



# WICKED

WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT

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## FOD FACILITIES: MANUAL OF BORDER PROCEDURES & REGULATIONS

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Warning:

**This document is to be followed by all members of the Facility Oversight Division.**

**SUSPENDED: DO NOT USE**

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[WIP]

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## GLOBAL BORDER REGULATIONS

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The following border regulations and procedures should be enforced by FoD with priority given to FoD Facilities.

### - Border Regulations

- Scorchlanders are to have their hands up at all times while inside and within 20 studs of the facility/border.
- Scorchlanders are to line up along the yellow line while waiting to be processed at the interrogation room,
- Scorchlanders who constantly cross, and are running around the hazard line and pads are subject to termination.
- WICKED Recruits and Cadets must remain on pads at all times while at the border unless there is an active raid.
- All scorchlanders are to be scanned for contraband and for the Flare Virus. If they come back positive for contraband they're to be ordered to drop it or face termination. **If positive for the Flare Virus, they're to be brought to the side of the border and WRD is to be called. If no WRD are available and if the Scorchlander is Stage 3. They're to be terminated.**
- Scorchlanders that are AFK within the processing line are to be terminated.
- If a surrendered TRA arrives at the border, FoD Operations is to be notified. If they're not available, the TRA is to be executed. If they're available, contact an FoD Supervisor or Operations Specialist to arrest them.
- All WICKED Regulations apply at the border and are to be heavily enforced.
- Scorchlanders who are trolling at the border are to be given two warnings before being terminated. (Note, they may emote as long as they have hands up)



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## GLOBAL BORDER REGULATIONS CONTINUED

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The following border regulations and procedures should be enforced by FoD with priority given to FoD Facilities.

### - Border Regulations Continued

- Scorchlanders looking for an admin sit must drop all their weapons and wait at the side of the border under escort.
- Scorchlanders must be given a total of three warnings before termination if they're refusing to drop their weapons. (Example, "First Warning, drop your weapon." "Second Warning, drop your weapon or leave." "Last warning, drop your weapon or face termination." And if they refuse all three warnings, terminate them.")
- Scorchlanders who are crouched inside the border are to be executed if they refuse to stand up after multiple warnings. (Does not apply to WICKED)
- TRA Allies are to be killed on sight while at the border unless verified surrendered and unarmed, they will only be given one chance to drop if they come armed.
- There shouldn't be any gaps while recruits and cadets are standing on pads.

- **MORE COMING SOON**



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## FOD RECRUIT & ASSOCIATE BORDER PROCEDURES

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FoD Recruits and Associates make up the ranks of FoD who are not in a specialized role or subdivision, they mainly handle working the interrogation booth, maintaining the waiting room by ensuring new recruits are properly trained and processed, and by supplying ammo to WICKED's forces.

The following border procedures are to be followed by all FoD Recruits and Associates while they're in-game and inside the facility.

### - FoD Recruit & Associate Border Procedures

- FoD Recruits & Associates are required to remain inside the booth, waiting room, or control room during their duration in-game. (Note, they may go to the range to acquire supplies or go to the atrium to attend events.)
- FoD Recruits & Associates may leave the booth, waiting room, and control room if there is a raider threat that must be dealt with, and to acquire supplies. However, you must return to one of these locations when the threat is terminated and when you're properly supplied.
- FoD Recruits & Associates are to prioritize processing scorchlanders & new recruits over everything else.
- FoD Recruits & Associates may only enforce WICKED's regulations in the waiting room, booth, and control room.
- Only AD+ or FoD is allowed to enter the booth while you're currently working it.



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- FoD Recruits & Associates may also leave their designated areas if ordered by an Facility Supervisor+ to assist with other tasks.

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## BOOTH & WAITING ROOM PROCEDURES

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Operating the Interrogation Booth is a core aspect of FOD and it's vital that the proper procedures and regulations are followed when operating this station to ensure top operational capacity and efficiency. Along with that comes with a certain amount of challenges when operating the waiting room which is why the following procedures for both will be listed here.

### - Booth Procedures

- Tell the Scorchlander to stand on the yellow line with their hands raised.
  - Scan the Scorchlander again for Contraband or the Flare Virus
- Do not shorten booth questions such as saying things like "Name?", type the entire question out.
- Scorchlanders who are tolling in the booth are to be terminated after two warnings.
- Check the Scorchlander for warrants, or if they're on our KoS or Blacklist.  
(Note, KoS Scorchlanders are banned from mining.)
- If a scorchlander in the booth has a warrant, contact a Supervisor on discord or in-game to come to the booth to make an arrest.
- Once a scorchlander has been fully processed, mark them as **Cleared** with your clipboard and direct them to the correct line.



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## MINING & WAITING ROOM PROCEDURES CONTINUED

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### - Booth Questions

Start every processing with “Do you wish to join WICKED or mine?” which will then split into two categories of questions.

#### Recruitment Questions:

1. Why would you like to join WICKED?
2. Are you aware of TRA Resistance? If so, what is your opinion regarding them?
3. Do you swear full loyalty, honestly, and respect towards WICKED and it's assets.

#### Mining Questions:

1. Do you swear to not cause any harm towards WICKED and it's assets?
2. Do you promise to pay a 50% mining tax to WICKED?

### - Waiting Room Procedures

- Cleared scorchlanders are to remain on the yellow lines while in the waiting room.
- Send any idle TFA in this room to the border if their rank is Recruit - Senior Operative.
- Ensure that any scorchlander with the clear tag has been properly processed.
- Unclear those who are leaving the facility while inside the waiting room.



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## FOD BORDER (SUBDIVISIONAL SUPPORT+) PROCEDURES

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These procedures are to be followed by all members of the Facility Oversight Division, however FoD Facilities takes priority when performing them. If you find yourself without something to do while in Relations or Operations, you're to follow and perform these procedures.

### - FOD Border Procedures

- Enforce border regulations and WICKED's regulations to Recruits - Senior Operatives
- Ensure all scorchlanders who enter the border have their hands up and drop all weapons.
- Do not stand idle around or outside the shield/concrete. Your job is mainly overseer and administrative work, not waiting for combat.
  - There should be at least one member of FOD on the red line.
- You may be in the control room to watch over the border and it's activities.
  - Ensure that TFA LR's are not crowding over scorchlanders in line.
- FOD are to remain inside the shield, only going out to fight off mass raids.



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## Conclusion

>Honor in Duty!<  
>WICKED is Good!<





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PROPERTY OF THE FACILITY  
OVERSIGHT DIVISION