

Borea Detention Center

Location

The Borea Detention Center is located on a rocky island near the southern pole of Selen. The area is extremely isolated, located far away from any settlement or trade route. Furthermore, the island lacks any natural resources that might make it attractive for colonization. The only traffic to and from the base is in the form of weekly supply transports, which are heavily monitored and scheduled in advance.

The island itself is volcanically formed, and a part of a small chain of similar islands. The soil is black and rocky, and hosts very little plant life aside from moss, lichen, and certain varieties of hardy weed. The weather is very temperamental, and large polar storms are not uncommon in the area.

Nine months out of the year, the island is covered in ice and snow, and almost completely barren of life besides the base. For the other three months, it experiences a very brief warm period, during which time the island is visited by groups of migratory animals. Everything from large flocks of birds to traveling pods of sea mammals can be seen along its coasts during this short time.

Description

From the outside, the base appears to be a non-descript research center. Only three buildings are visible from the surface, with a healthy-sized landing pad to help supply them. On closer inspection, however, one notices the highly advanced communications equipment and disguised weapons systems which defend the surface of the base.

In the central building, a large elevator leads down into the rock beneath the island, where the main section of the base is located. The base has room enough for up to 200 personnel and can manage anywhere up to 100 inmates at any time. The base facilities are well provisioned, with cafeterias, armories, and on-site housing provided to all personnel.

The detention center proper, located below the staff facilities, is similarly well furnished. The cells are significantly larger than normal and designed for one occupant. The prisoners live in cell-blocks of ten inmates each which are carefully isolated and controlled.

Purpose/Area of Operations

The Borea Detention Center is an incarceration facility used by the AEF to deal with a particular variety of inmate. Minor offenses like drunkenness are often taken care of on base, or within a soldier's unit, and do not require anyone to attend this facility. Even major offenses like dereliction of duty or treason do not merit a sentence here, as they are most often solved by execution or life imprisonment. Instead, the facility is used to deal with any soldier that Arcona deems subversive, disloyal, or insufficiently devoted.

As these offenses are not precisely “crimes”, the inmates of the Borea Detention Center are often brought in on trumped up or otherwise unrelated charges used merely as a pretext to bring them to the facility. Once inside, the prisoners are subjected to an extensive and personally tailored regime designed to bring them more in line with the Clan’s wishes. A less generous individual might call the process “brainwashing” but Clan Arcona prefers to refer to it as “re-education”.

While the concept might be unsavory, it is an unfortunate reality for Clan Arcona. Arcona’s lack of any official authority, except through the instrument of the Keadean Confederacy, means that the Clan has to go to extreme lengths to maintain its covert control over Dajorra. Often times this means assassination, blackmail, bribery, and, in this case, re-education.

The reason for this is that, by necessity, Clan Arcona’s military forces are staffed by Dajorran natives, mercenaries, and whatever immigrants the Clan can get its hands on. This wide variety of forces often holds a very tenuous loyalty, and a tight leash needs to be kept to head off the possibility of a military coup. The Clan would prefer not to completely purge its officer corps, so any troublemakers, dissidents, and ring-leaders have to be rounded up and “convinced” to remain loyal. The Borea Detention Center is where this process occurs.

The experience is not entirely unpleasant, however, and can often be quite tolerable. Through careful observation, manipulation, and handling, the inmates are placed under just enough pressure and exposed to carefully selected stimuli to affect a change in their views. Every moment of the prisoners day is observed, and a staff of psychologists kept on hand to monitor their progress. In the case of particularly reticent prisoners, a Force-trained specialist might be brought in to affect a more rapid change.

AEF Logistics Command Center “The Beehive”

Location

The AEF Logistics Command Center is located directly outside of Korda City, Selen’s largest manufacturing center. The command center has a monopoly on most of the flat land on the city’s outskirts, as by necessity the command center requires a lot of room for landing pads and hangar facilities. The city has a dedicated limited-access highway leading from the city into the base, and traffic above the base is heavily restricted.

The area, in general, is highly polluted and paved over in tarmac and concrete to facilitate easy travel. The plant life is wilting and sickly where it does exist, and a thick layer of smog lays over the base on most days. Animal life is similarly scarce, limited to rodents and vermin which thrive in the urban, polluted environment.

Description

The base is a massive, sprawling complex with numerous hangers, warehouses, and storage facilities. A large communications tower dominates the center of the base, probably the largest in the system, and is capable of transmitting anywhere within the star system. Attached to this communications tower is a large administrative facility, where a constant flow of bureaucrats and functionaries travels in and out daily.

A constant flow of traffic lands and departs from the pads around the building, each taking or delivering their own load of goods and material. Everything from food rations and clothing, to ammunition and weapons, makes its way through this facility. A strict work schedule keeps this chaotic ballet working day and night.

To guard this constant hive of activity, men are on patrol around the clock patrolling the electrified fence that marks the border of the base. Guard towers are located at regular intervals near the fence and inside the facility. The warehouses and landing pads, especially, are well guarded.

Purpose/Area of Operations

The AEF Logistics Command Center (AEFLCC) or “The Hive” as it is better known by its occupants, is the central storage and distribution center for Arcona’s military forces. While it’s not as glamorous a posting as the front-line bases or garrisons, it is nonetheless vital to the running of Arcona’s military. From here and other, smaller depots across the system, the wide variety of space-ships, bases, and ground forces owned by Clan Arcona are kept in good supply.

Another function of The Hive is that it acts as a point of contact between the AEF and the manufacturers located in Korda City. Military contracts between private companies are issued from this command, and deliveries from Korda’s manufacturers are made directly to the facility for distribution. Without the business from the AEFLCC, a good number of Korda’s major manufacturers would collapse.

Misty Oaks Storage Facility “The Boneyard”

Location

Due to the particular requirements of the facility, the Misty Oaks Storage Facility, or “The Boneyard” as it’s better known, is located on an island far out into Selen’s equatorial oceans. A strange quirk of the ocean currents and weather patterns has rendered this particular island bereft of any rain or significant weather. This has left the island barren, dry, and desolate.

The island is mostly uninhabited, aside from a few species of lizards and sea-birds. Some hardy brush and weeds grow in the dusty earth, barely able to scrape by on the sparse rainfall. The surrounding oceans are relatively barren of life, as the lack of a strong ocean current leaves the water lacking in nutrition.

Description

The primary feature of the Misty Oaks Storage facility is a large open field filled with the dessicated corpses of vehicles. Everything from private transports, to tanks, to starfighters can be found sitting out in the Misty Oaks backyard. These vehicles are all in various states of disrepair and disassembly.

Adjacent to this field is a small base, consisting of a mechanics workshop, a guardpost, a landing pad, and a barracks. Work here is constant, with vehicles being brought in daily to harvest for spare parts or rare materials. Every week, large haulers deliver new vehicles into the storage facilities fields, and carry away the newly harvested parts.

Purpose/Area of Operations

The Misty Oaks Storage Facility, or “Boneyard”, is a storage and recycling facility for Arcona’s vehicles. Rather than fully scrap and recycle outdated vehicles, which can be a long and expensive process, Arcona instead elects to store them here where the arid climate means they do not have to maintain any sort of storage facility. Indeed, Arcona even uses the facility for civilian vehicles, buying broken private transports for cheap and storing them here. This myriad of vehicles are simply left to sit in the hot sun, and are harvested for parts and scrap as needed to maintain Arcona’s fleet and motor pool.

Behind this innocuous front, the Misty Oaks base is also a premier testing facility for Arcona’s latest and greatest weapons projects. The predictable weather and lack of a significant ecology mean that weapons testing can be carried out without worry for the local environment. The remote location and convenient front of the storage facility also mean the testing can be carried out in complete secrecy.