

# **Major Yuri \ Yolanda Krakauer**

**Delegation: Port Arthur**

**Nationality: Earth**

Earth was a mess, there was no doubt about that. Little nations, factions, warlords all fighting for their own bit of the pie, not caring who they trod on to get it. All that changed when the Party took power, and one by one, conquered all these squabbling little groups, brought them into one larger fold for the good of all. People were at last free from being oppressed by those stronger than them, and a new era of unity began, greater in scope than anything since the days of the Human Concordat. When it was announced that the next step was to bring the otherworld colonies into the fold so all of humanity could be brothers once more, you eagerly signed up for the Colonial Expeditionary Force, to get the chance to see one of these long-abandoned colony worlds. Being an upstanding and loyal Party member you were trained as an officer and were eventually given command of a hovertank platoon, en route to Terra Nova.

As anticipated, the Terra Novans were more interested in hanging on to their own little bit of the pie than in the benefits of a united human race, so the invasion began. As the war dragged on you were decorated several times, and promoted to Captain. And then the treacherous slime in Peace River, who your forces had honourably let be when they declared neutrality, stabbed you in the back. You found yourself leading rearguard actions, trying to secure the advance's back area from the Peace River Army's guerilla attacks. You fought hard and were eventually captured by Peace River forces while leading a heroic holding action, but that had been the turning point, and eventually your army surrendered and withdrew from Terra Nova. Anybody who couldn't make it on board the limited remaining ships was left behind, and you being in a POW camp were one of this number. When you were eventually released you made your way halfway across the globe to Port Arthur, a town set up by others in your situation. You were given command of a hovertank company in the Port Arthur Korps and after time were promoted to Major. It's not easy being stranded on this planet, but you know that the CEF will be back, that it'll win the next round, and that it's your duty to prepare for its return.

However the official policy of Port Arthur, and of many of the soldiers living there, is that they're not Earthers anymore, they're Terra Novans now. They've turned their backs on their heritage, given up their loyalty and forsaken the dream of human unity. Opinions like yours are illegal, so you've had to keep them quiet and go underground.

But you are not alone. The Yakut Brotherhood, a secret society by necessity, rejects Colonel Charles Arthur's leadership and is preparing for the day when the invasion will continue. And rumour has it that that day is coming soon. Your Yakut contacts were able to pull some strings to get you assigned to this diplomatic mission, and with a bit of luck, care and craft you'll be able to arrange things to be as beneficial as possible for your comrades, and for the second wave of the CEF when they arrive...

## About Your Delegation <

- **Soldier Arkhangel:** A Jan-class GREL. Jans are the officers, and while they're exceedingly reliable under fire, no GREL is without its problems. The Mordred-class shock troopers, for example, are decidedly unintelligent. The Jans' little defect is a tendency toward sociopathy. Arkhangel has been assigned as your assistant, and you haven't noticed any particular problems yet apart from an overbearing attitude.
- **Corporal Fleischer:** A Badlander who moved to Port Arthur as a kid and joined the PAK. You're not sure why you need a bodyguard when you've got the likes of Arkhangel around, but procedures are procedures. You haven't really spoken to Fleischer yet.

## About Others You Know <

- **Marna Kounkel:** The agent of Paxton Security, Peace River's secret police, who tortured you when you were captured. You cracked under torture and gave up information, which makes you lividly angry with Kounkel. Why they're sending their secret police to a gathering like this you'd like to know.

## Resources <

You were escorted to the pick-up point by a platoon of hovertanks and two squads of GREL infantry in APCs, who are awaiting your return or further orders by military commlink.

## Goals <

- Arrange things in the most beneficial possible way for the CEF's impending return. Winning this town for Port Arthur is a good start, in that it's preferable to anybody else getting it. And the more the military juggernauts of North and South go at each other the better, and if you can draw Peace River in there too...
- Get revenge in any way possible on Peace River in general, and on Kounkel in particular.
- It won't be easy, but the more people you can recruit to prepare for the inevitable Earth take-over of Terra Nova, the easier it'll all be when it happens.

## Additional Player Info: Major Krakauer <

Krakauer a pretty straight-laced officer, something of an old-school tanker, but she has her demons. She hates nothing more than Peace River. To build an army in secret while under a flag of neutrality is beyond despicable, and renders them undeserving of any kind of mercy or kindness ever again. Furthermore, they treated her harshly when she was a prisoner of theirs - she was tortured for information on several occasions, and the fact that she eventually talked only makes her more angry with them. Beyond that, she firmly believes that it's only a matter of time, and not much time, before Terra Nova is finally conquered, and when that happens Earth's loyal children like herself will be rewarded, and the traitors like Colonel Charles Arthur III will be punished, as they deserve.