

Reference

FAQ and quick-reference info.

- [FAQ](#)

FAQ

Frequently Asked Questions

Can I be on the gang job if the gang is at its member cap?

Yes. The member cap controls who can *join* the gang. If you are already a member, a full roster has no effect on your ability to take the gang job — you just need an available job slot.

What happens if we run out of gang credits?

Levels cannot be purchased, and the gang job appearance cannot be edited (beyond the initial free edit) until the credit pool is replenished. Everything that doesn't require credits — printer, unarrest, vault, invites — continues to work normally.

Who can level the gang up?

Only the **Owner** and **Co-Owner**. Regular members and custom ranks without elevated weight cannot initiate a level-up.

Can we change our Raiding Buffs choice?

No. The keypad cracker or lockpick boost chosen at level 17 is permanent and cannot be undone or changed.

We're a Crew — can we skip straight to Cartel?

Yes. Crew can upgrade directly to Cartel without first going through Clique. The upgrade cost will reflect the full pricing difference between Crew and Cartel at your current level.

Why doesn't the gang job colour match what I set in the editor?

The gang job colour is always forced to match the gang's registered colour. You cannot give the job an independent colour. If you update the gang's colour, the job updates automatically.

Can a player be in two gangs at once?

No. Each player can belong to only one gang at a time.

How does the gang printer speed boost work?

The level 18 reward (Crew) or level 15 reward (Clique/Cartel) reduces the gang printer's print interval by 10%, making it produce money faster. This applies to the gang printer specifically, not personal printers.