

New York

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Pre-Settlement: In the tumult of the Exodus, The Liberty launched before the other great sleeper ships. Colonists whisper, even today, that the launch date may have been intentionally moved forward against the explicit wishes of the Great Planners. Early launch would have guaranteed the Liberty free access to the worlds of the [Sirius Sector](#) before the other sleeper ships arrived, but all proof of such a betrayal of trust was lost along with [Earth](#). Even if the Liberty did launch early, there is little that can be done about it now...but there remains a lingering feeling of resentment among the other houses: a vague feeling that, somehow, Liberty does not entirely deserve the position of superiority it enjoys eight centuries later.

The Liberty (colony ship) was commissioned by the Americans and was the first to arrive in the [Sirius Sector](#). The colonists settled in the center of Sirius space, where the highest number of main sequence stars and [Earth](#)-like planets existed. These mostly-American colonists called the first system they settled "New York" as they began the difficult task of rebuilding civilization, two full years before any other sleeper ship arrived. The actual sleeper ship Liberty itself was originally stripped down to allow for rapid building, but has since been refurbished and proudly flaunts Liberty's logo over [Manhattan](#)'s main landing dock for all travellers to be reminded of just how far Liberty has come.

Each new player in Freelancer/Crossfire starts his journey here in this System (on [Planet Manhattan](#)). Despite being the "Starting System", it has for the use of players (in the Crossfire mod) a few advanced ships, server's role-play licenses, special [cargo containers](#) tradeable with trains-type ships and on certain Bases there can be found valuable [BMGs](#). It is also good to know that in New York (MP), players can not be damaged by another player (PvP is disabled) and new players have therefore a safe time to look around

(Note: NPCs still can shoot on you 😊).

1. Bases & Dockable Planets

- [Baltimore Shipyard](#)
- [Battleship Missouri](#)
- [Buffalo Base](#)
- [Detroit Munitions](#)
- [Fort Bush](#) (*Mooring Fixture*)

- [Newark Station](#) (*Mooring Fixture*)
- [Norfolk Shipyard](#)
- [Planet Manhattan](#) (*Mooring Fixture*)
- [Planet Pittsburgh](#) (*Mooring Fixture*)
 - [Maine](#) (*moon*)
- [Rochester Base](#)
- [Trenton Outpost](#)
- [West Point Military Academy](#) (*Mooring Fixture*)

2. Jump Holes

- [Colorado](#)
- [Texas](#)
- New York (2x)

3. Jump Gates

- [Colorado](#)
- [Custodian](#)
- [California](#)
- [Magellan](#)
- [Texas](#)
- [Alaska](#) (*SP Campaign Only*)

4. Wrecks & Special

- [Flint](#)
- [Aggressor](#)
- [Patrol 27](#)
- Sleepership Liberty ? part of [Planet Manhattan](#) main starport (*not shown on the map*)

5. Images



Around [Manhattan](#) Wreck of Ithaca Station Sleepership Liberty Minefield

