

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.

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