

Styx

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This System was most likely the one from which the [Nomads](#) launched their invasion into the [Sol](#) after the end of the Great War. The local Nomad population are the most advanced of their species that humanity has encountered so far. Every traveller who enters Styx must be aware that [Nomads](#) will have no hesitation in using truly lethal forces on them, and do so without any prior warning. They have here not only numerous mobile forces (from fighters to carriers), but also the biggest fully functional station known to us.

The Nomad station, positioned close to the Dimensional Rift, has a really impressive structure and is fully shielded. There were attempts by the [Coalition](#) navy to breach it , and later by [The Order](#) ; but despite all efforts, no one was able to breach the monstrous shield or even at least weaken it. The presence of this station and the strength of [Nomads](#) here are the two main reasons why [The Order](#) built such a strong defensive system on their side of the Dimensional Rift in [Sol](#).

1. Bases

- [Nomad Outpost](#) *(in multiplayer access for Admins and Galaxy Rangers only!)*
 - Weapons Platform (x10)

2. Jump Gates & Rift

- [Kandiris](#)
- [Mandar](#)
- [Sol](#) (Dimensional Rift)

3. Wrecks

- [Jack Blinch's Ship](#)

4. Images



In Styx [Nomad Outpost](#) [Nomad Outpost](#) and Rift to the [Sol](#)

Rift from the [Sol](#) to Styx

