

# Civil Protection

As a Civil Protection officer you earn money through a combination of salary, drug confiscations, bounty payouts, and arrest bonuses. The more actively you police the server, the more you earn — a busy CP who arrests wanted players and breaks up cocaine operations can easily out-earn their base salary many times over.

## Base Salary

All CP jobs receive a salary paid out at regular intervals. Your base salary depends on your job and any skill tree upgrades you have equipped. Police start at **\$300** per payout and SWAT start at **\$600**. Investing in your skill tree can increase your salary up to **\$1,000+** per payout on SWAT. The Mayor can also award bonus payments directly to individual officers.

## Drug Arrests & Confiscations

Cocaine is where the real CP money is made. When you deal with a cocaine supplier you earn cash in one of two ways depending on how you stop them:

**Arrested** — You receive **100% of the cocaine's total value** in cash. All packs are seized. At \$17,000 base price per pack, arresting someone carrying 25 packs pays out up to **\$425,000** in a single arrest.

**Killed while wanted** — You receive **50% of the cocaine's total value** in cash. The packs are removed. This is still a substantial reward — 25 packs at base price nets you **\$212,500**.

All other CP officers on the server receive a small cut of every confiscation automatically — 5% of the total confiscation amount is split among the rest of the force. You earn from your teammates' arrests too.

If you have the **Confiscation Bonus** skill unlocked, your payout is further increased by 10%, 20%, or 30% depending on how many tiers you have invested. This applies to all drug confiscation events.

## Bounty Payouts

Wanted players accumulate a bounty based on their crimes. When you arrest or kill a wanted player, the bounty is split as follows: **50% goes to you** as the arrester or killer, **25% is distributed to the government** (all CP and Mayor, excluding you), and **25% is removed**. Bounties are capped at **\$15,000,000**, so a fully-stacked criminal can be worth millions to bring in.

Bounties grow when wanted players commit crimes — **10% of their money** is added to their bounty on arrest, and **3% of their money** is added on each death. The more a criminal gets away with, the bigger the payout when you finally catch them.

## Arrest Bonus Skill

If you have the **Arrest Money** skill unlocked in your skill tree, you earn an additional **\$500 per arrest** on top of any bounty or confiscation payout, provided the arrested player was wanted at the time.

## Mayor Bonuses

The Mayor can award a direct cash bonus to any individual CP officer at any time. Bonus amounts range from **\$100 to \$100,000** per award, with a 10-second cooldown between each. If you have a generous Mayor on shift, it

is worth staying active and visible.

The most efficient way to earn as CP is to target cocaine suppliers. A single arrest of a supplier carrying a full load can pay out more than an entire session of salary alone.

## Other Police Guides

This page covers income only. For everything else about playing as CP, see the dedicated sections below:

[CP Skill Tree](#) — Unlock salary upgrades, confiscation bonuses, arrest range, wanted markers, and more.

[Arresting & Warrants](#) — How to want, warrant, and arrest players. Using the arrest stick correctly.

[Mayor](#) — How the Mayor role works, tax controls, salary upgrades, and bonuses.

[Bounty System](#) — How bounties accumulate on criminals and how payouts are calculated.

---

Revision #1

Created 2026-05-14 09:58:20 UTC by Noseian

Updated 2026-05-14 10:06:18 UTC by Noseian