

Bank Robbery

The bank robbery is one of the most chaotic and high-stakes money-making activities on the server. Thieves break into the bank vault, steal gold bars, and transport them to a buyer NPC to cash out. CP are rewarded handsomely for stopping the robbery, making this a full-on team conflict every time it kicks off.

Eligible Jobs

Only certain jobs are permitted to steal and carry gold bars from the vault. These are: **Thief, Masterthief, Terrorist, Terrorist Leader & Custom Jobs**. If you are not one of these jobs, you cannot participate in the robbery.

Server Requirements

The bank robbery requires a minimum of **30 players online** and at least **5 active CP** before it can take place. This ensures there is always a meaningful law enforcement presence to contest the robbery.

Carrying Gold Bars

Your base carry limit is **10 gold bars**. This can be increased through upgrades: +5 bars, +10 bars, or +15 bars, depending on which upgrades you have purchased. Once you have grabbed your bars from the vault, get to the buyer NPC as quickly as possible.

CP Reward for Stopping the Robbery

CP players who prevent gold bars from being sold receive a reward worth **3x the gold price** per bar recovered. This makes stopping the robbery extremely lucrative for law enforcement and gives CP a strong financial incentive to respond aggressively.

The bank robbery is one of the most dangerous activities on the server. You will be hunted by CP and likely contested by other players. Go in with backup and a clear escape route.

Death Penalty

If you are killed while carrying gold bars, your movement speed is reduced until you either sell the bars or lose them. Plan your route and avoid getting downed before you can cash out.

The bank vault will not respawn gold indefinitely. If the vault is cleared and needs to be reset, only a server founder can respawn it using the `/bankrespawn` command.

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