

# 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.

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