

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](#)
 - Perucia (*moon*)
- [Station Hope](#)

2. Unsettled Planets & Moons

(including unsettled moons)

- [Planet Gallus](#)
 - Sekeos (*moon*)
- Planet Galan
 - Suleos (*moon*)
 - Engetia (*moon*)

3. Jump Gates

- [X-3043](#)

4. Jump Holes

- [Far Point](#)

5. Specials & Wrecks

- [Goza](#)
- Storage Depot

6. Images



[Planet Galan](#) [Planet Prophecy](#) Tarsus when entered from X Planets in system

Tarsus

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