Alaska

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System Alaska played an important role during end stages of the Freelancer story and later in the Crossfire story. It is a place where players can find clues leading them back to the home of humankind - the <u>Sol</u> System. Most of Alaskan space is filled with an un-named, dense asteroid field with a deadly central Sun which emits extraordinarily strong radiation. Two big orbital installations are located in the south-eastern part of this System, both controlled by the <u>Liberty Navy</u>. The first installation is the <u>Juneau Shipyard</u> which serves for capital ship production, and the second is <u>Sidewinder Station</u> (*known in the past as Station Mitchell*) with both having restricted access. It is rumoured that Navy is using <u>Sidewinder Station</u> as a prison and a research station.

In the recent past, Juneau provided MP with a home for a mercenary organisation called the Knights of Mercy (|PX|Clan). They used the jump gate to the X-3043 System, and the hidden jump-hole in the Alaskan asteroid cloud leading to the Midpoint Rift System, for fast access to many other Systems in the Sirius Sector . They were a very well organised guild which was often used by police and conversely criminals but for very high remuneration.

1. Bases

- Juneau Shipyard (Mooring Fixture)
- Sidewinder Station (prison, Mooring Fixture)

2. Jump Holes

Midpoint Rift

3. Jump Gates

- New York (SP access, One-way Only; SP Campaign access; MP access Denied)
- X-3043

4. Wrecks

• Secret Storage Container (Map grid reference F7)

5. Images

Dangerous central Sun Corridor Sidewinder Station Detail Battleship construction at Juneau Shipyard

