Upper Unknown

Table Of Contents

- 1. Jump Holes
- 2. Wrecks
- System Info
- System Map

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

Upper whiknown System wn