**Taris HQ** (Secondary Headquarters for “Group” Activities)

 (Outer Rim - Ojoster Sector - Taris System - Planet Taris N7)

**Type**: Fortified Urban Building (Modified Warehouse)

**Layout**: Three levels with one underground.

**Location**: Outer Edge of Prima Hyadum. 3rd largest urban area on planet

**Scale**: Walker

**Crew**: 10, gunners: 10

**Main Living Area**: 10 Private Quarters

**Barracks Space**: 50

**Cargo Capacity**: 500 metric tons

**Hangar Space**: 3 Starfighter scale

**Consumables**: 6 months

**Building Strength**: 4D

**Shields**: 3D Starfighter scale, 3D back-up shields, envelopes the entire building

**Sensors**: Far-Orbit Range, 24 Satellites around planet, Dedicated Energy Receptors (DER)

 detects abnormal energy use and fluctuations planet-wide, Hyperwave Signal

 Interceptors (HSI) detects ships entering or exiting hyperspace and Life Form

 Indicators (LFI) can track individuals planet-wide.

**Weapons**:

 **8 Light Repeating Blasters** (2nd level)

 Model: BlasTech Light Repeating Blaster

 Fire Arc: Mounted on articulated support arms, two fire stations on each side of the building.

 Crew: 1 each (8 total)

 Skill: Blaster

 Scale: Character

 Range: 3-30 / 100 / 300

 Ammo: 300

 Damage: 5D+1

\*\*Single or 6 round burst only, on constant fire mode (6 round burst) - once a hit is established, all following shots on nearby (1 meter) targets are one difficulty lower.

 **2 Ion Cannon Turrets** (Concealed on roof)

 Model: BlasTech Mounted Ion Cannon

 Fire Arc: Turret, takes 1 round to deploy turret.

 Crew: 1 (or automated control)

 Skill: Blaster Artillery

 Scale: Speeder

 Fire Control: 2D (0D on automated control)

 Body: 3D

 Range: 3-50 / 120 / 300

 Ammo: Unlimited (power generator)

 Damage: 3D