New ACC Battle Venues:

1. Outer Rim Region, Planet Garnib - Garnib Crystal Mine Shafts

The mine shafts are cut directly through the glaciers that make up the surface of Garnib into the bedrock where the crystals are located. The mine shafts can be hazards themselves. Older mines might be condemned due to melting glaciers causing them to be filled with water. In active mines there are lights running the sidewalls illuminating the way down deeper into the mine. Support trusses keeping the mine shaft from collapsing will be found evenly spaced throughout the shaft. The trusses will be wood in older shafts and metal in newer ones. Older mine shafts might have faulty lighting causing impromptu outages. Mixing a watery glacial environment and old lighting sources could lead to electrocution hazards. Hazardous gasses can also cause death in mines. Pockets of gasses such as hydrogen sulfide can poison and pockets of natural gas can lead to explosion.

There will be a wide variety of mining equipment found in these crystal mines. Equipment can range from excavation equipment to explosives. Large excavation diggers and drivable machinery will be located on the surface at the mine opening. Inside the mine shaft will be handheld equipment such as drills, circular saws, pickaxes, and hammers. Also in the mine shafts will be explosives. These explosives are called mining charges. They detonate when they receive a signal from the surface.

There is also transportation to and from the surface of the mine. The transportation will vary depending on purpose. Some vehicles will be simple big baskets to carry out freshly unearthed crystals. Others will be seated transports for miners to ride. These vehicles only transport down the vein of crystals; from there miners walk down shafts where the fresh excavation is taking place. The transports run along magnetic tracks that are built on an angle to prevent a perfectly vertical drop. Due to the glacial layer over the bedrock these mine shafts are extremely long.

1. Outer Rim Region, Planet Garnib -Garnib Crystal Cooperation Headquarters

The Garnib Crystal Cooperation headquarters is based on Garnib. Surrounding the headquarters is employee housing which has been carved into tall ice column structures which might collapse if too much damage is sustained. Ice fractures aggressively and unpredictably. The Garnib Crystal Cooperation headquarters sits on the coast of the Dropp glacier overlooking the ocean. The ocean can prove to be hazardous because depending on the season the ocean may freeze over. It is always frigid but during the transitional seasons the layer of ice will be thin. The headquarters has landing pads, mining equipment, and other machinery used to process these priceless gems.

The headquarters is a metal ice covered building with floors dedicated to executive offices, processing labs, and waste disposal. Executive offices are on the top floors and look out over the beautiful ocean scenery. The elaborate offices display large trophies of executives such as large raw Garnib crystals, ornate desks, and big bay windows. The labs house numerous hazards. To prepare Garnib crystals for sale they must be processed and cleaned. Lasers are used to remove rock particulate along with other sharp handheld tools. Concentrated acids and bases are used to dissolve rock around the crystals that lasers cannot reach. Other smaller lasers and drills are used to cut the crystals into shape.

The Waste disposal level is a large warehouse like zone. There are large bucket vehicles to load transport vehicles with rock removed from around crystals. Before the rock is loaded it is pulverized into a small grain. The pulverizing machine is a conveyer belt which leads to a series of riveted rotating cylinders that crush the rock between them. The waste disposal section is where drums of used acids and bases are stored before they are neutralized. All must be handled with care.

1. Deep Core Region, Planet Tython – Waterfalls of Akar Kesh

On Tython there is a place of peace and tranquility. The Waterfalls of Akar Kesh have been a haven for Jedi to seek advice from The Force and meditate. The waterfalls form a series of individual waterfalls that descend deeper and deeper into a valley. The waterfalls empty into pools at the bases and these bases form different terraces. Surrounding these waterfalls and pools is a thick dense forest environment. Some of the waterfalls’ pools can be over three meters deep. The tremendous height the waterfalls travel down causes serious erosion making deep pools at the base. These pools can be a sight of drowning if not careful, or a sight of evasion if crafty. Erosion from the waterfalls also cuts small coves and ledges behind the waterfalls. The coves and ledges will be very slippery and uneven. Snaking across the terraces are small but strong rivers that connect the series of waterfalls to each other.

Tython is the home of the Jedi Temple. On the different waterfall terraces can be found statues of legendary Jedi and other Jedi icons. Each waterfall is a serious height; a fall would cause serious injury or death. The forest is home to many dangerous creatures such as Horranth, Hook hawks, and Uxibeasts. Uxibeast though herbivores will attack using their large horns in self-defense if provoked. The rocky environment is a hazard too. The rushing water of waterfalls though tranquil and calming makes a dangerously slick surface on the rocks. In combination with the extreme heights between terraces, a slip can be a fatal incident.

1. Core Worlds Region, Planet Duro - Tiercam Dam

On the planet Duro there has been a new dam constructed to separate the new Valley of Royalty and the toxic waste lake. Back in 5 ABY the original Tiercam Dam burst spilling toxic waste over the Valley of Royalty and contaminating the cityscape. After years of reconstruction and decontamination, the Valley is cleaned and a new dam has been built. The dam is a solid metal structure wedged between the rocky walls of the valley equipped with energy shield reinforcement. The Dam has a series of zigzagging stairs on the valley side of the dam allowing easy access for repairs. In order to prevent another rupture, there are also pressure release vents to allow controlled amounts of waste through. On the top of the dam is a maintenance building and security center. The security center has camera coverage all over the dam and monitors sensing pressure, waste levels, and other critical variables. In the maintenance building are a variety of tools, harnesses, and scaffolding equipment used to repair the dam. There is also a powerful energy generator used to power the shield protecting the dam from being eroded away by the toxic waste.

Outside the dam is a world divided. One side is a toxic cesspool of wastes mixed together. The waste gives off a foul toxic gas. Depending on what toxins are more concentrated at any given time, a variety of hazards are possible. Duro has a naturally jungle like environment unless destroyed by the toxic waste spreading. The valley on the side is a thick jungle filled with tall trees and vines. The valley leads down to the Valley of Royalty. There sit large expensive and extravagant houses. Before you reach the homes of Duro royalty, you pass by the mangled ruins of the first Tiercam Dam. The ruins are nothing but jagged remains of the structure. They are warped and melted from the acidic qualities of the toxins that passed over years ago.

1. Planet Tatooine, Anchorhead Settlement – The Weary Traveler’s Lomin Ale Brewery

Anchorhead is a popular destination on Tatooine because of the well-known cantina called The Weary Traveler. Although The Weary Traveler is a smaller cantina, it is the home of famous Lomin Ale Brewery. The Weary Traveler is home to many regular patrons of ill repute. Many smugglers and other individuals who wish to remain anonymous find sanctuary here. There is a main circular bar in the center of the cantina surrounded by stools. The rest of the cantina is filled with tables, booths, and a HoloNet receiver. The bar is stacked with a wide variety of liquors and ales from the galaxy. The Weary Traveler is known for a rare brandy selection.

Behind the scenes of the cantina is a Lomin Ale Brewery. Lomin Ale has no set ingredients and varies from brewery to brewery. The ale evolved depending on which supplies were available. The Weary Traveler had large silos filled with different ingredients. One silo housed the main grain used to create the malt. In the brewery was a large roaster used to roast the grain. The roaster was a large banded wood forge with a fire source at the bottom. Other silos had sharp blades that churned the ale in later stages of the brewing process. A variety of tools could be found in the brewery as well. Some tools were large flat paddles used for mixing, large metal sifters used for skimming, and large metal hooks used to move hot metal tanks. The metal tanks were used to keep the ale at a boil during certain points in the brewing process. There was a filling station in the brewery with countless glass bottles flying down the line to a bottling station. The bottles are stacked in boxes before heading out to the cantina.

1. Mid Rim Region, Planet Kashyyyk – Kkowir Forest

Located on Kashyyyk is an ancient forest called Kkowir Forest. KKowir Forest means Dead Forest. The forest is home of the ruins of Kerritamba Tribe Village. The village is different from typical Wookie villages because it is on the ground instead of being up in a Wroshyr tree. The Kerritamba Tribe Village is a shell of its former glory. There are old huts, skeletal remains, and an old worn wooden drawbridge crossing a gorge leading into the village. In addition old spears, blades, and accident weapons can be found scattered throughout the village.

The Mysess Glades are located in the Kkowir Forest as well. The Mysess Glades may be a swampy dangerous environment but it is home to the Great Tree. The Great Tree is an enormous tree sitting on a swampy island. It is worshipped by the Wookies of the Kerritamba Tribe. The Mysess Glades is also home to giant black and red arachnids called Wyyyschokks. They are intelligent spiders who weaver complex web traps. Wyyyschokks, one of the most dangerous creatures in the galaxy, kill their captured prey in at matter of minutes.

To leave the Kkowir Forest you must pass through a large steely black gate. This gate is another challenge though. The Kkowir Forest is guarded by the Dead Gurads. The Dead Guards are a group of Wookies that wear gray robes who protect the Forest from outsiders. They stand guard by this gate confronting anyone who passes. The Kkowir Forest holds many items sacred to the Wookies.

Zednich Wolfram - #13728

Guardian House Plagueis