Gangs

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Gang Events

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

Gang Events

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.

turf war 720p.png
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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.

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 leve**l** 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.)

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 Sweps (Limit - 3)

A choice between **4 different weapons** to add to your gang's exclusive Sweps 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. Swep is not lost on death. People that have left the gang will no longer be able to equip this Swep until they rejoin).

Exclusive Cosmetic

(You can use your own design by creating a discord ticket after purchase)

A list of different **hats/masks** 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

Create your own **custom calling card**, please make a sales ticket on discord to upload to the server. (Must have the **equip prestige items** permission highlighted in green on their rank to be able to equip this).

Credit Printer CPU (+15%) (Limit - 1)

Unlocks a CPU for the **Gang Credit Printer** to reduce the time it takes to print a gang credit.

+20 Gang Prop Limit (Limit - 1)

Allows **all gang members** to be able to place an extra 20 props each.

Gang Go Kart (Limit - 1)

Allows gang members to spawn a **GoKart** to drive around. You can use **Keys** to lock the GoKart.

Exclusive Weapon (Limit - 3)

A choice between **4 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).

Gang Printer

What does the Gang Printer do?

Overview

The Gang Printer is a special entity that generates Gang Credits for your gang over time. It can only be spawned once per server restart, so keeping it safe is important. The printer has 5000 HP.

How it Works

Once spawned, the Gang Printer generates 1 Gang Credit every hour. That 1 hour timer can be reduced by buying the Gang Printer CPU upgrade from the Prestige Shop, letting you earn credits faster.

If it Gets Destroyed

If your Gang Printer is destroyed, you can buy a replacement from the Gang Store. The replacement is listed as "Spawn replacement: Credit printer" and costs 2 Gang Credits.