

**Warning:** Bases with terrain edits may suffer from terrain regeneration. I try my best to clean them up, but if you're unable to move about, let me know.

### Fort Triangle III

Status: Operational



Portal Code: 204308D7E654

Galactic Code: 0E53:0087:057D:0043

Base Coordinates: -21.81, -7.94

### Fort Triangle IV

Status: Operational



Portal Code: 10AFFF187692

Galactic Code: 0E91:007E:0986:00AF

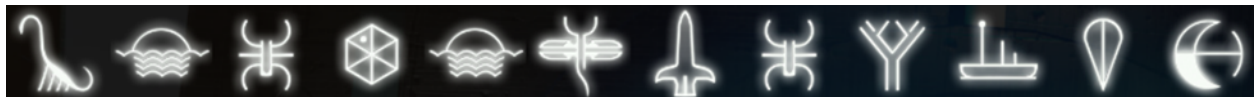
Base Coordinates: -2.10, +67.25

#### Changelog

12/19/2022: Significant rework to raise structures and buildings off the terrain more; Reworked power station and storage facility, removed underground conduit network.

### Sealab 2022

Status: Operational, no furnishings or decorations



Portal Code: 307A08D7E654

Galactic Code: 0E53:0087:057D:007A

Base Coordinates: -21.31, +144.63

### The Observatory

Status: Operational, no furnishings or decorations



Portal Code: 2084FF18768F

Galactic Code: 0E8E:007E:0986:0084

Base Coordinates: -7.20, +146.54

#### Changelog

10/30/2022: Reworked the exocraft hanger and storage facility to underneath one side of the landing pads. Cleaned up the terrain and ran a new conduit connection from the electrical room to the main spire. Done to help with terrain limits.

12/19/2022: Removed the ground paths and reworked the landing pads to raise everything up and connected it to the main corridor to the spire. Also added feeding stations to placate the angry wildlife. A message noting this appears when you portal in.

### **Neo-Mudgar**

Status: Operational, no furnishings or decorations



Portal Code: 10A0FFB1877684

Galactic Code: 0E83:007E:0986:00A0

Base Coordinates: -11.79, -59.96

#### Changelog

10/26/22: Reworked the exocraft hanger, removing it and the tunnel out, and relocating it next to the landing pads outside. The terrain issue was constantly filling in the tunnel making it unusable. Restoring all that terrain might also help with the limits.

10/30/2022: Further terrain edits to try and get changes to stick.

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