

# Gang Features

Custom job, ranks, permissions, and recruitment.

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# Gang Custom Job

## What Is the Gang Custom Job?

Once unlocked at level 2, your gang gets its own unique job that appears in **F4 ? Jobs** alongside every other DarkRP job. Its console command follows the pattern `gjob_<gang id>` — the ID is assigned at creation and never changes.

## Job Slots vs Member Cap

The **slot count** controls how many players can be on the gang job simultaneously. This is entirely separate from the gang's member cap. Job slots start small at unlock and grow through levelling:

Tier	Slots at Unlock (L2)	Max Slots at L25
Crew	3	5
Clique	4	10
Cartel	5	15

## Customising the Job Appearance

The gang job's name, player model, skin, and bodygroups can be edited through the **Gang Job tab** in the gang menu. Access to this tab requires the **Owner**, **Co-Owner**, or a rank with the `[j]` permission flag.

- The **first customisation is free** — it is unlocked by the "Free gang job appearance edit" reward at level 12 on all tiers.
- Every subsequent appearance change costs **20 gang credits**.
- The job's **colour always matches the gang's registered colour** and cannot be set independently. If the gang colour is updated, the job colour updates automatically.

## Gang Job Loadout Rewards

Several level rewards add items to the gang job's spawn loadout (armour, weapons, ammo). These accumulate — a player joining the gang job at a high-level gang will spawn with everything that has been unlocked so far. See the full reward table for your tier in the **Rewards** chapter.

## Weed Grow Entities

The level 4 reward on all tiers adds weed grow entities to the gang job's F4 menu — the same set available to Gangster-type jobs.

# Ranks & Permissions

## Built-in Ranks

Rank	Description
Owner	Full permissions. The founding player. Cannot be kicked or demoted by anyone except the founder themselves.
Co-Owner	Full permissions like Owner. The true Owner can still kick or change this rank.
Member	Default rank for new joiners. No permissions by default (weight 0).

## Founder Protection

The player whose SteamID is recorded as the gang founder cannot be kicked, demoted, or targeted by any other member — including other owners — unless the action is performed by that exact SteamID.

## Custom Ranks

Additional rank slots are unlocked through levelling (see the Rewards pages). Custom ranks can be assigned any combination of the permission flags below, and their display names can be customised (up to 24 characters).

## Permission Flags

Flag	Permission
<input type="checkbox"/>	Invite players to the gang
<input type="checkbox"/>	Kick members
<input type="checkbox"/>	Set a member's rank
<input type="checkbox"/>	Create a new rank
<input type="checkbox"/>	Delete a rank
<input type="checkbox"/>	Withdraw money from the gang balance
<input type="checkbox"/>	Deposit money into the gang balance
<input type="checkbox"/>	Spend gang credits
<input type="checkbox"/>	Spawn the gang printer
<input type="checkbox"/>	Withdraw items from the gang vault

Flag	Permission
h	Deposit items into the gang vault
u	Manage the gang's public recruitment listing
j	Open and customise the gang job tab
n	Change the gang name (\$10,000,000 cost)
m	Set the gang MOTD

# Recruitment

## Inviting Players

Any rank with the **i** (Invite) permission flag can send direct invites. The invited player receives a prompt and can accept or decline.

## Public Recruitment Listing

Posting a public recruitment listing is optional. It requires the **u** permission flag. When active, players browsing open gangs can find yours and apply to join.

## Invite Limits When Full

When the gang roster is at full capacity, the number of invites that can be sent resets weekly (Monday 00:00 server time):

Tier	Invites per Week (when full)
Crew	2
Clique	7
Cartel	12

Below capacity there is no invite limit.

## Territory

Territory and gang war mechanics may be available on the server. Check the in-game gang menu for current territory status — it is separate from the levelling and economy systems described in this wiki.