



WICKED

WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT

FOD FACILITIES: SHADOWING GUIDE

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.

INDEX

1.....	Rules regarding document access
2.....	General Information
3.....	Shadows Per Rank
4.....	Rules

Proficiency in Facilities!

2021 - WICKED Organization
Release: 22/07/2021
Last Updated: 22/07/2021



WICKED

WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT

Facilities Shadowing: General Information

Purpose

_____ Facilities Shadowing events will happen during Facilities Rallies, if we have enough attendees. Recruits and Associates will be invited to join the rally as Trial Facilities members. This means they will have the opportunity to watch Facilities as they perform their duties, as long as they are shadowing a current member. This event will teach Recruits and Associates what it takes to be a member of Facilities, along with the standards that we hold.

Current Facilities members are expected to take this as a leadership opportunity, you are required to portray professionalism and patience when teaching these newer members. As experienced members of not only Facilities, but FoD as a whole, you are members that they will look up to.

Shadows Per Facilities Ranks

Facilities Rank	# of Recruits or Associates
Support	1
Agent	1
Specialist	2

Proficiency in Facilities!

2021 - WICKED Organization

Release: 22/07/2021

Last Updated: 22/07/2021



WICKED

WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT

Rules As You Are Shadowed

1. Before heading off to start your duties, head to a secure location, if you aren't already in one, and go over ground rules the FoD Recruit or Associate must follow. Examples of ground rules will be listed, although you can feel free to add on some of your own.
 - Recruits and Associates should stay close by their shadowee at all times
 - Do not go afk or stop to talk to someone without awaring the Facilities member beforehand
2. If the Recruit or Associate that is shadowing you is constantly disobeying your orders or breaking rules, report them to the host, and take them back to the Facility.
3. Recruits and Associates are allowed to enter the Scorch with you, but you should not leave them unsupervised, meaning do not go AFK while they are in the Scorch
4. Do not allow Recruits and Associates to "try" Facilities duties, such as logging vehicles.
5. You may allow them to perform standard duties, and correct them if any mistakes are found. But generally try to stick with Facilities tasks.
6. If you are performing duties within the Scorch, it is recommended that you grab extra weaponry for the Recruit or Associate, as they are limited to the WK-45.
7. You must check if an Operations member is available to guard, if you are performing duties within the Scorch.

Proficiency in Facilities!

2021 - WICKED Organization

Release: 22/07/2021

Last Updated: 22/07/2021



WICKED

WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT

Conclusion

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

Document written by Head of Facilities, Aupheric

Oversight Committee: aupheric

PROPERTY OF THE FACILITY OVERSIGHT DIVISION

Proficiency in Facilities!

2021 - WICKED Organization
Release: 22/07/2021
Last Updated: 22/07/2021