

Xenos

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1. DESCRIPTION

The Xenos are a loosely affiliated terrorist organization opposed to any trade or other interaction with foreign entities.

2. HISTORY

This group was originally comprised of heavy manufacturing and mining workers within [Colorado](#) and [Texas](#). Many of their ancestors also worked in the research station, which was a good employer for generations. But Liberty increasingly made money from its information technology licensing and Trade Lane associated monopolies rather than hard, manufactured goods. Over time most of the blue-collar workers became unemployed and were pushed to the economic fringe of Liberty society. As the Liberty rich moved to [Colorado](#) to escape the paradise lost in [California](#), the Xenos were displaced to a small base in the mined out Silverton Asteroid Field. Once there the Xenos launched sporadic raids focused against foreign shippers. Whenever they were captured they were sent to [Huntsville](#) prison in [Texas](#), where cross-fertilization with other inmates only helped to swell their ranks. Xenos also hate the foreigner [Outcasts](#) that feed the habits of Liberty's morally corrupt rich. For this reason, most of those declared NCR for drug crimes are placed aboard the Sugarland to keep the two groups separate. Because of the Xeno preference for other Houses' ships, [Universal Shipping](#) has actually benefited from the attacks and has lobbied the government to take it easy on them. It is rumored that some of their attacks on foreign shipping were not Xenos, but actually mercenaries hired by Universal to harass the competition. There are two additional Xeno bases in the Independent Worlds systems of [Hudson](#) and [Kepler](#). Here the Xenos have been able to operate more freely, with only occasional [Liberty Navy](#) patrols and [Bounty Hunters](#) to secure the areas. They make hit-and-run attacks into [Texas](#) frequently, especially to attack the [Junkers](#) base at Beaumont and confront [Outcasts](#). The Xenos are currently one of the poorest of all the criminal factions, so they have little resources to buy better ships and weapons. To gain a more stable income stream, they hope to evict the [Junkers](#) from [Texas](#), and ultimately [New York](#), and thus control a crucial market for [Cardamine](#). The Xenos' love of Side Arms has brought them into conflict with [Ageira](#), especially around its [Detroit Munitions](#) plant. They also regularly attack [Junkers](#) in the Jersey Debris Field of northern [New York](#).

3. TYPE

Liberty Criminals

4. HQ

[Ouray Base](#) - [Colorado](#)

5. ARMAMENTS

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

6. ALLIES & FRIENDLY

- none

7. ENEMIES

<https://swat-portal.com/forum/lexicon/article/643> - Everyone except the neutral [Zoners](#) and the [IMG](#).

8. BASES

