

Bretonia Police

Table Of Contents

- [1. DESCRIPTION](#)
- [2. TYPE](#)
- [3. HQ](#)
- [4. ARMAMENTS](#)
- [5. ALLIES](#)
- [6. ENEMIES](#)
- [7. BASES](#)

1. DESCRIPTION

Officers in the [Bretonia Police Authority](#) are well-trained, well-armed, and widely considered to be a bastion of incorruptibility.

2. TYPE

Bretonia Security

3. HQ

[Planet New London](#) - [New London](#)

4. ARMAMENTS

- Tachyon weapons (strong vs. Molecular, weak vs. Positron)
- Positron shields

5. ALLIES

- Bretonian Corporations (except [Gateway Shipping](#))
- [Bretonia Armed Forces](#)

6. ENEMIES

- [Mollys](#)
- [Gaians](#)
- [Outcasts](#)
- [Corsairs](#)
- [Lane Hackers](#)

7. BASES

Aberdeen Border Station	Edinburgh
BPA Newgate	Manchester
Durham Border Station	Leeds
Ghats Prison	Neophobos
Ice Palace	Sea of Shadows
Karnak Prison	Vega
Kingston Border Station	Manchester
Liverpool Border Station	Manchester
Mostar Dock	Wheel of Sirius
Orion Outpost	Oasis
Peris Station	Vega
Planet Aventin	Vega

[Planet Blood](#)

[Planet Cambridge](#)

[Planet Leeds](#)

[Planet New London](#)

[Severn Station](#)

[Station Hope](#)

[Custodian](#)

[Cambridge](#)

[Leeds](#)

[New London](#)

[Nephele](#)

[Tarsus](#)