

# New Life Rule (NLR)

Players who die at a hospital (fully respawned) cannot remember or act on **any** information in the scene that led up to their death. *This includes, but is not limited to:*

- The identity of the people involved in your death.
- Any vehicles in the proximity of your death. *Going back to recover your vehicle after dying is not allowed.*

A **red** circle will appear around the area/location where you killed preventing you from returning (right after respawn). *You will be able to return to that area to reclaim vehicles when the circle is gone.*

This rule will be strictly enforced, any violations will result in immediate punishment.

*Note that certain jobs and areas are exempt from enforcement.*

*The current NLR enforcement timer is **30 minutes**. This is subject to change at any time without warning.*

## Revenge Killing

Players who fully die and respawn or bleed out cannot revenge kill players who previously killed them, up to a *reasonable* amount of time. This amount is not strictly defined and up to staff discretion.

Players who are killed are allowed to place Assassination Hits on the player who killed them. This is the **ONLY** exception to the Revenge Killing rule.

This rule is strictly enforced. Staff can easily determine revenge killing and will take action when reported.

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