Tarsus

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Tarsus was for a very long time seen as a dead-end system with strong police control. This changed when local police forces started field-testing a new, special, very heavy fighter with the code name Redemption. During one of the many speed tests organised close to the Planet Prophecy, Redemption had an engine malfunctioned and was on a collision course with the planet. Redemption's test pilot, at the last moment and in desperation, restarted the engines in cruise mode. This desperate action proved successful and upon returning to normal space, the ship's sensors captured a signal of a new jump-hole leading to another System. Rumours spread around Planet Prophecy that the Tarsus System was not dead-end, as many had first thought, but has further connections to other systems. Station Hope was for a very long time home to the police clan CFPD, who guarded this System against pirate raids. They also launched from here numerous operations against the smugglers.

1. Bases & Planets

(dockable planets including unsettled moons)

- Campos Station
- Planet Prophecy
 - o Perucia (moon)
- Station Hope

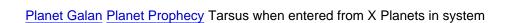
2. Unsettled Planets & Moons

(including unsettled moons)

- Planet Gallus
 - Sekeos (moon)
- Planet Galan
 - Suleos (moon)
 - o Engetia (moon)

3. Jump Gates

- <u>X-3043</u>
- 4. Jump Holes
 - Far Point
- 5. Specials & Wrecks
 - Goza
 - Storage Depot
- 6. Images



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Tarsus

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