



*Life in Los Santos*

*Roleplay*

*Official Guidebook*

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# Introduction

Life in Los Santos is a roleplay community for GTA Online that allows for all platforms to join & take part. We are a friendly bunch but are STRICTLY against rule breaking & immature gamers within our ranks. We are only this way to preserve our experience and style of play. Anybody who threatens this for whatever reason will be removed from LiLS.

Our style of play does require patience, creativity & maturity. Sometimes a storyline can brew over a series of sessions. If you're looking for one continuous action movie then roleplaying might not be for you. We aim to create a culture of friendliness and helpfulness here and have no time for players who cannot compromise and/or are argumentative/disruptive.

LiLS was founded back in 2014 and we've been going strong for a while now and are happy to include new role-players in our ever-growing family. I won't bore you with all the history but when it comes to roleplay groups, we are no doubt the best, most inclusive & dedicated roleplay group for GTA Online.

We hope you have an amazing time with us!

PLEASE NOTE: These guides are required reading upon registering to our website. Please do not attempt to cut corners as we can tell if you've taken the time to know we play, etc...

# How to Join

Simply create a **MEMBER BIO** after reading this guidebook. This is how we initially make a judgement on whether we approve you or not. Once approved please join our Discord server. (DO NOT JOIN PRIOR TO APPROVAL).

This is where we communicate and arrange sessions, so be sure to be ACTIVE on there to stay in the know! We don't appreciate people who join our Discord server and never make any attempt to communicate/take part.

Make sure your bio follows the following template:

**CHARACTER NAME:** Must have a first and last name. A nickname in the middle is optional.

**PLATFORM:** PS3, PS4, PC or XB1.

**PSN/SOCIAL CLUB/GAMER TAG:** So others can add you and invite you to our roleplays

**FACTION:** This is the faction you have chosen for your character. Choose wisely as frequent faction hopping isn't allowed.

**CHARACTER BACKGROUND:** Your character's backstory. Must be around 120 words but you can go over that, it is perfectly fine. We do approve shorter bios if we find you to be mature/a good fit for this community.

**MEMBER APPLICATION:** This is the most important aspect of your application. Let us know why you'd be a good fit for the community and show us that you have read the guidebook and familiarised yourself with how we play by showing a firm understanding of our rules.



# In Game Rules

- Be kind & helpful to others and think before you speak/type. Give ample time and airwave space for other's to talk. There is no need to be hurtful or abusive, especially towards staff members who are here to help you.
- Roleplay at all times. You are not allowed to break the rules because you think someone else did. In regards to that, you should not disrupt, stall or void roleplay unless a staff member tells you to.  
Examples:
  - Quitting the game to avoid an arrest because you were (in your opinion) being arrested for no reason.
  - Repeatedly refusing to roleplay until a staffer comes to your aid after you made a report.
  - Filing heat-of-the-moment reports when the players are not deserving of staff punishment.

If you are in the middle of an IC situation and another player is speaking to you OOCly in an attempt to disrupt your roleplay or simply contact you, you may ignore them. However, if a staffer is trying to contact you, it is your obligation to respond. Refusing to reply to an admin's messages may get you punished.

In LiLS (in-game, forums, Discord or any other of our services), Admin instructions are final, whether they are stated in the rules or not — they should be accepted and followed at all times.

**Punishments:** Anything from a verbal warning to a ban depending on severity.

# Metagaming

Using “Out Of Character” information “In Character” (metagaming) is not allowed. Inciting someone to metagame is also against the rules. This includes emoting information that other people have no reason to currently know

Examples:

- Interrupting other player's IC conversations when bored
- Using the map to find where people are.
- Finding attackers to get revenge without doing any digging first.
- Texting/calling a character you've never met IC or interacted with.
- Reading what's going on in chat and using it to your advantage e.g. knowing people's locations.
- Magically finding someone by reading/hearing what their character said, yet you are nowhere near them.

Some forms of metagaming are allowed in some cases (e.g small number sessions, co-ordinating events etc...) but all parties involved must be in on it and it must be used to HELP the session not damage it.

**Punishments:** Anything from an admin ordered jail term to a ban depending on the severity and outcome of your actions.

# Powergaming

Powergaming can be defined as performing acts that are not humanlike; forcing roleplay on others without giving them a fair chance; making up things which did not happen so that you can benefit; roleplaying things which are not possible so that you can gain an unfair advantage.

Examples:

- \*Hoopla\_Jones picks up a bus and throws it at the Vanilla Unicorn.
- Getting off the ground and running away after you have been tazed by a police officer.
- Forcing death on a player without giving them a chance or say in the matter
- Roleplaying that an item is not on you when it actually is (e.g. during frisks)
- Hijacking and/or attacking players without using *\*action\** descriptions first.
- Obtaining vehicles/weapons without obtaining them RP'ly either through burglaries, purchase or other means. (You cannot RP'ly buy guns from Ammunition)

**Punishments:** Anything from a verbal warning to an admin-jail or ban depending on severity.



# Deathmatching

Killing another person without a sufficient roleplay reason (deathmatching) is not allowed. Unnecessary provoking falls under this rule as well. Terrorism is strictly forbidden unless done with admin permission.

This also includes revenge killing – when you respawn after being executed and then kill (or at least attempt to) the person who has just murdered you.

**Punishments:** Anything from a kick to a ban depending on the severity and outcome of your actions.



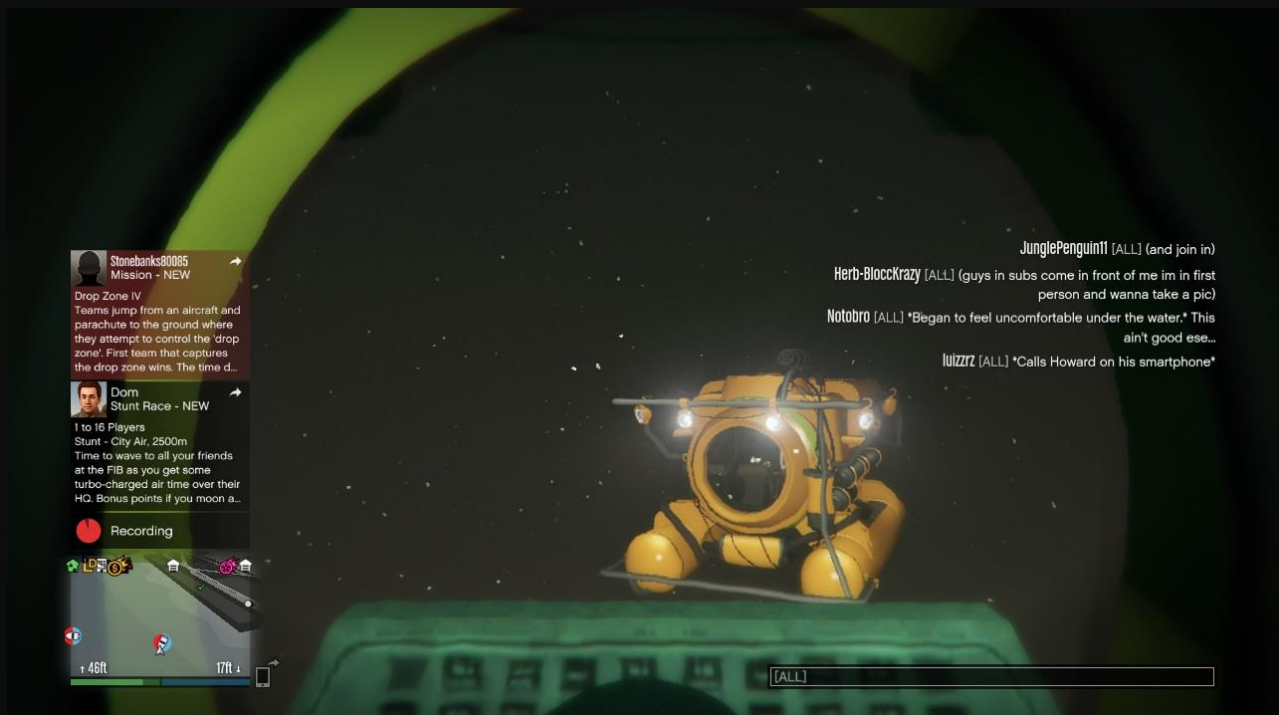
# Business Rules

## Activity

Properties such as (strip) clubs, bars, betting shops and restaurants are required to open at least twice a week. The business must actively inform players that it's open and available using the ads section and your platform's RP chat.

The rest of the businesses will need to be open at all times and hopefully consecutively as well. This rule is not limited to, but goes for the following: gas stations, 24/7 stores, clothing stores, fast food restaurants and any other alternative. You will not be required to inform players of the establishments being open and available.

It's recommended that screenshots from business openings are taken every now and then for reference, in case you are contacted by Property Management regarding your property's activity.



## Absence

Whilst we understand that most of the time absence from a game is unavoidable and out of anyone's control, we have a set of rules which must be followed if you wish to keep a business whilst you have to leave the game or server for anything over a 1 week period. If no absence is noted then the business will be removed and taken from you.

If you are going to be inactive for an extended period of time, it is highly recommended that you have it transferred to a trustworthy individual who can 'manage' it for you during your period of inactivity.

- Normal Members: Businesses will be removed after 7 days (1 week) of inactivity.
- Banned Members: Businesses will be removed after the ban is issued.  
(If the ban is for ban evading and turns out to be incorrect, the business can be returned)

Logging in once in a while to avoid your business being seized is a direct breach of the rules and will result in a punishment being given to you.

Please contact Staff via a Discord PM if you wish to discuss your situation and get your inactivity period extended.

Contact Staff if you wish to obtain a business or report an inactive business.

## Club Information

Clubs in LILS Roleplay deal with a high demand of roleplay, since they draw a lot of players to them. They must be used for server-wide interaction, meaning they must be opened actively and NOT solely be used for faction purposes.

These businesses may very well be faction-owned businesses, but they still have to abide by this. Event planning for clubs would be something we advise you look into. Clubs often fall inactive due to owners not knowing the correct means to keep them active. If this is the case, ask yourself if you'd be better off trying with another business and giving people who are more creative a chance at owning a club.

## Faction Businesses

Faction businesses are businesses that official factions can declare as theirs. Each official faction may declare a maximum of 2 as such. Until an official faction leader forwards their declaration to staff, a business will be treated as a normal one and will be removed as any other business would if its owner goes inactive.

A faction business will be held for a maximum of 3 weeks under an inactive owner. This means that the owner has 3 weeks to be active before the business is removed.

If the owner is going inactive or plans to, the business should be given to someone else.

# Police Laws and Jail Rules

Once jailed/imprisoned/in holding, escapes are very much against the rules unless organized OOC'ly amongst all parties involved. Breaking of this rule could potentially lead to a ban. You can't leave on your own accord when your sentence is finished either. Inform your arresting officer. He/she is not allowed to keep you beyond your sentence.

In jail/prison you're entitled to one phone call, a meal and yard time for one in-game hour. Remind your guarding officer of this if they forget to give it to you. Arresting officers are **REQUIRED** to guard the prisoner they arrested unless the LSPD is understaffed in session (2 players or less)

All inventory (including weapons) are removed during your stay in jail/prison. All you have is one razorblade for shaving and a toothbrush. You can craft a shank (knife) by roleplaying crafting it over time using these items. If you get caught or it gets found and confiscated you will not receive another toothbrush and razorblade.

Particularly long jail sentences are good for updating RP journals, inventories and other RP elements on Discord.

Arresting officers are **REQUIRED** to get prisoners in their orange prison attire before placing them in jail. The attire is: orange work pants, white t shirt/tank top and any sports shoes/sneakers. Flip-flops and sandals also allowed.

## Laws & Sentencing

Crime	Punishment
Minor Traffic Violation	RP fine (drop snack) or 2/3 mins in jail depending on arresting officer/ can lead to search of vehicle.
Driving Under the Influence	5/10 mins in jail depending on arresting officer & can lead to search of vehicle.
Unarmed Assault	10/15 mins in jail depending on arresting officer & severity of actions
Assault with a Melee Weapon	12/20 mins in jail depending on arresting officer & severity of actions.
Assault with a Deadly Weapon	15/20 mins in jail depending on arresting officer & severity of actions.
Hit & Run	8/15 mins in jail depending on arresting officer & severity of actions. Can lead to search of

	vehicle.
Burglary	15/20 mins depending on arresting officer & severity of actions
Murder	25/40 mins depending on arresting officer & severity of actions
Drug Dealing (Large Quantity)	15/25 mins depending on arresting officer & severity of actions
Drug Dealing (Petty)	10/15 mins depending on arresting officer & severity of actions
Pimping/ Pandering	10 mins depending on arresting officer & severity of actions
	<i>*List continually updated</i>

# Communication Rules

Once you are approved on the forums, you will be able to join our discord server. (DO NOT JOIN PRIOR TO BEING APPROVED AS THIS CAN LEAD TO PUNISHMENT)

Once you join our server change your nickname to your character name with your platform in front of your name. Example: [PS3] John "Robo" Richards

Always describe your actions before doing them in-game. Even if you are using headsets or the discord voice servers, this is REQUIRED. Not doing so can lead to punishment.

Most members use PC's, their phones or tablets to do this while playing on console.

- Use italics when describing actions on the Discord chat. This is required and prevents deathmatching and other elements of powergaming.

Example: *Opens trunk of car to get baseball bat.* This is done on discord by doing this: \*Opens trunk of car to get baseball bat\*

- Use brackets when talking OOC. Example: (Brb, going AFK)



- Use Bold when announcing things (such as business openings, session starts etc...). Example: **Smoke on the Water is open for business!** This is done on Discord by doing this: **\*\*Smoke on the Water is open for business!\*\***
- It is useful to use the @ tags when arranging sessions. You can tag whole platforms e.g. @PS4 Players

Do not spam this or the @everyone tag though

- All common courtesy rules and other in-game rules apply to chats. Do not meta, power or disrespect others on our Discord server.
  - Do not bring arguments to public chats. This can lead to suspension/ban. Instead talk via PM and get staff involved
  - Do not promote other GTA Online crews/groups on our forums, social media, Discord as this can lead to a perma-ban.
  - Do not attempt to backdoor recruit via PM's/DM's on any of our services as can lead to a perma-ban

# Inventory Rules

- All players start out with nothing in their inventory and are allowed one vehicle that matches their character.
- You can get weapons and more vehicles by RP'ly obtaining them
- This can be done in a number of ways: burglaries, robbing them from other factions/individuals or buying them from factions/individuals who are permitted to sell arms by admin
- Using any items that you have not RP'ly obtained including drugs is considered powergaming
- Some factions give you different starting out weapons & other perks.
- It is important to log your inventory at least once a week via the Discord chat to prove you are not powergaming should a report arise.

# Faction Guide and List of Factions

Joining a faction is REQUIRED upon joining LiLS and you will not be approved unless a faction has been selected in your member bio. Please be aware that factions have membership caps in order to even out the playing field, so you might not get to be in your faction of choice right away.

Each faction has different perks, rewards and special attributes/abilities unique to them. Each faction has one turf to start out with, the rest are obtained RP'ly. Turfs are required to be made use of actively and regularly.

The factions are not there to limit your roleplay, they are needed to increase interaction, comradery & teamwork.

You are allowed to switch faction once after initially joining with no qualms. However after this you will not be able to switch for another 2 weeks so it's important you choose wisely.

Faction hopping is against the rules and can lead to punishment.

All factions are lore-friendly and exist in the GTA lore & storyline. This makes the RP more realistic. All factions are monitored and managed by staff who choose the most dedicated & responsible members as higher ups. Without further ado, here is the faction list!

# Los Santos Police Department



**Special Start-Out Inventory:** Police Cruiser, Nightstick, Normal Pistol, Flare Gun (as Taser), Any unarmed helicopter that is also not military or luxury based, Police radio & headset, bodycams

**Police Armory (Only in Extreme Situations!):** Carbine Rifle, Smoke Grenades, Pump Shotgun, Prison buses (for mass prisoner transportation)

**Turf:** The Pacific Standard Prison

## Hierarchy

Position	Duties and Info
Chief of Police (1 per platform)	Usually a staff or seasoned member. Oversees the whole faction & makes sure it runs efficiently. Required to be active at least once a week or becomes replaced.
Deputy Chief (1 per platform)	2 <sup>nd</sup> in command under the chief and takes on all responsibilities in his/her absence. Required to be active at least once a week or becomes replaced.
Command Officer (1 per platform)	Helps oversee the police and are potential chiefs and deputy chiefs. They are also tasked with training new recruits and riding along with rookies.
Detectives	These officers are tasked with undercover operations & forensics. They are allowed to drive in unmarked vehicles and dress in civvies.
Police Officers	Standard police officer.

# Merryweather



**Special Start-Out Inventory:** Knife, Pistol, Uzi (on PS3) Machine Pistol (on other platforms),

**Merryweather Fleet & Armory (Only in Necessary Situations!:** Assault Rifle, Smoke Grenades, Sticky Bombs (as traps), Buzzard Attack Choppers, Pick-Up Insurgents, Cargo Planes & Dinghys

**Turf:** Los Santos Naval Port (05:00 to 19:00. The rest of time it's a gang attack zone).

## Contracts

Merryweather can accept contracts from any individual and/or faction in Los Santos.

This includes but is not limited to:

- Security for events
- On-site security (businesses, etc...)
- Contract kidnapping/ransoms
  - Contract killing
- Providing air and/or ground support
  - Armed escort
- Delivering/guarding packages/shipments
  - Selling arms

## Hierarchy

Position	Duties and Info
CEO (1 per platform)	Is the main leader and makes sure Merryweather performs its best. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Regional Commander (1 per platform)	Acts as deputy CEO's/leaders and take on CEO duties when CEO is absent.
Operatives	Your standard Merryweather member.
Trainees	New recruits. Often bear the brunt of manual labour, menial tasks and bullying by operatives until promoted.

# The Ballas



**The Ballas have been around since the 1970s<sup>[1]</sup> Specific information regarding where or how they formed is unknown. However, it is likely that the Ballas evolved either from Glen Park or Jefferson since Idlewood and possibly Willowfield were controlled by the Families prior to 1987 and since East Los Santos was split between the Families and the Vagos prior to 1992.**

**The Ballas have a history of a traditional, intense, and bloody rivalry with the Families. Specifically when the gang war started is unknown, but the rivalry between the two gangs was in full swing as early as 1987. The rivalry still exists but it's not rare to see some Ballas & Families members getting together to make money.**

**They are on neutral terms with the other street gangs but it is not uncommon to see them fighting/allying with the other gangs.**



**Special Start-Out Inventory:** Knife, Pistol, Sawn-Off Shotgun, vehicle in line with your character (Be realistic; Also BMX if RP'ing as a teen)

**All other weapons need to be RP'ly obtained!**

**Turf:** (See purple)



## Hierarchy

Position	Duties and Info
Triple OG (1 per platform)	Is the main leader and oversees the gang. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
OG (1 per platform)	Acts as second in command to the Triple OG and steps to the plate when the Triple OG is away.
YG [Young Gangstas]	Your standard Balla soldier/gang member.
BG [Baby Gangstas]	Young recruits. Often act as look outs and do menial tasks. Eager to prove themselves, it's probably best to steer clear of them.

# The Families



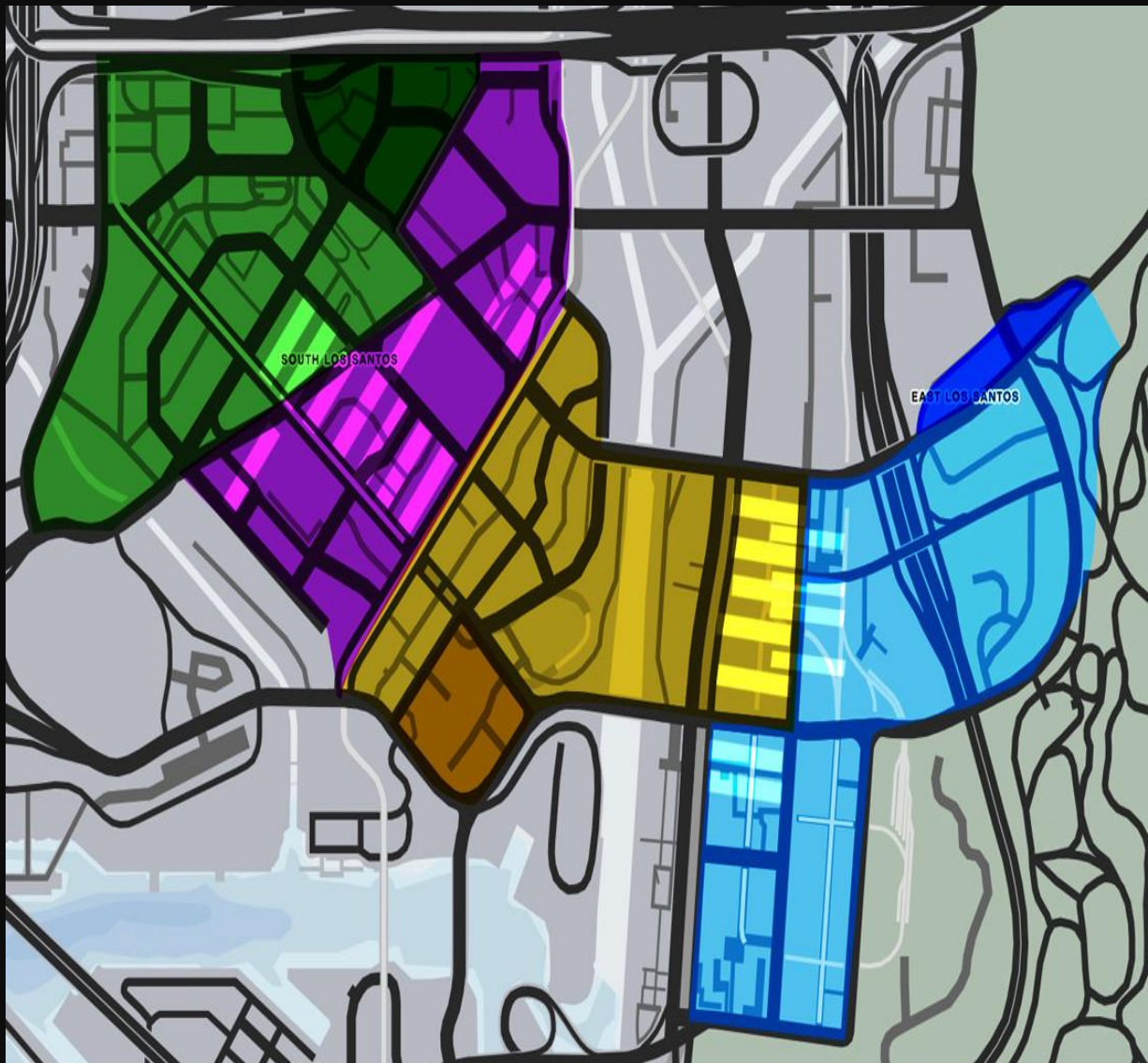
**The Grove Street Families were formed in Grove Street before expanding into what it is today. History before this time period (late 80's) is unknown, and much of what happened to the Families during the late 80's is also unknown. However, what is known is that the Families are one of the oldest gangs in Los Santos - this possibly means that they are older than the Ballas (who formed during the 1970s) - giving the possibility that the Families evolved from the 1960s or even possibly earlier.**

**The Families also have a history of a traditional, intense, and bloody rivalry with the Ballas. Specifically when the gang war started is unknown, but the rivalry between the two gangs was in full swing as early as 1987.**

**Special Start-Out Inventory:** Knife, Pistol, Sawn-Off Shotgun, vehicle in line with your character (Be realistic; Also BMX if RP'ing as a teen)

**All other weapons need to be RP'ly obtained!**

**Turf:** (See green)



## Hierarchy

Position	Duties and Info
Triple OG (1 per platform)	Is the main leader and oversees the gang. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
OG (1 per platform)	Acts as second in command to the Triple OG and steps to the plate when the Triple OG is away.
YG [Young Gangstas]	Your standard Families' soldier/gang member.
BG [Baby Gangstas]	Young recruits. Often act as look outs and do menial tasks. Eager to prove themselves, it's probably best to steer clear of them.

# Los Santos Vagos



**VAGOS**

**In spite of their common street thug appearance, the Vagos are an extremely powerful multinational decentralized criminal network. Their principal interest is drug trafficking, but they have diversified into mid-level distribution, end users sales and other contraband.**

**Many of the Vagos' upper leaders are currently incarcerated, but still run their network through cellphones.**

**Special Start-Out Inventory:** Knife, Pistol, Sawn-Off Shotgun, vehicle in line with your character (Be realistic; Also BMX if RP'ing as a teen)

**All other weapons need to be RP'ly obtained!**

**Turf:** (See yellow)



## Hierarchy

Position	Duties and Info
El Jefe (1 per platform)	Is the main leader and oversees the gang. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
OG (1 per platform)	Acts as second in command to El Jefe.
Veteranos	Your standard Vagos soldier.
Pee-Wees	Young recruits. Often act as look outs and do menial tasks. Eager to prove themselves, it's probably best to steer clear of them.



# Marabunta Grande



**Marabunta Grande is a fierce & brutal Salvadoran street gang who has a very strict hierarchy and plethora of soldiers ready to put in work.**

**Many of MG's upper leaders are located in El Salvador and pass on orders to their high ranking members in Los Santos & Blaine County.**

**Most MG members are fully tattooed, including their faces and identify with the number 13.**

**Special Start-Out Inventory:** Knife, Heavy Pistol, Pump Shotgun, vehicle in line with your character (Be realistic; Also BMX if RP'ing as a teen)

**All other weapons need to be RP'ly obtained!**

**Turf:** (See blue)



## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Clica Leader (1 per platform)	Is the main leader and oversees the gang. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Captain (1 per platform)	Acts as second in command to the Clica Leader.
Soldados	Your standard Marabunta soldier. Often involved in extortion collection, human trafficking and more.
Pee-Wees	Young recruits. Often act as look outs and do menial tasks such as peddling drugs on a street level & extortion.

# Varrío Los Aztecas

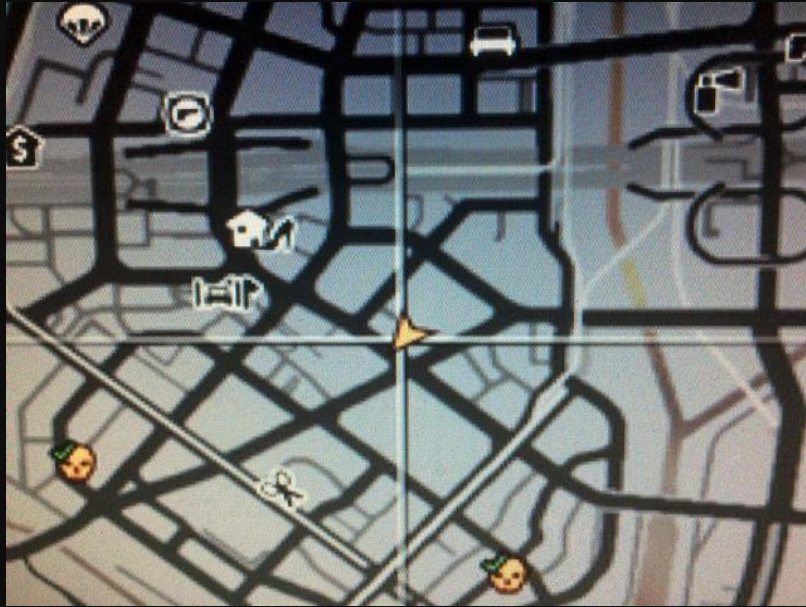


**The Varrío Los Aztecas have been around since the early 80's and are one of the newer formed gangs in Los Santos. Much of their origin and past is unknown. They are the smallest street gang in terms of territory but heavily armed and very fierce.**

**Special Start-Out Inventory:** Knife, Machine Pistol, Sawn off Shotgun, vehicle in line with your character (Be realistic; Also BMX if RP'ing as a teen)

**All other weapons need to be RP'ly obtained!**

**Turf:** Behind Central Los Santos Hospital, around North Rancho  
(See screenshots)



## Hierarchy

Position	Duties and Info
El Jefe (1 per platform)	Is the main leader and oversees the gang. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
OG (1 per platform)	Acts as second in command to El Jefe.
Veteranos	Your standard Aztecas soldier.
Pee-Wees	Young recruits. Often act as look outs and do menial tasks. Eager to prove themselves, it's probably best to steer clear of them.

# Wei Cheng Triad

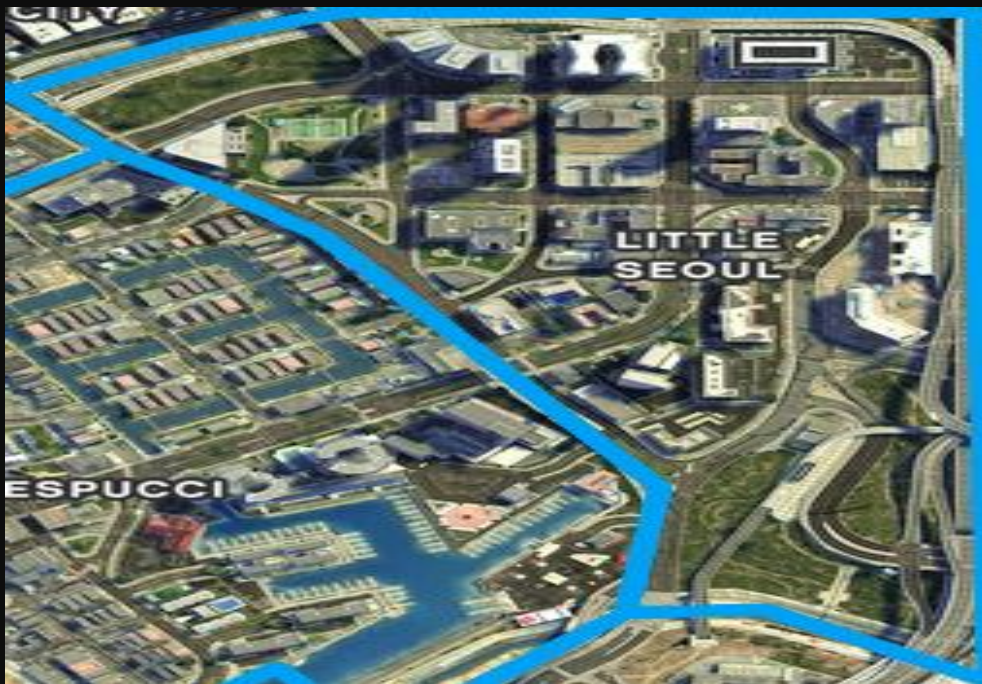


**The Los Santos Triads, also known as the Wei Cheng Triad, are a large Chinese crime syndicate based in Los Santos. They are cunning and shrewd diplomats and businessmen. Their ways are shrouded in mystery.**

**Special Start-Out Inventory:** Machete (Knife on PS3), Uzi, Pump Shotgun, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Little Seoul, but their main place of business is the Hwan Cafe (see screenshots)



*Greetings from* **LITTLE SEOUL**



## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Dragon Head (1 per platform)	Is the main leader and oversees the organisation. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Deputy Dragon Head (1 per platform)	Acts as second in command to the Dragon Head.
Red Pole	Your standard Triad member.
Blue Lanterns	Young & new recruits.

# Kkangpae



**The name *Kkangpae* literally translates into "Thug" in Korean language, and usually refers to unorganized street gangs. The Kkangpae however, are far from unorganized but they are not as quiet as their Triad counterparts.**

**Special Start-Out Inventory:** Machete (Knife on PS3), Pistol, Sawn off Shotgun, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Vespucci Canals

(see screenshots)



## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Oyabun (1 per platform)	Is the main leader and oversees the organisation. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Wakagashira (1 per platform)	Acts as second in command to the Oyabun.
Kyodai	Your standard Kkangpae member.
Shatei	Young & new recruits.

# Lost MC



**The Lost began in 1964 with eight U.S. Marines who met in Hanoi, North Vietnam. After the war ended, they had a continued thirst for drugs and violence. Because of this, they started the club and named it 'The Lost' in honour of all their friends who had been killed in the war.**

**Special Start-Out Inventory:** Machete (Knife on PS3), Uzi, Sawn off Shotgun, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Mirror Park (see screenshots)



## Hierarchy

<h3>Position</h3>	<h3>Duties and Info</h3>
Club President (1 per platform)	The President is the boss of the club. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Vice President (1 per platform)	Acts as a second in command to the President.
Enforcer (1 per platform)	Chiefs of security matters and receive orders directly from the President.
Patched Members	Patched member is your final step in becoming a full member of a Motorcycle Club. After a certain amount of time, there would be another vote on whether or not the Prospect is ready to attain his full patch.
Prospects	Prospect is generally known as the toughest time during joining an MC. The Prospect stage is when you're a Probationary member. You'll be expected to do things such as watch the bikes, clean parts of the clubhouse, wash the bikes, etc. You become tuned to bitch mode and for lack of a better word, becomes a slave of the club.

# Bonelli Mob



**Where old family sensibilities from Sicily mesh with a new, younger way of thinking. Omerta is still the code of silence.**

**Special Start-Out Inventory:** Pump Shotgun, Uzi, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Vanilla Unicorn (which is also a business – see “Business Rules”)



## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Boss (1 per platform)	The Boss is the head of the family and makes sure it runs efficiently. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Underboss (1 per platform)	Acts as a second in command to the Boss and acts as a Boss in his/her absence.
Capos	High ranking soldiers within the family.
Soldiers	Your standard family member.

# Armenian Mob



**Not much is known about them. The older members like to stay under the radar and operate quietly. The younger guys however function pretty much like a brutal & loud street gang.**

**Special Start-Out Inventory:** Pistol, Assault Rifle, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Roger's Salvage & Scrapyard [from 21:00 to 11:00 as the rest of the time it's a Gang Attack zone] (see screenshots)



## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Boss (1 per platform)	The Boss is the head of the gang and makes sure it runs efficiently. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Deputy (1 per platform)	Acts as a second in command to the Boss.
Enforcers	High ranking members of the gang. They control the younger soldiers but often fail.
Soldiers	Soldiers are meant to answer Enforcers and follow the policies of the gang. However, being young and influenced by street gang culture, the youth are very careless and deadly.

Madraza Cartel

# MADRAZO CARTEL



**Known for contracting street gangs to do their work, the Madraza Cartel is one of the most feared entities in the criminal underworld.**

**Special Start-Out Inventory:** Pump Shotgun, Assault Rifle, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Martin Madraza's Ranch

## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Leader (1 per platform)	The Leader is the head of the cartel and makes sure it runs efficiently. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Lieutenant (1 per platform)	Acts as a second in command to the Leader.
Enforcer (1 per platform)	Chiefs of security matters and receive orders directly from the President.
Hit Squad	These are your standard Cartel members.

# The Professionals



**As their name implies, they are a professional group of criminals that deal in drug trafficking and arms smuggling & they operate all throughout San Andreas. The Professionals also seem to be providing courier and bodyguard services for a variety of valuable employers, thus making them potential competitors of Merryweather.**

**Special Start-Out Inventory:** Carbine Rifle, Heavy Pistol, vehicle in line with your character.

**All other weapons need to be RP'ly obtained!**

**Turf:** Pacific Bluffs (see screenshot)





## Hierarchy

Position	Duties and Info
CEO (1 per platform)	Is the main leader and makes sure The Professionals run efficiently. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Regional Commander (1 per platform)	Acts as deputy CEO's/leaders and take on CEO duties when CEO is absent.
Operatives	Your standard member.
Trainees	New recruits. Often bear the brunt of manual labour, menial tasks and bullying by operatives until promoted.

# Los Santos Transit



**LST do regular flights and bus routes and are a service/civilian faction.**

**Drivers and pilots can also be privately hired by other factions/individuals.**

**They also do car shows, demolition derbies and anything motor-related to engage with the public.**

**Special Start-Out Inventory:** Pistol, access to almost all vehicles.

**All other items need to be RP'ly obtained!**

**Turf:** Los Santos International Airport

## Hierarchy

<i>Position</i>	<i>Duties and Info</i>
Manager (1 per platform)	The Manager oversees LST and makes sure it's operations are all in shape. Must be active at least once a week or gets replaced. Usually a staff member or seasoned member.
Vice Manager (1 per platform)	Acts as a second in command to the Manager.
Employee	Your standard LST member.

# Sub-Factions

**Sub factions are smaller factions you can serve under while serving under a main faction. Your main faction duties must always come first. These are extra things for you to take part in. Think of these as part-time jobs.**

## Los Santos Fire Department

Put out fires and attend to the wounded. Patch them up then drop them off at the nearest hospital. RP'ly treat their injuries. Announce you're actively roleplaying a paramedic so others can RP injuries upon death and such. Special inventory: Axe

## Downtown Cab Co.

Be a taxi driver. RP'ly earn your pay by taking snacks. Announce you're actively roleplaying a taxi driver so the session knows to make use of your services. Special Inventory: Baseball bat or Knife

**NOTE: Player made sub factions are NOT ALLOWED at this current stage in our RP. Neither is going "factionless" or faction-hopping.**

# Staff Guide

**TO APPLY: Simply PM Admin on Discord expressing why you'd be a good staff member and what job you'd like to do.**

**NOTE: Must be in the community and active for over 3 months before your application will even be considered. (There are some special exceptions but those are rare)**

**Do not constantly ask admin to be staff.**

**Here are the following types of Staff:**

- **Forum Staff:** They do all the forum duties. **Example:** reading through and approving bios, adding members to their faction groups, deleting spam & recruitment posts, aiding newcomers who have just registered etc...
- **Discord Staff:** They do all the discord duties. **Example:** Advise newcomers to change their nicknames to the right format, add newcomers to their faction roles/groups, ending disruptions and arguments on chats, co-ordinating sessions etc...
- **Game Managers (GM's):** They do all the in-game duties. **Example:** Keeping the session fresh and exciting, encouraging interaction, putting an end to rule breaking and disputes, teaching people how to RP, Kicking non-approved members etc...