

# Corsairs

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# 1. DESCRIPTION

The Corsairs are one of the largest criminal faction in the [Sirius Sector](#). Being a faction stretched out for a living, they are known for attacks and raids on various transports and bases, as well as the trading of [Artifacts](#).

# 2. HISTORY

The ancestors of the Corsairs that had set adrift from the crippled Hispania made planetfall on Crete shortly after the other Houses arrived in the [Sirius Sector](#). Scratching out a living, the Corsairs managed a bleak existence for four centuries. Eventually they developed a strong self-identity, isolated from the rest of the Houses. In 450 AS, that insular world changed. An exploratory expedition headed by Franz Schulman -- financed by [Daumann](#) and the Rheinland government -- stumbled into the system while mapping the far reaches of the Walker Nebula. The local inhabitants, sensing a historic opportunity, attacked the landing party en mass, killing all save Schulman, whom they took hostage to gain control of the mother ship Schiller in orbit above the planet.

No one is entirely sure who first nicknamed them the "Corsairs," recalling the ancient pirate clans of the Mediterranean, but the name came into popular use among the Houses sometime around 500 AS. The Corsairs began attacking unprotected outposts and ships, plundering whatever supplies and equipment they could lay their hands on, before escaping through one of their secret Jump Holes. The systematic expansion of the Houses into the Omega Border Worlds further fueled the Corsair movement, dramatically increasing the quantity and variety of accessible goods.

The final chapter began in the sixth century AS, when an enterprising, well-armed Liberty freelancer named Jim Bown made his way to [Omicron Gamma](#). He brought various [Consumer Goods](#) to trade, but the Corsairs could offer little but [Artifacts](#). A year later, he returned. Those trinkets were all the rage with the elite of [Manhattan](#). He saw a great business opportunity if they could set up a viable trade route to Liberty. The Corsairs were on their way. They grew rapidly in size and sophistication as they built up the Artifact trade. The primary smuggling route goes north to [Sigma-19](#), where [Artifacts](#) are traded with the [Hogosha](#) onboard the Hawaii. They have also opened up a route into Rheinland via the Yanagi [Junkers](#) base in [Sigma-13](#). In the west the Corsairs invaded Bretonia in order to reach the [Junkers Trafalgar base](#) in [New London](#).

The [Bounty Hunters Guild](#) has taken advantage of several Freeports in the Edge Worlds to attack the Corsairs' home system. So far they've been more of nuisance than a real threat, but the presence of [Zoners](#) -controlled bases so close to [Omicron Gamma](#) has provoked intense debate among the Elders of Crete regarding the future of nearby Independent bases.

# 3. TYPE

Pirates

# 4. HQ

[Planet Crete](#) - [Omicron Gamma](#)

# 5. ARMAMENTS

<https://swat-portal.com/forum/lexicon/entry/309-corsairs/>

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

