duties they may possess. --For Example(

Trainee { This rank would gather as much information as possible concerning the division for their own personal use of understanding who's in charge of what }

Flare Research Panel {These people are the leading representatives and handlers of the Flare Virus and its affairs. They ensure all duties and functionalities of the division is kept professionally handled}

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3. This is where you would give these members a small tour based on WRD's territory, and who has access to it or not. The following is left below to instruct you:

The Wicked Border

The Border is where most WRD would conduct their active scanning. How this is done, you would gain the person's attention, informing them to take off their helmets before actually scanning them. When doing this, you may also scan Scorchlanders, Recruits that stand on the Pads, or simply those who are within Border territory. **When scanning someone, it is necessary that they take off their helmets.**



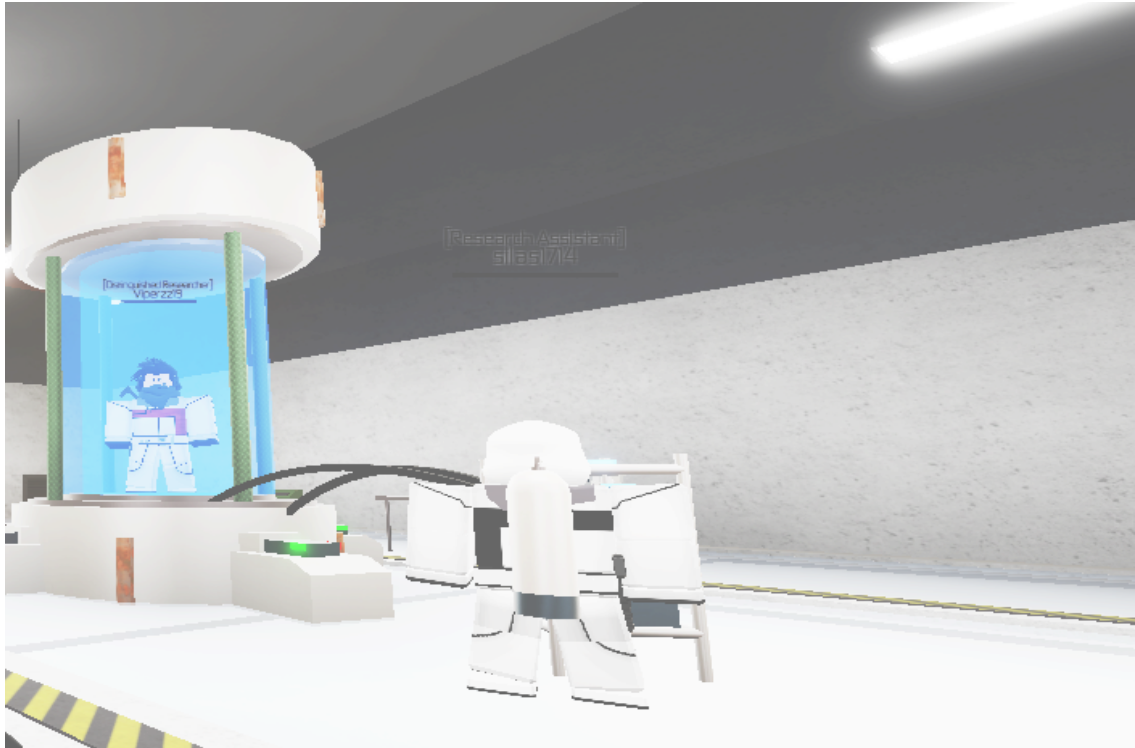
Lab 1

Lab One is the official safezone of WRD. Here is the area in which you'd spawn. You are not to conduct Researches in this area unless you've been given access from **+Flare Research Panel**. This area would also be one of the more, go to areas when a Training Event is being hosted, or if we're going to have a rally. You are not to abuse this safe zone in either case.



Lab 2

Lab Two is where experiments would be conducted and normally overseen. Only a few have permission inside of these territories, and you are not to toy with anything inside of here. The Tube is the primal source of Lab 2, essentially curing the virus with the sample which was broken down into specific particles, transmitted into the Tube's operator. However, this is the main room for Researchers to partake in their experiments and connect closer to the Virus, known as the Flare.



-- Examining

Here covers questioning and identifying where this Trainee stands as a member of the division. You are to question your attendees on the following questions:

1. Who is the Head Of Research?
2. Who is the Assistant Director of Research?
3. What is the goal of the Wicked Research Division?
4. Where should you take an infected Recruit?

5. What is Wicked Research Security, and what is their goal?
6. Who is the Chancellor of Wicked?
7. What is the main rule that must be followed when someone is being scanned?
8. In your words, explain what is the Flare Virus, and what it does to its hosts.
9. Explain what has to be done with the immunes when found in-game.
10. What is the Flare Research Panel?
11. Name one Science Apparatus.
12. How would Researchers keep records of their experiments?
13. Who is allowed into Lab 2?

They should at least get 8 questions correct in order to pass.

Points received: 2

Defensive Combat Training

-- Minor Training Levels

In this area first, you must present your hosts with a warm greeting, immediately explaining the necessary requirements for the sections of the Training Event:

- a. You are to always have your Pistol within your Inventory.
- b. You are not to fire those within the permission to by the host.
- c. Listening attentively to the host whilst the Training is being conducted is a need.
- d. Duels would be conducted in Lab 1 or Stomping Grounds only, do not carry these events out of reach from our territory.

-- Show areas that can be used for cover, and beneficial approaches that can be used during a shootout, rescue mission from the hostage, etc.

-- Have 5 duels (Must use Pistol only)

First, you gather your attendees in a clear, open, and player-free area. When all attendees are ready, illustrate, and instruct your attendees on the combat skill that you're experienced with. Once you're finished, you can then start five duels ensuring that all players have gotten a chance to practice and use what they've been taught. Eventually, you would now pass those meeting your expectations.

Points received: 2

Routine Training

-- Introduction

Lab Routine Training Events are conducted for the beneficial increase of WRD's intellectual knowledge of our procedures, and how they are to function. This would include Flare Immune protocols, situations that are needing a solution, and other of the related problems needing a solution.

When doing this, you gather your attendees into Lab 1 where you'll rally them near the whiteboard. Begin guiding them on the basics of our protocols and what to and not do. This would also include going into the Scorch, unauthorized permissions, etc. (All of this would be shared with you when our Law Guide is released)

-- Flare brainstorms

In this section, you explain what the Flare Virus truly is, and how it originated.
The Flare Virus was created by government officials kept private.

This overall is a discussion/Session about the Flare Virus, have your members see a new picture of what it is, and what techniques you must follow while treating it.

-- Examination

Once you've concluded your explanations, it's time you now file an examination based on what you taught them. The examination would be comprised of Laws and protocols that should be followed within WRD.

How does this benefit as a Training?

It provides education/knowledge of our division, revising and enforcing the rules that must be followed.

Example:

- 1) How would you treat someone infected with the Flare Virus?
 - a) I'd first confirm this, requesting that the person remove his/her's helmet, scanning them to ensure that he is infected. Once confirmed, I'd immediately escort this person to Lab 2, with the assistance of WRS if any are available at that period of time. Reaching to Lab 2, I'd now place this person into the Tube, curing him/her from the virus. Once cured, this person would now remain quarantined for at least one minute.
- 2) What would you do if an unauthorized Recruit enters Lab 1?
 - b) I'd tell this Recruit that he/she doesn't have access in this area. If my warning wasn't seen fit, I'd ask the person to leave, followed by one shot. If he still hasn't left the area, I'd then have him executed. If WRS is present, they would conduct the execution.



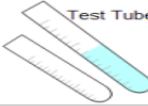
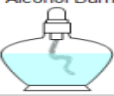

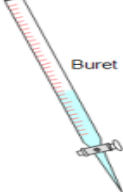
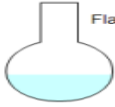



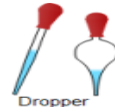


Points received: 3

Scientific Training

-- Graph

The Scientific Training deals with the workings of Science, based on the treatment of viruses, and what we'd experiment with. This Training would be implemented for those interested in the Basics of our scientific history, and the simplest terms of understanding them. **This Training can be hosted in a Voice Chat, or In-game.** These Scientific Apparatuses would be used as an example of what can be taught:

Lab Apparatus List for Student Use

Description	Apparatus	Use	Description	Apparatus	Use
glass 100 mL 250 mL 400 mL marked on the beaker	 Beaker	used as a container, like a cup, may be heated	small porcelain dish with cover	 Crucible and Cover	used to heat small amount of solid material at high temperature
glass several sizes	 Test Tube	many uses can be heated	alcohol as the fuel	 Alcohol Burner	Used to heat chemicals in beaker or test tube
glass marked with a milliliter (mL) scale	 Graduated Cylinder	used to measure volume	glass marked with a milliliter scale and fitted with a stopcock, pinch clamp, or glass bead	 Buret	used in the preparation of solutions
glass common sizes 125 mL 250 mL 500 mL marked on the flask	 Flask	may be heated			
metal	 Thongs	used to pick up or hold apparatus	metal	 Tweezer	used to pick up small objects or pulling out hairs or splinters
porcelain	 Evaporation Dish	used as a container for small amount of liquid being evaporated	glass, rubber	 Dropper	used to transfer small amounts of liquid
glass or plastic	 Funnel	used to pour liquids into containers which have a small opening, for example, bottles.	curved glass	 Watch Glass	may be used as a beaker cover may be used in evaporating very small amounts of liquid

Points received: 4

Scorch Patrols

--Introduction

Scorch Patrols are large gatherings of both WRD and WRS. With WRS to ensure safety and security for WRD in the Scorch, this enables WRD to conduct research on the flare virus, plant life in the Scorchland and finally the environment of the Scorchland.

Only Chief Researcher+ may conduct these types of training events unless given permission to do one yourself. They're considered 'special events'.

When you've started your Scorch Patrol, ensure everyone has all the essentials they need, such as **ammo, food, and spare cures**. You should pick a location to exit into the Scorch from, you may pick the front of the border, though it is highly recommended you go through the vents in the event of a raiding.

When you're out into the Scorch, you should scan in **at least 3** certain landmarks, such as:

- Bar/Tavern
- Black Market
- Old Facility
- SL spawns
- New Facility
- Etc.

You should avoid going inside of faction claims that have already been occupied by **KoS factions**, so as to avoid entering combat and possibly losing members of your patrol. Should you lose one of your patrol attendees, enter a safe location like the **bar** or **buildings**, then request for your attendee to return to the location you are at over the radio.

--Examination

Once you've returned back into lab 1, ask 3 questions relating to the Scorch Patrol, such as "How may WRD get access into the Scorchland?"

Points received: 3