

Selen Development Programme: phase 3, Locals

Name: The Entar Bastion

Location: built into an extinct volcano on the Eastern planetary continent.

Function: military spaceport, fortress, repair facility and garrison

Description:

The Entar Bastion is a massive feat of engineering. The Base is built into the core of a massive extinct super volcano. the base functions as a multitude of things, from a docking facility and fighter base to a military garrison. Its internal spaces span miles of caverns and tunnels.

- External visible features:
 - The Strip: Externally not much can be seen of this base, other than its colossal landing strip. The strip measures some 900m wide and over 1800m long. The strip is capable of landing even a light Cruiser. The surface of the strip is comprised of hundreds of 5m by 5m hexagons, their function not obvious. The strip itself is comprised of 28 inch thick reinforced and laminated durasteel, able to withstand significant assault.
- External non-visible features:
 - Hexagon deck: the hexagon deck is one of the key features of the landing strip; each is a self-contained repulsor platform, which can work in sync with other platforms. Beneath the landing strip is a huge cavern (The Atyiru Shipyard) that functions as a spaceport and repair bay. The space is easily able to handle ship's up to a light Cruiser, as such the hexagon deck functions as a ship lift and docking system that lowers the ship through a massive armoured Portal beneath the landing strip and transfers them to a waiting docking system. Along the edge of the strip, hexagon deck sections also hide defensive weapon emplacements, invisible until deployed; these weapons are enough to dissuade most attackers from attempting to attack the strip.
 - Hangar: hidden at the end of the strip that meets the foot of the volcano's massive exterior sits a valley, disguised behind sheetrock lies the main hangar door. This door leads to the fighter and small craft hangar. The door is heavily reinforced to prevent assault.
 - The blockhouse: situated next to the hangar door is a cleverly camouflaged bunker that serves as the main foot entrance to the fortress. Heavily shielded and containing a small ready garrison, the blockhouse is one of the primary lines of defence for the bastion. To access the bastion, you have to pass through 4

checkpoints; each is manned and shielded, should someone fail a checkpoint they will be faced by retractable blasters and combat droids.

- Turbolasers and ion cannons: the volcano's surface is littered with camouflaged weapons emplacements ranging from twin quad lasers for anti-starfighter defence to massive Taim&Bak turbolasers and ion cannons, these coupled with multiple layers of shielding make the bastion nigh impregnable.
- Internal features
 - The Hangar: capable of housing and supporting a full wing of fighters along with freighters, support craft and shuttles. The hangar is split into 3 decks, the 2 lower decks function as repair and storage, massive grav lifts transport ships to and from these areas. The upper deck is the ready deck, with 2 squadrons ready to launch at any given moment.
 - The Atyiru shipyard: recently renamed in memory of the clan's fallen leader, the Atyiru shipyard is built into a vast cavern that was once one of the super volcano's magma Chambers. It is a colossal space, filled with ships of every size ranging from a battered and stripped Gozanti-class, home to the clan's masked mystery, Rins'zler, through to corvettes and assault ships. The space also has the ability to manufacture small ships when materials are available.
 - The Tameike Garrison, aka the Log Garrison: this is the bastion's main garrison. Built into the upper areas of the volcano, the garrison is protected not only by durasteel, but by several meters of rock. The garrison houses in the region of 4000 soldiers at any one time and has accommodation, recreation and dining facilities to cater to their needs.
 - The Strategos Ravelin: this is a two part feature of the base. It sits, buried deep into the foot of the volcano, either side of the Strip. Connected by a repulsor train, these function as garrison and training spaces for the clan's Elite forces. Each of the clan's Battle Teams have dedicated accommodation and training spaces here, customised to the skills and tactics employed by them. There are also 4 command and planning stations here, two in each side, should one side fall, the other can still function. These stations can be used by the clan's Battleteams and summit to prep and plan missions. The Ravelin also houses 800 elite troopers and associated facilities, these function as the facilities core defenders, should it be breached, they will assist any Battleteam members in defending the Ravelin.
 - The Vault: buried deep within the core of the facility is situated the vault. Within its armoured and void protected confines, lay dark weapons and artefacts. Only very few members of the clan are permitted access, and it is restricted to those who are of Equite rank or above.
 - The Throne Room: the name of this space does not really describe its true purpose. It is primarily a command and control centre, a backup should the citadel be breached. The space is probably the most heavily protected area bar the vault. Should the clan leaders need a protected command centre, they can fall back to this facility. It has all the same access that can be found in the citadel

along with a copy of the serpent throne. Alas it is not a functional one as they are technical issues with it.

- The Arconae laboratory: the third most protected part of the facility, found not far from the Vault. The Laboratory is where select members of the clan can carry out research, both medical and scientific; the primary study is of the dark and mysterious devices that are stored in the Vault. Since his retirement from front line work, Rins'zler can be found down here along with Ood, carrying out bizarre experiments and tests.

-