Sol Sector

In times of the <code>Exodus</code>, it was <code>SOL</code> considered as a peripheral, isolated Sector of the Milky Way, which had just one single star System. Refugees from the <code>Western Alliance</code> successfully passed through the <code>Eastern Coalition</code> blockade and found their new home in the <code>Sirius Sector</code>. It was here that they not only successfully colonised numerous Systems/Regions of the Sector, but also over the centuries significantly increased their technical and technological knowledge. However, at the same time, the historical knowledge of the way back to the <code>Sol</code> System was lost. Humans colonists belonging to the <code>Sirius Sector</code> were also unaware of what had happened in the <code>SOL Sector</code> only a short time after their departure, and therefore the Nomad threat was totally unknown to them. However, the <code>Nomads</code> were revealed during the what is known as the "First Nomadic War", and despite their secretly executed attacks and technological advantage, they lost the War..

The <u>Nomads</u> lost the first War, but were programmed by their Masters, the <u>Dom'Kavash</u>, to never surrender. They were also able to evolve and get stronger to be able to face stronger enemies. Consequently, only a few years later, was launched a new attack against the humans settlers in the <u>Sirius Sector</u>, which is known as the "Second Nomadic War". This however lacked the important element of total surprise and ended for the <u>Nomads</u> with another even bigger defeat. During this second War, the very important "junction" System <u>X-3043</u>, was found and conquered, and through it was opened the connection to the <u>Nephele</u> System with its wreck of the Sleepership "Stalin" from the <u>Eastern Coalition</u>. Data found in the Stalin's navigational computer led first to the <u>Dublin</u> System and then to the <u>Hyperion</u> System with its Warp anomaly, which was for a long time the forgotten way back to the <u>Sol</u> System. The <u>SOL Sector</u> was now no longer isolated, and it still had only one known single star System.

The <u>Sol</u> System was first freed from the <u>Nomads</u> and then resettled. During this process, a chain of unexpected events occurred, leading to the discovery of another inter-sector connection to the <u>Altair Sector</u>. Explorers sent into the <u>Altair Sector</u> soon revealed (among other things), what exactly happened with the "old" <u>Eastern Coalition</u>. Concurrently with this, intensive exploration of the <u>Sol</u> System continued, which again brought something very unexpected: in the outer edge of the asteroid belt was found a new Jump Hole

Note: first reveal of the jumphole located in the <u>Sol</u> system is described here: <u>Crossfire Short Stories Part XVII: New discoveries in the Sol system?</u>

With the Lost Fleet update (link) in 07/2019, there is now much more for exploration in this Sector!

Systems:

- Alsace (LF update)
- Burgundy (LF update)
- Epsilon Eridani
- Epsilon Indi (LF update)
- Luyten (LF update)
- New Caledonia (LF update)
- Procyon (LF update)
- Sol

• Tau Ceti

