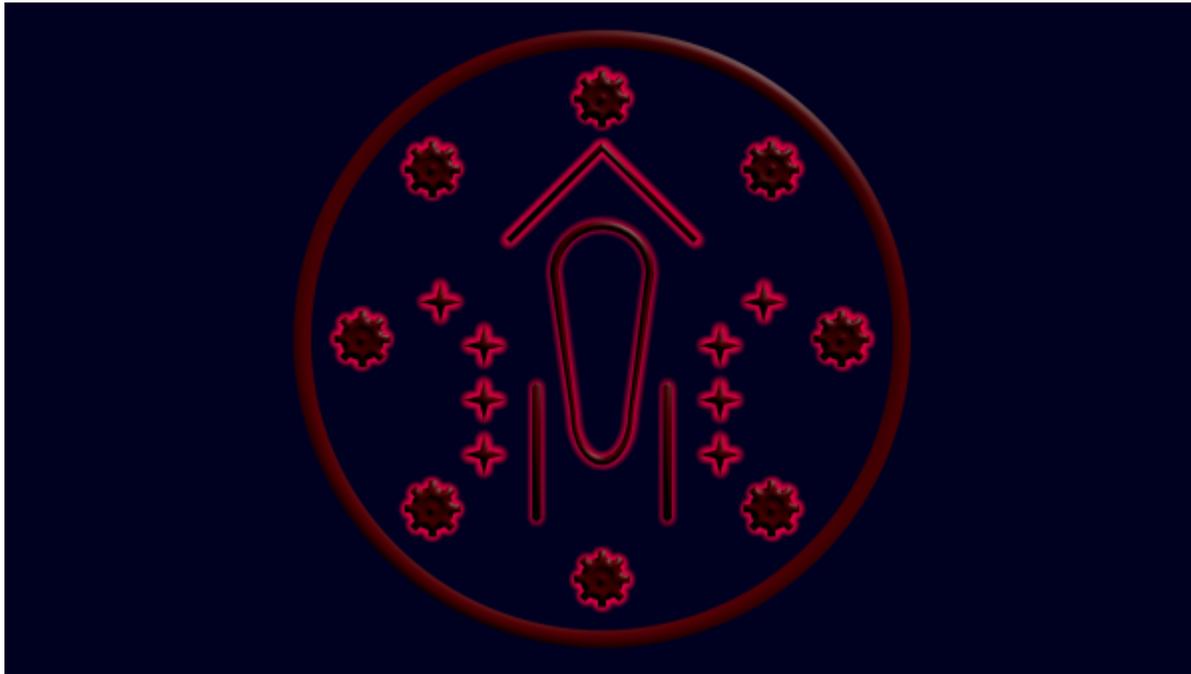


Xui'varan Training Center



Xui'varan Training Center is a military complex located on [Nesha III](#) that serves as a place for new soldiers to train on, anything from basic training all the way up to officer training, the center is a combination school.

History

Xui'varan was founded early on in the Neshaten's exploration of their system, before Levia was colonized and became the military's primary stronghold. Xui'varan still serves as a training center and is the first place any and all recruits go to; this is primarily due to the planet's very high gravity which helps to train soldiers for any and all environmental conditions.

The planet was chosen because of its various environmental habitats, such as cold, hot, humid climates along with the heavy gravity it possesses.

About

The training center was founded by the military to give their soldiers another place to train at, as training on Nesha Prime - while a good idea - was considered a dangerous prospect due to the high terrorist activity and the desire to ensure that a soldier's training goes uninterrupted.

It is a combination of a boot-camp, officer training academy, and ship training center. What this means is a recruit witnesses practically everything that can potentially go on. The officer training academy was

intentionally placed in the complex in order to give officers the experience they would need to lead troops into battle; they train alongside recruits which also helps instill discipline and respect.

The ship training center is a place where soldiers go to learn about boarding ships and defending ships from a boarding action, it is also the place where soldiers whom have an occupation to serve aboard a ship go to learn their occupational skill.

In the Navy, it is often stated that a person is a soldier first, their occupation second. It is the reason why all recruits spend sixty days in basic training, before they go on to their occupational training.

Layout

The facility's training center is built around the massive orbital tower, this means that when new recruits arrive they first arrive at the orbital tower and then ride the lift down to the center.

There is an airfield that services military fighter craft, along with a small shipyard that is attached the training center that is used for the arrival of supplies.

Military Entrance Processing Station

MEP's is the first place a new recruit arrives after stepping off the orbital towers passenger car. The center processes all new recruits, where health inspections are processed and final signing of paperwork is done. It is the last chance that a soldier has before they are no longer able to turn back, once they step through the MEP's doors that lead to the training grounds, it becomes a point of no return.

The center is two stories tall, with the main processing center on the first floor and the administrative center on the second.

Training Grounds

The massive grounds that spreads out from MEP's and all around the orbital tower. The grounds are used for training soldiers in drill exercises, hand-to-hand and melee training and for morning line-up.

Firing Range (Indoor)

The indoor firing range is located directly 'under' the training grounds and rings the orbital tower much like how the training grounds does. The indoor center is for teaching soldiers how to properly use their firearm without the risk of the soldier potentially hurting themselves or an instructor. Because of this, the weapons used fire nothing but blanks or 'lasers' in a simulated fashion, hence the weapons commonly being referred to as 'training guns'

Firing Range (Outdoor)

Located on the complex's southern side is the outdoor firing range, the range includes a combination of both infantry and vehicular ranges. This is where live-fire training begins; soldiers typically start using live-rounds after only six days of indoor firearms training. Because of the combination, infantrymen get a chance to witness what soldiers whom man vehicles do and vice-versa.

Mess Hall

The Mess Hall is a four story tall structure capable of seating two hundred and fifty people 'per' level. The top level is strictly for facility support staff, while the other three levels are for recruits and training staff. This means that instructors also eat with the enlisted and officers in training, this is another attempt to instill discipline, respect, and loyalty.

I'Neubreca Barracks

Second only to the facilities staffs own residential area in size is the [I'Neubreca](#) Barracks, where recruits live for up to one hundred and eighty two days of their life depending on their chosen occupation. The barracks are split up platoon size and are open ended, meaning there is no privacy amongst the recruits. Each platoon barracks has an instructor living area, which is private and closed off, to allow instructors to keep an eye on their recruits. Instructors spend close to thirty days sleeping in the same barracks as their recruits, until such a time passes that the recruits no longer require supervision and are capable of operating almost independently. This is broken up into phases, to be explained below.

V'Quirese Barracks

These are barracks intended for officers in training of the rank of [V'Quirese](#), they are a bit more lavish than those used by I'Neubreca, but only in that these soldiers have their own private quarters within arm's reach of an instructor with doors that remain open throughout the entire day until 'lights out' which is when the doors close and the soldiers are unable to leave their quarters until morning. These cabins also have communications terminals, which are used for multiple purposes not the least of which is for communicating with instructors but also to learn occupational material.

Recruit Store

A store that resides on the complex just a few feet from the recruits barracks, the store is two stories tall and divided between a men's and women's section. The store has hygienic supplies, clothing such as military uniforms and PT outfits, rank patches. It also has food and drink items, such as water and non-sugar oriented drinks that recruits can purchase for use in the field.

Also included are supplies for medical kits, survival gear, along with military rations.

Facility Store

Bigger than the recruits store, the Facility Store is three stories tall and sells everything from clothing, appliances, beds, furniture, groceries, and electronics just to name a few. Anything that the store doesn't sell can be specially ordered and delivered to the base by the next morning depending on the item.

The store is only open to facility staff; this means that recruits aren't allowed inside.

Officer Training Academy

Located on the compounds eastern side is the OTA, where officers in training go to get the skills they need to potentially graduate from a V'Quirese to a Z'Nyucese. The OTA overlooks the boot-camp training center, which shows officers whom they will eventually be leading after graduation but it also gives these recruits the ability to learn how to lead by running those boot-camp classes themselves.

OTA is six stories tall and designed in the shape of a pentagon, its exterior is all glass.

Occupational Training Center

OTC is where a recruit goes after they've completed boot-camp 'or' OTA to learn about their chosen occupation. OTC is interconnected with the compounds motor pool and starship training center.

Motor Pool

The Motor Pool is where all vehicles used by the compounds are stored and repaired, this includes tanks. The MP is situated underground, below OTC.

Starship Training Center

The STC is part of the OTC that trains soldiers in starship occupational skills but also serves double-duty as a center for training soldiers how to both board and repeal boarders; this means that soldiers in the midst of occupational training often witness those in boot-camp and OTA in training here.

Orbital Tower

The center piece of the compound is the Orbital Tower, which sits in the direct center of the complex.

Course Training

The following is the list material that *all* recruits learn while they are at the Training Center. Because of the last two phases, training schedules are set up specifically so that training companies all complete their training at the same time. This is why boot camp, OTA and OTC all last the same amount of time.

Training takes approximately one hundred and eighty two days. Ninety one days of boot camp or Officer Training, and ninety one days of Occupational Training.

Red Phase

Red Phase is the phase that all recruits start out in; it's the basics of the basics. Where instructors tear a soldier down and rebuild them from the ground up.

- Introduction to the Navy
- Ranks
- Occupational Details
 - Occupations can be chosen either before or after training
- Goal of the Navy, their mission, and responsibilities
- Proper uniform etiquette
- Navy Regulations and History, Values and Ethics
- Basic Firearms training (indoor range)
- Discipline and Teamwork training
- Zero-Gravity Training
- Basic Hand to Hand combat training

Blue Phase

Blue phase is the second phase that a soldier goes into, this is where the soldiers have prove themselves capable of not needing to be handholded by their instructors all the time.

- Basic Communications skills, land, air, sea and space navigation.
- Intermediate Firearms Training (Outdoor and Indoor range)
 - Blank rounds are still used
- Basic Vehicular Driving
 - Basic drivers training
- Marksmen ship Training
 - Includes training for both traditional firearms and sniper rifles
- Improved Explosive Devices (IED) Training
 - Properly identifying explosives, and identifying both metallic and non-metallic
- Intermediate Hand to Hand combat training, along with Melee training
- Equipment recognition
 - Includes recognizing weapons, armor, and vehicles and training soldiers are silhouette identifying for ships

- Fire and Damage Control training
 - Dealing with the knowhow of fighting ship-board fires, and dealing with damage to a base and responding to possible incursions by enemies.
- Basic Squad based training
- Basic Platoon based training
- Aviator training (occupational training only)
 - Aviators learn how to do ground-based support roles
- End of phase simulated training test

White Phase

White phase is the last phase that a soldier gets into for training, this phase is where squad and platoon leaders take over most day-to-day operations with instructors overseeing and checking for leadership qualities.

- Advanced combat training
 - Live-rounds are used, soldiers undertake more grueling tasks
- Advanced communications skills training
 - Know-how of jury-rigging equipment
- Advanced Vehicular training
 - Soldiers learn how to operate vehicles in a stressful, combat environment.
- Company level training
 - All squads and platoons in a training company undergo training to operate as a team
- End of phase live-fire training and test

Gold Phase

Although white is considered the last training phase, Gold Phase is listed as truly being one of two 'final' phases. Gold Phase is a culmination of all of all of a soldiers training put to the test, teamwork, identification, firearms usage, everything. It's not the same as the White Phase end of test; this is because all soldiers who have graduated in their chosen occupation's also take part.

In short, tankers, fighter pilots, infantrymen, all take part in Gold Phase where a true-test of knowledge comes into play. A combat exercise utilizing simulated munitions. Failure doesn't mean washout, the exercise is purely done for educational purposes, to teach soldiers to be ready for anything.

Instructors will often times throw things into the exercise that either changes the rules (such as orbital or off-shore bombardment)

Black Phase

Black Phase is another phase that involves combat exercises, only instead of it taking place in a combat field outside of the training center, the training center 'itself' becomes the battlefield. This is done to further hone a soldiers urban warfare skills. This particular exercise is done after Gold Phase.

Places of the SARPiverse	
Place Categories	military facility

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