

Link: <https://www.darkjedibrotherhood.com/competitions/15045>
<https://www.darkjedibrotherhood.com/acc/venues>

Note: In the event this chosen for an actual ACC venue, feel free to use this word for word. Just make sure to ask me directly before doing so.

Weather conditions, buildings terrains and obstacles, visuals that could help the combatants.

I - Lyra's Colony (Housing Unit):

- Gravitational Pull decreasing all fighters' Stamina, Athletics, and/or Might by -1
- Prefab buildings provide long-range corridors and tight CQC-favored spaces.
- High points provide nice sniper points for droids or combatants ambushing one another
- Map Limit: Housing Unit, Research Station.

Description -

The prefab housing units of Lyra's Colony are situated on a plateau overlooking a river below. The once vibrant green lush of this planet have been stripped bare and replaced with tight spaces.

With neither sunlight nor rain barely being able to get into the alleyways, these long narrow corridors are a suitable place for immovable objects, powerful Force Users that enjoy sowing fear into their enemies, or skilled gunners that enjoy lining up a good shot.

The rooftops are uniform in level, making them perfect for energetic mercenaries and Force Users alike to run and fight to their heart's content. They also provide a perfect ambush for anyone going through the courtyard or the alleyways.

The insides are as one would expect an Imperial-era prefab building to be. Shades of white and grey line the interiors, perfect to hallucinogenic substances to affect any afflicted victim. Blind spots, stairwells, and long halls are perfect for traps and the like to slow an opponent down.

Race along three paths: across the uniform rooftops; darting through the alleyways; or going through the houses and into the courtyard all for the purpose of getting to the Research Station and taking whatever secrets the Principiate are hiding for the Brotherhood or Clanyiu.

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#### II - Lyra's Colony (Dig Site):

- Gravitational Pull affecting fighters under +3 Stamina, Athletics, and/or Might
- Initial open area provides spacing for (Ataru, Juyo, Vaapad, etc.) users
- Dig tools might be hacked by Slicers or droids and used remotely or by direct control
- Limit to area: Dig Site and Cave.]

Description -

During the initial colonization attempts of Lyra's Colony, the Severian Principiate had made a series of discoveries dating back to the days of the Old Republic. Since then, the faction has expanded the initial dig site and has breached into the ruins underneath the prefab housing units. They have also made numerous expansions into other areas of the ruins.

Fight your way around the initial dig site making sure to note the barrels of Rhydonium, a known volatile explosive. For the tech savvy or for those with droid companions, there are large tools designed for digging and lifts that can be either directly accessed or remotely hacked to distract the opponent(s). Fight your way into the cave where despite a good amount of time having passed since the discovery, the inside of this cave has only been very recently excavated. A large number of artifacts have been left behind since the start of The Collective's attack and the Principiate will be too busy to notice anything missing. Secure as many of the artifacts as you can, but be careful as the caves have yet to be reinforced and the lack of structural supports makes cave-ins a very likely possibility.

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III - Lyra's Colony (Base):

- Gravitational Pull affecting fighters under +3 Stamina, Athletics, and/or Might
- CQC areas coupled with long corridors inside the buildings, towers provide vantage points suitable for ambush and tactical overview. Open areas like the mess hall and the training room are good for rush assaults
- Munition and weapon racks provide unaccountable variables for high level TK users and high Might users.
- Limit to area: Army base, munition storage, helipad

Description -

Traces of the Old Republic can be seen by the old and dilapidated bases that have dotted the planet. The one by Lyra's Colony was restructured to better suit the needs of this Imperial faction. Modern defense grids weave in between those of the Old Republic as towers, both new and old, surround this bastion.

Fight your way from the large helipad towards the base itself. Through the grey halls of the combat centres lays a room that contains a large terminal used to store the schematics to an

untold number of Imperial weapon projects including the plethora of weapon racks used to hold the physical copies of these weapons that line the walls of this large room.

Secure either the research data or the physical copy of the weapon and bring it back. Just remember not to trip over any of the unexploded ordnance that still remains throughout the base.