

Events

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Turf War

Turf War is a gang event where gangs compete to control a designated capture zone on the map. The gang that accumulates the most points by holding the zone when the timer expires wins a Gang Credit for their gang. It is one of the primary ways gangs can earn credits and assert dominance on the server.

How It Starts

Turf Wars are scheduled automatically by the server's event system. When a Turf War is about to begin, a server-wide announcement will be broadcast giving all players a **1-minute warning** before the battle commences. You can check when the next Turf War is due by typing `/turfwar` in chat.

Turf Wars require a minimum of 10 players online to start. If the server population drops below this threshold, the event may be postponed.

The Capture Zone

When the event begins, a physical capture point will appear on the map, marked by a large red circle. As a gang begins holding the zone, the circle will change colour to reflect that gang's colour. The capture zone has a radius of roughly 188 units, so you need to be standing within it to contribute points for your gang.

Scoring

Points are awarded every 2 seconds to every gang that has members standing inside the capture zone. The more members your gang has in the zone, the faster you accumulate points relative to other gangs. The gang with the highest score when the timer runs out wins **+1 Gang Credit**.

NLR Turf War vs. No-NLR Turf War

There are two variants of Turf War that the server can run. The variant will be announced at the start of the event.

NLR Turf War — This variant lasts **6 minutes**. If you die within the turf zone, New Life Rule is enforced and you cannot return to the zone for the duration of your NLR timer. Camo is also disabled for anyone entering the zone boundaries, so there is no hiding.

No-NLR Turf War — This variant lasts **4 minutes**. There is no New Life Rule enforced, meaning players can respawn and return to the fight freely. Expect faster, more chaotic combat.

Camo is disabled for all players inside the turf zone boundaries during NLR Turf Wars. Do not rely on it for positioning.

MVP

Kill statistics are tracked throughout the battle. The player with the most kills inside the capture zone will be recognised as the **MVP** of the Turf War and recorded on the leaderboard.

Leaderboard

A podium display shows the top 3 gangs by score throughout the event so you can keep track of the standings in real time. Turf War wins also contribute to the overall gang leaderboard on the server.

Winning a Turf War grants your gang +1 Gang Credit. Gang Credits can be spent on gang perks and upgrades, so every event counts!

Gang Package

The Gang Package is a server event where a valuable package spawns at a location on the map. Gang members race to pick it up and deliver it to their gang's assigned dropoff point while rival gangs attempt to intercept and steal it. Successfully delivering the package rewards your gang with credits and a cash payout split among all online members.

How It Starts

The event is scheduled automatically by the server and will be announced server-wide when it begins. There is a **60-second preparation phase** before the package becomes active, giving gangs time to organise and move into position.

The Gang Package event requires a minimum of 20 players online to start.

Picking Up the Package

The package will spawn at a random location across the map. To pick it up, stand near the package and **hold G for 5 seconds**. Once picked up, you become the carrier and the package is attached to you. Be aware — the moment you pick up the package, you become an obvious target for every other gang on the server.

Carrier Debuffs

Carrying the package comes at a cost. While you are the carrier your movement speed and jump height are significantly reduced, making you slower and easier to catch. Plan your route carefully and rely on your gang to protect you.

The package carrier is visible to all players on the server regardless of camo. You cannot hide while carrying it.

Delivering the Package

Each gang is assigned a unique dropoff location that is shown only to members of that gang. Once you reach your gang's dropoff point, stand still and **hold G for 5 seconds** to complete the delivery. You must remain stationary during the delivery — moving will interrupt it.

The event has a **15-minute time limit**. If the package has not been delivered within that window, the event ends with no rewards for anyone.

Stealing the Package

If the current carrier is killed, the package will drop and can be picked up by anyone. A player from a rival gang can walk up and hold G to take control of the package, redirecting delivery to their own gang's dropoff point. The previous carrier will have their debuffs removed the moment someone else picks it up.

If the package entity goes missing during the event (e.g. falls out of the map), the event will fail automatically after a short grace period. Keep the package in playable areas.

Police Mechanic

CP players can also pick up the package by holding G (with a longer hold time of **15 seconds**). If a CP carrier successfully delivers the package to the PD Armoury, the event is resolved in favour of law enforcement and no gang receives the reward. CP players will receive a waypoint to the armoury rather than a gang dropoff point.

Rewards

The gang that successfully delivers the package receives **+2 Gang Credits** and a **\$50,000 cash reward** split evenly among all online members of that gang. Successful deliveries are also tracked on the gang leaderboard.

Delivering the package gives your gang +2 Gang Credits — double that of a Turf War win. Coordinate well and the payout is significant.

VIP Event

The VIP Event is a gang competition where one gang is selected to defend a randomly chosen player — the VIP — for 15 minutes, while every other registered gang attempts to hunt them down and eliminate them. It is one of the highest-stakes gang events on the server, with attackers able to earn double the credits of defenders.

Registration Phase

When a VIP Event is announced, all players will receive an invitation popup. Gangs have **2 minutes** to register their participation. Any gang that does not register during this window will not be involved in the event — neither as defenders nor as attackers.

The VIP Event requires a minimum of 20 players online to start. If not enough gangs register, the event may fall back to a random Turf War instead.

Grace Phase

Once registration closes, a defending gang is selected at random from the registered participants. A random non-AFK, alive member of that gang is chosen as the VIP. There is then a **60-second grace period** for the defending gang to get into position before attackers are unleashed. Use this time wisely.

If the VIP dies during the grace period the event will be requeued with no credits awarded to anyone. Defenders should prioritise keeping the VIP safe from the very start.

Combat Phase

Once the grace period ends, the combat phase begins and lasts for **15 minutes**. All registered non-defending gangs become attackers and are free to hunt the VIP anywhere on the map. The defending gang must keep the VIP alive for the full duration to win.

Win Conditions

Defenders Win — If the VIP survives the full 15-minute combat timer, the defending gang earns **+1 Gang Credit**.

Attackers Win — If a player from an attacking gang kills the VIP, that attacker's gang earns **+2 Gang Credits**. Only the gang of the player who lands the killing blow receives the reward.

If the VIP is killed by their own gang, commits suicide, or dies to the environment, no credits are awarded to anyone. Make sure your own gang is not responsible for the VIP's death.

AFK & Disconnect Rules

If the VIP disconnects during the combat phase, the event will end immediately with no rewards. Players who have been inactive for more than 2 minutes are considered AFK and will be skipped during VIP selection — so stay active if you want a chance to be selected or to participate.

Leaderboard

VIP Event outcomes are tracked on the gang leaderboard. Whether your gang defended or took down the VIP, the result is recorded and contributes to your gang's overall standing on the server.

Attackers earn +2 Gang Credits for eliminating the VIP — the same as a Gang Package delivery. Coordinating multiple gangs against a single defender can be a fast and lucrative path to credits.