

The Dandoran poachers camp.

The poachers camp is located next to a small lake at the North of Dandoran planet. It is surrounded by tall grass, which makes an ideal cover with its size.

Weather conditions are very calm, with most of the time raining. Once per longer period of time a vicious thunderstorm passes above the camp.

Between the main area and lake follows a wide footpath with rails at both sides, which are used to pull cages with illegally caught creatures.

The plan of the camp is the triangle with each corner lighted with bonfires, and at the grass line are placed hidden traps for creatures, to catch them if they come too close.

At a side where the lake is are two large containers with water for amphibian creatures in it, which are open at the top of it. At the opposite corner are five tents with weapons and traps. The top corner of triangle has the structure, with energy supply function, which surrounded with metal pieces to dumb the light coming from it.

In the middle of the camp is placed a big metal dome shaped cage, with ladders from four sides reaching top of it.

All the cage is connected to high voltage to not let the most dangerous creatures escape from it, however at the top you can see a platform to stand on it and to feed them. All poachers have their sleeping tents around the main cage as the most valuable asset, but far enough from it to not let wild beasts reach them through cage holes and kill them while asleep.

Between the all structures of the camp are wooden fences with spikes on the side of them, making it a real labyrinth, and as security against escaped creatures.

At the floor, slightly underground of the footpaths are placed move sensors, which alarm poachers with the natural sound of random screaming creatures.

Close to the main camp are the two landing areas for spaceships and vehicles, to sell and transport illegally caught creatures. One of them is further away from the energy supply point. The second one close by to weapons and trap tents.