

Death Valley

Table Of Contents

- [1. Special](#)
- [2. Jump Gates](#)
- [3. Wrecks](#)

- [System Info](#)
- [System Map](#)

Death Valley, a dead end System, used by the [Nomads](#) to regroup following their defeat in [X-3043](#). Here was located an old and long-unused [Nomad City](#) that was fully activated again. [Nomads](#) forces were just prepared for a fight when into System arrives the Kusari Fleet. [Nomads](#) shut-down the entrance of the gate leading back to [Nomads Lair](#) 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 [Nomads Lair](#) 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 [Nomads](#) 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 Valley System unknown