

PROJECT NOVA RP

OFFICIAL GANG RULES

ROLEPLAY FIRST • STORY OVER SCOREKEEPING • QUALITY OVER QUANTITY

Version 1.0 | Effective July 2026

projectnovarp.com

1. Purpose and Core Standard

This handbook governs gang creation, membership, territory, conflict, whitelist status, and leadership in Project Nova RP. Gang roleplay should create stories for everyone involved - gang members, civilians, businesses, EMS, and law enforcement. These rules may be updated as gang systems evolve.

THE NOVA STANDARD

Gang roleplay is not a competitive ladder. Combat skill, wealth, or mechanical knowledge never excuses weak storytelling, toxicity, or attempts to dominate the city without meaningful roleplay.

2. Creating a Gang

Eligibility

The group leader and core members must have been active in the city for at least 14 days and have at least 48 hours of playtime.

A gang must have at least 10 active members and may have no more than 31 total members, including leadership, full members, prospects, and hangarounds.

Meeting the minimum numbers does not guarantee approval or whitelist status.

Formation and Progression

A gang must be built through organic roleplay, relationships, reputation, and a consistent identity.

New gangs begin at the bottom. Do not immediately challenge established groups simply to prove combat ability or create clips.

Gang identity may be shown through colors, masks, pocket flags, clothing, vehicles, or other recognizable cues. Leadership decides how prospects and hangarounds may represent the group.

3. Joining a Gang

A character must be in the city for at least 7 days and have at least 48 hours of playtime before joining or acting as a gang member.

New players should first establish their character, relationships, and personal story. Immediate gang recruitment or instant gang roleplay is not permitted.

Every new prospect must complete a minimum 7-day hangaround period before full initiation.

Hangarounds may work criminal jobs and help defend the gang block, but may not participate in active gang beefs or wars.

Leaving a gang or ending a hangaround period triggers a 7-day cooldown before joining another gang.

4. Whitelisted Gangs

A group may apply after meeting the eligibility requirements and demonstrating a visible, active, and consistent gang presence. Staff may monitor the group before reviewing the application.

Whitelist Evaluation

Consistent, serious roleplay within the gang and with the wider community.
Character-driven conflict with clear motives, escalation, consequences, and resolution.
Professional OOC conduct and leadership capable of correcting member behavior.
A recognizable theme, hierarchy, territory, and identity that fit the world.

Behavior That Prevents Approval

Frequent OOC chatter, "alien talk," or breaking character.
Members fighting or killing each other for entertainment, which may also violate value-of-life rules.
Gunplay-first, arena-style, clip-farming, or "100K or die" behavior.
Toxicity, repeated rule violations, or an inability to maintain serious roleplay.

Whitelist Recognition and Perks

Whitelist status recognizes quality and consistency; it does not protect a gang from conflict, consequences, or staff action. Subject to staff approval and system availability, benefits may include custom clothing, a Discord role, gang menu access, a garage, and a custom gang vehicle or club bike.

ASSET RESTRICTION

Gang-specific vehicles, motorcycles, clothing, or other custom assets may not be sold, traded, transferred, or retained after disbandment. Staff may remove these assets at any time.

5. Gang Attire and Identity

Clothing must fit the gang theme and remain believable: streetwear for street gangs, biker gear for motorcycle clubs, or business/upscale attire for organized-crime groups.
Arena-style, troll, excessively tactical, or intentionally immersion-breaking outfits are prohibited.
Staff may require an outfit change. Repeated noncompliance may affect whitelist status or lead to disbandment.

6. Gang Blocks and Territory

A claimed block must be actively used for roleplay. An inactive gang cannot reserve territory indefinitely.

Territory must be reasonable in size and clearly connected to the gang's roleplay. Ask staff when the boundaries are unclear.

When defending a claimed block, the gang may use members who were physically present on the block when the conflict began. Members may not be summoned from elsewhere to bypass normal conflict limits.

Claiming a block does not make every person entering it a valid target. Interaction and escalation are still required.

7. Gang Beef and Conflict

Initiation

Shoot-on-sight is not permitted. The parties, reason, and hostile intent must be reasonably clear before violence begins.

Initiation may happen in person, by phone, or by text. Text initiation requires acknowledgement from the receiving party before action begins.

Awkward pre-shootout speeches are not required, but vague ambushes, constant surprise attacks, and low-effort setups are not acceptable.

Conflict Limits and Conduct

The server-wide 6-person conflict limit applies unless a gang is defending its block under the rule above.

Conflict must come from valid roleplay. Do not manufacture beef for clips, loot, or combat practice.

Loot may be taken when justified, but it may not be the main purpose of the scene. Demanding money or valuables as the price to end a conflict is prohibited.

When police arrive, prioritize escape and survival. Ignoring armed law enforcement to loot bodies or continue unnecessary violence may be Fail RP.

Members involved in active conflict should remain alert, but active beef does not create permanent permission to attack on sight.

Resolution

Endless conflict is not healthy roleplay. Both sides must pursue reasonable, story-driven ways to conclude a beef through meetings, negotiations, betrayals, apologies, territory agreements, truces, or other creative outcomes. Staff may impose terms or end a conflict that becomes repetitive, toxic, or disruptive.

8. Official Gang Wars

An Official War is a last resort when meaningful attempts to resolve a major conflict have failed.

A war must be proposed through a Discord ticket and approved by server administration before it begins.

Staff will review the history, roleplay buildup, and whether both groups are capable of maintaining quality roleplay.

Participants, duration, win conditions, restrictions, and ending terms must be documented in the ticket.

Violating agreed terms may void the war and result in administrative action.

War policies may change as Project Nova's gang systems develop. The latest Discord announcement or written staff decision controls.

9. Leadership and Gang Accountability

Gang leaders are responsible for the culture, standards, and conduct of their organization. Leadership must manage its roster, address repeated problems, remove members who damage the community, and ensure the gang remains active and story-focused.

Grounds for Whitelist Removal or Disbandment

Repeated low-quality roleplay, combat-first behavior, or shootouts without adequate buildup.

Toxicity, harassment, OOC hostility, ticket warfare, or mixing in-character and out-of-character disputes.

Unrealistic gang behavior, chronic inactivity, abuse of whitelist perks, or repeated server-rule violations.

Leadership failing to correct known patterns of misconduct.

Disbandment Cooldowns

When staff disbands a gang, every leader, member, prospect, and hangaround must wait 30 days before creating or helping create a new gang.

Members of a staff-disbanded gang must wait 14 days before joining another existing gang.

Staff may apply longer restrictions when warranted by the severity or history of misconduct.

10. Bleeding In and Out

Initiation and removal are internal gang decisions and must be handled through appropriate roleplay. Torture or graphic actions remain subject to the main community rules and consent requirements.

A character who is bled out must forget sensitive internal information that would unfairly compromise the former gang.

This includes illegal locations, stash access, door codes, strategies, internal operations, alliances, rivalries, and protected communications.

General public knowledge and personal memories unrelated to protected gang operations do not need to be forgotten.

The memory loss should support future roleplay, not erase every relationship or consequence from the character's history.

11. Toxicity and OOC Conduct

Gang conflict must remain in character. OOC insults, gamer talk, slurs, personal attacks, and post-scene harassment are prohibited.

Do not use "[Gang] K" posts, humiliation posts, or images of downed players to taunt another group on Birdy, Discord, streams, or other platforms.

Do not carry OOC disagreements into the city or use in-character conflict to target someone for an OOC reason.

Winning and losing are both part of roleplay. Treat other groups as collaborators in a shared story, not opponents in a ranked match.

12. Reports and Ticket Conduct

Tickets should address serious rule violations, not every loss, disagreement, or unfavorable outcome. Whenever possible, finish the scene and allow consequences to develop through roleplay.

Appropriate Tickets

Cheating or unauthorized third-party software.

Combat logging or intentionally disconnecting to avoid roleplay.

Exploiting systems, duplicating assets, abusing emotes, or using mechanics to avoid damage or consequences.

Serious harassment, threats, or repeated major rule violations supported by evidence.

Ticket Warring

Petty, retaliatory, or excessive reports may be treated as abuse of the ticket system. Do not weaponize staff reports to gain an advantage in an active beef. Reports must follow the evidence, timing, and involvement requirements in the main Project Nova RP rules.

13. Quick Reference

TOPIC	STANDARD
Create a gang	14 days in city; 48 hours playtime; 10-31 total members
Join a gang	7 days in city; 48 hours playtime
Hangaround period	Minimum 7 days
Leave a gang	7-day cooldown before joining another
Standard conflict	Maximum 6 participants per side/group as governed by main rules
Defend a block	Members physically present when conflict begins
Official war	Admin approval and written terms required
Staff disbandment	30 days before creating; 14 days before joining

14. Final Authority

These gang rules supplement the Project Nova RP Official Community Rules. When the documents overlap, the stricter or more specific rule applies. Staff may intervene in situations not expressly listed when conduct harms roleplay quality, community safety, fairness, or server integrity.

READ BEFORE YOU REP

Gang leaders must ensure every member understands both this handbook and the main community rules. Claiming that a member did not read the rules does not excuse the gang or its leadership from accountability.

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