

# Gangs

- [Gang Events](#)
  - [Turf War](#)
  - [Protect the VIP](#)
- [Upgrading Your Gang](#)
  - [Gang Credits](#)
  - [Prestige](#)

# 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

(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)

# Upgrading Your Gang

# Gang Credits

## Overview

A Gang Credit can be earned for your gang by winning a **Gang Event** or winning a [Gang Arena](#) with a **credit wager**. (cit. needed)

Gang Credits can be spent on **gang upgrades** and **levels**.

## Spending Gang Credits

To spend your hard earned gang credits, run the **/gang** command and choose either the **levels** tab or the **store** tab.

- Gang Credit count can only be seen on the **store** tab.

### Levels

In the top left of the levels tab is your gang's **current level and prestige**.

The maximum level for any gang is **25**.

The maximum prestige level for any gang is **10**.

Below the current gang level is the perks of the **next level** along with the prices in both **in game money** and **gang credits**.

Below this is an overview of **all** gang levels.

(Not sure how many gang credits you have? Check the **Store** tab.)

### Store

In the top left of the store tab is the amount of **gang credits** your gang has.

A gang credit can be obtained by winning **gang events** or **credit-wagered arena matches**.

In the store tab, a grid of upgrades available to your gang can be seen.

Most are permanent to the gang, except for **30% Printer Zone Boost** and **Permanent Printer Charge Zone**.

(Some Store upgrades are purely cosmetic, such as Gang Colour. However, some allow buffs to all gang members such as the ability to hold an extra **grow formula** in your weed pot, or allowing all gang members the ability to spawn **2 moonshine brewers** instead of just one.)

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# Prestige

## Why Prestige?

Prestiging your gang allows you to unlock very special **prestige items or upgrades**. Prestiging rewards your gang 1 **prestige tokens**.

These prestige tokens can be spent on the aforementioned items or upgrades by firstly running **/gang** and prestiging your gang in the **Levels** tab. (See Levels)

On the right of the very same Levels tab is a list of stuff you can buy with your prestige tokens. From top to bottom the list is as follows:

### Exclusive Cosmetic

A list of different **racing helmets** you can buy that select gang members can equip. (Must have the **equip prestige items** permission highlighted in green on their rank to be able to equip this).

### Exclusive Player Model

Opens the menu to create a custom player model that select gang members can equip. (Must have the **equip prestige items** permission highlighted in green on their rank to be able to equip this).

### Exclusive Calling Card

A list of different **calling cards** you can buy that select gang members can equip. (Must have the **equip prestige items** permission highlighted in green on their rank to be able to equip this).

### +5 Gang Prop Limit (Limit - 1)

Allows **all gang members** to be able to place an extra 5 props each.

### +20 Gang Credits

Trades in one Prestige Token for 20 Gang Credits in the **Store** tab.

### Gang Sign Material

Allows you to change the material your gang sign is made of. You can buy a gang sign from the F4 Entity menu.

### Exclusive Weapon (Limit - 2)

A choice between six different weapons to add to your gang's exclusive weapon inventory that any select gang member can **permanently** equip. (Must have the **equip prestige items** permission highlighted in green on their rank to be able to equip this. Weapon is not lost on death. People that have left the gang will no longer be able to equip this weapon until they rejoin).