

Gang Wars

Third Party Interference

Gang wars are designed to be one gang versus another gang. Alliances, teaming, and use of non-whitelisted players during a gang war is not allowed.

Killing a gang member involved in an active war without having the required whitelist will result in automatic punishment.

Out of Zone Violations

Players involved in a war should not be killing/robbing civilians or non-involved gang members outside of the designated zones. Anyone who does this intentionally or negligently will be punished accordingly as this is unfair to other players who may receive punishments for interfering as stated above.

Non-Whitelisted Indirect Involvement

Players who are not actively whitelisted in either gang that is involved in a war should not be in the active war area. This includes, but is not limited to:

- 'Scouting', spotting, or relaying information to other players
- Calling for police or emergency services to respond in the area
- Being a 'loot mule', driving a car for gang members to store or retrieve guns, or carrying items for other players

Avoiding Wars / Hiding in Public Areas

Gangs that are declared on **are required to put their best faith effort in showing up and fighting the declaring gang**. Gangs that do not wish to fight are required to [/votepeace](#) immediately. Failure to call a vote in a reasonable period of time is inconsiderate towards other players and will be punished accordingly.

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