

Getting Started

What gangs are, how to create one, and tier comparisons.

- [Overview](#)
- [Creating Your Gang](#)
- [Gang Tiers — Crew, Clique & Cartel](#)

Overview

What is a Gang?

A gang is a persistent player organisation on the server. Members pool their money into a shared bank, earn gang credits, unlock group-wide perks, and eventually field their own custom Gang job. Unlike an informal friend group, a gang persists across server restarts — your bank balance, levels, and unlocked rewards all carry over.

Why Start or Join One?

Gangs are one of the longest-term investments on the server. As the gang levels up it unlocks increasingly powerful perks for every member on the gang job: armour on spawn, exclusive weapons, an unarrest button, a shared vault, a faster printer, gang ESP, and more. The gang also gains a unique custom job in F4 that represents the crew in the world.

Key Concepts at a Glance

- **Tier** — Crew, Clique, or Cartel. Sets member cap, power scaling, and level cost curve.
- **Level** — 1 to 25. Each level grants a reward and raises gang power.
- **Gang Bank** — shared money pool all members can deposit into. Level-up costs are paid from here.
- **Gang Credits** — a separate currency earned in-game. Also spent on each level-up.
- **Gang Power** — a prestige score that rises with members and levels.
- **Gang Job** — a custom F4 job exclusive to your gang, unlocked at level 2.

Creating Your Gang

Requirements

Open the gang creation menu in-game and pick your tier before confirming. The creation cost comes out of **your personal wallet** — not the gang bank.

Tier	Creation Cost
Crew	\$50,000
Clique	\$150,000
Cartel	\$250,000

What Happens After Creation

- You receive the **Owner** rank automatically.
- A **server-wide announcement** tells all online players your gang was founded.
- The gang bank starts at \$0 — members must deposit before levelling can begin.

Choosing Your Starting Tier

Crew is the cheapest entry point but caps at 5 members. Cartel costs \$250,000 but supports 25 members from day one and earns far more gang power per member and per level. You can upgrade later, but there is a catch-up cost (see **Tier Upgrades** in the Progression chapter).

Gang Name Rules

Names with control characters are always rejected. Check the in-game prompt for the allowed character set and length limits. Renaming an existing gang costs **\$10,000,000** from the gang bank, and only a rank with the *Change Gang Name* (`(n)`) permission can initiate it.

Gang Tiers — Crew, Clique & Cartel

Tier Comparison

Tier	Member Cap	Power / Member	Power / Level	Invites / Week (when full)	Creation Cost
Crew	5	+2	+3	2	\$50,000
Clique	15	+4	+6	7	\$150,000
Cartel	25	+7	+10	12	\$250,000

Member Cap vs Gang Job Slots

These are two separate numbers. The **member cap** is how many players can belong to the gang. The **gang job slot count** is how many can be on the gang's custom job simultaneously — this starts small and grows as you level up (see the Rewards chapter). Even a full Cartel with 25 members can only have as many players on the job as its current slot count allows.

Weekly Invite Limit

The limit only kicks in when the roster is *completely full*. Below capacity you can invite freely. The counter resets every Monday at 00:00 server time.

Upgrade Paths

Upgrades are **one-way and permanent** — you cannot downgrade.

- **Crew** ? Clique *or* Cartel (you may skip Clique entirely)
- **Clique** ? Cartel only
- **Cartel** ? no further upgrade (maximum tier)

For upgrade pricing details see **Tier Upgrades** in the Progression chapter.