

Reports:

Staff will review every report on a case-by-case basis. Given the human nature of roleplay (RP), not every situation can have a specific rule. Therefore, staff reserve the right to use their experience and judgment for each report, resulting in potentially different outcomes for similar reports. Decisions made by Gang Management are final.

For anyone doing Gang RP, you should be recording full sessions.

We require that all clips that are provided to Staff within a report are to be sent in chronological order e.g. Start to Finish of said scene.

If Gang Staff decide to void a scene due to multiple rule breaks, this means that everything will go back to the way it was before the scene had started.

If Gang Staff deem compensation is necessary, if it's in relation to guns, full serial numbers are to be provided to return the same gun. If no serials are provided, there will be no compensation.

Punishments & Gang Strikes:

Punishments that are handed out to gangs are solely down to Gang Admin's discretion. If you are unhappy with a decision, you may request a review where Gang Management will provide a final judgement.

The sole responsibility over a gang and their actions is down to the leader. This means that if the leader recruits someone irresponsible, it is at their own discretion. If one member breaks a major rule or is noticed to be breaking rules consecutively whether minor or major, a gang strike will be implemented.

Three gang strikes will result in the gang being disbanded. Additionally, the members of the gang that have been disbanded due to gang strikes will be further blacklisted from joining any gang for a minimum term of TWO weeks. This can be appealed.

Gangs that have been disbanded by Gang Management cannot be re-created; however, this may be appealed if valid reasoning is provided as to why this gang should be revived whether that is by the same or different group of members.

Gang strikes can be removed if no rules were broken by each member of that gang for ONE month, and their roleplay is held to the highest standard.

Gang strikes are final and cannot be appealed.

Gang Membership:

A gang can have no more than FIFTEEN members. Associates don't exist within the FIFTEEN.

There is a cap of FIVE Associates per gang. Associates cannot be placed on the laptop.

Associates may wear one piece of a gangs clothing so they're able to be identified within a specific gang but CANNOT be involved in gang fights or wars.

Gang Teaming:

Under no circumstances should a gang team with another gang for any reason. This includes and is not limited to: Gang fights, outsourcing another gang to fight for you.

Property Ownership:

Tables, materials, weapons and money that is stored within a gang's property (compound, warehouse, caves, apartments/offices) is now the gang's property unless they are kept separately.

Upon leaving or being "blooded out," you cannot steal/retrieve these items back from the gang.

If a gang disbands, a fair distribution of the remaining assets are to be shared between each member that is left.

If a gang is disbanded by Gang Management, all assets the gang owns will be relinquished.

Roleplay Quality:

Every gang is closely monitored by Gang Staff. If we find your roleplay is of low quality or in bad faith, Gang Staff reserves the right to disband your gang.

Gang Naming:

The use of real gang names is prohibited and will result in your gang being disbanded.

Impersonation:

You are not allowed to wear another gang's clothing regardless of roleplay reasoning.

Riding out:

*No more than SIX people should be "riding out" at one time.
Only THREE vehicles are allowed during "ride outs".*

You must initiate on the SIX you are riding out on. You CANNOT initiate on ONE person and then follow up on a ride out with different members.

This rule applies to gang scraps/wars. Everyone in the SIX must have been part of the gang for at least 3 days.

Riding out (vs PD):

You can have up to the full FIFTEEN members ride out against PD.

Only SIX vehicles are allowed when riding out on PD. Common sense rule also needs to apply here.

Raids (vs PD):

You can have up to the full FIFTEEN members at gang owned properties during a police raid. Unless you have the armory, you must fear for your life and freedom.

You will not be notified of a raid, be prepared at all times.

Initiation:

Either side needs to initiate. Initiation CANNOT be done from a vehicle or through a text/call.

If you are initiating and the people you are initiating have more than the SIX present, all members present up to the FIFTEEN are allowed to defend themselves for this scene.

Initiation timer of 15 minutes will apply. If the timer exceeds 15 minutes, you would need to reinitiate.

Robbing:

You are only allowed to take illegal items from a player. If you are removing a player's communications e.g Phone and Radio, you must ensure that these are given back whether you have killed the player or not.

To note: Killing a player must be a last resort. If it is not a last resort and ends a storyline, punishment maybe issued.

Combat Reviving:

The use of the Hospital or Witch Doctor during active fights is prohibited.

Witch Doctor:

Witch Doctor can revive while in Stage TWO, meaning you remember all prior events leading up to your Stage TWO state.

You can only take a max total of THREE people per gang scrap once the fight has ended to the Witch Doctor.

This means that you have to choose who you want to take and keep alive, anyone outside of the THREE is to be left for dead. (This includes own members or the opposing.)

You cannot further kill someone that you've taken to Witch Doctor, if you've chosen them to be helped, then they are to remain alive.

Heists:

You cannot breach another gang's heist. You can, however, intercept in a chase once the heist has been completed.

You CANNOT intercept while PD are involved in the chase.

Blooded Out Rules:

If you are "blooded out" of a gang, you must forget sensitive gang information.

This includes, but is not limited to:

Gang Information (FORGET): *Stashes, locations that are owned by the gang this includes private money wash, territory plans, trap houses, and/or factory locations, gang relationships, gang plans (past, current, and future).*

What you DON'T forget: *Names, gang members full names, gang colours (easily relearned), knowledge of drugs (recipes), knowledge of guns (recipes), knowledge of locations (e.g public money wash, public labs, hubs etc.).*

Cooldowns:

If you leave or are blooded out of a gang, you are to then be placed on a THREE day gang cooldown. You or the Leader of the gang needs to make Gang Staff aware through a support ticket within the Gang Discord.

You cannot re-join the same gang for TWO weeks unless roleplay dictates otherwise. Gang Staff have access to all cooldown histories, and punishments may be handed out if this rule is not followed.

While on cooldown, you may visit other gang territories or properties to express interest; However, you may not assist or participate in any criminal related activity. This includes but is not limited to, Heists, Corner Selling, Gang Scraps or Wars. Additionally, while on cooldown, you may not represent or wear any colours affiliated with a gang within the city.

When a gang has disbanded (not by Gang Staff), there is no need for each member to be placed on cooldown.

Streaming:

If you are in the city, you are not to be on any Vanity Network streams. If you are caught on someone's stream or within their chat while in the city, you will receive the full metagaming punishment.

Metagaming:

Reports of metagaming require solid evidence such as clips/screenshots. A valid report of metagaming will result in a gang strike being issued.

If solid evidence isn't provided, the report will be closed.

Hostile Events Within Territories:

- **On base zone:** 15 Members
- **On claimed zones:** 12 Members
- **Everywhere else:** 6 Members

If you are meeting with a gang on their territory, regardless of if the scene turns hostile or not, you can only attend with SIX members. Defending gangs can have their full FIFTEEN members present.

You must wear your gang's clothing/colours at all times.

Gang Territories:

- *Gang baiting is prohibited.*
- *Accessing a gang's compound is prohibited unless high quality roleplay dictates otherwise.*
- *When utilizing turf, you do not have to be in designated colours.*
- *You are not allowed to retreat to your territory during a fight with the intent to add more members to the scene.*
- *You cannot refuse to roleplay with a gang because you don't like their style of roleplay.*
- *Gang Management reserves the right to remove gangs from the laptop for any reason.*

Gang Wars:

You must make Gang Staff aware if you are planning to go to war. This is so that the war can be monitored.

- *Gangs must declare and end wars face to face within the city. Hostile RP is prohibited during these meetings.*
- *Terms for the war must be set between the gangs to ensure that it is a fair war.*
- *Gangs must wear their clothing/colours. (This includes vehicle colours)*
- *PD can and may intervene in wars. This, however, does not end the war.*
- *Green zones apply.*

Gang Management reserves the right to stop a gang war at any time.

Unfair Advantages:

- *Fragging packs are not allowed. This includes prop packs. (You must have a day/night cycle).*
- *Tracer packs are not allowed.*
- *You must have shadows on when playing on the server.*
- *Stretched res are not allowed.*
- *Emoting during fights is not allowed e.g. /e sleeps, /e sit etc.*
- *"Seat 5" hop outs are not allowed.*
- *Handcuffing/tackling during fights is not allowed.*