

# Coalition Rogues

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# 1. DESCRIPTION

It is unknown what motivations of Rouges are. They can be separatists, political or religious extremists, nazists, common criminals, dissidents, whoever else and/or all of the above. All that is known is that they will attack any [Coalition](#) object on sight. They use current [Coalition](#) situation with [Nomads](#) and [Dom'Kavash](#) to fight off some living space and time, albeit should [Coalition](#) fall, it would be them to be a next target to the spearhead of alien assault.

Their fighters are identical to [Coalition](#) ones. They don't have capital ships, albeit render of [Coalition](#) Rouges Juggernaut for Crossfire 2.0 was seen, implying that faction will receive their own big ships. They are often encountered throughout [New Mekka](#), [Er Riad](#), [Mesched](#), [New Hongkong](#), [New Beijing](#), [Guangdong](#) and [Kalinin](#) systems, also they appear at [Planet Murmansk](#) and Borodin Space Station in [Sovetskaya](#). They are extremely dangerous as they, among other equipment, carry five [Coalition](#) Gatlings. They also can be met in significant numbers, only most experienced pilots can survive this if they are hostile to Rouges.

# 2. TYPE

[Coalition](#) Criminals

# 3. HQ

Chkalovsk Rogue Base - [New Beijing](#)

# 4. ARMAMENTS

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

# 5. SHIPS

- Identical to the [Coalition](#) except for capital and non-combat ships.

# 6. ALLIES

- none

# 7. ENEMIES

- [Coalition](#)
- [Nomads](#)
- [Dom'Kavash](#)

# 8. BASES

