

# IMMENSE

## ROLEPLAY

# GANG HANDBOOK

### INTRODUCTION AND INFORMATION.

This handbook outlines all essential information regarding gangs in **Immense Roleplay**. It is your responsibility to read and fully understand each section. The contents may be updated as gang-related rules and systems evolve, so be sure to stay informed and review any changes regularly.

### GANG CREATION AND EXPECTATIONS

#### 1. Eligibility to Start a Gang:

- You or your group must have been in the city for at least 14 days and have a minimum of 48 hours (2 days) of playtime before forming or acting as a gang.
- Your group must have a minimum of 10 active members and a maximum of 31 members, including the leader and hangarounds.

#### 2. Starting a Gang the Right Way:

- Gang formation must be properly roleplayed and built up organically. You're expected to put in effort to establish your gang's presence and earn recognition through roleplay, not aggression.
- Official Whitelist Gang status is only granted to groups that demonstrate consistent, quality roleplay and development.

#### 3. Respect the Progression:

- New gangs are expected to start from the bottom. You're the newcomers in town, act like it.
- This is a roleplay server, not a competitive game. Your skills in combat or mechanics don't justify poor RP or attempts to dominate without reason.
- Wins and losses mean nothing if there's no story or development behind them.

**EXAMPLE:** Meeting the playtime requirement and immediately trying to "spin" the biggest gang in the city just to prove a point, without meaningful RP or build-up, is not acceptable and will not be tolerated.

#### 4. Roleplay Standards:

- We expect high-quality gang roleplay that involves meaningful interactions with other gangs, civilians, and law enforcement.

- Repeated low-effort or toxic RP may lead to your gang being disbanded, or more serious consequences.

**5. Gang Representation:**

- Once eligible and active, your gang should be identifiable through masks, colors, pocket flags, or other visual cues.
- Gang leaders may decide if hangarounds can fully rep gang identifiers. There are no restrictions on hangaround attire unless determined by gang leadership.

## **JOINING A GANG**

**6. No Immediate Gang RP:**

- New players should not arrive in the city and immediately roleplay as a gang member or attempt to join a gang. Take time to establish your character and build relationships organically.

**7. Basic Requirements:**

- You must have a minimum of 48 hours playtime and have been whitelisted and in the city for at least 7 days before joining any gang.
- Staff will verify your playtime and first fly-in date before approval.

**8. Hangaround Period:**

- All new gang prospects must serve as a hangaround for a minimum of 7 days before being fully initiated ("bled in") to the gang.

**9. Hangaround Limitations:**

- During the hangaround period, you may not participate in gang beef or wars.
- However, you can engage in criminal activities and jobs with the gang and assist with defending gang territory.

**10. Exiting Hangaround Status:**

- If you do not get initiated into the gang or choose to stop being a hangaround, any applicable cooldown periods will still apply, regardless of your reason for leaving.

## **GANG COOLDOWNS**

- If you leave a gang, you will be placed on a 7-day cooldown before you are eligible to join another gang.
- This cooldown also applies to hangarounds who are not initiated or choose to leave before being bled in.

## **GANG DISBANDMENTS**

**11. Reasons for Disbandment:**

- A gang may be disbanded by staff if it consistently fails to meet roleplay standards. This includes, but is not limited to:
  - Low-quality roleplay (LQRP)

- Repeatedly initiating shootouts without proper build-up
- "Arena-style" or combat-first roleplay
- Toxic behavior or poor server conduct
- Mixing IC and OOC (bringing out-of-character issues into roleplay or vice versa)
- Failing to portray realistic gang behavior
- Reminder: Your combat or gameplay skills do not excuse poor roleplay. This is a roleplay server, and you are expected to remain in character and contribute to meaningful, immersive storytelling at all times.

#### **12. Leadership Responsibility:**

- Gang leaders are responsible for the actions and conduct of their members. If your gang is repeatedly involved in rule-breaking or poor RP, and leadership fails to address it, the gang may lose whitelist status or be disbanded. It is up to the leadership to manage their members, remove problem players, and maintain standards.

#### **13. Disbandment Cooldowns:**

- If your gang is disbanded by staff, you may not create a new gang for 30 days. This applies to all members, including leaders, full members, and hangarounds.
- Disbanded gang members may not join another existing gang for 14 days.

### **WHITELISTED GANGS**

#### **14. Applying for Whitelist Status:**

- Once your gang meets the minimum playtime requirements and is actively roleplaying (e.g., using colors, identifiers, claiming a block, etc.), you may submit a gang application for whitelist consideration.
- Upon submission, staff will begin monitoring your gang's activity and roleplay quality. This observation period helps determine if your group aligns with the standards expected of whitelisted gangs before the application is reviewed.

#### **15. Whitelist Consideration Criteria:**

- Gangs that consistently provide poor-quality roleplay will not be approved for whitelist status. Examples of disqualifying behavior include:
  - Frequent OOC chatter or "alien talk," even when no one else is around
  - Fighting, shooting, or killing each other for laughs or entertainment (this is considered No Value of Life)
  - Prioritizing gunplay over roleplay, constantly pushing for shootouts, or engaging in "100K or Die" or arena-style RP
  - Demonstrating an inability to roleplay seriously, even within your own gang

**NOTE:** We take whitelist evaluations very seriously. Consistent, high-quality roleplay is mandatory.

#### **16. What Whitelist Status Means:**

- Being whitelisted does not exempt your gang from conflict or roleplay consequences. It is not a shield against RP, it simply means your gang has earned recognition for quality roleplay and commitment to server standards.

#### **17. Whitelist Perks (Subject to Staff Approval):**

If approved, whitelisted gangs may receive:

- Custom clothing
- Official gang Discord role
- Gang menu access
- Gang garage
- Custom gang vehicle or club bike

**IMPORTANT:** Any custom vehicles or bikes provided must not be sold, traded, or transferred. If the gang disbands, these assets must be returned and will be removed from the city.

### **GANG ATTIRE**

All gangs are expected to follow the general server clothing rules and dress in a manner that reflects the theme and identity of their gang. Your attire should contribute to immersion and support serious roleplay.

#### **Examples of Appropriate Gang Attire:**

- Street Gangs: Urban/streetwear typical of street-level crews
- Biker Clubs: Leather vests, denim, biker gear consistent with motorcycle club culture
- Mafia-Style Gangs: Business or upscale attire reflecting organized crime families

#### **Unacceptable Attire:**

- Full "100K or Die," arena-style, or troll outfits
- Over-the-top or immersion-breaking clothing intended to provoke or stand out unrealistically
- Failure to comply may result in staff warnings, whitelist denial, or gang disbandment. Dress the part, maintain immersion, and contribute to quality roleplay.

### **GANG BLOCKS**

- Once your gang claims a block, you are expected to actively roleplay in that area. Presence and activity are essential to maintaining your claim.
- You may defend your block using any gang members who are physically present on the block at the time of the conflict.
- Your claimed territory must be a reasonable and realistic size. Overreaching or attempting to control excessively large areas is not allowed.
- If you're unsure whether your block is appropriately sized, please consult with Staff for approval.

## **TOXICITY AND OUT OF CHARACTER BEHAVIOR**

To maintain a healthy and immersive roleplay environment, all gang-related conflicts, whether casual beef or active war, must be handled professionally and strictly in-character.

### **The following behaviors are not allowed and will result in disciplinary action:**

- Out-of-character disrespect or “gamer talk” during or after RP scenes (e.g., “you’re dogsht,” “get sht on,” “you suck,” etc.)
- Using or posting terms such as “[Gang/Group] K”.
- Posting images of downed players on Birdy (in-game social media) or any other platform to taunt or belittle
- Any action that blurs the line between in-character conflict and out-of-character toxicity

**REMINDER:** This is a roleplay server, not a competitive gaming arena. Stay in character at all times and treat every scene with the seriousness it deserves.

## **GANG BEEF AND CONFLICT**

We encourage gang roleplay and conflict, but it must be grounded in high-quality roleplay and clear intent. These guidelines ensure that gang beef adds to the story, not detracts from it.

### **18. Initiation & Engagement:**

- No Shoot on Sight (SoS) under any circumstances. Conflicts must be properly initiated with clear intentions.
- Initiation can occur in person, via text, or through a phone call, but your presence and intent must be clear.
- If initiation is done via text, the other party must reply acknowledging the scene before any action begins.

### **19. Conflict Rules:**

- The 6-person limit applies to all gang conflicts except when defending your block.
- All beef must stem from valid roleplay reasons. Random or forced conflict for content will not be tolerated.
- The goal of gang beef should be to provide engaging, two-sided roleplay, not to “farm clips” or flex combat skills.

### **20. Roleplay Over Loot:**

- This is not Rust or Tarkov, loot is not the objective. Robbery is allowed but should never be the primary focus of a conflict scene.
- Demanding money or valuables to end a beef is considered “100K or Die RP” and is not allowed.

- Your priority should be character development, story progression, and quality interactions.

### **21. Conflict Duration & Resolution:**

- Endless beef is not realistic or healthy for the server. You should actively seek story-driven ways to resolve conflicts after a reasonable amount of time (duration TBD by staff).
- Be creative, host meetings, stage betrayals, call truces, or negotiate terms through RP.

### **22. Law Enforcement Involvement:**

- If police arrive during a scene, your priority should be to escape, not to loot bodies or escalate further in front of officers.
- Even gang members must fear law enforcement and act accordingly. Disregarding police presence breaks immersion and may result in staff action.

### **23. Be Prepared for Conflict:**

- If you're in an active beef, you should be prepared for conflict at any time. Stay alert and keep interactions grounded in solid RP.

**FINAL NOTE:** We want you to enjoy the freedom of gang RP, but not at the cost of quality or server integrity. We no longer expect awkward pre-shootout conversations, but your presence and intent must be clear. Avoid constant ambushes or low-effort setups. There are countless creative ways to escalate beef without sacrificing RP, use them.

## **GANG WARS**

If two gangs are unable to resolve an ongoing conflict through roleplay, an Official War may be proposed as a last resort.

### **Key Guidelines:**

- All Official Wars must be approved by Admins through a Discord ticket. Staff will first determine whether the war is justified based on the context and RP buildup.
- If approved, terms of the war will be negotiated and finalized within the ticket.
- Violating agreed-upon terms may result in the war being voided or staff intervention.

**NOTE:** This system is currently under discussion and subject to change. Stay updated via Discord or staff announcements.

## **BLEEDING IN AND OUT**

- The decision to bleed a member in or out is entirely up to the gang and should be handled through appropriate roleplay.
- If a character is bled out, they are expected to forget all sensitive gang-related information, including but not limited to:
  - Illegal locations
  - Alliances and rivalries
  - Gang strategies or tactics
  - Door codes or access to stash locations

This ensures fair play and maintains the integrity of gang roleplay moving forward.

## **TICKET WARRING**

We will no longer tolerate petty or excessive ticket warring. Staff time and attention should be focused on meaningful issues, not minor complaints that do not significantly disrupt roleplay.

### **What Will Be Taken Seriously:**

If you witness a serious rule violation, such as:

- Cheating or use of third-party software
- F8 quitting to avoid RP
- Exploiting mechanics or using emotes to dodge damage
- Please submit a ticket with proper evidence, and it will be reviewed accordingly.

### **What Will Not Be Entertained:**

Tickets over minor disagreements, losses, or frustration from an RP outcome will not be handled. If an issue can be roleplayed out, it should be roleplayed out. This server is about storytelling, not scorekeeping.

**REMINDER:** Don't weaponize tickets after every loss or unfavorable encounter. Focus on the RP, not the win.