

# Epsilon Eridani

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Existence of this System came as a real surprise when an intrepid explorer found an unknown jump-hole on the outer border of the asteroid belt in the [Sol](#) System. Even a bigger surprise was the finding of the huge Nomadic structure located in the System's centre. The finding of the unknown jump-hole and presence of the [Nomads](#) in the newly found System, has greatly alarmed [the Order](#). Their immediate concern was that the [Nomads](#) had all the time back door access which could have been used for another invasion into the [Sol](#) System. However, a thorough examination revealed that these local [Nomads](#) were only very basic intellectual beings who showed absolutely no interest to investigate the jump-hole located in the Vorgha Field. It was therefore decided to only carefully monitor the entry point into [Sol](#) with long range scanners, thus negating the need to use "active" defence similar to the one used near the Rift to the [Styx](#) System. This particular development stage shown by the local [Nomads](#), was of important interest to a group of scientists inside [the Order](#). This group had a theory that the [Nomads](#) were evolving only in reaction to threats which endangered their guarding function, placed into their genetic code by the [Dom'Kavash](#).

## 1. Planets & Moons

- Rayshye
  - Rakald (*moon*)
  - Cersia (*moon*)

## 2. Jump Holes

- [Sol](#)
- [Tau Ceti](#)

## 3. Wrecks & Specials

- [Nomad City](#) (Map grid reference D4)

## 4. Images



Epsilon Eridani [Nomad City](#) Asteroid Field [Tau Ceti](#) JH

# Epsilon Eridani System

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