



Facility Oversight

Tryout Guide

Property of WICKED



FOD FACILITIES GUIDE

FOR FACILITY SUPPORT+ & FACILITY SUPERVISOR+ ONLY

General Rules

- All rules of the Facility Oversight Division still apply to you in the Facilities Sub-division, that includes everything in the trello and discord information channels.
- You are NOT to show any hostility or hate towards other divisions, sub-divisions or any personnel at all.
- You are to use grammar at all times while you are on duty, that includes our formal chats, border duties, and shoutouts.
- You are to operate the facility as long as there is something to do, you are not to fool around while there is duty to be done.
 - You are to stay professional as much as you can
- Your batons are not to be abused at all, if you are caught/reported, you will face severe punishment.
 - Do not Mine while supervising the WICKED mines,
 - Do not idle at the border, nor do you allow TFA to do your job.



-Refusal to follow orders during events or doing what you aren't supposed to be doing will result in punishment

Section 1: Border Duties

Facilities' job is to maintain the border, making sure that it's running smoothly. Part of this task is enforcing the rules on Recruits and Cadets, making sure that they are on a pad, wearing their helmet, and not using faces. The border should never be out of control while FoD Facilities members are present. In the situation that you are unable to keep a Recruit or Cadet out of trouble, call for higher authority to arrest them, or file a ticket. The other players to look out for at the border are scorchlanders. All scorchlanders should be entering the border surrendered, and unarmed. After this is verified, they are to line up and wait for their turn in the interrogation booth. If a scorchlander is armed, or refuses to line up, give them a 5 second countdown and warning, if this fails they are to be terminated. There should never be a line of scorchlanders waiting to be processed, it is Facilities' job to operate the interrogation booth. Facilities also take priority over TFA, meaning if a Cadet is already in the booth it is your job to take over.

Section 2: Mining Operations

Facilities sub division have priority over both Recruit and Associate FoD, and TFA. Scorchlanders must have a pickaxe before leaving, it is the escorts job to buy one for the scorchlander if they come without one. Do not take them to the scrap shop to buy it themselves. Facilities Support should be escorting no more than 2 scorchlanders, Agents may escort up to 3, and Facilities Specialists a max of 4. Members of Facilities are to ensure no other WICKED members are present while scorchlanders are mining. Once the scorchlander is finished, make sure that they have given 50% of their profits, this tax is mandatory. If a scorchlander refuses to drop half of their ores, call for a Facilities Specialist or FoD Supervisor to cuff and frisk them. In the case that neither of these options are available, warn them one last time, and if nothing changes after a 5 second countdown terminate them.



Section 3: Scorchlander Training

- Explain what their duty consists of once they join WICKED, such as where they will be standing when they're at the border.
- Explain some of the general rules in WICKED, these can be found in #security-overview under guidelines.
- Explain how duty states work in-depth, such as the XP conversion rate for recruits (10 minutes = 1 XP.) along with the ranks that cannot earn duty states (Cadet, SO+).
- Quick rundown on the lore of WICKED, which can be found on our group's page.
- Explain the keybinds that are used within the Scorch. Such as how to open their inventory, and why they shouldn't use the surrender key.
- A quick and brief overview of WICKED's divisions, along with how they can set interest roles within the communication server.

Once you have finished explaining this information, tell the scorchlander to request to join the WICKED Roblox group, and explain how to find it if necessary. After they're finished requesting, ask an NCO+ in game, or DM one on discord, to accept the scorchlander into WICKED. When you're sure they've been accepted, inform the scorchlander to rejoin the game.

Section 4: Hallway Duties

Members of the Facilities sub-division will perform Hallway Sweeps throughout the whole facility. Holding a clipboard, Facilities members will check the facility corridors for wandering Recruits and Cadets. If found, you are to direct them to the border where they will stand on a pad. Recruits and Cadets should never be in the three-joint hallway leading to the Offices, Lab-02, and Prison, along with the Atrium. If needed, escort the new players to the border as they may be unsure where to go.

MORE DUTIES! COMING SOON!