# **Death Valley**

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Death Valley, a dead end System, used by the <u>Nomads</u> to regroup following their defeat in <u>X-3043</u>. Here was located an old and long-unused <u>Nomad City</u> that was fully activated again. <u>Nomads</u> forces were just prepared for a fight when into System arrives the Kusari Fleet. <u>Nomads</u> shut-down the entrance of the gate leading back to <u>Nomads Lair</u> and all attempts by the Kusari's to regain control were unsuccessful. The Fleet commander attempted to send a coded message requesting reinforcements through a special courier ship the Ragnarok, but this failed too and Ragnarok was destroyed.

It was just pure luck that one independent pilot exploring <u>Nomads Lair</u> decided to use a newly found gate leading to Death Valley. This he did, and for a short time reset the gate entrances at both ends. The pilot explorer was thus able to escape from the System and called for urgent help. After reinforcements arrived the <u>Nomads</u> were defeated, but the Kusari fleet lost more than half of their ships in this battle.

#### 1. Special

Nomad City

#### 2. Jump Gates

Nomads Lair

### 3. Wrecks

Ragnarok (wreck)

Death Walley System known