

Crimes

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Overview

- Crimes require [Adrenaline](#), adrenaline is like Energy and it naturally generates every 5 minutes. The maximum for your Natural Adrenaline bar is 65. You can use merits to gain an additional 10, and organisations can add an additional 40, allowing for a current maximum of 125 [Adrenaline](#).
- Result odds vary for crimes, and are relatively based on how often they appear in crimes. They will be rated as 'Often', 'Rare' or 'Never'
- Crime outcomes are known as Green, Blue and Red.
 - [Green](#) indicating a successful crime
 - [Blue](#) indicating an unsuccessful crime, but you were not caught

- **Red** indicating an unsuccessful crime, where you were caught
- Whenever you get sent to **Jail** for a crime (**Red**), it negatively affects your Natural Adrenaline bar

Commands

The commands for this section can be found [here](#)

How to Increase Your Adrenaline Bar

- Increasing your natural adrenaline by completing crimes, with each tier you gain an additional 5 onto your bar. With each tier, the difficulty for getting the next upgrade increases.
- Investing in Adrenaline Merits which boosts your Adrenaline Bar by +1 per merit investment
- Organisation upgrades can add upto +40 adrenaline

How to Increase Your Crime Success

- Completing crimes is the best way to increase Crime Success
- Investing in Crime Experience Merits which boosts crime experience by +3% per merit investment

Crime List

Search for Cash

Requirements:

- 2 [Adrenaline](#)

Recommended Natural Adrenaline: 15

[Crime Enhancer: Metal Detector](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|--------------------|------------|--------|-------|------|------------------|
| Search the Streets | £40 - £250 | Yes | No | No | No |
| Search the Mall | £20 - £100 | Yes | No | No | No |
| Search the Fair | £20 - £80 | Yes | No | No | No |
| Search the Theater | £5 - £50 | Yes | No | No | No |
| Search the Park | £5 - £30 | Yes | No | No | No |
| Search the Bins | £5 - £30 | Yes | No | No | No |

Sell Pirated Content

Requirements:

- 3 [Adrenaline](#)
- 5,000 [Battle Stats](#)

Recommended Natural Adrenaline: 15+

[Crime Enhancer: Solid State Drive](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|------------------------|---------------|-----------|-------|-----------------|------------------|
| Sell Cracked Photoshop | £250 - £1.25K | Yes Often | No | Yes Rarely | 48 - 72 Minutes |
| Sell Leaked Photos | £600 - £2.5K | Yes Often | No | Yes Semi-Rarely | 48 - 72 Minutes |
| Sell Pirated DVDs | £250 - £800 | Yes Often | No | Yes Semi-Rarely | 48 - 72 Minutes |
| Sell Pirated CDs | £250 - £500 | Yes Often | No | Yes Rarely | 48 - 72 Minutes |

Shoplift

Requirements:

- 4 [Adrenaline](#)
- 25,000 [Battle Stats](#)

Recommended Natural Adrenaline: 20+

Crime Enhancer: Ski Mask

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|-----------------|-----------|-----------|------------------|------------------|-------------------|
| Sweet Shop | Sweets | Yes Often | No | Yes Occasionally | 96 - 144 Minutes |
| Jewellery Store | Jewellery | Yes Often | No | Yes Often | 144 - 216 Minutes |
| Clothes Shop | Clothes | Yes Often | No | Yes Semi-Rarely | 96 - 144 Minutes |
| Fishmonger | Fish | Yes Often | Yes Occasionally | Yes Rarely | 72 - 108 Minutes |

Pickpocket Someone

Requirements:

- 5 [Adrenaline](#)
- 75,000 [Battle Stats](#)

Recommended Natural Adrenaline 20+

Crime Enhancer: Cut Throat Razor

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|--------------|-------------|------------------|-----------------|------------------|-------------------|
| Junkie | £2.5K - £5K | Yes Often | Yes Semi-Rarely | Yes Rarely | 180 - 225 Minutes |
| Child | £3.5K - £6K | Yes Often | Yes Rarely | Yes Semi-Rarely | 180 - 225 Minutes |
| Pensioner | £4K - £7.5K | Yes Often | Unknown | Yes Occasionally | 180 - 225 Minutes |
| Business Man | £5K - £10K | Yes Often | Unknown | Yes Often | 180 - 225 Minutes |
| Lawyer | £6K - £12K | Yes Occasionally | Unknown | Yes Often | 180 - 225 Minutes |

Armed Robbery

Requirements:

- 8 [Adrenaline](#)
- 300,000 [Battle Stats](#)
- Primary or Secondary Weapon

Recommended Natural Adrenaline: 20+

Crime Enhancer: [Mountain Bike](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|---------------|------------|-----------|------------------|-----------------|-------------------|
| Gas Station | £5K - £10K | Yes Often | Yes Occasionally | Yes Rarely | 192 - 288 Minutes |
| Grocery Store | £8K - £15K | Yes Often | Yes Occasionally | Yes Semi-Rarely | 192 - 288 Minutes |
| Bank | £10K- £25K | Yes Often | Yes Semi-Rarely | Yes Semi-Rarely | 240 - 360 Minutes |

Assassination

Requirements:

- 10 [Adrenaline](#)
- 1,000,000 [Battle Stats](#)
- Primary or Secondary Weapon

Recommended Natural Adrenaline: 25+ depending on crime.

Crime Enhancer: [Tracking Device](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|-------------------|-------------|------------------|-----------------|-----------------|-------------------|
| Mob Boss | £12K - 17K | Yes Occasionally | Yes Rarely | Yes Semi-Rarely | 360 - 432 Minutes |
| Drive-by Shooting | £14K - £18K | Yes Often | Yes Often | Yes Semi-Rarely | 360 - 432 Minutes |
| Car Bomb | £12K - £16K | Yes Occasionally | Yes Semi-Rarely | Yes Rarely | 360 - 432 Minutes |

Arson

Requirements:

- 11 [Adrenaline](#)
- 3,000,000 [Battle Stats](#)
- Gas Can & Golden Zippo Lighter
- Driving License Education [GEN02]

Recommended Natural Adrenaline: 30+ depending on crime.

[Crime Enhancer: Arc Zippo](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|---------------------|---------------|------------------|-----------------|-----------------|-------------------|
| Home | £15K - £22K | Yes Occasionally | Yes Semi-Rarely | Yes Semi-Rarely | 336 - 504 Minutes |
| Car Park | £13K - £19K | Yes Often | Yes Semi-Rarely | Yes Rarely | 336 - 504 Minutes |
| News Agency | £15K - £25K | Yes Often | Yes Semi-Rarely | Yes Semi-Rarely | 336 - 504 Minutes |
| Warehouse | £13K - £16K | Yes Often | Yes Rarely | Yes Rarely | 336 - 504 Minutes |
| Tourist Attraction | £25K - £32.5K | Yes Often | Yes Rarely | Yes Often | 336 - 504 Minutes |
| Government Building | £50K - £100K | Yes Occasionally | Yes Rarely | Yes Often | 432 - 648 Minutes |

Grand Thief Auto

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Requirements:

- 13 [Adrenaline](#)
- 7,500,000 [Battle Stats](#)
- Lockpicking Set
- Driving License Education [GEN02]

Recommended Natural Adrenaline: 35+ depending on crime.

[Crime Enhancer: Screwdriver](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|--------------------|-------------|-----------|------------------|------------|-------------------|
| Steal a Parked Car | £25K - £35K | Yes Often | Yes Occasionally | Yes Rarely | 240 - 320 Minutes |

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|-----------------------|-------------|------------------|------------------|-----------|-------------------|
| Perform a Car Jack | £35K - £60K | Yes Occasionally | Yes Rarely | Yes Often | 240 - 320 Minutes |
| Steal from an Auction | £20K - £32K | Yes Occasionally | Yes Occasionally | Unknown | 240 - 320 Minutes |
| Steal from a Showroom | £35K - £75K | Yes Occasionally | Yes Semi-Rarely | Yes Often | 240 - 320 Minutes |

Counterfeiting

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Requirements:

- 14 [Adrenaline](#)
- 15,000,000 [Battle Stats](#)
- Printing Paper & Ink

Recommended Natural Adrenaline: 40+ depending on crime.

[Crime Enhancer: Tumble Dryer](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|--------------|--------------------------|------------------|---------|------------------|-------------------|
| Money | £50K - £100K | Yes Often | Unknown | Yes Occasionally | 480 - 720 Minutes |
| Passport | Passport | Yes Occasionally | Unknown | Yes Often | 528 - 792 Minutes |
| Casino Chips | Counterfeit Casino Chips | Yes Occasionally | Unknown | Yes Often | 528 - 792 Minutes |

Arms Trafficking

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Requirements:

- 16 [Adrenaline](#)
- 20,000,000 [Battle Stats](#)

Recommended Natural Adrenaline: 45+ depending on crime.

[Crime Enhancer: Combination Lock](#)

| Crime Name | Payout | Greens | Blues | Reds | Jail / Hosp Time |
|------------|---------------|-----------|-----------|------------------|-------------------|
| Explosives | £150K - £200K | Yes Often | Yes Often | Yes Occasionally | 576 - 864 Minutes |

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| Firearms | £200K - £250K | Yes Often | Yes Occasionally | Yes Often | 624 - 936 Minutes |
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