



The following article is currently NOT APPROVED for in-character usage. Hugs & Kisses, Sigma Char

# Precinct House



The Precinct House of the [National Police Force of Nepleslia](#) is a veritable citadel. While each individual house may have a different shape and outward appearance, all of them meet the same exacting standard. The outer walls are lined on the inside with [Nerimium](#) armor plating and SynAraS padding to protect the occupants from all known forms of physical attack. The roof and outer walls have pressure sensors to detect intruders. All entrances and windows leading into the building can be sealed using blast doors that slide into place. Small and inexpensive [Ze-J1 "Jimmy" Combat Robot](#) robots patrol its corridors and exterior premise as a deterrent against attack. Windows are made of bullet-resistant glass. Underground outer walls are made of concrete with nerimium sandwiched in the middle to prevent tunnelers.

All of this protection is because NPF precinct houses have, historically, been targeted by gangs and other groups looking to vent their anger and frustrations. Many of the larger gangs are especially covetous of the large arsenals of modern weaponry and contraband within each precinct house. If they could crack that hard shell, they would have access to military-grade weapons and equipment. Though this plan is not very realistic, it has not stopped the drunken, drugged-up gangers across the Imperium from giving it a go.

For the more intellectual criminal, every precinct house holds a wealth of information and network access codes that would be very lucrative on the black market. This means that precinct houses must also sport a strong and adaptive electronic defensive system. Though nowhere near as good as the military's [ACE](#) system, the NPF must rely on the older [Precipice](#) system for security, And often complimented with various screens and projectors throughout the entirety of the precinct house to allow the AI to display information on the walls in real-time and in person.

The interior design of every precinct house differs, Though usually follow a pattern. Most houses have a welcome and processing area on the ground floor. Upper floors are usually administrative offices, conference rooms and temporary living quarters for officers working through the night. The roof is clear of all but antenna and such equipment to make room for a flat landing pad for small craft. Underground levels are for garages which lead to the surface, Contraband Vaults, Officer training areas, and prisoner quarters before they are transferred to a proper prison facility or released.

In the event of invasion or emergency each precinct house is required to stock through contraband and its own armory enough weaponry, Equipment, And supplies to supplant at minimum *one quarter* of their precincts fighting age occupants to ensure the survival of the structure and territory until relief efforts arrive to augment the defenders or relive them.

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=faction:nepleslia:police:precinct\\_house](https://wiki.stararmy.com/doku.php?id=faction:nepleslia:police:precinct_house)

Last update: **2023/12/21 04:24**

