The Last Stand.

The Last Stand is the headquarters of Soulfire, the elite core of Arcona. What many think of as an exclusive and extravagent Alderaanian flying hotel is in fact the home of hardened killers. Gutted and totally refitted in secret, the Last Stand can house all of Soulfire and their equipment in relative comfort. The envelope has been reinforced with flexisteel and potent shielding, all done under the guise of 'accommodating exclusive guests'. The welcoming deck is now a flight deck for shuttles and troop transports. A haven for the stressed elite is now a clandestine symbol of Arconan authority.

Layout:

The Last Stand is primarily comprised of a reinforced armoured envelope filled with inert gas. This lifts the entire structure up above the Estle City Skyline as it carries out it's sedate tour. Shielding officially provides protection against airborne hazards such as flying animals, debris or storms. Unofficially, it turns the Last Stand into a floating fortress against attack.

Running below the envelope is the lower half of the command deck and the 'welcome' deck, a long gantry able to hold multiple craft in adjustable berths. Whatever is docked will hang out over empty air for quick deployment from the Last Stand. Connected to the gantry at the stern is the rear lookout and a sensor suite, along with a maintenance area for the engines. At the bow, the welcome deck connects to the command deck, formerly the hideout of the captain and his crew, now the nerve centre of Soulfire.

The deck above was formerly the resident's quarters and extends partially into the envelope itself. The viewing galleries remain intact, though an observer would notice that there aren't many guests seen looking down.

The refined dining room has become a simple cafeteria, the frippery stripped away for industrial fryers and a salad bar. The function room is now a presentation area and information centre for the planning and briefing of missions. Other rooms have been converted for the needs of Soulfire: A gym, comms centre, infirmary and a maintenance workshop.

Above all that, nestled in the envelope proper, are the bunks for Soulfire. Simple rooms with a small amount of space for personal kit to be stowed and maybe a little bit of decoration to make the Spartan bunks more 'homey'.

Capabilities:

The Last Stand is powered by four gimbled engines, capable of moving the base in three dimensions at a reasonable pace of 100 Km/h, sedate compared to the countless speeders and spacecraft that flit about the vessel, but fast enough for a ship of its size.

The Last Stand can hold all the members of Soulfire and their equipment, with room to spare to take on extras if the mission calls. It's stores hold enough food and for 3 months in case of emergencies.

Powerful shielding protects the Last Stand from attack, under the guise of protection from environmental dangers. Outwardly, the base has no weapons, and, in fact, has a very limited armament. A bank of laser cannons at the bow and stern are well hidden amongst sensor baffles and decoration. Along the port and starboard sit missile tubes, ready to deliver a punitive broadside against anything big or slow enough. In the case of battle, the Last Stand needs to rely on the members of Soulfire and whatever they have docked at the time.