

Liberty Rogues

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1. HISTORY

The [Rogues](#) are a product of over two centuries of systematic lower-class cleansing that occurred on the Liberty planets of [Manhattan](#), [Denver](#), and [Los Angeles](#). Relocated to the [Texas](#) prison system, many of them end up planet side on [Houston](#) upon release. Some stayed straight and joined the population scratching out a living. The rest returned to their life of crime, often ending up vaporized by a pursuing [Liberty police](#) patrol or back in prison for longer stretches, manning the prison factories that are the economic lifeblood of the [Texas](#) system.

Some say the massive [LPI](#) round-ups of even minor offenders in Liberty have more to do with staffing these plants cheaply than reducing crime. Fresh out of the incubator of the [Texas](#) prison system, they have limited choices. Either they work in the factories of [Houston](#) for a pittance, join the [Bounty Hunters](#) and hunt down their former brethren, go radical and hook up with the [Xenos](#), or rejoin their former partners in crime. The latter path is the obvious one for most. Simply put, these are not-too-quick opportunists, people willing to do whatever it takes to make a buck and get by until tomorrow. Usually they end up taking the fall for anything illegal that occurs in Liberty, whether they were involved or not.

The [Rogues](#) are generally a disorganized lot. They are responsible for most of the Trade Lane attacks in Liberty space and the adjacent Independent Worlds, usually operating in groups of only two or three ships, without much grasp of advanced tactics. They also provide shelter for the [Outcasts](#) in exchange for [Cardamine](#). Recently they have become the smugglers for much of the [Cardamine](#) in Liberty space, supplementing or even replacing the [Outcasts](#) on certain high-risk routes. This has made them accomplices to the most persecuted criminal group in Liberty space. They admire the [Outcasts](#), wishing they could be as smart and careful as the Edge World faction. But they regard the [LPI](#) as their ultimate masters, perhaps aware that soon they will probably be under the [LPI](#)'s thumb once again.

The primary Rogue base is [Buffalo](#), deep within the confines of the Badlands of [New York](#). Secondary bases are in the Whitney Asteroid Field in [California](#), the Reppu Cloud in [Galileo](#), the Corcovado Field in [Cortez](#), and the Wrangell Field in [Hudson](#). [Rogues](#) are frequent visitors to [Junkers](#) and [Lane Hackers](#) bases.

2. TYPE

- Liberty Criminals

3. HQ

- [Buffalo Base](#)
- -
- [New York](#)

4. ARMAMENTS

- Laser weapons (strong vs. Positron, weak vs. Graviton)
- Molecular shields

5. ALLIES

- [Lane Hackers](#)
- [Outcasts](#)

6. ENEMIES

- Houses Police
- Houses Navies
- Houses Corporations
- [Bounty Hunters Guild](#)

