**\_\_\_Fort Blindshot\_\_\_**

*Where every kill is a no-scope. –Unofficial Motto*

**Site Information –**

Size: 750 km²

Terrain: 75% flat/low hills, 25% steep rolling hills/ridges; scattered forests

Garrison:

* 1x Brigade/Legion (~10,000 personnel) capable; 1x Regiment minimum
	+ Base security
	+ Unit training
	+ Quick Reaction Force (QRF) for Estle City; Planetary Defense Force (PDF) for Selen
* 1x Training Battalion
	+ Key officers and NCOs for training new recruits (~100 personnel)
	+ New recruits (~300-500)

Location: ~350 km east-by-northeast of Estle City

Major Features:

* Starport
* Turbolaser/laser cannon batteries (defensive purpose)

**Purpose and Layout –**

 Fort Blindshot is a multipurpose post dedicated to local planetary defense and training of both standing units and new recruits. Situated on an inactive volcanic island, the varying types of terrain offer a multitude of areas for troops to utilize in honing their skills. Forests of varying density, plains, hills, and plenty of water give the area a wide range of options for anyone using the land. Given the otherwise remote location, largely separated from any sort of civilian population, it offers easy defense from external forces through use of embedded turbolaser turrets and interconnected bunker/trench systems arrayed throughout the island. The occupation of the island itself is divided into three basic sectors.

The *lowlands* that dominate the western portion of the island are dedicated to the housing and otherwise basic needs of the troops, accounting for anything from food (including groceries) to entertainment (ex. holoflick theater, bar/club, etc.). Separation of housing is dictated by any presence of family (eg. married trooper housing), barracks and bachelor officer quarters (single troopers), and training companies. This sector is also home to the base’s starport, which can facilitate upward of six LAAT/i platoons for rapid local movement, or support the weight of larger interplanetary assault ships for mass-movement.

The *foothills* that comprise the southeastern quarter are dedicated to various firing ranges, from small arms to artillery and air-to-ground targetry. Several ranges are large enough to facilitate a whole battalion’s movement through them for live-fire exercises, incorporating various types of droid and holo-targets in both open battlefields and mock villages or cities. On the fringes near the habitation district, a multitude of structures comprise the classrooms and digital training mediums that include anything from tactical training simulators to mock cockpits for flight training (without the risk of losing thousands of credits to mishaps).

The northwestern third of the island, the *crater area* of the long inactive volcano, makes up a wide area that allows troops to train in a variety of terrain types. Plenty of active defense positions are camouflaged and scattered within as well, filling in what would otherwise be blind spots in the defensive net. Rocky outcrops comingle with trees and soft earthen slopes to create a kaleidoscope of land, inhabited by equally varied wildlife – in both concentration and genetics. Mock trenchworks and hidden bunkers comprise the primary sort of “enemy” habitations, while a few scattered “villages” slumber among the trees and flinty rocks.

**History –**

 After the initial shock of the Collective offensive of 35ABY, Arcona’s battered military was left with the realization that its military was lacking in sufficient facilities to house and train its strong but comparatively limited forces. A battery of surveys was conducted – largely at the direction of House Galeres – to find suitable land for just such needs. One such survey located the not-too-distant island that would come to be known as Fort Blindshot, named so for Atyiru Caesura Entar, the Mirialan Consul that had fallen during the opening engagements of the Collective conflict.

 Construction efforts were swift – and are still ongoing – to bring the base up to standard. Nearly as much effort was made on creating a quality training area as a defensible fortress. Due to the multiple interlocking sectors of fire from the turbolaser and laser cannon batteries across the island, assault from the air would be dangerous for any force attempting to do so. A formidable and reinforced starport was the second major addition, designed to act as a rally point in the event Estle City and the Citadel were ever attacked.

 While House Galeres does not claim Blindshot as its home, it does maintain a strong military-political presence, the leadership making regular visits to confer with the garrison commander and observe the training. Though not a public purpose, the fort is nominally open to all subordinate Clan forces for training so long as they follow the requisite rules (i.e. don’t kill friendly troops or blow anything up unnecessarily). Between the regular needs to import fresh supplies and traffic of personnel, security is a premium objective, and any visitors or permanent residents can expect a thorough screening before being released into the base proper – no exceptions, even for the highest of Clan leadership.