

# Crimes

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## Overview

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- 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

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

## How to Increase Your Adrenaline Bar

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- 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

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- 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

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### Search for Cash

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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

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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

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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

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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

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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

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

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