Rules

The rules are made to improve players experiences. Use common sense and do not try to loop hole these rules.
Staff have the final say in the matter even if it is not stated in the rules. If you have an issue with a staff member report them on the forums.

- The Community Team

Player Conduct

1.1 Disrespect Any kind of immoral language, discrimination or harassment towards anyone will not be tolerated.
1.2 Chat All messages should be in English. Contain no links (unless it's a Cloud Gaming link). Contain no advertising of any sort.
1.3 Punishment Avoiding punishment in any means is forbidden.
1.4 Scamming Scamming other players for money is not allowed, except when done by official in-game criminal jobs using in-game currency as part of roleplay. Once a custom job is transferred via !jobs, you no longer own it. Loans are not recognised by the server administration.
1.5 Currency The act of selling any form of in-game currency/items for real-life money is not allowed(This excludes Custom Jobs). You cannot use alt accounts to benefit yourself.
1.6 Spamming You must not use the microphone or chat to spam unintelligible noises or annoying sounds/words. When using advert you must wait at least 2 minutes before sending out the same message again.
1.7 Cheating Do not use third-party software to gain an advantage over other players.
1.8 Problems Do not attempt to cause problems within the community.
1.9 Names You must only use English characters for your name with no excessive spacing; unicode characters are not allowed.
1.10 Exploiting You must not attempt to exploit or loophole intended server functions for personal gain (this includes skills, tokens, and in-game money).
1.11 Admin Sits Do not disrupt admin sits. If an admin sit is taking place, you cannot do any roleplay actions. E.g., Raiding a base while it’s being checked by a staff member.
1.12 TOS All conduct must align with the Garry's Mod Terms of Service
1.13 Erotic Roleplay (ERP) Engaging in or facilitating Erotic Roleplay (ERP), including any actions, communications, or content that simulate, suggest, or involve sexual acts or content, is strictly forbidden.

Roleplay

2.1 Random Death Match (RDM) Harming/killing another player must carry a reasonable ‘role-play reason’.
2.2 New Life Rule (NLR) Forget about your previous life and do not return to your area of death for at least 3 minutes.
2.3 Meta Gaming The use of information gained in an out-of-character is not allowed.
2.4 Fail RP To an extent, you must play in a realistic manner and roleplay with others. You can only role play with your gang when your jobs are compatible. E.g., CP's cannot ally/defend anyone but CP's.
2.5 Props Props surfing, climbing, blocking, and general minging is not allowed. Do not spawn/move props in other players' bases or during raids, this includes cameras and textscreens.
2.6 Explosives When using explosives you are held responsible for every player you kill or damage.
2.7 Micspam Only hobos/jobs with build on streets permission can micspam and they must be stationary.
2.8 Adverts Adverts are not to be used to contact another player specifically. They should be used for RP reasons such as businesses.
2.9 FearRP You must value and fear for your life. If you are being mugged by 3 people and you are alone, you must abide by what they say.
2.10 Job Abuse Do not change jobs to gain an advantage e.g., armor, ammo, etc.
2.11 Checkpoints Checkpoints can be created by two or more CP's with a valid RP reason such as searching people.
2.12 KOS When KOSing someone you must give them at least 5 seconds to respond (unless it's a base). This only applies when you are initiating the attack, not when defending yourself from being arrested/killed. You should try to warn them via the interaction menu.
2.13 Allies Up to 2 gangs can ally per base. **Anyone not in those gangs can only base with you if their name is shown on the base door**. Allies only count inside the property. Outside it you cannot defend them unless you are in an RP situation together, like a raid. You also cannot be hired by or associated with more than 2 players outside your base, not counting your own gang. If you are hired or associated, change your job title, for example /job w/player1 + player2.
2.14 Taze/Stunstick You may not randomly taze/stunstick other players without a reasonable roleplay reason. E.g., Using stunstick to get to an unreachable area.
2.15 Kidnaps/Mugs To perform a kidnap/mug you must initiate this via the interaction menu. Kidnaps can last up to 20 minutes. You must give someone at least 10 seconds before KOSing them (unless they threaten you). You must wait 15 minutes before performing this action on the same player again.
2.16 Player Events Players may host small events within RP these must be held within the confines of world buildings. Events may range from building to fighting, in the case of players fighting they must follow NLR and are limited to a maximum size of 1 vs 1 no larger. These events must enhance roleplay and must not hinder the experience for non-participants.
2.17 Gazza When selling to Gazza you may KOS any CP coming within the enclosed zone.
2.18 Entities All printers are required to be entirely accessible, without any external aid. Included, but not limited to; SWEPS, Prop Climb, Entity Boost, Player boost.

Properties

3.1 Layout Traps, airlocks, puzzles, confusing colours, ramps, stairs, headglitch defences, or any features designed to mislead players are not allowed. Entrances using jump, crouch, underground, or maze designs are also not allowed (bases can have up to 3 turns, a turn can be up to 90°). There must be a clear, short & obvious path into your base beyond the final entrance fading door, which can include 1 additional turn. After the final fading door, there must be no shooting windows or defensive structures allowed beyond this point.
3.1B Tunnels/Hallways Tunnel/hallway bases are not allowed. The maximum length of a hallway including turns is 2 x fence03a.mdl
3.2 Entrances Jump/crouch/underground/Ramps and ladder entrances are not allowed. Entrances must fit two people side by side and in front/behind (apart from the door of the property). Entrances must not be hacker proof.
3.3 Visibility The raider must be able to see you clearly [head + upper torso] and shoot back. No one way shooting. All keypads and fading doors must be easily visible and distinguishable. You may not build with props that make it hard to see around or hurt your eyes, this includes very bright/very dark bases. Head glitching is not allowed.
3.4 Fading Doors Each base can have up to 3 fading doors linked to keypads or entrances. PD and Terrorist HQ are limited to 2. Do not use keybinds to open your fading doors. The delay on entrance doors must be 0. Fading doors must not be smaller than storefront_template001a_bars.mdl.
3.5 Property You may own up to two properties per base (must be adjacent/next to each other or connected via a bridge). You may build in the area around your base - however if an admin deems it necessarily big or ugly, it may be removed.
3.6 Textscreens Building text screens are allowed (do not have entities while building). KOS signs/lines are allowed but MUST be on the property. All textscreens on bases must be easily visible and have a minimum size of 50.
3.6B Roleplay Buildings Roleplay only building signs must only be used for bases that do not contain money making entities/weapons this excludes bank and PD.
3.7 Defending You must be added to the door to defend the property or have a gang sign clearly visible. You can KOS people only if you have a textscreen. You cannot be added to the door/place a gang sign during a raid. Defenders may not actively use the property's doors to their advantage during a raid. Defenders cannot use explosives to defend their base. Defending from afar is not allowed. You may come back to the base if it is being raided, but you may not build a sniper’s nest opposite the base to defend it.
3.8 Weapons You cannot use the HL2 Crossbow or Double Barrel Shotgun / Minigun / Deathmachine / Blundergat / Olympia / BO2 Remington 870 / Acid Gat to defend a property
3.9 Shooting Windows / Overhead Shooting windows must be at least the size of cube05x1x05.mdl (landscape). Shooting overhead must be at least the size of Template001a_Bars.mdl (landscape)
3.10 Keypads Keypads must only be used for fading doors entrances. This means you should have no keypads within your base once past the entrance fading doors. Keypads must be clearly visible and at eye level.
3.11 Player Entities Player entities and buildings should not interfere with or obstruct another Player within Spawn and fountain. Large buildings in or around the main fountain area are not allowed.
3.12 Server Entities Your property/building must not block off/interfere with server entities (e.g., NPC's, Dumpsters).
3.13 Gun Dealer Gun dealer bases can have no more than 4 members residing there and must be selling guns to the public.

3.14 Bank Bankers can only base with jobs using "Act as Guard". Bankers may also not grow Drugs or any other illegal money making methods except from printers.
3.15 No-Collide No-collided props are only allowed during the building phase.
3.16 Hotel The Hotel Manager may build in the lobby/entrance under the normal base rules, with up to 3 fading doors. Residents may build inside their rented room only, with up to 2 fading doors, and must follow the same rules. Residents may only defend their own room.

Raiding

4.1 Minge Raid Raiding a base which clearly has nothing inside is not allowed or has a "Roleplay only building" sign is not allowed.
4.2 PD Only terrorists and jobs with raiding ability can raid the PD. You must have a valid RP reason to raid PD (e.g., breaking a gang member out). You cannot counter-raid terrorists or interfere with their raid (unless you are CP).
4.3 Raiding A raid lasts a maximum of 10 minutes. If you have not broken in by then, the raid is over and you must leave. If you get in, you have 15 minutes to loot and get out. You cannot raid the same base again until 15 minutes after the raid ends. If you die during a raid, whether attacking or defending, you cannot return until the raid is over and your NLR is up.
4.4 Checkpoints Checkpoints can be raided to dismantle their purpose or for a valid RP reason. Only terrorists and custom jobs with PD raiding ability can raid checkpoints.
4.5 Building You cannot build or remove props during a raid. If a raid is taking place, you may not leave the server until it is finished.
4.6 CP Raid CP's are allowed to take control of the surrounding area during a raid. Prop block is not allowed, but they can make the area AOS. A textscreen and simple props should be placed to express the area e.g., concrete_barrier001a.mdl

Gang Events

These rules cover **Turf Wars, Protect The VIP, the Gang Package Event and Hold The Crown**. The shared rules say which events they apply to. Turf Wars and Protect The VIP also have their own rules.

Shared Rules

5.1 Civil Protection ***[All events]*** Civil Protection may not interfere with gang events, except in Terrorist/CP turfs, where CP is one of the two sides.
5.2 Teaming ***[Turf · Package · Crown]*** These are gang vs gang events. You may not team up or coordinate with another gang, including your official allies. Every gang plays for itself.
5.3 Props ***[Turf · Package · Crown]*** You may not spawn or use props while taking part. In Turf Wars, nobody may spawn props in or around the circle, whatever their job.
5.4 Explosives ***[Turf · Package · Crown]*** You may not use RPGs, grenades or any other explosive. This covers everyone in Turf Wars, and anyone carrying the package or crown or attacking its carrier.
5.5 Vehicles ***[Turf · Package · Crown]*** Gokarts and jetskis are not allowed while taking part. The

package or crown must be carried on foot.
5.6 Camo ***[Turf · Package · Crown]*** You may not use the Camo SWEP while taking part.
5.7 Safezone ***[Package · Crown]*** You may not take the package or crown into the safezone.
5.8 Hiding ***[Package · Crown]*** You may not take the package or crown inside a building, behind fading doors or into restricted areas to hide from attackers.

Turf Wars

5.9 KOS You must KOS every member of an opposing gang, and you may KOS anyone in your line of sight inside the enclosed area. On islands, the enclosed area is the island and the water around it. You may not KOS people on other islands or through tunnels. During Terrorist/CP turfs you may only KOS the opposite team.
5.10 Distance You may not attack into a turf from an unreasonable distance, from rooftops or from the water. For example, if the turf is on the beach you may not snipe from the boat island. Once you've taken part, you may not leave the enclosed area.
5.11 Buildings You may not use buildings to your advantage. If the circle reaches into a world building, you may not build inside it.
5.12 Bodyblocking You may not intentionally bodyblock players in the tunnels or roads leading to the turf, on foot or in a vehicle. If a player has been told to stop and hasn't moved within 5 seconds, they may be killed, and this does not count as RDM. One warning covers the rest of the turf event.

Protect The VIP

5.13 Alliances You may ally with gangs you're currently basing with, and you may not kill allied VIPs. This only applies inside your property.
5.14 New Life Rule NLR and the raid timer don't apply to attackers, but they do apply to defenders.
5.15 Bases The defending property must be fully accessible and follow all basing rules. Building and "Roleplay" bases do not count.

Gang Package Event & Hold The Crown Event

No extra rules. Shared rules 5.1 to 5.8 apply.

Jobs

All jobs have whether they can raid, mug or kidnap in their description.

Mayor

- Laws/agenda must be reasonable and not break any rules.
- You do not partake in raids or dangerous activities.
- You can authorise civil protection to build checkpoints.
- You cannot enforce laws

- You must have a valid RP reason in order to demote

Civil Protection

- You must attempt to arrest people rather then killing them unless there is a law stating otherwise (E.g. Weapons visible = KOS/AOS)
- You must follow the law.
- You must follow the Mayor's orders (within reason).
- You must have a valid reason to search a player.
- You cannot raid without a warrant.
- You can create checkpoints for valid RP reasons. You use a maximum of 2 fading doors.
- You are allowed to AOS anywhere in PD (apart from lobby) by default. KOS/AOS within PD (including lobby) can be dictated by current laws.
- Checkpoints can not be connected to any of the paths from the main spawn.
- You must have a valid reason to arrest/warrant/want someone (e.g. see printer sparks, or see them commit a crime).
- You may only raid with CP jobs. Underground Mutants should not be arrested only killed.
- You may not camp or cloak near Gazza. This counts as waiting within the enclosed area or watching the NPC.
- PD can have maximum 2 fading doors for entering the base.

S.W.A.T Sniper

- You must follow civil protection rules.
- You may KOS over AOS with a valid reason. E.g. bank raid/guns out in public.
- You may build sniper towers within checkpoints/connected to checkpoints (raidable).

Gangster/Mob Boss

- You cannot mug solo, you must be in a group with other gangsters (2 or more).
- Agenda must be reasonable and not break rules.
- You may only raid the PD to break someone out with a mob boss.

Secret Service

- Do not partake in civil protection activities (enforcing the law).
- Your only duty is to keep the Mayor safe.

Terrorists

- There must be a goal to your actions e.g. robbing the locker. Killing random people is not a valid goal.
- Terrorist HQ can have maximum 2 fading doors for entering the base.
- Terrorists may defend each other.
- Terrorists may only base with other terrorists.
- Terrorists are not associated with their gang while playing as terrorist (apart from Gang Turfs).
- Terrorists are allowed to partake in Gang Turfs.

Hacker

- You can only raid with your employer.

Underground Mutant

- You are KOS to everyone.
- You KOS anyone who enters the underground.
- You cannot KOS people above ground.
- You can only use melee weapons.
- You may kill other mutants (only underground).
- You may not spawn trap mutants.
- You do not need to abide to NLR..

Hobo

- You may base on the street but you may only have 2 fading doors.
- Your building must not block/connect to any property entrances.
- You are allowed to print.
- Your property may not be excessively big, a member of staff will deem when it is too big.
- When "micspamming/singing" you must be stationary and have a sign indicating what you are doing.

Medic

- You can be hired to base.
- You can help defend the base.
- You can possess/use any weapon.

Exploiting

This is a extended version of the exploiting rule, explaining some of the way people may try to exploit on the server. This list contains most but is not limited to just this list. This list may be edited at anytime so be sure to keep yourself up to date on the latest updates.

Minor Exploiting Examples - Lesser Punishment

- Bypassing mute via in game commands.
- Lockpicking the roof of the industrial elevator.
- Using Camo to mug someone.
- Bypassing restrictions to complete deliveries.
- Participating as Mayor in Purge.

Major Exploiting Examples - Serious Punishment

- Having a custom job command with pre-set in game commands.
- Placing props in skybox.
- Gaining skill progress from out of rp activities.
- Bypassing weapon animations to gain an advantage.
- Bypassing demotion in any way.
- Using hidden console commands.
- Skill abuse.
- Using explosives with the direct intent of damaging players / entities through world walls.
- Throwing Nitroglycerin through walls.
- Placing entities in inaccessible areas.
- Inflating prices of weed for financial gain.
- Putting a hit on yourself to negate wanted status.
- Avoiding wanted/bounty system.
- Standing within NPCs/Entities to avoid being arrested/killed.
- Trading/giving gang printers.
- Bypassing Turf NLR.
- Using cloak to gain an advantage on turf.
- Contesting turf from underground.
- Abusing the mutant job in turf.
- Killing yourself outside turf zone to avoid turf NLR and regain health and armour.

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