Gang Events

Gang Events run every hour. All gangs may participate. Winning a gang event will net 1 Gang Credit for the winning gang.

- Turf War
- Protect the VIP
- Deliver The Package
- Hold The Crown
- Drug Race

Turf War

(Looking for Terrorist Turf War?)

Overview

Turf War is a gang event where all gangs go head to head in a waypointed area. Turf War lasts 7 minutes.
When fighting on Turf War, you may not attack from the outside of the **turf zone, from below the turf war, from the water, with explosives** or **from the top of buildings.**

How to Play

1 minute before Turf War begins, an announcement at the top of your screen will appear and a waypoint of where Turf War will happen will appear. When Turf War begins, a **zone** will appear (red square on the floor). Once entering this zone, **you may not leave it.** Leaving this zone will cause you to be respawned, and NLR will be applied to you.

- You may attack any and all players from other gangs **inside** of this zone.
- You may not attack from **outside** of this zone.

Inside the zone will be a red circle. This is the **turf objective.** When stepped inside of this objective, you will begin capturing the objective and this will gain points for your gang (this can be seen at the top of your screen once you have stepped on the objective).

- Only one gang can capture the turf objective at a time. If two or more gangs are stepped on the objective at once, it will become contested. While the objective is contested, no points will be gained.

> If no other gangs step into the **turf zone** during Turf War no winner will be chosen, even with over 100 points.

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Protect the VIP

Overview

Protect the VIP is a gang event where **one** player from any gang is selected as the VIP. All other gangs then have **15 minutes** to kill the VIP at **any cost**.
During Protect the VIP, all **attacking** players do not need to follow NLR. **Defender's** NLR however still applies.

Defending

When a player from your gang is chosen as the VIP, a message in chat will appear **3 minutes** before all other gangs are notified.
The VIP may be protected behind a tough base, so get down your best dupe! (cit. needed)
If **Defending** players die, you **may not return to your base, even if your NLR is over.**
All regular defending rules still apply, such as not being able to use a **crossbow** or **minigun** while defending.

After 15 minutes, your gang (the defending gang) will accrue 1 gang credit. (cit. needed)

Attacking

When a player from another gang is chosen as the VIP, they will be given **3 minutes** before you are told who it is. Once this 3 minutes is up, both a **chat message** and an **announcement at the top of your screen** will appear.

- The VIP will be visible to all attackers via a **small coloured square above their head** so you can see them at **all times, even through walls!**

The VIP may be protected behind a tough base, so get those keypad crackers, hack phones and lockpicks ready! (cit. needed)
If **attacking** players die, you may return your base. NLR **does not** apply to **attackers** during Protect the VIP.
All regular attacking rules still apply, such as **building during a raid** or **camping for over 15 minutes** after getting inside.

Once your gang kills the VIP, your gang will accrue 1 gang credit. (cit. needed)

Deliver The Package

Overview

Deliver the Package is a gang event where gangs fight over a package that must be delivered from point A to point B. There are two ways to earn credits: holding the package the longest, and being the gang that actually completes the delivery.

How to Play

When the event begins, the package spawns and must be carried to the delivery point. The package has live ESP, so every gang can see exactly where it is at all times, meaning you will have to fight to take it and fight to keep it.

- The gang that holds the package the longest gets 2 Gang Credits.
- The gang that actually delivers the package to point B gets 1 Gang Credit.
- Weapons are debuffed while carrying the package, so the carrier will need their gang to protect them.
- Carries receives SWEPs removal (Grappling hook and Magic Sword)

Hold The Crown

Overview

Hold the Crown is a gang event where gangs fight to hold the crown for as long as possible. The gang that holds it the longest across the event wins and takes home 2 Gang Credits. The event lasts 10 minutes in total.

How to Play

When the event starts, the crown becomes available to grab. Whichever gang is holding it builds up their hold time, and the gang with the longest total hold time when the 10 minutes are up wins.

- There are no debuffs during this event.
- Basing is not allowed during the event.
- NLR does not apply, so you can jump straight back into the fight after respawning.

Drug Race

Overview

Drug Race is a gang event where all gangs compete to make the most money from drugs within the time limit. The gang that earns the most from drugs in 45 minutes wins the event and takes home 1 Gang Credit.

How to Play

When the event begins, get your drug operations running and harvest as much as you can before the timer runs out. Only drugs harvested during the Drug Race count towards your total, so anything sitting ready before the event started will not help you.

The important part is how harvest time is counted. A stack takes the oldest harvest time in that stack, so topping up an old stack during the event will not count. For example, if you have 1x weed sitting there when the event starts and then harvest 4x more weed into that same stack, none of it will count.

- Start fresh stacks during the event so your harvests actually count.
- Ally ESP is available during the Drug Race, so you can keep track of your allies.