

Civil Protection & Mayor

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Skill Tree

The CP skill tree lets you permanently unlock new weapons, abilities, and salary upgrades for your job. Every CP job has its own tree — Police, SWAT, and Medic each have different paths and specialisations. Progress is permanent and carries over between sessions.

How Skill Points Work

You earn skill points by playing on the server over time. Progression is time-based — roughly every **30 minutes** of playtime earns you a point, with each level requiring a little more time than the last (Level N requires $60 + (N \times 30)$ minutes total). If you want to reset your tree and reallocate your points, a respec costs **\$10,000,000**.

Respecing is expensive. Think carefully before investing points deep into a branch — unlocking a specialisation path locks out its opposing path.

Police Tree

The Police tree applies to Police Officer, Chief, and Chief Inspector. It starts with a Glock and a small salary, then branches into three directions: Detective, Frontline, and Surveillance.

Base Path — Glock, +10 speed, \$300 salary, BO2 MSMC SMG.

Detective Branch — +10 speed, \$500 salary, Deagle. From here you can go deeper into two sub-paths: **Undercover** (civilian model, camo weapon, disguise kit, tracker) or **Forensics** (\$600 salary, Raging Bull pistol, DNA kit, female officer model).

Frontline Branch — SCAR rifle, \$500 salary, +25 armour. Sub-paths: **Raider** (\$800 salary, Vector SMG, entity scanner, combine soldier model) or **Patroller** (\$600 salary, Magic Sword, Taser, combine model).

Surveillance Branch — Binoculars, CCTV monitor, Heartbeat sensor (detects players through walls on a 2D radar).

SWAT Tree

The SWAT tree applies to SWAT Officer and SWAT Leader. It starts with an M9 Beretta and branches into five specialisations. Two specialisations are opposing pairs — you can only pick one from each pair.

Base Path — M9 Beretta, +25 armour, \$600 salary, G36 rifle.

Heavy Branch — +25 armour, \$800 salary, Police Shield, M249 LMG.

Light Branch — +10 speed, \$700 salary, BHOP SWEP, BO2 MSMC.

Tactical Branch — Flashbang, Smoke Grenade (15-second cloud), Stun Charge (door-mounted charge), Binoculars.

Sniper Specialisation (opposes Juggernaut) — SWAT model, AW50, \$1,000 salary, Dragunov, Scope HUD (shows above-head player info while scoped from any distance).

Juggernaut Specialisation (opposes Sniper) — Gas mask model, Striker-12 shotgun, Juggernaut armour (+50 armour, reduced walk speed, high run speed), Ithaca M37, Chainsaw.

Movement Specialisation (opposes Hunter) — Barney model, Climb SWEP, \$1,000 salary, +10 speed, Magic Sword.

Hunter Specialisation (opposes Movement) — Riot model, Huntsman crossbow, \$800 salary, SL8 sniper, automatic criminal bounty target assignment.

Recon Specialisation — Heartbeat sensor, Drone (deployable flying camera), CCTV monitor, Enhanced CCTV (shows player outlines, names, and jobs through walls).

SWAT Medic Tree

The Medic tree applies to SWAT Medic. It starts with a USP and splits into a Combat or Passive branch.

Base Path — USP45, +10 speed, \$600 salary, MP7, Police Shield, CP ESP (see all CPs and their health through walls within 15° FOV).

Combat Branch — +50 armour, \$1,000 salary, M4A1, Mass Heal (area heal on reload), Adrenaline ability.

Passive Branch — +25 armour, \$800 salary, spawn restoration charger entities (wider FOV), Deagle, faster healing speed, Recharge Station (spawnable crate that refills HP/armour/ammo for the team).

The Medic's CP ESP on the base path means you always know where your teammates are and how much health they have — useful for coordinating during raids and lockdowns.

Arresting & Warrants

Arresting is the core mechanic of Civil Protection. You mark players as wanted, obtain warrants to search bases, and use your arrest stick to put criminals in jail. Getting this right is the difference between an effective officer and one who causes more trouble than they prevent.

Wanting Players

To mark a player as wanted, aim at them and use your arrest stick. This opens a prompt to set the reason and confirm the want. Once wanted, the player is flagged for arrest — other CP can see the status and SWAT will be assigned as their bounty hunter. You can also remove a wanted status by aiming at the player and using the stick again.

The arrest stick has a cooldown of **2.5 seconds** between uses. If you have the **Arrest Range** skill unlocked from your skill tree, this range is increased.

Only want players for legitimate reasons. Randomly wanting players without cause is considered abuse of power and is a punishable offence under server rules.

Making an Arrest

Once a player is wanted, walk up to them and use the arrest stick to begin the arrest. The player must be within range and must not be moving faster than the arrest speed threshold — if they run, they can resist the arrest. Successfully arresting a player sends them to jail for **120 seconds**. If the player had a bounty, you receive 50% of the bounty payout immediately.

If you have the **Arrest Money** skill unlocked, you earn an additional **\$500** per arrest on top of any bounty reward, as long as the player was wanted at the time of arrest.

Jail

Arrested players are sent to jail for **120 seconds**. If they die while jailed, they respawn inside the jail rather than back at their normal spawn. Jailed players can be bailed out by other players — see the Bail section below.

Bail

Another player can pay bail to release a jailed person early. The standard bail price is **\$75,000**. To bail someone out, approach the bail NPC and interact with it. You cannot bail yourself out. If the bailed player is in the same gang as you, a gang-level discount may apply to reduce the cost.

As a CP officer, you have no control over bail once a player is jailed — it is handled between the prisoner and whoever pays. Focus on keeping players off the streets long enough for bail to cost them.

Search Warrants

Search warrants are issued by the Mayor and allow CP to enter and search a player's base or property. A warrant lasts **30 seconds** from the moment it is issued. During that window, CP can legally enter the target's base to search for contraband. Once the warrant expires, you are no longer authorised to be inside — leaving immediately is expected.

Warrants must be requested through the Mayor. The Mayor controls who gets warranted and when — coordinate with them on voice or in-game chat to get warrants issued quickly during active raids.

Entering a base without a valid warrant is illegal under server rules regardless of what you suspect is inside. Always have a warrant before breaching.

Reduce Arrest Time Skill

The **Less Arrest Time** skill, available in the CP skill tree, reduces the base 120-second jail duration for players you arrest. If you are processing high volumes of arrests, this can help keep things moving — though it also means criminals get back on the street sooner.

Mayor

The Mayor is an elected government role that sits above the rest of the CP force. As Mayor you manage city funds, upgrade police capabilities, set tax rates, issue warrants, and control the lockdown. You are not a frontline officer — your power is administrative, and using it well makes the whole CP team stronger.

Accessing the Mayor Menu

Open the Mayor menu by pressing **F7** or typing **!mayor** in chat. All your controls are in this menu — city funds, upgrades, taxes, warrant management, and officer bonuses.

City Funds

The Mayor manages a city treasury that is separate from your personal money. The city starts with **\$5,000** and a default maximum of **\$25,000**. You can expand the maximum capacity by purchasing the **Storage of City Funds** upgrade (see Police Upgrades below). The treasury passively earns between **\$2,500 and \$5,000** every **5 minutes**. You can withdraw up to **\$10,000** per session and deposit up to **\$25,000** per session.

City funds persist between Mayors — if the previous Mayor banked money into the treasury, you inherit it. Spend wisely and invest in upgrades that benefit the whole force.

Police Upgrades

Upgrades are purchased from city funds and apply to all CP officers on the server immediately. Each upgrade has two levels.

Police Equipment — Gives CP officers additional weapons. Level 1 (\$50): AR2 and crowbar. Level 2 (\$200): RPG and crowbar.

Police Salaries — Increases salary payout for all CP. Level 1 (\$500): +\$100 per payout. Level 2 (\$1,000): +\$200 per payout.

Police Protection — Increases default armour for all CP. Level 1 (\$500): +100 armour. Level 2 (\$1,000): +200 armour.

Police Health — Increases default health for all CP. Level 1 (\$500): 125 HP. Level 2 (\$1,000): 150 HP.

Storage of City Funds — Expands the treasury cap, allowing you to bank more money and fund larger upgrades. Five levels available, ranging from \$25,000 cost (cap: \$50,000) up to \$200,000 cost (cap: \$300,000).

Tax System

As Mayor you can set a salary tax rate on any job, from 0% up to **100%**. Tax is deducted from each salary payout — if a player earns \$500 per tick and you have set a 20% tax, they receive \$400. Tax revenue goes into the city treasury. Some jobs are tax-exempt by default — Gangsters cannot be taxed regardless of your settings.

Setting extremely high taxes makes citizens angry and can get you voted out or result in a raid on the mayor's office. Balance revenue with player goodwill.

Officer Bonuses

You can award a direct cash payment to any individual CP officer at any time. Bonuses range from **\$100 to \$100,000** per award, with a **10-second cooldown** between each payment. Use this to reward officers who make big arrests or perform well during raids.

Firing Officers

The Mayor can remove CP officers from their job with a **10-second cooldown** between each dismissal. Use this to remove officers who are abusing their power or acting against city interests. This is a significant power — use it only when genuinely necessary.

Warrants

Only the Mayor can issue search warrants. A warrant authorises CP officers to enter and search a specific player's property. Warrants last **30 seconds** from the moment of issue. Coordinate with your officers — they need to be ready to breach the moment you issue the warrant so the time window is not wasted.

Lockdown

The Mayor can initiate a city lockdown. During lockdown, citizens are expected to stay indoors and off the streets — CP can enforce this. There is a cooldown of **120 seconds** between lockdowns. Use lockdowns during active criminal emergencies, not as a routine tool.

Mayor Catalog

The Mayor can purchase special entities from the city catalog using city funds. Available items include a **Leaderboard** (up to 2, costs \$5,000 each) and **Trashcan** entities (up to 3, costs \$2,000 each) which can be placed around the city. Trashcans spawn random reward items for citizens who interact with them.

As Mayor, your most impactful actions are the Police Salaries and Protection upgrades — a well-equipped, well-paid force is far more effective than one operating on base stats.

Bounties

The bounty system automatically places a bounty on any player who becomes wanted. The bounty grows as the criminal accumulates more money, meaning a wealthy criminal who evades arrest for a long time becomes an increasingly valuable target. SWAT officers are automatically assigned as the bounty hunter for each wanted criminal.

How Bounties Grow

A bounty is calculated as a percentage of the wanted player's current money. The bounty updates every **30 seconds** to reflect their current balance — if a criminal is making money while evading arrest, their bounty grows with it. The bounty is capped at **\$15,000,000** regardless of how much money they have.

Consequences for the Wanted Player

Arrested — The player loses **10% of their total money**, capped at \$15,000,000. This money is distributed to the arresting officer and the government pool.

Killed while wanted — The player loses **3% of their total money**, capped at \$15,000,000. This is distributed to the player who killed them and the government pool.

If you are wanted, avoid getting killed. 3% might sound small but on a large balance it is still hundreds of thousands of dollars lost. Getting arrested costs even more at 10%.

How the Payout is Split

When a bounty is paid out, the money is split three ways: **50% goes to the arresting officer or killer**, **25% is split among all other CP officers and the Mayor** (the government pool), and **25% is removed from the economy entirely**.

As an example: a wanted player with \$2,000,000 gets arrested. They lose 10% = \$200,000. The arresting officer receives \$100,000, all other online CP and the Mayor share \$50,000 between them, and \$50,000 is removed.

Even if you are not the one making the arrest, you still receive a share of every bounty payout as long as you are on the server and playing as CP or Mayor. Staying active pays off.

SWAT Bounty Hunter Assignment

When a player becomes wanted, the system automatically assigns a SWAT officer as their designated bounty hunter. The hunter is chosen randomly from online SWAT. The wanted player is notified who their hunter is, and the SWAT officer is given the target's name, job, and bounty amount on their HUD. If the assigned hunter disconnects or switches off SWAT, a new hunter is assigned immediately. If no SWAT is online when a player becomes wanted, the assignment happens automatically when the first SWAT officer joins the server.

SWAT officers with the **Hunter Specialisation** skill unlocked automatically receive criminal targets to hunt down, integrating directly with this system.

HUD Indicators

Wanted players see their current bounty amount and the arrest/death penalties in the top-right corner of their screen. The bounty figure pulses as a warning and updates every 30 seconds. Other players can see a bounty marker above the wanted player's head when within **1,000 units** — it shows the bounty amount in red above their name. SWAT officers with their target assigned see a dedicated bounty HUD panel showing the target's name, job, and bounty.

CP officers with the **Wanted Markers** skill unlocked from the skill tree can see a visual indicator on all wanted players, making them easier to track in a crowd.

Bounties below **\$1,000** are not displayed to other players — the marker only appears once the bounty reaches a meaningful amount.

Bounties do not disappear when a wanted player is killed — they are cleared only when the player is formally unwanted by a CP officer, or when they are arrested and serve their time.