

Assris

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Assris is the entry system to the [Canis Sector](#), a sector which was once actively used by the [Dom'Kavash](#). Nowadays, Canis is just an abandoned old colony, and in the whole of the Assris system can be found only three constructions. These being the three [Dom'Kavash](#) gates (including one hypergate leading back into the [Sorrer](#) System in the [Inner Core Sector](#)) which are regularly checked by numerous Nomad patrols. However, local [Nomads](#) have similar patterns/symptoms like those found in the [Mandar](#) or [Gurm](#) systems in the [Altair Sector](#). They are smaller, weakly armed and low level beings when compared with those guarding the Unknown Systems in the [Sirius Sector](#) or those that can be found in systems [Styx](#) or [Gladius](#) ([Altair Sector](#)). A recent scientific thesis works on the theory that Nomad genetic code contains instructions allowing evolution leading to stronger and more complex Nomad beings. However, it's assumed that the [Dom'Kavash](#) did not forget to add strong fuses into the Nomad code, only allowing for their further evolution under very specific conditions.

On first appearances, it may seem that this System has nothing of interest except the jump gates mentioned earlier. But thorough analysis of the local Clouds revealed that one of them is a source of [Red Crystals](#), which are capable of storing huge amounts of energy. It could be that in the early days of the [Dom'Kavash](#), this System was one of their main sources for mining this special commodity.

1. Jump Gates

- [Kinak](#)
- [Keltur](#)

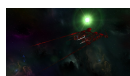
2. Hyper Gate

- [Sorrer](#)

3. Special

- Pheisor Field (*mineable* - [Red Crystals](#))

4. Images



Hypergate _____

