

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 [Sol](#) 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 [Liberty Navy](#). The first installation is the [Juneau Shipyard](#) which serves for capital ship production, and the second is [Sidewinder Station](#) (*known in the past as Station Mitchell*) with both having restricted access. It is rumoured that Navy is using [Sidewinder Station](#) 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 (IPX|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](#)

