

Gang Rules

All rules that apply to regular players apply to Gang Members.

A Gang has one Base.

Gang members do not Own(/buydoor) any doors outside the Base.

- **VIPs are exempt from this and may own their VIP Apartment.**

Gangs are limited to 6 Props per Gang Member, Max 36 Props.

- This means 5 Members Caps the amount of Props a Gang gets but doesn't discourage having more than 5.

- Gangs may have a Max of 8 Members(7 Subordinates + Leader).

Gang Members may not be Cops, choose one or the other.

Gang Commands

/creategang [Name] [Tag] - Cost \$250k. Will strip cop in favor of Gang Job, Gang Jobs spawn with 110 hp + crowbar by default.

/invitetogang [Player] - Send an invite.

/kickfromgang [Player] - Remove a player from your Gang.

/acceptinvite - Accept a pending Gang invite

/declineinvite - Decline a pending Gang invite.

/leavegang - Leaves a Gang.

/addgangdoor - Sets a Door as a Gang Door.

/removegangdoor - Removes a Door's Status as a Gang Door.

/specialty - Allows you to choose a Gang Job Specialty.