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)

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