

FIELD PATROL | WICKED

This is an explanation of an event known as a Field Patrol, this patrol consist of the following shown below:

- Team Communication
- Squad Leading
- Positional Strategies
- Combat Experience
- Field Experience
- Map Knowledge

This is a brief explanation of how a Field Patrol will work. A Field Patrol should last 25-40 minutes long, it may go longer if need be. During this time; you are to follow the steps provided in the BREAKDOWN Section. Understand that this patrol is to assess future leaders of WCKD and not only that but give a fun time and XP that must be worked for. This is to combat the very boring patrols as it is just stationary processing.

Notice: That not everyone will get XP, this event requires users to stand out and work for their XP. People may say it is unfair, but the system will show that those who do their best get the recognition they deserve.

Also understand:

Text communication in-game is required

VC is prohibited during communication usage.

The use of a radio is to be enforced to encourage communication across the entire map.

BREAKDOWN

Here are the steps to hosting a Field Patrol properly;

Step 1 -

Choose Squad Leaders (Junior Specialist+)

- There should be one squad leader for every 5 people

Step 2 -

Assign Squad Members to each Squad Leader; understand that mixing up each squad with everyone is highly suggested to prevent favoritism and get good team bonding through every department in WICKED.

- Again, there should be at minimum 5 members in each squad

Step 3 -

Assign control points to each squad, (CONTROL POINTS WILL BE SHOWN AT THE END)

Step 4 -

Give each squad 2-5 minutes to get ready and deploy to their control points (They can take this time to get in team chat, radios on, and gear from the shop)

Step 5 -

Spectate each squad for 5-10 minutes; once each squad has been spectated once, request them to return to the facility and form back in their Squads.

Step 6 -

XP! XP is to be given to 2 of every 3 people in a squad

For example:

Squad 1 = 4 Members - 2 get XP

(SQUAD LEADER CHOOSES WHO GETS XP)

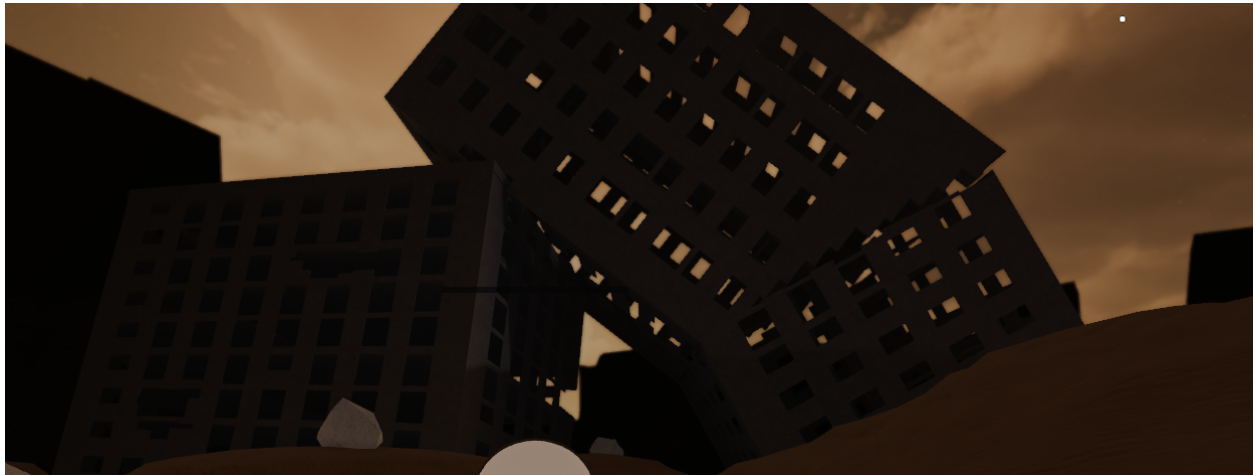
Squad leaders may also be given XP if the host and/or co-host sees fit to do it.

CONTROL POINTS

Left Side (FARM STED)



Right Side (FALLEN TOWERS)



Middle Front (SATCOM FORMATIONS)



Middle Back (OLD FACILITY)

