



WICKED

WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT

FOD FACILITIES: HANDBOOK

Warning:

This document is for Facilities Support+ and FoD Supervisor+ access only.

The sharing of this document outside of Facilities or FoD Command will lead to consequences.

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Proficiency in Facilities!

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Facilities General Information

Facilities Squads

There are 2 main Squads within Facilities, **Asset Management Squad** and **Scorch Management Squad**. Both Squads are equally important, although serve different purposes. Members of Facilities are encouraged to join a Squad, as it provides more duties, along with duties that may seem more enjoyable and interesting. Squads can be joined through tryouts, which will be posted in #fod_events.

Asset Management Squad: This Squad's duties will primarily take place in the WICKED Facility and Test Subject Facility. You are tasked with duties that involve managing WICKED personnel, test subjects, and vehicles. By doing so, you are ensuring that Facility Operations are running smoothly.

Scorch Management Squad: This Squad specializes in managing secondary Facilities within the scorch, such as the Bride Checkpoint, and both Listening Outposts. This Squad works alongside FoD Operations, while in the scorch. A guide with both Facilities and Operations duties within the scorch is:

<https://docs.google.com/document/d/1ttbox3Sjj9kpD7or5lanc3PXUh5iA0jMvsczCuavOA/edit?usp=sharing>

Looking into this guide is not mandatory, as the duties listed in this handbook are the same.

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Chain of Command

Follow the Chain of Command starting from the bottom, meaning you should be contacting your Supervisor first, for any questions or concerns. Concerns regarding command should go to the Facilities OC, and to FoD's Assistant Director or Director if absolutely needed.

Facilities' Chain of Command

Head of Facilities (Aupheric)

↳ **Facilities Lead Supervisor** (NotKole)

↳ **Facilities Supervisor** (Chipcrusher99)

Asset Management Squad Duties

Vehicle Management

Who can perform this duty: Asset Management Squad Members

Vehicle management should be prioritized above all other duties, there must always be an agent overseeing the garage. If this duty becomes tedious after a long period of time, feel free to switch out with another agent. Everything you need to know when handling vehicle operations can be found in this doc.

<https://docs.google.com/document/d/15fUXd7tVLivsN1ATlt4IKzl6n1Ymm8f7IsacnrUAcsq/edit?usp=sharing>

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Test Subject Facility: Scanning Checkpoint

Who can perform this duty: Asset Management Squad Members (Preferably Agent+)

Facilities Agents should be scanning all Test Subjects entering the Courtyard, verifying that each one is unarmed. The Scanning Checkpoint should be outside the small building/entrance, not inside the Test Subject Facility. Killing WCKD's Test Subjects should be a last resort, and only if they are armed. If a Test Subject comes out negative, and has contrabands on them, give them 5 seconds to drop, then execute them. If a Test Subject is avoiding being scanned, you should be using your stun baton to temporarily stop them and scan them.

Test Subject Facility: Recruitment

Who can perform this duty: Asset Management Squad Members (Must have at least one extra Facilities member)

Facilities members may go to the Test Subject Facility and recruit Test Subjects looking to join WICKED. They must cuff them, and have at least 1 Facilities member accompanying them to open doors and guard. Ensure that the Test Subject is unarmed and not infected, before taking them. You are to go through flat trans, not the scorch. Flat trans allows you to teleport while having another player cuffed. You should go through the garage, and enter the waiting room from the border. After dropping them off in the waiting room, call for Facilities Support+ to train them. Ensure that you wait with the SL until it is cleared, to avoid RK of the scorch lander.

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Organizing Vehicles

Who can perform this duty: Asset Management Squad Members

As WICKED members return cars, it is common for Listening Outpost Vehicles (Tan Vehicles) to be brought to the WICKED Facility. This takes up space in the garage for WICKED vehicles, and stops new cars from spawning, as parking spaces fill up. In the event that the garage starts getting full, and Listening Outpost Vehicles are taking too much space, Asset Management Squad members may drive the tan vehicles back to the Listening Outpost. If possible, you should be checking for another Asset Management Squad member to watch over the garage while you are gone, or ask a Non Squad member/FoD Recruit or Associate to watch the garage for you.

Supervising FoD LRs and TFA

Who can perform this duty: Asset Management Squad members

As a member of this Squad you are expected to be experienced and proficient at any duty regarding Scorchlanders and processing. By this point, you are no longer tasked with processing, escorting, or training Scorchlanders. Instead, you are tasked with ensuring these operations run smoothly, by supervising TFA and FoD LR complete these duties. This includes making sure that they go through all sections of the Scorchlander training, are taxing their miners, and are handling Scorchlanders efficiently within the booth.

Relations and Facilities Joint Duty

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Scorch Management Squad Duties

Bridge Checkpoint

Who can perform this duty: Scorch Management Squad members

Scorch Management Squad members will be stationed at the entrance of the bridge, and at the road connecting to the checkpoint. You are expected to check any WICKED that are passing through with a vehicle, and ensure they have properly logged it. If they have not, make sure to gain all the necessary information needed for a vehicle log, and log the car for them. Scorchlanders passing through are to be captured to Test Subject, if they have a vehicle, make sure to reclaim it, and drive it to the Listening Outpost.

Listening Outpost Outside of the TSF

Who can perform this duty: Scorch Management Squad members

The Outpost Outside of TSF is a small building that is not regularly targeted by raiders, yet is a great look out for escaping Test Subjects, and Resistance fighters looking to free them. There should be 1-2 Facilities at most, spotting Resistance forces on the move to the Test Subject Facility. If spotted, radio for backup at the Test Subject Facility, and alert any WICKED forces currently guarding it. You should be doing your best to help FOD Operations hold them off. Any Test Subjects are to be executed and sent back to the TSF.

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Listening Outpost

Who can perform this duty: Scorch Management Squad members

The Listening Outpost is shelter for more of WICKED's vehicles, along with an easy way for Scorchlanders to access the WICKED Facility. Although the vehicles housed at the Listening Outpost are not regularly checked out, you are still expected to ensure that they stay under WICKED's custody, and in top condition. This means protecting them from raiders, and making sure that if used, they are properly logged.

Scorch Management Squad members are also tasked with management of the Listening Outpost, such as watching for Scorchlanders using the Flat Trans to sneak into the Facility, and Test Subjects using it as an escape route. Any Scorchlander entering the Listening Outpost should be captured and teamed to Test Subject.

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Non Squad Facilities Members Duties

Scorchlander Processing

Who can perform this duty: Support+

Facilities members have the highest priority when it comes to processing, unless you are attending to other duties, you should never let TFA do this job for you. Make sure there are no TFA idling around you as you are training the Scorchlanders. Refer to this guide for everything you need to say:

<https://docs.google.com/document/d/1XiZ5yA62t7ccEW-ub4KvrwVOIksc-nYx4cs8X4tbtc/edit#heading=h.0lils1eytsfr>

If you want to create your own guide, make sure it includes: General rules, duties as WCKD, ranking up and Duty States, keybinds, and lore.

After you have finished, take a screenshot and post it in #scorchlander-processing, then contact a Lead Specialist+ to accept them into the group.

Mining Operations

Who can perform this duty: Support+

Facilities members have priority over both Recruit/Associate FoD, and TFA. Scorchlanders must have a pickaxe before leaving, it is the escorts job to buy it for the scorchlander if they come without one. Do not take them to the scrap shop to buy it themselves. Going near the scrap shop at all, even when exchanging ores, should result in termination of the Scorchlander. Scan for contrabands as they exchange ores, if they are armed, instantly terminate them.

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Members of Facilities are to ensure no other WICKED members are present while scorchlanders are mining. AD+ and FoD are the only players exempt from this rule.

Once the scorchlander is finished, make sure that they have given 50% of their profits, this tax is mandatory. Frisking the miner is recommended, if you do not have zipties, you can call for a Supervisor+ to frisk them for you. If both options are not available, ask the Scorchlander to drop 50%, if they refuse you are free to terminate them, when a 5 second countdown ends. After they have exchanged their ores, escort them out of the facility, and make sure to unclear them upon reaching the waiting room.

Number of Scorchlanders Escorted Per Rank:

Rank	# of SL's
Support	2
Agent	3
Specialist	4

Interrogation Booth

Who can perform this duty: Support+

Before interrogating a Scorchlander, make sure they have been scanned for contrabands, then tell them to stand on the yellow line. Use full sentences and grammar when asking questions. Only FoD or AD+ are allowed in the booth while FoD is operating it. Any other WCKD personnel should be ordered to leave. Scorchlanders are given 2 chances to answer properly, failing to answer, or trolling after 2 warnings, will result in termination of the Scorchlander. After the Scorchlander passes the booth, clear them to avoid any RK once they have entered the facility.

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Organizing New Personnel

Who can perform this duty: Support+

Facilities should be actively checking throughout the Facility for wandering or idol Recruits-Junior Operative. If found, you should be directing them to their respective posts, such as pads or the Test Subject Facility. 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. You should also ensure that the Test Subject Facility has an adequate amount of personnel guarding it, if not you can radio for backup, or bring Recruit+ to guard.

If you are unsure of what to ask in the booth, refer to:

<https://discord.com/channels/710308659225165883/72901477250316359/745820348791914546>

Vehicle Management

Who can perform this duty: ONLY IF NO ASSET MANAGEMENT Squad MEMBERS ARE AVAILABLE

Vehicle management should be prioritized above all other duties, there must always be an agent overseeing the garage. If this duty becomes tedious after a long period of time, feel free to switch out with another agent. Everything you need to know when handling vehicle operations can be found in this doc.

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Conclusion

>Honor in Duty!<
>Proficiency in Facilities!<
>WICKED is GOOD!<

Document written by Head of Facilities, Aupheric

Oversight Committee: aupheric

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