



WICKED RESEARCH DIVISION

Wicked Research Division Law Guide

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Rank Structure

Ranking Status

WRD Trainee:

Rank ID: tf3-94b2

Description

This rank contains newly developed minds of WRD, in which have passed Phase Two. These members are exceptional in knowing the laws and conduct of the division, however are still expected to use common sense while on-duty, and are expected to show maturity and respect to their fellow members of WRD, and members of WICKED. *Their main goal is to maintain activity, and to ensure a fair share of their reputation is to study more and abide by the rules of WRD.*

Most ranks are obtainable through promotions via earning EXP, though some are hand-picked or from an application.

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Cannot attend to immunes, nor test them. If you wish to assist someone in the testing of an immune, you may request permission to by a Research Assistant+ . Cannot ask Scorchlanders to become experiment subjects.
Cannot enter Jail Room, nor the Offices without the permission of the Assistant Director of Research, or permitted by someone authorized to give this permission. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Cannot enter the Scorch, unless authorized to by a Distinguished Researcher+ . The Head Of Security/HOS cannot permit this as he/she is in charge of Security.	Cannot show any form of immaturity/disrespect in-game, nor in the Discord at any point in time. In off-topic, you're expected to be mature to a point . That goes for both the HRs of WRD and LRs/MRs.
Can patrol the Border actively scanning individuals in order to ensure the virus remains contained from spreading.	Cannot infect individuals unless: a) An approved experiment is being conducted. b) You have permission by that specific individual (Should not be for trolling/immature purposes.)

Cannot permit non-WRD into Lab 1/Lab 2.	Can freely execute individuals if: a) The person refuses and wishes to become a crank/isn't getting a cure. b) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher .
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Research Assistant:

Rank ID: acp-56yv

Description

Research Assistants are those within WRD who are marked as official scientists of the facility. They are averagely trained in the study of the Flare Virus, and are responsible enough to now pursue in other areas within the Scientific Board. As they now move further in their studies, they advance further to their common goal, **which is to grow in number, strong enough in order to find a cure to truly eradicate the global disease, The Flare Virus.**

Obtainable through promotions via earning EXP.

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself. Cannot ask Scorchlanders to become experiment subjects.
Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Research Assistant may not enter. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Cannot enter the Scorch, unless authorized to by a +Distinguished Researcher. The Head Of Security/HOS cannot permit this as he/she's in charge of Security.	Cannot show any form of immaturity/disrespect in-game, nor in the Discord at any point in time. In off-topic, you're expected to be mature at a limit that's exceptional to the HRs of WRD and LR/MRs.
Can patrol the Border actively scanning individuals in order to ensure the virus remains contained from spreading.	Cannot show any form of immaturity/disrespect in-game, nor in the Discord at any point in time.
Can permit Blackout Personnel into Lab 2 and 1.	Can freely execute individuals if: c) The person refuses and wishes to become a

<p>Note: Blackout may freely enter Lab 1 & 2 if</p> <p>a) Their AD+ is presently inside of it.</p> <p>b) Blackout Security is needing to guard the AD+ of Research.</p> <p>More about Blackout's affiliations with WRD is mentioned elsewhere.</p>	<p>crank/isn't getting a cure.</p> <p>d) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.</p>
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Junior Researcher:

Rank ID: **hpq-73jq**

Description

Junior Researchers are experienced members and well knowledgeable Scientists of the Flare Virus. They're expected to be actively undergoing their studies of the Flare Virus, and are well oriented on the Law and preferably truth about the creation of Wicked, and it's backstory.

Obtainable through promotions via earning EXP.

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Expected to use grammar at all times whilst on duties.
Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Junior researcher may not enter. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Cannot enter the Scorch, unless authorized to by a +Distinguished Researcher . The Head Of Security/HOS cannot permit this as he/she's in charge of Security.	Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself. Cannot ask Scorchlanders to become experiment subjects.
Can permit Blackout Personnel into Lab 2 and 1.	Can freely execute if: e) You were given permission by the

<p>Note: Blackout may freely enter Lab 1 & 2 if</p> <p>c) Their AD+ is presently inside of it.</p> <p>d) Blackout Security is needing to guard the AD+ of Research.</p>	<p>individual.</p> <p>f) The person refuses and wishes to become a crank/isn't getting a cure.</p> <p>g) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.</p>
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Researcher

Rank-ID: wru-mncp

Description

Researchers is the classic rank within WRD, members with this rank are considered the original members of the WICKED Research Division. They are the main MRs with a lot of as privileges, they are experts in targeting down the flare virus

Obtainable through promotions via earning EXP.

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Expected to use grammar at all times whilst on duties.
Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Researcher may not enter. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Can enter the Scorchlands <u>only if accompanied by WRS</u> . Only for research purposes such as curing infected Scorch Landers.	Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself. Can ask Scorchlanders to become experiment

	subjects.
<p>Can permit Blackout Personnel into Lab 2 and 1.</p> <p>Note: Blackout may freely enter Lab 1 & 2 if</p> <p>e) Their AD+ is presently inside of it.</p> <p>f) Blackout Security is needing to guard the AD+ of Research.</p>	<p>Can freely execute individuals if</p> <p>h) You were given permission by the individual.</p> <p>i) The person refuses and wishes to become a crank/isn't getting a cure.</p> <p>j) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.</p>

Senior Researcher

Rank-ID:zha-6262

Description

Senior Researchers are the most experienced out of all of the MR rankings in WRD, the very top and the very best. Senior Researchers are considered as pre-HRs, they do not have to follow the HR's quota's, but they may co host trainings. Many months before changes took place in WRD, they were the first HR rank.

Obtainable through promotions via earning EXP.

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Expected to use grammar at all times whilst on duties.
Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Senior Researcher may not enter. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Can enter the Scorchlands <u>only if accompanied by WRS</u> . Only for research purposes such as curing infected Scorch Landers.	Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself. Can ask Scorchlanders to become experiment subjects.
Can permit Blackout Personnel into Lab 2 and 1.	Can freely execute individuals if

<p>Note: Blackout may freely enter Lab 1 & 2 if</p> <p>g) Their AD+ is presently inside of it.</p> <p>h) Blackout Security is needing to guard the AD+ of Research.</p>	<p>k) You were given permission by the individual.</p> <p>l) The person refuses and wishes to become a crank/isn't getting a cure.</p> <p>m) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.</p>
<p>Can enter any location inside of the facility in order to cure a patient or to exterminate a crank lurking inside of the facility.</p>	<p>Can Co-host WRD trainings if the host of the training desires them to help out.</p>

Distinguished Researcher

Rank-ID: AL-23

Description

Those within these ranks are identified as some of the most elite High Ranked professors of the WICKED Research Division, this rank is the first HR rank. They're authorized to host events, make political decisions and contribute to the growth of the group.

Requirements:

- Must be a Research Assistant.
- Must've passed the Distinguished Researcher Application.

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Expected to use grammar at all times whilst on duties.
Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Distinguished Researcher may not enter. If a raider/Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Can enter the Scorchlands <u>only if accompanied by WRS</u> . Only for research purposes such as curing infected Scorch Landers.	Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself. Can ask Scorchlanders to become experiment subjects.
Can permit Blackout Personnel into Lab 2 and 1.	Can freely execute individuals if

<p>Note: Blackout may freely enter Lab 1 & 2 if</p> <p>i) Their AD+ is presently inside of it.</p> <p>j) Blackout Security is needing to guard the AD+ of Research.</p>	<p>n) You were given permission by the individual.</p> <p>o) The person refuses and wishes to become a crank/isn't getting a cure.</p> <p>p) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.</p>
Can enter any location inside of the facility in order to cure a patient or to exterminate a crank lurking inside of the facility.	Can host WRD trainings and select the training theme and co host.
Can permit unauthorized personnel into Lab 1 and Lab 2 .	Can direct orders to LRs, and MRs in order to fulfill their requests.
N/A.	Required to be protected by WRS when in-game.

Chief Researcher

Rank-ID: **AL-26**

Description

These are highly dedicated professors of the WICKED Research Division. They're experienced in the laws and functions of the Research Division, and are responsible for hosting any advanced events being made for WRD.

Obtainable by being promoted from Distinguished Researcher by A.D. +

Perks

Territory	Conduct
Can freely enter Lab 1 and Lab 2.	Expected to use grammar at all times whilst on duties.
Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Chief Researcher may not enter. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.	Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.
Can enter the Scorchlands <u>only if accompanied by WRS</u> . Only for research purposes such as curing infected Scorch Landers.	Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself. Can ask Scorchlanders to become experiment subjects.

<p>Can permit Blackout Personnel into Lab 2 and 1.</p> <p>Note: Blackout may freely enter Lab 1 & 2 if</p> <p>k) Their AD+ is presently inside of it.</p> <p>l) Blackout Security is needing to guard the AD+ of Research.</p>	<p>Can freely execute individuals if</p> <p>q) You were given permission by the individual.</p> <p>r) The person refuses and wishes to become a crank/isn't getting a cure.</p> <p>s) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.</p>
<p>Can enter any location <u>inside of the facility</u> in order to cure a patient or to exterminate a crank lurking inside of the facility.</p>	<p>Can host WRD trainings and select the training theme and co host.</p>
<p>Can permit unauthorized personnel into Lab 1 and Lab 2.</p>	<p>Can direct orders to LR's, and MR's in order to fulfill their requests.</p>
<p>Can authorise WRD personnel to remove their helmet. Must be in game and near the individual to do this. Maximum permitted time to remove their helmet is one hour.</p>	<p>Required to be protected by WRS when in-game.</p>

Board of Flare Research

Rank-ID: FRP-5

Description

The Board of Flare Research [A.K.A. Panelists] consists of a small selection of the most advanced and intellectual minds in WICKED, determined to deliver an end to the Flare Virus. Each member of the Flare Research Panel is responsible for leading a section of the WICKED Research Division. These members are acknowledged as WRD's commanding representatives and hold administrative powers within WICKED.

Perks

Territory	Conduct
<p>Can freely enter Lab 1 and Lab 2.</p>	<p>Expected to use grammar at all times whilst on duties.</p>
<p>Can enter Jail Room once an immune is found inside of it/reported inside of it. If there is no immune, the Panelist may not enter. If a raider/ Crank is found inside, you may freely enter to terminate him/her/it, and immediately exit.</p>	<p>Can bypass some of these rules, if your main group rank qualifies above or with these perks. Example: I am an Officer in WICKED, where I can enter the Scorch, yet in WRD, I'm a Trainee, though with my rank in WICKED, I can still enter the Scorch.</p>

<p>Can enter the Scorchlands <u>only if accompanied by WRS</u>. Only for research purposes such as curing infected Scorch Landers.</p>	<p>Can attend to Flare Immunes, needs to be cuffed by a personnel with cuffs unless an officer yourself.</p>
<p>Can permit Blackout Personnel into Lab 2 and 1.</p> <p>Note: Blackout may freely enter Lab 1 & 2 if</p> <ul style="list-style-type: none"> m) Their AD+ is presently inside of it. n) Blackout Security is needing to guard the AD+ of Research. 	<p>Can freely execute individuals if</p> <ul style="list-style-type: none"> t) You were given permission by the individual. u) The person refuses and wishes to become a crank/isn't getting a cure. v) Ordered to by +CWO(Chief Warrant Officer) or +Chief Researcher.
<p>Can enter any location <u>inside of the facility</u> in order to cure a patient or to exterminate a crank lurking inside of the facility.</p>	<p>Can host WRD training and select the training theme and co host.</p>
<p>Can permit unauthorized personnel into Lab 1 and Lab 2.</p>	<p>Can direct orders to LRs, and MRs in order to fulfill their requests.</p>
<p>Can authorise WRD personnel to remove their helmet. Must be in game and near the individual to do this. Maximum permitted time to remove their helmet is one hour.</p>	<p>Required to be protected by WRS when in-game.</p>
<p>N/A.</p>	<p>May participate in polls brought up by A.D./HoR/CP.</p>

SRD Affiliations

Escorts & Guides

Following a vote by the serving Panelists, an agreement with SRD allows them to escort and guide our researchers through the punishing terrain of the Scorch due to their experience and knowledge of the landscape. This will help forge new relationships with an otherwise disconnected division.

-- SRD with the rank of Marksman, Intel or Scout Veteran+ may escort WRD with a valid reason to enter the Scorch.

-- These valid reasons include: Locating and curing an infected scorchlander, or an scorchlander suspected of being infected; hunting and exterminating a crank; or locating and capturing an immune.

-- Valid reasons do not include: Going to the BM; general exploration or going to the bar.

-- SRD may only accompany WRD for the duration of time in which the WRD is in the Scorch or is gathering a team to enter the Scorch; they may not enter restricted WRD areas such as Lab-1 or Lab-2 (they may enter Lab-2 to be cured)

BLACKOUT Affiliations

Guarding VIPs

BLKT may enter the lab only when guarding VIPs who have been given permission, or have permission by default, to enter the Lab. They may only guard Chief Panelist+ or any Assistant Director, who take priority over the Chief Panelist. Once the VIP has exited the Lab, all BLKT are to leave immediately. If no VIP is present and BLKT is found to be in the Lab, request for them to leave. Failure to comply is in violation of our divisional agreement and evidence should be taken and reported to the relevant HRs.

Information Board

Duties & Assignments

If someone is found infected in their divisional spawns, you are not to enter it by any means, until the person is in reach.

If unauthorized personnel is found entering WRD's territories (*Lab 1 / Lab 2*), ask them to leave immediately. Failure to comply with this should be followed with a warning, then execution..

At no point in time should you exit the border without proper permission. Only Head Of Security+ / Distinguished Researcher+ can grant you permission into the Scorch.

When inside the Scorch, you are not to approach or enter the TRA Base.

Blackout, as temporary allies are to enter Lab 2, only when given permission to by a Research Assistant+.

Hostile Raiders entering Lab 2 is allowed, however Hostile Raiders entering Lab 1 is prohibited.

Immaturity is not to be shown at any point in time, while in-game or on the discord. You are to act maturely or you will be exiled from the division.

Grammar is to be actively and strictly used when on-duty. Failure to do so will result in punishment.

Respect is to be shown to any and all members of WICKED, including those who've just joined the group. Confront them reasonably when they've been found entering our labs.

Team killing other members of WRD for a joke (Or for duels) will not be strictly enforced, though refrain from doing it too often. If the person reports this, we will enforce it.

Lying to a High Rank when asked a question will result in an immediate demotion.

Toxicity within the division is strictly prohibited.

Standard Curing Procedure logs are to be posted in [#wrd-records](#).

Immune Experimentation Logs are to be posted in [#immune-records](#).

When within the Border, you are to begin scanning WICKED personnel, Allies of WICKED, and Scorchlanders for the Flare Virus.

When handling the Tube, you are not to intentionally explode it.
(Explosions occur when a weapon is found inside of it, when an individual with a helmet is found inside of it and/or when two or more members are found inside of it.)

After testing a specific Immune, you are not to test on them without waiting an hour.

When scanning someone, first ask them to remove their helmets.

When Researchers are in the lab, you are immediately required to guard it.

Only Head of Security, Distinguished Researcher+ may be guarded Outside the Base.

Only Senior Researcher+ may grant you access inside Lab 1 when work is in progress.

A loose Patient going out of the base can be retrieved with the Head of Security's permission.

You respond to orders from members holding WRD ranks of: HOS+, Distinguished Researcher+, followed by Main Group HRs:[0-4]+.

Within WRS, you are not to remove your helmets unless asked to while scanning.

Infecting people without their or a WRD High Rank's consent is strictly prohibited.

Your morph is to be worn at all times unless given permission otherwise by +Flare

Research Panel/+Board Of Directors.

Your helmet is not to be taken off unless given permission to by a Distinguished Researcher+ or [O-2]+. Another exception is if you're presently attending a Training Event.

Self-injection is strictly prohibited and will result in harsh punishment (Such as possible demotion).

Stationary Rules

Item Distribution and Rules

:|| Plasma Collector

The Plasma Collector is a WRD item, capable of dealing 40 damage to the victim and extracting their blood, available to WRD Junior Researcher+ or can be obtained in the mountain base. There are currently 4 blood types.

The Plasma Collector may not be dropped to anyone unless the user is Assistant Director+.

:|| WK-9P

The WK-9P is WRD's standard secondary weapon, it has a low efficiency in matter of damage. This artifact

is available to all WRD rankings.

If you are captured hostage for this item, you should attempt to resist giving the artifact to the kidnapper, WRS reinforcements should be requested for your rescue.

:|| Clipboard

The clipboard is a standard item, it holds absolutely no benefits in practical use, however it is for roleplay purposes. Nothing can be logged on the clipboards as of the time being. Clipboards are available to all WRD rankings, FoD personnel, and mountain base facilities.

Resisting to give this artifact to a kidnapper is not necessary.

:|| Flare Sample

The Flare Sample is a consumable substance. If consumed by a vessel, they will be contaminated with VC321xb47/The Flare Virus. However, this artifact is **HIGHLY BIO-HAZARDOUS**, and will result in the vessel

later succumbing to the stages of the Flare Virus and onto reaching the "Gone" stage. (Crank's)
This item is obtainable to the ranks of Distinguished Researcher+, Jail store, scrap store, Robux store.

If captured, this item should not be dropped **at all costs.**

:|| Prototype-1A Serum

Prototype-1A is WICKED's current prototype cure to kill the Flare Virus in some of its early stages. This prototype does not prove to be 100% successful as it has no effect on Crank's, and in some cases the flare virus has been known to return to the victim again in a short period of time, reaching stage 3 immediately and skipping other stages.

This artifact is obtainable to Junior Researcher+, serum store, mountain base facility, scrap store and robux store.

If captured, this item should not be dropped **at all costs.**

:|| Bio-scanner

Bio-scanner is capable to tracking down patients contaminated with the Flare Virus. If the patient is positive, a red screen will appear with the text "FLARE DETECTED". If the patient is negative, a green screen will appear with the text "CLEAR". This artifact is available to all WRD rankings.

Resistance on distributing this item to kidnappers is not necessary.

ALL NEW ITEMS SHOULD NOT BE DISTRIBUTED WITHOUT NOTICE

| Checkpoint & Plasma Collector Guide |

Despite it's magnificent features, the Plasma Collector has rules and boundaries set upon it.

The following rules apply to all WRD personnel

- 1 | The Plasma Collector may not be used randomly.
- 2 | Should ONLY be collected from infected personnel/allies, tested personnel, or flare immunes.
- 3 | Collected at a checkpoint or in lab experiments.
- 4 | A bandage MUST be administered after insertion of the Plasma Collector.

5 | If any other reasons, consent from who you want to collect it from is needed.

If misconduct is found, it should be reported to WRD HiCOM.

| Plasma Collection: Blood Types|

Plasma Collectors are capable of collecting very special blood samples for WICKED Research Division personnel to study upon. These samples have a lot of meaning towards WICKED in terms of lore, they are able to provide information onto the composition of the Flare Virus, it's weaknesses, and much more IF taken from an infected patient.

There are currently a few varieties of Blood types. Some of which are Common, some are rare, and some are unclassified.

|Blood Type-A|

WIP