

ARREST ACT OF THE IMPERIUM

Occupied Toulouse • issued by Aleczaender, 9 October 2026 • in force at once

1. Who may arrest

In Toulouse the game gives arresting powers to three teams only: **Gendarmerie**, **Police** and **Inquisition**. Nobody else cuffs, searches, books or issues warrants. From the day his division's course is in place, no officer uses these powers before he has passed it. Commandants of the three arresting divisions draw up the course, the list of trained officers and the supervisor roster within 24 hours of this act and send them to the Legate.

2. The arrest, step by step

- Grounds.** You saw the crime yourself, or the man carries a warrant. The crime must be on the list in section 3. No listed crime, no arrest.
- Cuff him:** **H**. **Grab him:** **G** (he is held in front of you). **Search him:** **F**. He is asked for consent and has 10 seconds; if he refuses, **O** overrides. Let go with **Y**, uncuff with **U**.
- Transport.** Holding him, stand at a free seat of an unlocked car and press **Z**: he is put in. **G** on him takes him out again. Or walk him in.
- Book him at your station's desk** (section 5). At the booking computer: **E** opens the arrest form, **L** a labour sentence. Pick his charges (at most three) and write the **arrest report** in the description box: what he did, where, who saw it. Confirm. His time is the sum of the charges, never more than one hour. The record is permanent and the arrest is posted to your division's arrest log on Discord.
- Tell him his rights.** Type in chat: *"You may appeal this arrest to the Judicial Ministry at judiciary.zaenderism.com."* An arrest without this line is incomplete.
- Minor crimes:** **K** on a free man writes a citation (a fine) instead of an arrest. Fines are paid at the Police station desk.

3. Crimes, jail time and fines

Crime	Jail	Citation fine	Crime	Jail	Citation fine
Treason	60 min	arrest only	Kidnapping	15 min	arrest only
Murder	35 min	arrest only	Rioting	15 min	350
Arson	20 min	arrest only	Theft	10 min	500
Assault	15 min	750	Trespassing	5 min	250
Robbery	15 min	arrest only	Vandalism	5 min	250
Evading arrest	15 min	500	Three charges at most, one hour at most. Leaving the game in cuffs is booked in his absence.		

4. Warrants

- **Police warrant.** At the booking computer press **T**. Name the man, the crime, the reason and how long the warrant stands. He is marked wanted and any officer of the three teams may arrest him on sight. Take it off at the same desk when it is served or was wrong. A warrant with no witnessed crime behind it is abuse.
- **Judicial warrant.** A judge of the Judicial Ministry signs it at the bench in the prison courtroom or at judiciary.zaenderism.com/warrants. The wanted man carries a WARRANT marker that every officer sees within 70 studs. Open it: the law broken, the time set, the judge's instructions, the evidence and where he is. Arresting him applies the judge's time and serves the warrant. Only a judge revokes it.

5. Stations: where each division books

Division	Booking desk	Prisoner goes to
Gendarmerie	Police station, booking room computer	the Prison
Police	Police station, booking room computer	the Prison
Inquisition	its own desk in the Inquisition cellar (the Police desk also works)	the Inquisition cellar, always



The Police station on the square. Gendarmerie and Police book here; the courtyard garage is behind it.



The booking room inside the station. Stand at this computer: Arrest, Labour, Warrants and Personnel appear on it.



The Prison from above. Upper block: the cells (28 cells, 3 solitary). Lower yard: forced labour (the belt is the black strip). The courtroom with the judge's bench is in the same compound. Every man booked at the Police desk lands here.

6. Supervision

If an officer senior to you from your own division is on the server, call him in chat before you book: the man's name and the charge. He confirms or stops the arrest. If nobody senior is on, book and report. The commandant names in his course who counts as a supervisor.

7. Appeal, wrongful imprisonment and abuse

Every arrested man may appeal at the Judicial Ministry (judiciary.zaenderism.com). An officer whose arrest is found wrongful can be **sued for wrongful imprisonment** by the man he jailed; the Ministry's judgement binds the officer and his division.

A wrongful arrest made in good faith: the sentence is voided and the officer loses his arresting powers until he retakes the course. **Abuse** (an arrest with no listed crime, jailing for personal reasons, a warrant with nothing behind it, booking without a report) is a **permanent ban from the game. It cannot be appealed.**

8. Commandants

Within 24 hours: the training course, the trained list and the supervisor roster, to the Legate. A commandant who fails to put this in place is liquidated.

AVE!