

Progression

Levelling up, tier upgrades, and the level 17 Raiding Buffs gate.

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Levels & Costs

How Levelling Works

Gangs have **25 levels** and no prestige system. Each level-up grants a reward (see the Rewards chapter) and increases gang power. Costs scale up every level — early levels are affordable, later levels are significantly more expensive.

Who Can Level Up

Only the **Owner** and **Co-Owner** can purchase levels. Regular members cannot initiate a level-up regardless of permissions.

Dual Currency — How You Pay

Every level costs two things simultaneously, both drawn from the gang's shared pools:

- **Gang Bank Money** — withdrawn from the shared balance that all members can deposit into.
- **Gang Credits** — a separate pool earned through in-game events and rewards.

If either pool is short, the level-up is blocked until funds are available.

Bulk Levelling

Leadership can skip ahead and purchase several levels at once. However, if level 17 (Raiding Buffs) falls within the bulk range and the gang hasn't made the keypad/lockpick choice yet, the bulk purchase is blocked entirely. Level to 17 individually first, make your choice, then bulk-buy past it.

Crew Level Costs

These are the exact amounts deducted from the gang's pools each level as a Crew. Level 17 is highlighted — see **Raiding Buffs** for why it matters.

Level	Bank Money	Credits	Reward
1	\$3,750,000	5	Unarrest button (all members)

Level	Bank Money	Credits	Reward
2	\$4,200,000	5	Gang job unlocked (3 slots)
3	\$4,705,000	5	+25 armour on gang job spawn
4	\$5,270,000	5	Weed grow on gang job (F4)
5	\$5,900,000	5	25% bail discount on all members
6	\$6,610,000	5	Gang printer unlocked
7	\$7,400,000	5	4 gang vault slots
8	\$8,290,000	10	Tommy Gun on gang job spawn
9	\$9,285,000	10	+1 gang job slot (4 total)
10	\$10,400,000	10	+25 armour on spawn
11	\$11,645,000	10	+1 custom rank slot
12	\$13,045,000	15	Free gang job edit (one-time)
13	\$14,610,000	15	+1 gang job slot (5 total)
14	\$16,365,000	15	Medkit on gang job spawn
15	\$18,325,000	20	Ammo top-up on gang job spawn
16	\$20,525,000	20	+25 armour on spawn
17	\$22,990,000	25	Raiding Buffs — choose keypad OR lockpick boost
18	\$25,750,000	25	10% gang printer speed boost
19	\$28,835,000	30	Gang ESP
20	\$32,300,000	30	4 gang vault slots
21	\$36,175,000	35	+25 armour on spawn

Level	Bank Money	Credits	Reward
22	\$40,515,000	40	25% bail discount (stacks ? 50% total)
23	\$45,375,000	45	Bhop Climb SWEPP (gang job)
24	\$50,820,000	50	Choosable CS:GO knife (gang job)
25	\$56,920,000	65	Exclusive weapon choice (gang job)

Total across all 25 levels: \$500,005,000 from gang bank + 505 gang credits.

Clique & Cartel Costs

Clique and Cartel use a geometric pricing curve — each level costs approximately 12% more than the previous one. Approximate totals across all 25 levels:

- **Clique:** ~\$750M from gang bank + ~750 gang credits
- **Cartel:** ~\$1.25B from gang bank + ~1,250 gang credits

The exact cost of your next level is always shown in the in-game gang Levels menu before you confirm.

Tier Upgrades

Upgrade Paths

Tier upgrades are **one-way and permanent**. You can never downgrade.

- **Crew** ? Clique *or* Cartel (skipping Clique is allowed)
- **Clique** ? Cartel only
- **Cartel** ? no further upgrades (maximum tier)

Only the **Owner** or **Co-Owner** can initiate a tier upgrade.

How the Cost Is Calculated

The system calculates what you *would have paid* for your current levels at the target tier, then subtracts what you already paid at your current tier. You pay only the difference — a catch-up payment.

- Upgrading at **level 0** before buying any levels is the cheapest time to upgrade.
- The more levels you have already purchased, the higher the catch-up cost, because higher tiers have steeper per-level pricing.

Payment uses the same 50/50 split as level-ups: half from **gang bank money**, half from **gang credits**. Both must be sufficient to proceed.

Getting a Quote

Preview the exact cost before committing:

- The **Tier Upgrade** panel inside the in-game gang menu

Raiding Buffs — The Level 17 Choice

The Level 17 Choice

When your gang reaches level 17, you earn the **Raiding Buffs** reward. Before the level-up is processed, leadership must permanently choose one of two raid speed boosts for the entire gang:

Choice	Effect
Keypad Cracker Boost	Cracking duration $\times 0.85$ — approximately 15% faster than base
Lockpick Boost	Lockpicking duration $\times 0.85$ — approximately 15% faster than base

This Choice Is Permanent

Once made, this cannot be changed under any circumstances. Consider your gang's typical raiding strategy carefully before confirming.

Bulk Level Block

If you attempt to bulk-buy levels past 17 before making this choice, the entire bulk purchase is blocked with a message telling you to level to 17 individually first. You cannot skip or bypass this gate.