

# Sekar

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Sekar is a System divided into three regions: a Middle part; a West part; and a South-East part. The Middle part is ruled by [Corsairs](#) who a long time ago took control of a station positioned in centre of this System. The station, called [Outpost Psi](#), now serves as an armoury and is a main refitting station for the [Corsairs](#) for other Systems surrounding [X-3043](#).

The West part of the System with the [Lynen Station](#) is controlled by [Bounty Hunters](#) who are regularly in fights with the [Corsairs](#). Here however, there must be an active, unspoken agreement because the intensity in these fights is surprisingly low.

The South-East part of Sekar is controlled by the Kusari government through [Samura Industries](#). They are mortal enemies of the [Corsairs](#) and intense fights are still raging in this part of System. [Samura](#) once tried bringing in capital ship reinforcements to make a final blow against the [Corsairs](#), but numerous debris fields in this System are unmistakable signs that this action ended in failure.

### 1. Bases

- [Lynen Station](#)
- [Outpost Psi](#)
- [Shiras Station](#)

### 2. Jump Holes

- [Casius](#)
- [Freeport 7](#)

### 3. Jump Gates

- [X-3043](#)

4. Wrecks

- [Peron](#)

5. Special

- Object Unknown (Map grid reference: at the junction of 6D and 7C)
- There are also points of interest in map grid reference 3D and 3F

6. Images



Bottom part of [Lynen Station](#) Bar in [Outpost Psi](#) Asteroid Field Local environment

Sekar System

Image not found or type unknown

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