

NTF

Ashcorft, Sam

Main Character of the NTF Storyline. Searching for her brother Jonah who went missing several months ago. She doesn't exactly care the NTF ideology but sees serving in the NTF forces as her best bet to find out what happened to Jonah.

Ashcroft, Jonah

Commander of the NTCv Eisenstein. As officer aboard the GTSC Erikson Jonah discovered the first clues that would lead to the NTF's re-discovery of the Sangha Station in Gamma Draconis. The clues were originally dismissed by expedition's leadership but Jonah's mentor, a back-then rather unknown admiral Aken Bosch, took a great deal of interest in the findings and assigned the task of finding Sangha Station to Jonah.

Since the Station turned out to be dead end (having been looted by the Hammer Of Light during the Great War) the mission of the Eisenstein under Jonah's command was to wait until Bosch had procured the technology to activate the Knossos and to prepare for a long term mission.

When the NTC Trinity delivered the components to activate the Knossos both the Trinity and the Eisenstein crossed over the Nebula. While the Trinity had orders to find Shivans and report back, the Eisenstein was to cartograph the area beyond the portal and prepare it for the eventual arrival of NTF forces.

Rothchill

NTF Admiral, in command of the NTD Vasa. Rothchill is a political opportunist who has come to realize that she has chosen poorly with her allies as the NTF crumbles around her. Recognized by many in the NTF for what she is, her list of allies is short and due to the conduct of the forces under her command during the NTF's Deneb campaign (attacks on civilians and bombardment of vasudan settlements) the path of surrendering to the GTVA is closed to her. Desperate for any kind of leverage she can use to improve her position she believes herself in luck when a young officer is assigned to the Vasa with a very promising name...

Galaineve

NTF Admiral, in command of the NTD Vindicator. Galaineve is what he calls „a terran patriot“ and utterly devoted to his vision of terran superiority and supermancy. Bosch has recognized Galaineve as useful idiot from the start of the NTF rebellion on and like with Rothchill kept him out of the picture when it came to ETAK and ultimate plan for the NTF. Galaineve is no fool however, as the NTF rebellion comes to an end he manages to learn a great deal about Bosch's plans. Sceptical that communication with the Shivans is possible Galaineve now devotes his time to find a way to stop a second invasion of alliance space by the Shivans. When he learns of the connection between Sangha Station and the Gamma Draconis Knossos he hatches a desperate plan...

10th Polaris

Tashon

NTF veteran pilot, supervisor of the 10th Polaris. Though long disillusioned with the cause of the NTF Tashon sees no point in running, believing the GTVA just as bad as the NTF: The methods may differ but in the end its just changing the chains you wear.

Xavier, Marco

NTF pilot, recruit that climbs up in the NTF chain of command just like the player does.

Leifson

NTF pilot, a Polaris nationalist who cares more for fighting to protect his home than for ideology.

71st Liberators

Bixby

NTF veteran pilot. Though a xenocidal sociopath at heart Bixby is a pragmatic and that combination is what has secured him the command over and the loyalty of the Liberators.

Sung

NTF veteran pilot. Highly suspicious of Sam and her rise through the ranks.

Geunter

NTF veteran pilot. Shares Sung's suspicious but keeps quiet about it.

Mendel

NTF veteran pilot. Unlike most of the Liberators not a Vasudan-hating killer however he has developed a very questionable tolerance to their ways.

Garde

Lucas, Dalia

NTF veteran pilot. One of the first and last members of the Grade squadron protecting the Icení. Like most of the handpicked crew of the Icení she knows about Bosch's ultimate plans but ever since the flight from Polaris began she is almost certain that the mission will either fail or she will die before the end.

GTVI

Richter, Archibald

GTVI mastermind, Vice Admiral of the GTVA, CO of the GTCv Noir. Richter's actions are all focussed on one objective, strengthening the position of the GTVA and ensuring its continued existence for ... well, ever. What ever the sacrifice its not too much.

Richter has one great flaw: he views enemies and allies alike just as resources to be exploited to further the GTVA's goals. ETAK being the final tool needed for the GTVA to obtain even the most advanced shivan technologies and making them accessible to the GTVA. This has put him into conflict with many of his fellows, most of those thinking him too ruthless and too narrow-minded. But due to the fact that Richter is commanding a large portion of the GTVI's assets many critics have not been vocal about their concerns regarding Richter.

Van Deuben

GTVI deep-cover operative. Working behind the lines to feed the GTVA intelligence on the NTF has been Van Deuben's primary mission for the last 18 months but as the NTF begins to make a run for it he too runs - back to his GTVI commanders. After being debriefed on NTF's final gambit Van Deuben is tasked by Vice Admiral Richter to bring in Sam Ashcroft for questioning.

Maxon

GTVI deep-cover operative. Originally tasked with infiltrating a possible anti-vasudan movement in the GTVA forces two years ago, Maxon found himself soon swallowed up by the momentum of the NTF rebellion. His superiors then suspended his mission and he turned into a sleeper agent in the NTF waiting for activation. After being assigned to the Liberators Maxon grows to bitterly hate his fellow squadmates which he thinks to be the worst that humanity has to offer, and finally pledging to himself that he would see to it that every single one of them dies in the end. When Richter and Van Deuben put together the mission to capture the Icenis and Ashcroft Maxon is assigned the part of capturing Sam herself by separating her from the rest of the squadron.