

Enigma

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Dominating this System are four individual Suns positioned in the centre of the System. Each of these Suns is of a different type and emits different coloured rays raising the attention of explorers who entered the System for a first time through the Nomad Gate from the [X-3043](#) System. Soon after their arrival, a central station called [Outpost Zeta](#) was built and a trade-lane connection built to the X3043 Gate. [Outpost Zeta](#) first served as the main re-supply station for further constructions in the System, but then its importance slowly faded, and the [Corsairs](#) used the opportunity to take control. In recent times [Outpost Zeta](#) has been used as an unofficial prison, with prisoner's lifespan being reduced to mere hours.

During colonisation of this System, further stations were built, being controlled by trading corporations, who are constantly fighting the [Corsairs](#) operating out of [Outpost Zeta](#). Explorers seeking to examine local clouds and asteroid fields, together with any independent traders, should be warned that the Phantom_ Clouds in southern part of the System heavily interfere with a ship's communication systems, effectively in almost the whole of Enigma. Local Corsair pilots are well aware of this, and use such knowledge for pirate activities without any fear of military interference.

1. Bases

- [Murcia Station](#)
- [Novara Station](#)
- [Outpost Zeta](#)
- [Pescara Station](#)

2. Jump Holes

- [Arena](#)

3. Jump Gates

- [X-3043](#)

4. Wrecks

- [Xhosa](#)

5. Images



Centre of this system [Novara Station](#) Background Look at Phantom_Cloud

Enigma System

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