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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Revision #11
Created 22 December 2023 00:35:01 by nani
Updated 24 December 2023 00:49:40 by nani