For the restructuring of House Caliburus, I would divide the base of operations into three parts.

**Base One**: This would be the main base for standard operations for House Caliburus and would hold a location on Seraph, near to where The Emperor has set up his place to rule.

For most appearances, this would be the center of operations. Its security would fall along the standard expectations. And would include highly trained troops, electronic traps, weapon emplacements, and intruder suppression equipment.

**Base Two**: This would be the Intelligence Gathering and Reconnaissance center or the Shadow Center. It would be located in the Ragnath Undercity. The reason for this location would few have explored this area and also due to the urban legend stories abound of people entering the undercity and never coming back. Then some make the trek and come back; they tell of the ordeal that often refers to ghosts and red-eyed creatures that skitter in the dark places that connect to the Caelestis' sewer systems.

The base's exterior defenses would include; Ax-108 "Ground Buzzer" surface-defense blaster cannon emplacements in various areas throughout the Undercity section. These emplacements, in turn, would be augmented by Hunter/Killer and Phase III Dark Trooper droids patrolling the Undercity. The droids would be augmented by holo cams and various hidden sensor arrays.

And as an additional measure, the interior base would be guarded by Shadow Troopers and Shadow Stormtroopers to augment the other various electronic and intruder suppression equipment.

**Base Three:** As this base would serve as the heart and brains for House Caliburus,no expense would be spared to ensure its survival. Firstly, to keep it out of the prying eyes of the house enemies, it would be located underground on the planet Venenum. Because everything about this planet yells, "Go away!" As quoted from the data library, "Venenum is a hostile terrestrial world with a poisonous atmosphere, composed primarily of rocky mountainous terrain, along with rivers, lakes, and oceans of sulphuric acid. For the majority of the planet's year, the temperature is a moderate 10 - 30 degrees. However, as the planet approaches Caperion, the orbital speed, and temperature increase, causing an evaporation of the oceans as temperatures soar to 120 degrees. As the planet passes the closest point of its orbit, the temperature rapidly falls, leading to a standard month of intense acid rain." And as a side note: Even the flora and fauna on this planet are poisonous and will kill you.

Secondly, on top of the already wonderful world of fun that is Venenum, a four-layer defensive grid would be enacted to ensure that no one enters or leaves, without The Emperor's permission.

Layer 1: This layer starts just beyond the moon Ly'palion, where a modified cloaked black Imperial I-class Star Destroyer modified for space combat, is set at station, awaiting orders.

The ship itself has all ground attack units, bases, landing craft, and shuttles removed, and more turbolasers and point defense lasers are added to the ship. The fighter holdings are increased as well to include the following:

48 TIE/ph Phantoms

48 TIE/d automated fighter (augmented with HK-77 positronic brains).

48 Shadow Droid starfighters (Upgraded with HK-77 positronic brains).

Layer 2: This layer starts just beyond the planet's atmosphere, where hundreds of Sleeper mines and Seeker Mines lay in orbit.

Layer 3: This layer starts at the surface and includes: Ax-108 "Ground Buzzer" surface-defense blaster cannons hidden in the ground and placed at strategic points throughout the planet. Then there are the Terror Troopers. They are stored in cryogenic hibernation capsules until needed.

Layer 4: This layer is in the base itself; and includes Shadow Troopers and Shadow Stormtroopers to augment the other various electronic and intruder suppression equipment.