



KOMODO TRADE CORPS

and Associated Mercenaries

CREW POLICY

The following document summarizes and makes clear the rules and policies that come with being a part of Komodo Trade. Crew policy stands above all else and must be upheld at any cost. Follow and honor the policy.

1. Basic Requirements of Membership

- Must be of age 15 or above
- Must own a headset (preferred)
- Must be able to work as a team
- Must wear crew emblem
- Must dress like a mercenary
- Must own required crew vehicles:
 - i. Declasse Granger
 - ii. Vapid Sandking XL
- Vehicle customization requirements:
 - i. Highest possible armor, engine, brakes, and transmission modifications
 - ii. Offroad tires:
 - Granger: "Mil Spec Steelie" colored Anthracite Black
 - Sandking XL: "Rock Crawler" colored Anthracite Black
 - iii. Resprays:
 - Granger and Sandking XL: Primary – Matte Foliage Green / Secondary – Matte Gray / Crew Emblem applied
 - iv. Windows:
 - Granger and Sandking XL: Pure Black Tint
 - v. Lights:
 - Granger and Sandking XL: Xenon lights
 - vi. Other modifications:
 - Granger: Bullbar version
 - Sandking XL: Painted Skidplate & Bullbars, Bed cap, Black Extended Fuel Tanks, Chrome Grille, Truck Horn, Sunshade, Turbo

2. Crew Behavior

- Respect and get to know other members. We are a team and a family.
- Have fun, but be able to focus in certain situations.
- We don't play the blame game. Don't harass other team members for a failure. We fail together.
- Stay determined. Whether you're killed once or a hundred times, pursue the target/follow the objective.
- Free choice is upheld. A mission can be approached from any angle using any method, so long as the objective is completed.
- We are leaderless. Opinions and suggestions are heard and agreed upon as a group. No one person is given total control over others. Feel free to make yourself heard.
- Don't get angry over a loss. It's just a game and there's always a second chance.
- Shooting at other members is allowed during down time and when it is understood as fooling around. At no time should a member intentionally, repeatedly, or with anger fire upon another member.

3. Public Session Rules

- All available members must meet in a specified location to organize before going about a public session.
- When patrolling a public session, psychos (red blips) are always first priority to attack.
- White blips are not to be engaged unless they attack without reason.
- Sticky bombs/explosives are not to be used on targeted players unless they attack with sticky bombs/explosives first.
- When targeting a single player, travel as a group.
- Crew vehicles are to be used in public sessions while on duty.
- Targeted players may be approached and engaged using any methods of transport.
- If a player provokes a fight, do not show fear. Attack smart and head on.
- Communicate with other members during planned attacks.
- When solo, you are off duty. Exceptions are bounties and random engagements.

4. Crew Activities

A. BOUNTY HUNTING

Payment: Varies

Hunting down labeled players on the map for profit.

- Bounties that are labeled on the map are free game. Always engage when possible.
- When bounty hunting solo, all earnings are kept for yourself.
- When bounty hunting as a group, earnings are to be divided among available members.
- Sticky bombs/explosives are not to be used on a bounty unless:
 - i. The bounty retaliates with sticky bombs/explosives
 - ii. The bounty is driving what is believed to be a hijacked car (non-insured)
- When a member is labeled as a bounty, other members may only claim it if the labeled member gives consent.
- When solo and labeled as a bounty, do not fight back. To resist losing a bounty is a waste of time and resources. Allow someone to claim it and continue.
- If a bounty is hiding in an apartment/home, wait in the area until the bounty exits.

B. CONTRACT HIT

Payment: \$9000 - \$12000

A hired job requested by a client; a contract hit involves targeting an indicated player. The indicated player is attacked until they are run out of the session.

- Payment for a contract hit is to be given following a successful hit. Earnings are divided among available members.
- The indicated player in a contract hit is to be constantly pursued and attacked.
- Sticky bombs/explosives are not to be used on the indicated player unless:
 - i. The indicated player retaliates with sticky bombs/explosives
- A contract hit is not considered successful until the indicated player has left the session.
- The client must remain in the session under the protection and watch of a member until the hit is complete.

C. ESCORT (Ground/Air)

Payment (Ground): \$5500 per person

Payment (Air): \$6000 per person

A hired job requested by a client; an escort involves transporting and protecting a client and guests (if available) to requested locations until service is no longer required.

- Payment for an escort is to be given beforehand. Earnings are divided among available members.
- The client may cancel their escort service at any time when it is no longer needed.
- Sticky bomb/explosives rules apply to attacking players.
 - a) GROUND ESCORT
 - The client requesting an escort is transported in one of our escort vehicles, surrounded by one or multiple back-up vehicles for security.
 - Under the event the client is attacked on foot, members must be nearby to cover the client.
 - Under the event the client is attacked in transport, the escort vehicle, followed by a security vehicle, must quickly accelerate ahead while any remaining security vehicles fend off the attacker.
 - b) AIR ESCORT
 - The client requesting an escort is transported in our escort helicopter, with one/two members in charge of security on board. Back-up helicopters may or may not be present.
 - Under the event the client is attacked on foot, members must be nearby to cover the client and ensure no damage is done to the helicopter.
 - Under the event the client is attacked in transport, the pilot will accelerate and perform evasive maneuvers with covering fire from on board security. Emergency landing may or may not occur.

D. BODYGUARD SERVICE

Payment: \$5000

A hired job requested by a client; bodyguard service involves following and protecting a single client until service is no longer required.

- Payment for bodyguard service is to be given beforehand. Earnings are divided among available members.
- The client may cancel their bodyguard service at any time when it is no longer needed.
- Sticky bomb/explosives rules apply to attacking players.
- The client travels in their own vehicle while single or multiple security vehicles follow.
- While the client is on foot, members must also travel on foot, surrounding the client.
- Under the event the client is attacked on foot, members must be nearby to cover the client.
- Under the event the client is attacked while in motion, security vehicles must be nearby to cover the client.

For additional information:

ASYLUM95 – Xbox Live

ASYLUM95. – Rockstar Social Club

http://gta.wikia.com/Crews/Komodo_Trade_Corps

***STATEMENT:** KOMODO TRADE CORPS IS AN ASSOCIATED MERCENARY CREW PROVIDING A RANGE OF SERVICES FOR WILLING PLAYERS TO IMPROVE THEIR GAME EXPERIENCE. ALL APPLYING MEMBERS THAT QUALIFY MUST FOLLOW THE GUIDELINES SET IN THIS DOCUMENT OR FACE REMOVAL FROM THE CREW. AT NO TIME SHOULD THE SERVICES PROVIDED BY KOMODO TRADE CORPS BE ABUSED BY A CLIENT. KOMODO TRADE CORPS IS NOT RESPONSIBLE FOR ANY LOSSES OR DAMAGE TO PERSONAL VEHICLES OR MONETARY SUPPLIES IN THE EVENT OF AN ACCIDENT WHILE IN THE FIELD. ALL IN-GAME PAYMENTS ARE NON REFUNDABLE. IN THE EVENT A CLIENT BELIEVES SERVICE WAS NOT OF TOP QUALITY, SAID CLIENT IS ELIGIBLE FOR FREE SERVICE UPON A LATER SERVICE REQUEST. AT NO TIME MAY FREE SERVICE BE ABUSED.