

# 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.

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