



Gang Guidelines

This is our official gang guidelines. Please read as ignorance does not protect against punishment.

All rules are subject to change without notice, staff reserve the rights to punish individuals for other reasons than stated in this document.

Guidelines

- **Gang Creation Requirements**
 - **Minimum Members:** A gang must have at least 5 members to be officially recognized.
 - **Application:** Gangs must submit an application with gang name, structure, and goals. Leadership and member lists must be included.
 - **Approval:** Admins will review and approve gang applications to ensure balance and quality roleplay.
- **Gang Conduct**
 - **Roleplay First:** All gang activities must be based on realistic and creative role-play. RDM (random deathmatching) and VDM (vehicle deathmatching) are strictly prohibited.
 - **No Unrealistic Behaviour:** Gangs should not participate in over-the-top or unrealistic behaviour like spawning mass weapons, using supercars, or flying around in helicopters unless part of a planned roleplay scenario.
- **Gang War Rules:**
 - **Conflict Initiation:** Gangs can declare war with proper in-character justification. Admins must be notified before a gang war starts.
 - **Safe Zones:** No gang activities (robbery, shootouts, kidnappings, etc.) can occur in designated safe zones such as hospitals or government buildings.
 - **Cooldown Periods:** After a major gang conflict or war, a cooldown period of 48 hours must be observed. During this time, no major hostilities are allowed.
- **Territory and Turf**
 - **Claiming Turf:** Gangs must in character establish control of specific areas by roleplay actions. Gangs should not instantly assume control without a storyline.
 - **Defending Turf:** Turf must be defended in character, with roleplay backing up any hostilities. Out of character toxicity or rule-breaking will not be tolerated.
 - **Shared Zones:** Public locations like police stations, mechanic shops, and main downtown areas should not be considered gang turf.

- **Gang Activities**
 - **Drugs and Weapons Dealing:** Gangs are permitted to deal drugs and weapons but must handle these transactions through proper roleplay channels. Admin-monitored weapon supply limits may apply.
 - **Heists and Robberies:** Gangs can plan and execute heists (banks, stores, etc.), but each robbery must be coordinated to avoid rule-breaking or disrupting other players' roleplay.
 - **Kidnapping and Extortion:** These actions require significant roleplay buildup. There must be proper in character reasoning, and players involved must agree to the terms. No random kidnappings or trolling.

- **Communication and Meta-gaming**
 - **In character and Out of Character Separation:** Keep all gang communication in character. Do not use out of character information to gain an advantage in roleplay (meta-gaming).
 - **Radio Channels:** Gangs are encouraged to use private radio frequencies or in-game phones to coordinate, but this must be done in character.

- **Gang Appearance**
 - **Uniforms and Colors:** Each gang should have a defined style, clothing colours, or identifiers. Members should wear these during major activities or roleplay events to identify themselves as part of the gang.
 - **Vehicles:** Gangs should use specific vehicle models or types that fit their character and roleplay. Avoid using high-end vehicles unless appropriate for your gang's roleplay theme.

- **Interaction with Police**
 - **Realistic Police Responses:** Gangs must expect realistic responses from police during illegal activities. Don't escalate to lethal force unless the roleplay requires it.

- **Admin Oversight and Punishments**
 - **Admin Involvement:** Admins may intervene in gang activities if they violate the server's rules or disrupt roleplay for others.
 - **Gang Disbandment:** Gangs that continuously break rules, fail to engage in quality roleplay, or show toxic behaviour will be disbanded by server admins.
 - **Strike System:** A three-strike system may be enforced, where repeated offences lead to gang suspensions or disbandment.

- **Community Engagement**
 - **Gang Events:** Gangs are encouraged to create server-wide events with other factions (police, businesses, civilians). Collaboration with admins is required to organise major events.
 - **Civilians and New Players:** Respect new or civilian players by not targeting them unnecessarily. Gangs should focus on creating dynamic roleplay instead of trolling or griefing.