BEYONDSURVIVAL

BS19 Faction Jobs Guide

Every faction job, explained for new players.

MILITARY	Gunsmith, Combat Medic, Patrol Officer, Logistics, Mechanic
BIKERS	Bike Mechanic, Road Captain, Fuel Runner, Scrapper
CIVILIANS	Hunter & Fisher, Farmer, Cook, Medic, Water Engineer
REBELS	Kidnapper, Car Thief, Raider, Smuggler
PLAYER FACTIONS	Mechanic, Scavenger, Hunter, Fisher, Farmer

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The basics

How to apply

Join a faction first. Open the Faction menu and go to the JOBS tab. Every job your faction offers is listed there with its open slots. Hit apply on the one you want. The leader, or anyone whose rank has the jobs permission, approves or declines it, and you get a notification either way. You can withdraw an application while it waits.

One job at a time

You hold one job. If you leave it, you wait 24 hours before you can take another one, so pick with some thought. Leaving your faction drops your job too.

Slots

Each job has 2 slots by default. When both are taken the job shows as full. Server owners can change the caps per job.

No salary, real progress

Jobs do not pay a wage. Every finished contract gives character XP, skill XP in the tree that matches the job, faction reputation and faction level XP. Contracts in the four main factions (Military, Bikers, Civilians, Rebels) pay 1.5 times more than in player factions.

The job board

The board in the JOBS tab shows open contracts for your job: 3 per job in the main factions, 2 in player factions. Take one and you have 90 minutes to finish it. You can only run one contract at a time. Contracts nobody takes for 45 minutes are swapped for fresh ones, so check back. You can abandon a contract if it goes wrong.

Kinds of contract

Count: do something a number of times (skin animals, repair parts, kill walkers). Progress counts on its own while you play. Deliver: bring items to one of your faction's job stations and turn them in. Nest: kill a number of walkers near a marked nest. Route: drive through marked points, a convoy needs a faction mate close by. Supply: grab a crate at a drop point and bring it home. Service: refuel a generator at a power zone with a fuel can. Smuggle: carry contraband to a drop point while your position leaks.

Turning in

Deliveries and supply crates are handed in at a job station of your own faction. Walk within 10 metres of the yard and use Turn in contract. Count contracts complete as soon as the counter is full.

The scoreboard

The JOBS tab also has a scoreboard for your faction: reputation earned and contracts done by each member, for this week (weeks start Monday, UTC) or all time. It is the quickest way to see who is pulling their weight.

Job stations

Faction	Stations
Military	Job yard and the Gunsmith bench at the Sandy Shores airfield base.
Bikers	Job yard in east Vinewood.
Civilians	Job yard and the Water purifier in the south Los Santos camp.
Rebels	Job yard and the Chop shop in Mirror Park.
Player factions	No fixed yard. Count contracts finish anywhere; deliveries need a faction job station.

Rewards are listed as reputation / character XP / skill XP at the base rate. The four main factions get 1.5 times this. Every contract also gives faction level XP.

Military

Discipline, firepower and logistics. The Military keeps the roads clear and the base armed.

Gunsmith Skill tree: Crafting

The only job that can use the Gunsmith bench. It makes weapon attachments (suppressor, scope, grip, flashlight, extended mag, laser) cheaper than the normal weapon bench, and some gadgets you cannot make anywhere else: the turret, the drone, decoys and the medic booster. Military only.

Contract	Rep / XP / Skill XP
Make 3-5 weapon attachments	40 / 120 / 60
Make 1-2 gadgets	45 / 140 / 70
Stock the armory: 2-3 gun parts and 10-20 screws	30 / 90 / 30

Tools	Scrap metal, screws, electronics, wires, glue, rubber, metal pipe, batteries, gun parts.
Where	Gunsmith bench at the Military base.
Tip	Hoard electronics and scrap metal on every run. Grips come out two at a time, so they are the fastest way to finish an attachment contract.

Combat Medic Skill tree: Medical

Keeps people alive in the field. Treats wounds and gets downed survivors back up.

Contract	Rep / XP / Skill XP
Treat 3-5 wounds	35 / 110 / 60
Revive 1-2 survivors	45 / 140 / 80
Supply the field hospital: 4-8 bandages, 1-3 antiseptic	25 / 80 / 30

Tools	Bandages, antiseptic, the usual medical kit.
Where	Wherever people get hurt. Ride along on patrols and raids.
Tip	Stay close to whoever is fighting. A revive contract is quick money if you are already with a group.

Patrol Officer Skill tree: Combat

Clears nests and keeps the roads safe. The Military's frontline job.

Contract	Rep / XP / Skill XP
Clear a nest: kill 10-16 walkers within 80 m of it	50 / 160 / 80
Kill 25-40 walkers	35 / 110 / 60
Survive a horde	55 / 180 / 90

Tools	A reliable gun, plenty of ammo, armour.
Where	Nests at Grapeseed, Harmony, Paleto Bay, Vinewood, Chumash and El Burro.
Tip	Bring a mate for nests. The kill sweep counts any walker anywhere, so pair it with a looting run.

Logistics Skill tree: Survival

Recovers supply drops and keeps the ammo depot stocked.

Contract	Rep / XP / Skill XP
Recover a supply drop and bring it home	45 / 140 / 50
Ammo for the depot: 20-40 rifle and 20-40 pistol rounds	30 / 90 / 30

Tools	A vehicle with room, something to defend the crate with.
Where	Drop points around Grand Senora, Zancudo, the Route 68 area, the east coast and north of Paleto.
Tip	Drive. The crate is slow to carry on foot and you only have 90 minutes.

Mechanic Skill tree: Crafting

Repairs and armours cars in the scrap garage at the yard. Can repair, paint, fit scrap-built parts (armour, ram, roll cage, engine tune, brakes, suspension and more) and bolt on extras like roof racks, spikes and window cages. Can bill the owner for the work. Cars only, no motorbikes.

Contract	Rep / XP / Skill XP
Repair 2-4 vehicle parts	30 / 100 / 50
Do 2-3 jobs in the garage	40 / 120 / 60
Spare parts: 1-2 spark plugs, 1-2 tyres	30 / 90 / 30

Tools	Scrap metal, screws, metal pipe, nails, wires, rubber, engine parts, brake pads, glue and rags for paint.
Where	Scrap garage at your faction's job yard.
Tip	Every paint job, part and extra counts as a garage job. Ask for a fair bill and people come back.

Bikers

Fast, loud and always on the road. The Bikers own the motorbike scene and the fuel trade.

Bike Mechanic Skill tree: Crafting

The only job on the server that can modify motorbikes. Same garage as the Mechanic but for bikes only. Bikers only.

Contract	Rep / XP / Skill XP
Do 2-3 bike jobs in the shop	45 / 130 / 60
Repair 2-3 vehicle parts	30 / 100 / 50
Workshop stock: 1 engine part, 4-8 rubber	30 / 90 / 30

Tools	Same materials as the Mechanic: scrap metal, screws, pipes, rubber, engine parts.
Where	Bike shop at the Bikers yard.
Tip	Every biker on the server needs you. Advertise in chat.

Road Captain Skill tree: Survival

Leads convoys and scouts the roads.

Contract	Rep / XP / Skill XP
Lead a convoy through 3 points with at least 1 faction mate close by	55 / 170 / 60
Scout the road: drive through 4 points	35 / 110 / 40

Tools	A vehicle. A mate for convoys.
Where	Route points along Route 68, the Great Ocean Highway, Paleto, Raton Canyon, Tongva and the east side.
Tip	You must stay in a vehicle. Lose your escort and the convoy point will not count.

Fuel Runner Skill tree: Survival

Siphons fuel from abandoned cars and brings full cans home.

Contract	Rep / XP / Skill XP
Siphon 2-4 fuel cans	35 / 110 / 40
Fuel for the base: 2-3 fuel cans	35 / 100 / 30

Tools	A siphon hose and a fuel can.
Where	Any parked car nobody owns, outside safezones.
Tip	Each siphon takes 25 units from the tank. Cars with an almost dry tank will not give anything, move on.

Scrapper Skill tree: Crafting

Salvages wrecks for parts and keeps the yard full of scrap.

Contract	Rep / XP / Skill XP
Salvage 2-3 wrecks	35 / 110 / 50
Scrap for the yard: 20-35 scrap metal, 3-6 rubber	30 / 90 / 30

Tools	Tools for salvaging, a vehicle to carry the haul.
Where	Wrecks across the map.
Tip	Scrap metal is in almost every recipe. Keep the spare for the mechanics.

Civilians

The people who keep the town fed, watered and patched up.

Hunter & Fisher Skill tree: Survival

Hunts, skins and fishes for the town. Counts as both hunter and fisher.

Contract	Rep / XP / Skill XP
Skin 2-4 animals	35 / 110 / 50
Catch 4-7 fish	35 / 110 / 50
Meat and hides: 4-8 raw meat, 2-4 leather	30 / 90 / 30

Tools	A rifle or bow, a knife for skinning, a fishing rod, bait if you have it.
Where	Hunting areas: Paleto forest, Mount Chiliad, Raton Canyon, Tongva hills, Grand Senora east, Tataviam mountains. Fishing spots: Del Perro pier, Chumash pier, Paleto pier, Alamo Sea, Paleto cove.
Tip	Deer and boar are common, mountain lions are rare and dangerous. Bait raises the big fish chance from 12 to 30 percent.

Farmer Skill tree: Survival

Grows and harvests crops.

Contract	Rep / XP / Skill XP
Harvest 2-3 plots	35 / 110 / 50
Food stores: 8-14 potatoes	30 / 90 / 30

Tools	Seeds, water, patience.
Where	Farm plots.
Tip	Plant before you take the contract, then harvest when it is ready.

Cook Skill tree: Survival

Turns raw food into real meals.

Contract	Rep / XP / Skill XP
Cook 4-6 meals	30 / 100 / 40
Feed the town: 1-3 meat stew, 2-4 cooked fish	35 / 110 / 40

Tools	Raw meat, fish and vegetables, a campfire or cooking station.
Where	Any cooking spot.
Tip	Team up with the Hunter & Fisher. They bring the meat, you sell the meals.

Medic Skill tree: Medical

Treats wounds and keeps people alive around the camp.

Contract	Rep / XP / Skill XP
Treat 3-4 wounds	30 / 100 / 60
Revive 1 survivor	40 / 130 / 80
Clinic supplies: 6-10 bandages	25 / 80 / 30

Tools	Bandages and medical supplies.
Where	Around the camp and wherever people get hurt.
Tip	Always carry spare bandages. A revive is worth the most.

Water Engineer Skill tree: Crafting

Keeps the water clean and the generators running. Uses the water purifier at the camp: 2 dirty water in, 3 clean bottles out.

Contract	Rep / XP / Skill XP
Refuel a generator	45 / 140 / 60
Purify water 4-6 times	30 / 100 / 40
Water for the town: 4-8 water bottles	25 / 80 / 30

Tools	Dirty water, a fuel can for generators.
Where	Water purifier at the Civilians camp. Generators at Sandy Shores camp, the Paleto refuge and the hospital block.
Tip	Purifying gives you more bottles than you put in, so the bottle contract almost pays for itself.

Rebels

Outlaws. Their jobs work on other players, so they come with strict rules.

Kidnapper Skill tree: Combat

Takes hostages and asks their faction for a ransom. Zip-tie a survivor who has their hands up, hood them, carry them, then set a ransom. Their faction pays from the Faction menu, JOBS tab. Rebels only.

Contract	Rep / XP / Skill XP
Take a hostage	40 / 120 / 50
Get a ransom paid	70 / 200 / 80

Tools	Zip ties (one per hostage), a gun.
Where	Anywhere outside safezones.
Tip	Ransom is capped at $2500. The same survivor cannot be taken again for 2 hours and captives are freed automatically after 20 minutes, so ask for something they will actually pay.

Car Thief Skill tree: Lockpicking

Steals cars and strips them at the chop shop. The owner keeps the car, the parts come off it and go to you: the battery, a spark plug, plus 8 scrap metal and 2 rubber.

Contract	Rep / XP / Skill XP
Chop 1-2 stolen cars	55 / 170 / 80
Hotwire 2-3 cars	35 / 110 / 60

Tools	Lockpicks.
Where	Chop shop at the Rebels yard.
Tip	You can only chop a car you picked in the last 2 hours.

Raider Skill tree: Combat

Robs survivors at gunpoint. With a gun in your hands, walk up to a survivor who has their hands up and use Rob. You take 20 percent of their bag.

Contract	Rep / XP / Skill XP
Rob a survivor at gunpoint	55 / 160 / 60
Loot 10-15 times	30 / 90 / 30

Tools	A gun.
Where	Anywhere outside safezones.
Tip	The same survivor can only be robbed once every 2 hours. Not your own faction.

Smuggler Skill tree: Survival

Runs contraband across dangerous roads. Take the contract, get the contraband, and carry it to the drop point. Every 2 minutes other factions get a ping near you.

Contract	Rep / XP / Skill XP
Run contraband to the drop point	60 / 180 / 60

Tools	A fast vehicle, someone watching your back.
Where	Drop points at Paleto, Mount Chiliad, Grapeseed, the west coast and the far east of the map.
Tip	Do not stop. People know roughly where you are.

Player factions

A faction made by players picks up to 2 jobs from this pool. Rewards are the base amount (no 1.5x bonus).

Mechanic Skill tree: Crafting

Same as the Military Mechanic: repairs, paint and scrap-built parts on cars in the garage.

Contract	Rep / XP / Skill XP
Repair 2-4 vehicle parts	30 / 100 / 50
Do 2-3 jobs in the garage	40 / 120 / 60
Spare parts: 1-2 spark plugs, 1-2 tyres	30 / 90 / 30

Tools	Scrap metal, screws, pipes, rubber, engine parts.
Where	The garage at a faction job station.
Tip	A good pick for any group that drives a lot.

Scavenger Skill tree: Survival

Searches the ruins for anything useful.

Contract	Rep / XP / Skill XP
Loot 10-15 times	25 / 90 / 40
Forage 4-6 bushes	20 / 70 / 30
Useful junk: 2-4 electronics, 10-20 scrap metal	25 / 80 / 15

Tools	A big bag.
Where	Anywhere with loot.
Tip	The easiest job to fit around normal play.

Hunter Skill tree: Survival

Hunts and skins animals.

Contract	Rep / XP / Skill XP
Skin 2-3 animals	25 / 90 / 40
Hides for the camp: 3-5 leather	20 / 70 / 30

Tools	A rifle or bow, a knife.
Where	The hunting areas up north and east.
Tip	Animals only spawn around players inside hunting areas, never in safezones.

Fisher Skill tree: Survival

Fishes at the piers and lakes.

Contract	Rep / XP / Skill XP
Catch 4-6 fish	25 / 90 / 40
Fish for the camp: 3-6 raw fish	20 / 70 / 30

Tools	A fishing rod, bait.
Where	Piers at Del Perro, Chumash and Paleto, the Alamo Sea, Paleto cove.
Tip	A quiet job. Good while you wait for friends.

Farmer Skill tree: Survival

Grows and harvests crops.

Contract	Rep / XP / Skill XP
Harvest 2-3 plots	35 / 110 / 50
Food stores: 8-14 potatoes	30 / 90 / 30

Tools	Seeds, water.
Where	Farm plots.
Tip	Pairs well with a faction that cooks.