

Gangs

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Getting Started

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

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.

Progression

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

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
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1	\$3,750,000	5	Unarrest button (all members)
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
22	\$40,515,000	40	25% bail discount (stacks ? 50% total)

23	\$45,375,000	45	Bhop Climb SWEPS (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.

Rewards

Full per-level reward and cost tables for Crew, Clique, and Cartel.

Crew Rewards (All 25 Levels)

The table below lists every reward, its level, and the exact cost to purchase that level as a **Crew**. Level 17 (Raiding Buffs) is highlighted — you must choose keypad or lockpick before you can progress past it. See **Raiding Buffs** in the Progression chapter for details.

Level	Bank Money	Credits	Reward
1	\$3,750,000	5	Unarrest button (all members)
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 entities 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 appearance 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 Cracker 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
22	\$40,515,000	40	25% bail discount (stacks ? 50% total)
23	\$45,375,000	45	Bhop Climb SWEP (gang job)
24	\$50,820,000	50	Choosable CS:GO knife (gang job)

Level	Bank Money	Credits	Reward
25	\$56,920,000	65	Exclusive weapon choice (gang job)

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

Clique Rewards (All 25 Levels)

The table below lists every reward, its level, and the exact cost to purchase that level as a **Clique**. Level 17 (Raiding Buffs) is highlighted — you must choose keypad or lockpick before you can progress past it. See **Raiding Buffs** in the Progression chapter for details.

Level	Bank Money	Credits	Reward
1	\$11,250,000	10	Unarrest button (all members)
2	\$12,600,000	10	Gang job unlocked — 4 slots
3	\$14,110,000	15	+20 armour on gang job spawn
4	\$15,805,000	15	Weed grow entities on gang job (F4)
5	\$17,700,000	15	6 gang vault slots
6	\$19,825,000	20	Gang printer unlocked
7	\$22,205,000	20	SMG on gang job spawn
8	\$24,870,000	25	Tommy Gun on gang job spawn
9	\$27,855,000	30	+2 gang job slots (6 total)
10	\$31,195,000	30	+35 armour on spawn
11	\$34,940,000	35	+2 custom rank slots
12	\$39,135,000	40	Free gang job appearance edit (one-time)
13	\$43,830,000	45	+2 gang job slots (8 total)
14	\$49,090,000	50	+1 custom rank slot
15	\$54,980,000	55	10% gang printer speed boost
16	\$61,575,000	60	+20 armour on spawn
17	\$68,965,000	70	?? Raiding Buffs — choose Keypad Cracker OR Lockpick boost
18	\$77,245,000	75	+2 gang job slots (10 total)
19	\$86,510,000	85	Gang ESP
20	\$96,895,000	95	6 gang vault slots
21	\$108,520,000	110	+2 custom rank slots
22	\$121,545,000	120	50% bail discount on all members
23	\$136,130,000	135	Bhop Climb SWEP (gang job)
24	\$152,465,000	150	Choosable CS:GO knife (gang job)

Level	Bank Money	Credits	Reward
25	\$170,760,000	175	Exclusive weapon choice (gang job)

Total: \$1,500,000,000 from gang bank + 1490 gang credits across all 25 levels.

Cartel Rewards (All 25 Levels)

The table below lists every reward, its level, and the exact cost to purchase that level as a **Cartel**. Level 17 (Raiding Buffs) is highlighted — you must choose keypad or lockpick before you can progress past it. See **Raiding Buffs** in the Progression chapter for details.

Level	Bank Money	Credits	Reward
1	\$18,750,000	20	Unarrest button (all members)
2	\$21,000,000	20	Gang job unlocked — 5 slots
3	\$23,520,000	25	+25 armour on gang job spawn
4	\$26,340,000	25	Weed grow entities on gang job (F4)
5	\$29,505,000	30	+2 custom rank slots
6	\$33,045,000	35	Gang printer unlocked
7	\$37,010,000	35	8 gang vault slots
8	\$41,450,000	40	Tommy Gun on gang job spawn
9	\$46,425,000	45	+3 gang job slots (8 total)
10	\$51,995,000	50	+50 armour on spawn
11	\$58,235,000	60	+2 custom rank slots
12	\$65,225,000	65	Free gang job appearance edit (one-time)
13	\$73,050,000	75	+5 gang job slots (13 total)
14	\$81,815,000	80	+2 custom rank slots
15	\$91,635,000	90	10% gang printer speed boost
16	\$102,630,000	100	+25 armour on spawn
17	\$114,945,000	115	?? Raiding Buffs — choose Keypad Cracker OR Lockpick boost
18	\$128,740,000	130	+2 gang job slots (15 total)
19	\$144,185,000	145	Gang ESP
20	\$161,490,000	160	8 gang vault slots
21	\$180,865,000	180	+2 custom rank slots
22	\$202,570,000	200	50% bail discount on all members
23	\$226,880,000	225	Bhop Climb SWEP (gang job)
24	\$254,105,000	255	Choosable CS:GO knife (gang job)

Level	Bank Money	Credits	Reward
25	\$284,600,000	290	Exclusive weapon choice (gang job)

Total: \$2,500,010,000 from gang bank + 2495 gang credits across all 25 levels.

Gang Features

Custom job, ranks, permissions, and recruitment.

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

Flag	Permission
g	Withdraw items from the gang vault
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.

Reference

FAQ and quick-reference info.

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.