

Upper Unknown

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This is a very bright System and is almost completely empty except for a bright, double-ringed, centrally located Sun emitting strong radiation. The radiation levels are so high, advice to pilots is to not to stay in this System for too long. All travellers are advised to avoid going too close to this Sun, with ship damage rising exponentially with lowering distances. [Nomads](#) presence is strong, but limited mainly to smaller ship types.

1. Jump Holes

- [Omicron Alpha](#)
- Unknown Jump Hole (map grid reference: A3) - this JH leads to [Unknown 1](#)
- Unknown Jump Hole (map grid reference: F5) - this JH leads to [Unknown 2](#)

2. Wrecks

- none

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