

# Crime, Robberies, and Heists

## Store (24/7, LTD, Liquor) Robberies

- There is a maximum of four (4) criminals allowed during a robbery. (*extra/third party individuals should **not** ambushing LEOs upon arrival on scene, the extra/third party individuals are still allowed ambush LEOs but only at a different location*) - (the 4 individuals involved/participating in the robbery can still ambush responding LEOs)
- Hostages do not count towards the robbery limit. A maximum of two (2) hostages are allowed.
- Criminals are allowed to make reasonable demands in exchange for the hostage.
- The store clerk does not count as a hostage.
- Using a friend as a hostage or prearranging a hostage is not allowed.
- The police do not need to comply to your demands if they deem them unreasonable.
- The police do not need to follow the same cookie-cutter script for each robbery. Keep it original and realistic.
- Civilians committing active robberies or heists are allowed to shoot at the police as they arrive on scene.
- Bomb threats (threatening to blow up the entire store if the police do not leave) are not allowed.
- No motorcycles are allowed to be parked inside a building during a robbery.
- In the event you are killed by the police during a robbery, you are not allowed to leave the game until the respawn & bleed out timer has ended.

More information on specific rules for criminal activity can be found [here](#).

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