

Unknown 3

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This System filled by yellow nebula is a deadly trap for every visiting traveller. Nebula environment itself is not only slows cruise engines, but also makes detection of threats more complicated. And there's plenty here to do that: volatile gases; poor visibility creating the risk of colliding with planets and moons; and of course the presence of the [Nomads](#).

For [Nomads](#) this System seems ideal for capital ship production. However we can only assume this, using the energy output readings from ships' long-range sensors. In the rear part of the System, covered by nebula clouds, nobody has yet been able to properly scan the planets and moons. With all this it is not surprising that the [Nomads](#) have all their available ship types here.

Travellers! Be constantly alert for problems when you visit this System.

1. Unsettled Planets & Moons

- Planet Cragira
 - Rislest (*moon*)
 - Rynvor (*moon*)
- Planet Nithlos
 - Vina (*moon*)
- Planet Persica
- Planet Wortha

2. Jump Holes

- Unknown Jump Hole (Map grid reference: EF6) - this JH leads to [Lower Unknown](#)
- Unknown Jump Hole (Map grid reference: CD6) - this JH leads to [Unknown 2](#)
- Unknown Jump Hole (Map grid reference: F3) - a special jump hole, not shown on nav-map in the game. See below ...

Note: This special jump hole randomly goes to either [Lost Paradise](#) or [Unknown 1](#) or [Unknown 2](#) Systems.

3. Wrecks & Specials

- none

Unknown 3 System

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