

## ***Transfer Station***

The first port of call for all visitors and cargo coming to the Trepus facility the Transfer Station was at one time the main export facility for the mine itself and it serves a somewhat similar purpose for House Hoth. It is the first port of call for any personnel or supplies arriving on planet and it's half a dozen landing bays can accommodate ships as large as a GR-75 medium transport. Once on planet all cargo is put through a rigorous screening process to ensure that it is safe and free of disease thanks to a newly installed array of bio scanners and decontamination sprayers. All new visitors are likewise screened by security staff to ensure they are authorized to be on planet.

From there all cargo and personnel are loaded aboard the fifty car maglev train. During the height of mining operations the train was used to transport raw material and workers from the mine for transport off world before bringing in fresh supplies and workers to the facility itself. During mining operations the train was comprised of two engine cars, three passenger cars and forty five cargo cars. With House Hoth taking control the number of passenger cars has been increased to twenty at the expense of seventeen cargo cars.

## ***Trepus Facility Level 1***

Following the one hundred kilometre journey from the Transfer Station to Trepus visitors will find themselves disembarking the train in a massive cavern carved into the mountain by mining machines as they stripped the mountain of its wealth. The cavern is well over seventy metres high at its peak and covers an area roughly three and a half square kilometres. It is used by House Hoth as its primary training ground and plays host to a firing range, obstacle course and gymnasium.

This level also houses the facilities geothermal power plant which provides not only the Trepus facility itself but also the maglev train and Transfer Hub with power. To ensure the safety of personnel the plant is housed within a heat resistant building and is staffed every hour of every day by a crew of droid workers under the supervision of a team of sentient monitors.

Deeper into the mountain are a series of tunnels carved out by large excavation machines that House Hoth now use to store perishables like food and water, kept cool and fresh by the almost freezing air within the tunnels, along with spare parts and ammunition and anything else that the members of the House could ever need.

## ***Trepus Facility Level 2***

Level 2 of the facility houses the armoury and workshops used by House Hoth. There are four areas on the level each with varying sizes and floor plans. The smallest of the four is the storeroom where mission essential items like macrobinoculars, survival rations, portable sensor units and the like. Run by a particularly fastidious RA-7 protocol droid named CM-12 who

ensures the stores are always well stocked. The next area houses the armoury and contains the storage and workshop for the Houses weapon and armour stores. It is here that all members of House Hoth can come to have their weapons worked on be it a blaster rifle or a lightsaber. The armoury also houses all weapons used by the Hoth JTF soldiers when not on active duty.

The next area houses the machine shop. It is here that almost any part can be milled from the smallest screw to the largest machine part, provided the raw materials are currently in stock, though there are occasionally exceptions that need to be imported from off world. The final and largest section is the workshop. It is here that all machinery and vehicles come for service and repairs. Serviced by a large cargo elevator from the floor below the workshop can accommodate anything smaller than a YT class light freighter.

### ***Trepus Facility Level 3***

Level 3 plays host to both the commissary and medical facilities for the base. The commissary contains a fully stocked kitchen and has enough seating to accommodate well over one hundred individuals at any one time. The large metal tables are arranged in rows and can host ten average size humanoid beings with room to spare.

The facilities medical wing is state of the art, thanks to the generosity of the Empress Kaltani Anasaye, who was gracious enough to gift Clan Odan-Urr with the equipment following their arrival in the Kias System. The medical wing has space for up to fifty patients, has a fully stocked surgical suite, a dozen high end bacta tanks, a full quarantine facility and rehabilitation room.

### ***Trepus Facility Level 4***

Level 4 contains housing and barracks facilities for both the members of House Hoth itself along with the soldiers and pilots of the Hoth JTF. Each member of House Hoth is housed in a small but well appointed three room "apartment" with each containing a living area, bedroom and bathroom. Free to decorate the rooms as they see fit they are an eclectic mix of styles from the spartan to the garish and each individual is encouraged to make the rooms feel as much like a home as possible. To stave off the feeling of claustrophobia a large video wall located in the living area can be set to display any number of vistas from the scorching deserts of Tatooine to the lush jungles of Yavin 4.

While the members of House Hoth are housed in private quarters as befits their station the members of the JTF are housed in a pair of dormitories. Designed to house one hundred soldiers with each allotted a bed, a locker for clothes and a footlocker for various sundries like toiletries. Each dorm also contains shower facilities along with a large recreation area for the troops to use during down time.

### ***Trepus Facility Level 5***

The highest, and only exposed, level of the facility Level 5 houses the bases command and control centre along with offices for the Quaestor and Aedile of House Hoth along with the Knight Commander of the Knights of Allusis. The largest of the three offices belongs to the Quaestor while the Aedile is housed right next door. They are the only rooms in the entire facility with a window to the world outside, though In the event of an attack thick blast shielding descends to cover the windows, and provide the leadership with an unobstructed view of the icy tundra of Solyiat. The Knight Commanders office is little more than a glorified closet tucked away beside the Aediles office.

The remainder of the floor is occupied by the command and control centre. The C & C as its called contains an array of workstations controlling everything from the heat and air supply to the weapons and defense systems. It also houses the sensor stations that constantly monitor the space around Solyiat for any signs of attack. From here the Quaestor can command his or her forces in the defense of not only the station but the planet as a whole.