

Nomads Lair

Table Of Contents

- [1. Jump Holes](#)
- [2. Jump Gates](#)
- [3. Special](#)
- [4. Images](#)

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

This is a System encountered during the SP campaign. A place where the Kusari fleet (and later Liberty and Rheinland fleets) battled the mighty Nomad Armada. Nomad forces have, after defeat in [X-3043](#), occupied this System to regroup using the dense green nebula as cover. The Kusari Fleet, which had entered this System on a survey-run, was ambushed, and their survival was possible only due to an independent pilot who pick-up an emergency broadcast ([Crossfire - Chapter 2](#)).

In present times, this System has been used as back-door access to the [Purian Lake](#) System due to a newly found jump-hole located deep inside the local green nebula. MP pilots should be particularly cautious when using this route: [Purian Lake](#) is the known home of the Fallen Pirates Clan.

1. Jump Holes

- [Purian Lake](#)
- [Omicron Minor](#) (*Functional in SP; one-way only*)

2. Jump Gates

- [Death Valley](#)
- [X-3043](#)

3. Special

- Nomads_Doom (*two Airlocks*)

4. Images



Activated [X-3043](#) Gate [X-3043](#) Gate
Detail

Nomads_ Doom Inside of the Nomads_ Doom

NomadsLairS.jpg

Image not found or type unknown
