I'm aware it's not what you expected, maybe not what you desired, but a couple of us think it's what Brad would've wanted.

This fort is basically 3 things:

* a black-market trader
* a sniping position for a future mission
* but mostly a memorial for Brad

I think that this design meets all three objectives. The base is big enough to have multiple traders (Ground vehicles, helicopters, equipment, etc.), somewhat protected from the outside if the traders are at the bottom entrance, has multiple angles to engage a mission, multiples ways to get in the fort (on foot at the back, in a ground vehicle at the front and with a helicopter on top), some camping positions but nothing overpowered, but most importantly, it's heavily based on Brad's favourite base: Westsyde (June 2017)

