

POLLUXIAN LABOUR CODE



Table of content

TITLE ONE: WAGES AND REQUIREMENTS.....	3
ARTICLE 1: POLICE DEPARTMENT.....	3
ARTICLE 2: MAINTENANCE.....	3
ARTICLE 3: HOSPITAL.....	3
ARTICLE 4: CITY HALL.....	4
ARTICLE 5: MINING AND FACTORY.....	4
ARTICLE 6: SCIENCE.....	4
ARTICLE 7: CIVILIAN & MISC.....	5
TITLE TWO: PROCEDURES AND PRICES.....	6
ARTICLE 1: ALERT LEVELS.....	6
Section A: Green:	6
Section B: Blue:.....	7
Section C: Red:	8
ARTICLE 1: POLICE DEPARTMENT.....	9
Section A.1: Standard Operation Procedure	9
Section A.2: Arrests and Searches.....	9
Section A.3: Use of force Continuum.....	10
Section A.4: Booking Procedures.....	12
Section B.1: Forensics, Prosecutors Procedures.....	13
Section B.2: Armory Access and Alert Levels.....	13
ARTICLE 2: JUDICIAL.....	14
Section A: Polluxian Criminal Law Procedures.....	14
ARTICLE 3: SCIENCE.....	14
Section A: Human Research.....	14
ARTICLE 4: HOSPITAL	15
Section A.1: Medical Care Prices.....	15
Section A.2: Medical Care Price Reductions.....	15



TITLE ONE: WAGES AND REQUIREMENTS

ARTICLE 1: POLICE DEPARTMENT

Profession	Hourly Income	Age Requirement
Chief of Police	400	40
Prison Warden	95	28
Detective	85	25
Police Officer	40	23
District Prosecutor	100	28

ARTICLE 2: MAINTENANCE

Profession	Hourly Income	Age Requirement
Maintenance Director	330	40
Maintenance worker	50	18

ARTICLE 3: HOSPITAL

Profession	Hourly Income	Age Requirement
Chief Medical Officer	540	40
Doctor	80	32
Paramedic	80	22
Chemist	60	30
Psychiatrist	40	35
Medical Intern	26	26

ARTICLE 4: CITY HALL

Profession	Hourly Income	Age Requirements
Mayor	420	45
City Clerk	300	25
City Hall Secretary	170	18
City Hall Guard	90	25

ARTICLE 5: MINING AND FACTORY

Profession	Hourly Income	Age Requirements
Factory Manager	150	23
Factory Worker	20	18
Miner	20	18

ARTICLE 6: SCIENCE

Profession	Hourly Income	Age Requirements
Research Director	340	40
Scientist	90	32
Xenobiologist	90	35
Roboticist	90	35
Research Assistant	15	22

ARTICLE 7: CIVILIAN & MISC

Profession	Hourly Income	Age Requirements
Judge	350	40
Defense Lawyer	100	24
Chaplains	20	18
Sanitation Technician	18	18
Barber	17	18
Journalist	16	18
Bartender	15	18
Chef	15	18
Botanist	15	18
Civilians	5	18

TITLE TWO: PROCEDURES AND PRICES

ARTICLE 1: ALERT LEVELS

Section A: Green:

Should be active when :

Everything is considered normal, no major incident is happening.

Global Procedures:

Authorized firearms should remain concealed, both for civilians and the police
IDs are not mandatory to be worn on display, outside of secure areas.

Police Procedures:

Any officer discharging their firearm for any reason is expected to write up an incident report on the arrest or incident, detailing when the weapon was fired, why, at who, and how many rounds were fired.

Warrants are mandatory for all searches and arrests, except in the specific cases listed in "Arrests & Searches" in Pollux Law

Section B: Blue:

Should be active when:

A high-risk situation presents itself to the citizens (ie: *a Capital Crime was committed and the suspect is on the loose or Civil Unrest*)

Global Procedure:

Civilians should keep their firearms concealed, Law Enforcement is allowed to have them on display on their armor.

IDs are mandatory to be on display, any officer can demand that a citizen presents their ID for confirmation, failure to comply can result in i211(*Failure to Produce Identification*) charges being raised.

Weapon Permits are not allowed to be given out during Code Blue, nor are weapons allowed to be ordered for non-law enforcement units.

Police Procedures:

Any officer discharging their firearm for any reason is expected to write up an incident report after the code is lowered from Blue

Warrants are still mandatory for arrests and searches, except in the specific cases listed in "Arrests & Searches" in Pollux Law . SOP must still be followed for arrests.

Synthetics Procedure:

During code blue, all Synthetics are to be accompanied at all times by their owner or handler. Synthetics without a handler are to head to a designated safe zone, as specified by the Mayor.

Section C: Red:

Should be active when:

A large-scale threat is on-site (ie: *a Mass Murderer, City-wide Unrest etc...*)

Global Procedure:

During Code Red law enforcement or government personnel will designate a public location as a **safe zone**. Any Civilian travelling outside of the designated **safe zone** is liable to be apprehended on the spot for Reckless Endangerment(i217)

Non-Government Employed Civilians are not allowed to carry firearms. Firearm owners should hand the weapon in to local law enforcement for storage until the situation has been resolved, store it in a secure location or remain armed and in the current building, while informing local law enforcement on their location and their weaponry. Failure to comply with any of the previously mentioned options will result in the owner being charged as if he did not have a permit.

IDs should be on display at all times and faces should not be covered or obscured without a proper reason, failure to comply with a request to present an ID will result in i211 and i201 or i217 charges being levied against the suspect.

Civilians should comply with all requests from local law enforcement or government personnel unless said requests would needlessly endanger them, failure to comply can result in i216 charges being levied against the suspect.

Police Procedures:

Warrants are not mandatory during a code red situation, but they should be properly authorized once lowered to code blue or green.

Law Enforcement does not need to strictly follow the arrest SoP during a code red situation, allowing them to disable and secure any suspect out on the street on sight.

Military support should be requested by the Mayor or the Chief of Police if the situation is deemed too dangerous for local law enforcement to handle on their own, as agreed through a majority vote from the City Council.

Proper channels should be used to request support, first by contacting dispatch officer via communications console or fax machine and then awaiting a verdict on the request, failure to comply with these procedures will result in the paycheck of everyone involved being docked and potential demotions.

Synthetic Procedures:

All Synthetic Constructs are to report to a designated safe zone, be it the same one as all other civilians, or a separate one as chosen by the Mayor.

ARTICLE 1: POLICE DEPARTMENT

Section A.1: Standard Operation Procedure

The standard operating procedure is a list of protocol that you follow once you are making an arrest. Assuming you have a suspect that you wish to apprehend, make sure these are followed correctly in this order.

- **Firstly, a crime is reported.** You speak with the person who has reported it and obtain all possible information.
- **Second**, severity and determine what you can do. Determine the severity of the crime. If a murder is reported without evidence, you're still able to speak with the suspect without a warrant. If petty theft is reported, you may need actual evidence.
- **Third**, evidence. Ask for witnesses, talk to the detective about forensic assistance, or something similar. You are bound by your own procedure, and can't just barge in without evidence and arrest someone.

Section A.2: Arrests and Searches








A warrant listing the charges (in case of arrest) and the name of the person (or area) that is to be arrested or searched, signed by the 'judge or magistrate' is required in order to search or arrest a person or search an area on Pollux ground. A warrant 'must' be presented if requested by the subject of arrest or search or by the responsible for the area that is being searched.






The need for a warrant can be circumvented if specific conditions are met:

- An arrest can be conducted without a warrant if an officer personally witnessed a person committing a crime or if an officer has sufficient reasons to believe that failure to take action will cause serious harm to life or property
- A search can be conducted without a warrant if an officer personally witnessed restricted items being stashed on the person or in the area being searched or if an officer has reason to believe that failure to act will cause serious harm to life or property
- No warrant is required to search a public area
- No warrant is required to search a person who is under arrest

Failure to comply with a lawful order of a police officer or interfering with a lawful arrest or search can be charged with Obstruction of Justice under Pollux law.

Section A.3: Use of force Continuum

Step 1	<p>Verbal:</p> <p>Talk to the suspect first - gauge their responses - attempt to get them to cooperate peacefully with you without resorting to a fight. It might just be a misunderstanding, or they could be willing to come in for an interview. If your suspect has been reported to have a weapon and is suspected of harming others but is not actively doing so, instead of shooting them due to them being a potential threat - it's better to aim your gun at them and try to get them to surrender. Don't do this if your suspect is a suspected of a petty crime and is not showing any physical threat or running away as it's excessive.</p> <p>Ask an eligible warrant authorizing officer; the Judge, Prison Warden, Chief of Police or Mayor. (in this chain of order, depending on who is available) for a warrant to be put up.</p> <p>Present your warrant. </p> <p>•Note: Warrants are not needed if the suspect has shown to be an active physical threat to others or is currently attacking. •Note: If there are no eligible warrant authorizing officers, police officers may arrest without warrants but must ensure they read out the charges to prisoners once apprehended.</p> <p>Exceptions:</p> <ul style="list-style-type: none">•If the suspect is actively hostile and dangerous to you or others: Move to Phase 2.•If the suspect is running away from you: Move to Phase 2.•If the suspect has verbally professed that they will not surrender: Move to Phase 2.•If the suspect is in a group of people who are hostile: Move to Phase 3.
Step 2	<p>Non-Lethal:</p> <p>If the suspect refuses to surrender, you can use minor force such as a flash, stun baton, or a pepper-spray to disable them. If they are running away and cannot be stopped with a melee weapon - you are permitted to move onto taser guns. Taser gun usage is also permitted if the suspect draws a weapon and needs to be disabled as soon as possible to prevent harm to officers.</p> <p>Allowed weapon types:      </p> <p>Exceptions:</p> <ul style="list-style-type: none">•If the suspect is in a group of people who are aiding them evade arrest which makes engaging risky, or there are multiple suspects in a group. Move onto step 3.•If the suspect is immune to stun weapons due to reflective armor, drugs, or any other situations where a taser will not work or any weapons you have that are non-lethal because of physical limitations. Move onto step 3.•If the suspect is actually an mal-lawed/emagged/malfunctioning AI or cyborg. Move onto step 4 and make sure the science department or City Council is involved/informed (unless they are in on it too or absent.)•If the police officer does not have a suitable weapon* to perform this arrest and cannot retreat and/or call for backup because the suspect is <i>actively</i> endangering life of the officer themselves or civilians in the immediate area by chasing them down with the intent to injure or kill. Move onto step 3. <p>*IE: Weapon ran out of charge. Weapon was misplaced or damaged. Police officer arrived on shift to a scene and was not geared up. Weapon stolen. etc. Please do not deliberately avoid or rid yourself of stun weapons to excuse use of escalated force.</p>

Step 3	<p>Escalated Force:</p> <p>If the suspect is resisting arrest with some kind of physical invulnerability, IE: has eye protection, is on drugs or have some armor or physical resistance that make them immune to taser stuns.</p> <p>EMPs may be used to disable cyborgs that are non-hostile but shown to be breaking laws (unless they have a form of EMP protection), cars, and mechas. This is damaging to them, so don't do this unless you really need to. Also affects FBP's.</p> <p>If the suspect(s) are in a group and actively hostile, you can use the non-lethal methods along with use of a flashbang to disable them from swamping, especially if you're outnumbered. Ensure you call for backup as well.</p> <p>Careful not to use these too leniently and make a good decision call on where you activate these, as it can also harm innocent civilians and fellow officers in the area. Flashbangs will harm anyone without eye protection in the area, EMPs will stop electronic hearts and can injured FBP officers and civilians alike.</p> <p>Allowed weapon types:  </p> <p>Exceptions:</p> <ul style="list-style-type: none"> •If the suspect is in a car, vehicle, or mecha and cannot be easily detained because they are on a chase and using weapons/running people over: Move to Phase 4. •If the suspect is actively hostile cannot be detained with these due to solid reason: Move to Phase 4.
Step 4	<p>Lethal Force:</p> <p>Lethal force is allowed during situations where martial law or code red has been declared OR people have physical protection that makes them immune to non-lethal methods, or if the officer has run out of non-lethal options and must defend their own lives (cannot escape or call for backup, or vulnerable civilians that cannot be protected in area are there).</p> <p>This is a last resort. Lethal force is not an authorized execution.</p> <p>Allowed weapon types:   </p> <p>(any type) (Or hand-to-hand combat/physical force if no weapon available.)</p> <p>Lethal force includes the use of extreme physical force, laser, and ballistic guns predominantly. Synthetics can be disabled with an ion gun if they are hostile.</p> <p>Regarding vehicular arrests: If the suspect is driving a vehicle and is causing harm to others by running others over or are firing a weapon from the vehicle which makes them difficult to hit, you may use escalated force by shooting the car or driver. A good way to leave yourself invulnerable to being run over in car chases is to take a police car from the police station to chase after them - they are faster and have more armor against attack than a regular car.</p> <p>Ideally shoot the the suspect's moving car if possible (usually takes 4-5 shots) or the driver if they are shooting a ranged weapon to ensure that they do not harm you or other civilians/officers. This will likely harm and stun the passenger if the vehicle is damaged, but do what is necessary to perform the arrest.</p> <p>Once your suspect is down by lethal force: If you have rendered your suspect incapacitated; do not continue using the lethal force weapon until their death, instead, handcuff them and call for backup from both the police force and medical. If a hostile suspect dies as a result of <i>proper escalation</i> by lethals, police officers aren't liable to manslaughter charges unless SOP has been broken.</p> <p>Do not prevent the hospital staff from treating or reviving the injured/dead prisoner - you are allowed to enter the hospital to supervise them, take the prisoner's weapons away (for evidence) and handcuff them while they are receiving treatment and to prevent escape once they have been revived.</p> <p>Do not tamper with anything that could be considered evidence has this could be tried against you relating to a manslaughter charge.</p>

Section A.4: Booking Procedures

Note: These are general guidelines, depending on the offense committed the procedure may change, make sure to read TITLE ONE, ARTICLE 2 of the Penal Code to know how to proceed.

Step 1.	Notify: Let your fellow officers over the police radio so they know what has happened at the scene. IE: Notify them the suspect has arrested and you're bringing them down. Notify the detective (if he's not down there already) that there's evidence at the scene.
Step 2.	Search: Bring down your suspect to the processing room in the Police Station. Using your gloves, check for signs of contraband and any evidence they may have - if things are found, give it to the detective (or leave in evidence room) for investigation.
Step 3.	Arraign For i3xx and i4xx Offenses, inform the Judge and prosecutor that you have a suspect that needs arraigned, and bring them to the courthouse. Here they may plea guilty or not guilty to the crimes, and the Judge will determine holding status.
Step 4.	Prepare: If the suspect has requested a lawyer, place them into a holding cell and notify the District Prosecutor that the arrested person has opened a case. Ensure that the COP, prosecutor, and involved officers are aware of this. In the holding cell, the arrested suspect is still entitled to food, basic living needs, and healthcare while in the cell. Trial proceeds accordingly.
Step 5.	Punish: If the suspect has confessed to the crime, or after trial the Judge finds them guilty bring them to the Warden's processing desk so the Warden can issue proper punishment. If the suspect has no money or refuses to pay, the Warden can offer them community service. If they refuse that, take them to the crime's allotted cell time and slap them in the cells - this is a last resort and never a first option.

Section B.1: Forensics, Prosecutors Procedures.

The following procedure shall be added to all Law Enforcement Agencies on Pollux, to better define, restrict and clarify specific situations and what is to occur during them.

1) Forensics Team

- All Forensics Personnel are authorized to perform arrest, as they are considered to be Police Officers.

2) District Prosecutors

- The role of District Prosecutors, in regards to law enforcement, shall mainly involve the following duties:
 1. To represent the local Police Department and the Government of Pollux in a legal dispute, when applicable.
 2. To confirm and ensure that the proper charges are being issued against felons. Should a charge be improperly applied, you should do your best to ensure that the situation is corrected.

Section B.2: Armory Access and Alert Levels

Armory equipment is to be restricted on a code level-based basis, in the following manner

- 1) **Code Green:** Will only authorize the requisition of a .45 Pistol from the armory, to be used as a sidearm for emergencies.
- 2) **Code Blue** will authorize the requisition of energy pistols, EMP weaponry and specialized armor [*Riot, Bullet proof, EOD and Bomb suits, Tactical and Ablatives*].
- 3) **Code Red** will authorize the requisition of all armory equipment to handle the situation
- 4) All Armory Requisition attempts are to be handled by the **Warden** or if they are not present, **the Chief of Police**. The Chief of Police has the final say on authorizing or denying the requisition, as long as it follows the above listed guidelines.

ARTICLE 2: JUDICIAL

Section A: Polluxian Criminal Law Procedures

The Criminal Law Procedures can be found by clicking here: [PCLP](#)

ARTICLE 3: SCIENCE

Section A: Human Research

Experimentation on human beings are legal and permissible as long as it follows the following procedures:

1. Applicant for human testing must be eighteen years of age or older to participate, but can be no older than seventy years of age
2. Applicants must pass a psychological evaluation and a drug screening witnessed by the Chief Medical Officer
3. Information regarding the tests, trials and research studies may be withheld from applicant. The results must also be kept confidential to the general public at the establishment's discretion, however all results must be shared with the participant. Breach of confidentiality may be addressed in civil court.

Any individual participating as a subject of human experimentation has the right to be compensated monetarily, at a rate agreed upon between the experimenter and the subject before the research begins.

Income gained through compensation paid for participation in human experimentation shall be tax deductible.

ARTICLE 4: HOSPITAL

Section A.1: Medical Care Prices

Treatment	Price in credits
Oxyloss, Toxin, Burns, Brute under 50 ticks	60
Oxyloss, Toxin, Burns, Brute over 50 ticks	80
NanoMed Vended Items	150
IV Drip	250
Body Scan	50
Sleeper	300
Cryo Cell	350
Bone Repair Surgery	700
Organ Repair Surgery	800
Internal Bleeding	700
Organ Replacement	2000
Limb Replacement	1750
Facial Reconstruction Surgery	500
Stasis Bag	150
Defibrillator	250
Genetics Treatment	2000
Therapy Session	150

Section A.2: Medical Care Price Reductions

Council Members (*Mayor, Chief of Police, Chief Medical Officer, Research Director, Maintenance Director*) have a free Medical Care.

Dangerous job workers (*Police Officers, Detectives, Firefighters, Miners and Factory Workers*) have a 50% discount on Medical Care.