

May the 4th: Venue

D'Qar: Resistance Base

In the Outer Rim, safe from prying eyes, [D'Qar](#) was considered the ideal location for the [Resistance Base](#). Established some thirty years after the Battle of Endor, it has become the hub of the Resistance cause.

Image: [D'Qar: Resistance Base](#)

Buried between rolling hills and grassy knolls, long stretches of runway lead to hangars containing a variety of machinery, vehicles and starships – notably, the [T70 X-wing fighters](#) for which the Resistance are renowned. Sensor arrays and power outlets line the runway, nestled in amongst the shrub. At the head of the long stretch of tarmac is the Resistance Base Command Centre, a large durasteel building constructed into the side of an earthen mound and stained by grime and moss by D'Qar's humid, yet temperate, climate. With an eclectic mix of security systems, turrets and other autonomous weaponry, even the First Order would struggle to find their way into the compound without a fight.

Inside, the Command Centre is a warren of narrow tunnels encircling the central command hall. Small antechambers run off from the tunnels at regular intervals leading to the sleeping quarters, armoury, mess, storage rooms and, finally, the staging area close to the three-storey monolithic blast door that serves as the main entrance to the base.

Image: [Central Command Hall](#)

In the central command hall, a tangle of wires converge with roots from the overhead shrubs and forestlands, climbing down the brown, moisture-stained walls. The humidity above permeates the air with a damp, earthy smell which is seemingly immune to the air filtration scrubbers. Holoprojectors and equipment lay dotted around the room, ready to be dismantled and removed at a moment's notice. Small, antiquated wall lamps provide the only light, save for the crimsons and blues cast by the holoprojectors.