

Criminal Activity

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Information

Priority Cooldown

What is Priority Cooldown?

Priority cooldown is a rate limit on how often players are able to commit certain crimes. Cooldown is separated by city and county jurisdiction and are implemented as separate timers. There are four possible cooldown values:

- None
 - All crime is available, provided there are sufficient police on duty.
- Timer Activated
 - A player has triggered a crime and started a cooldown timer. City cooldowns last **15 minutes** while county cooldowns last **20 minutes**.
- Forced (Temporary)
 - A LSPD, LSSD, or SAHP supervisor has force enabled a temporary cooldown for the duration above. Temporary forced cooldowns can only be activated an hour after the last one.
- Global
 - Both city and county cooldown is set to **Forced** mode, with no expiration. This can only be issued by staff and is done on request by a department supervisor, usually for training or meeting purposes.

Can Cooldown be Lifted?

No. Timer Activated or Forced (Temporary) cooldowns cannot be adjusted, modified, or removed by staff. Do not ask or place assists for this.

Why does Cooldown exist? There is no such thing in the real world!

Cooldown exists to prevent players from abusing game features and mechanics in unintended purposes and to give the police a chance to respond to scenes in a timely manner. Imagine, for example, if all stores could be simultaneously robbed at once. This would likely result in players coordinating robberies with their friends and hitting multiple stores at the same time. The end result is players would be obtaining 'free' money without the appropriate risk level involved in a robbery, i.e. the likelihood of getting arrested and caught.

Crime Advisory

Using motorcycles or supercars in any crime involving police can result in your tires being shot and vehicle impoundment. Any use of such vehicles is considered powergaming and will receive a proportional response.

Hostile Zones

Certain parts of the map are marked as **Hostile Areas**. In these locations, players are allowed to kill on sight (KOS) and loot dead player bodies, without restrictions.

A few examples of these zones include:

- Cayo Perico Island
- Aircraft Carrier
- Meth

This list is not fully complete and may be changed in the future.

Gun Van is designated as a hostile area without the regular hostile zone notification. Use caution when visiting this area as players may lying in wait.

Cash Registers

Although it involves minimal risk and offers a small reward, looting cash registers within barbershops, clothing stores, and tattoo parlors can fulfill the adrenaline rush you're seeking. Simply obtain a lockpick from your local Ammu-Nation, head to one of the designated stores, and use the lockpick to open the cash register.

The proceeds from the robbery may be modest in terms of dirty money, but if luck is on your side, you might come across a sticky note containing information about [criminal contacts](#).

Stay vigilant, as you've triggered the silent alarm, and the police have been notified.

Drug Sales

Interested in participating in the drug trade in San Andreas? Gather your supply and make your way to either South Los Santos or the Grapeseed area, finding a secluded spot to set up shop. Once established, use your phone to search for buyers by flexing your "G" muscle. Upon receiving a picture of your buyer, it's your responsibility to locate and sell your product to them. Bear in mind that different drugs command different prices in the market.

Stay vigilant for police presence, as a local bystander might tip off law enforcement about your illicit activities. Exercise caution and discretion as you navigate through this underground trade.

All packaged drugs have a **sell-by** date and cannot be sold past this day. Check the date on the package before selling.

Auto Thefts

Are you a thrill-seeker looking to boost vehicles for some fast cash? If that sounds like your kind of adventure, this next criminal endeavor is made for you.

Visit any Mechanic Shop and locate a mechanic holding a clipboard. Interact with the mechanic to check for available jobs. If there's a job, you'll receive information on the vehicle's location marked on your GPS. Once in proximity, the mechanic will instruct you on which vehicle to steal. Make sure to have lockpicks and multi-picks, available for purchase at your local Ammu-Nation.

After lockpicking the vehicle, proceed to hotwire it and make a swift getaway, as hotwiring triggers the car alarm. Upon successfully stealing the vehicle, lay low as the police are notified of the theft.

The mechanic will soon inform you of the drop-off location, where you'll drive the vehicle into the designated area. Upon completing the mission successfully, your pay will vary based on the distance you drove the vehicle and its maintained condition.

Safe Cracking

Escalating from the low-risk act of robbing [cash registers](#), consider visiting any convenience store where you'll find a safe in the back office. Rotate the dial the required number of times until you hear the click for all six pins in the lock that need to be cracked.

Maintain composure during the safe robbery, as you've triggered the silent alarm, and the police have been notified!

Once you've successfully cracked the safe, swiftly gather all the proceeds, and if luck is on your side, secure a sticky note with information on [criminal contacts](#).

Afterward, it's up to you to decide how to escape police custody.

Store Robberies

With crime rates peaking in Los Santos, it's likely that you're tempted to get your hands dirty in the action. While robbing a storefront isn't a walk in the park, the potential payoff justifies the risk.

Gather your team or take the daring step of robbing the store solo. Afterward, equip yourself with firearms and head to any store with a visible clerk. Burst into the store, brandish your weapons, and aim at the clerk to trigger the alarm and alert the police. To complete the robbery successfully, wait for the clerk to fill the bag with money and toss it over the counter to you.

You're only halfway through your devious crime and time is crucial, as the police are on the way. The toughest part lies ahead – escaping police custody. Your path to a successful getaway is entirely in your hands.

A green checkmark will appear on the blip when a store can be robbed.

Armored Truck Heist

Have you heard about that moving bank truck in the city? Can you sense the allure of the money, tempting you to yield? While you may desire it, do you possess the daring spirit to engage in the illicit act itself?

If you have the necessary skills, here are some guidelines to potential success.

- Locate the armored vehicle. Reach out to the [Gruppe 6](#) employee on the payroll, or spot the truck as it traces its route to its destination, typically the nearest Fleeca bank. Track the truck and discreetly eliminate both guards.
- Following the guards' removal, proceed to the rear of the truck to plant the explosive. Time is of the essence as the police are already en route! Step away from the truck and await the explosion.
- Once the doors burst open, swiftly return to the back of the truck to collect the cash, and if luck is on your side, a potentially valuable access card for the [bank](#) itself.
- The escape is now in your hands!

There are no limits to the number of players involved in this heist.

This is considered a **loud** mission and cannot be completed with hostages. Police are authorized to use lethal force. Be prepared for an overwhelming response.

Vangelico Jewelry Heist

Vangelico Jewelry Store has recently reopened its doors in Rockford, returning after being closed for several years due to a complete robbery of its precious jewelry. With their shiny collection on display for the public, are you ready to create chaos in this lucrative smash-and-grab heist?

Be cautious of the nearby Rockford Police Station and ensure a swift operation. Assemble a crew and equip yourselves with heavy weaponry to break open the sturdy display cases holding the valuable jewels. Be prepared for the worst-case scenario, as a swarm of police will respond once the alarm is triggered.

Coordinate with your crew to smash all cases containing jewelry for maximum profit in this heist. The decision to make a grand exit or escape before the police arrive is entirely up to you.

Successfully completing the heist puts you in a position to contact the [criminal contact](#) to [fence](#) your stolen jewelry. The outcome is in your hands.

There is a maximum of **4** players allowed inside the store during this heist.

This heist requires players to remain inside the store for a reasonable period of time. Leaving the store too early after smashing a case will fail the mission and result in your player being automatically killed.

Supply Drops

Engage in a high-stakes operation set in the blistering desert landscape. MerryWeather Private Military Company (PMC) has an inside man and soldiers on the payroll, aiming to intercept supply drops headed for Fort Zancudo military base.

A **cargobob** loaded with high-value items like high-powered rifles, bolt-action snipers, and body armor has been redirected away from Fort Zancudo. Be warned – law enforcement and rival players will try to seize the cargo for themselves.

There are no limits to the number of players involved in this heist.

This is considered a **loud** mission and cannot be completed with hostages. Police are authorized to use lethal force. Be prepared for an overwhelming response.

Fleeca Bank Heist