

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!

Revision #1

Created 2026-05-13 18:30:02 UTC by Noseian

Updated 2026-05-13 18:30:30 UTC by Noseian