

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.

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