

Groupsystem Levels

Table Of Contents

- [1 Levelsystem of Groups](#)
- [2 Permissions of Groupmembers](#)

1 Levelsystem of Groups

Groups can be leveled up to achieve a higher Groupsize or own more bases. Every Group is starting with Level 1.

| Level | Upgrade Cost | Group Size | Sub Group Size | Plotpoles Added | Plotpoles Total |
|-------|--------------|------------|----------------|-----------------|-----------------|
| 1 | 0 | 3 | 3 | 0 | 1 |
| 2 | 25.000 | 6 | 6 | 0 | 1 |
| 3 | 75.000 | 12 | 6 | 0 | 1 |
| 4 | 200.000 | 24 | 6 | 1 | 2 |

[Explanation of the Table](#)

2 Permissions of Groupmembers

| Permission | Temp | Trial | Member | Officer | Leader |
|------------------------|------|-------|--------|---------|--------|
| Permanent Group | ?? | ?? | ?? | ?? | ?? |
| Invite | ? | ? | ? | ?? | ?? |
| Kick | ? | ? | ? | ?? | ?? |
| Promote | ? | ? | ? | ?? | ?? |
| Demote | ? | ? | ? | ?? | ?? |
| Upgrade | ? | ? | ? | ?? | ?? |
| See Global Markes | ?? | ?? | ?? | ?? | ?? |
| See Private Markers | ?? | ?? | ?? | ?? | ?? |
| See Group Markers | ? | ? | ?? | ?? | ?? |
| See Ping Markers | ?? | ?? | ?? | ?? | ?? |
| See Player Markers | ?? | ?? | ?? | ?? | ?? |