

Corporal Carl \ Carline Fleischer

Delegation: Port Arthur

Nationality: Badlands

Born in a small Badlands town that doesn't exist anymore, parents suspected of being CEF collaborators in the aftermath of the War of the Alliance and murdered by vigilante groups, you grew up as a self-sufficient orphan and when old enough moved to Port Arthur to join the Port Arthur Korps. That's the cover story.

Your real name is Operative Tyesh Alpheaus and you actually grew up happily in the utopian Humanist Alliance, where when you came of age you were selected to become part of the Protector caste. Your talents led you into the Humanist Insight and Regulatory Authority and before long you were assigned as a field agent, to go undercover in Port Arthur. So this is pretty much your first real job.

The Humanist Alliance is in trouble. Having been forcefully brought into the Allied Southern Territories and with the Southern Republic's recent complete annexation to change its strictly-administrated way of life and thus destroy everything it's achieved, plans have been put into operation to ride out the storm of Southern occupation and eventually emerge as its own nation once again. You know little of these plans, but you do know that Preceptor Gavin Hypolite, currently fulfilling ambassadorial functions in Port Arthur, is part of them. He helps Port Arthur out with technology, and they supply weapons and training for when the Humanists rise up against the Southern Republic. You stay out of all this though – your mission is deep-cover, so you go about your duties as a corporal in the Port Arthur Korps and report to your masters.

You know with great certainty that the Humanist way of life is the next stage for humanity, and worth preserving at all costs. You are quite ready to lay down your life if commanded to do so or if necessary, because what you're working towards is much bigger than you alone – it is the very future of human society. The foundations have been laid, and they must be protected. The Southern Republic represents an outdated and barbaric way of life, that of might equals right, and you hate it for its success. Its time is nearly finished, but it won't die easy.

You were assigned to this diplomatic mission by your superiors in the PAK as a result of some string-pulling by the HIRA. As far as the PAK is concerned you're just a simple bodyguard for Major Krakauer and Soldier Arkhangel, but your real mission, from HIRA, is to collect information, and do everything you can to undermine the South's position. A mission you're very much looking forward to.

About Your Delegation <

- **Major Krakauer:** Hard-nosed old tanker from the CEF invasion forces. Hasn't paid you much attention as yet, seems to be permanently pissed-off.
- **Soldier Arkhangel:** A Jan-class GREL (Jans are built to be officers). Hasn't paid you any attention at all except as a bothersome obstacle when you're in his way.

Resources <

Due to the importance of keeping your mission and network secret from the Southern Republic, you're on your own for this one.

- Arrange the final outcome of the negotiations to be as disfavoured as possible for the South. That doesn't necessarily have to mean they lose the bidding – you didn't get where you are today due to a lack of ability to think creatively.
- Try to gain allies in the struggle against the Southern Republic.
- Keep your identity a secret!
- Intelligence reports from a HIRA mole in the Southern Republic Intelligence Directorate indicate that there may be a SRID agent present at the negotiations too – possibly looking for you? The reports suggest the spy isn't part of the AST delegation. If possible, identify the enemy spy without revealing yourself.

Additional Player Info: Operative Alpheaus <

Alpheaus is a dyed-in-the-wool patriot – he lapped up the schooling and training he was given from a very young age and truly believes that the Humanist system is absolutely the perfect way for human society to be. He doesn't particularly begrudge other societies their ways of life, but he knows that if they were educated properly they too would see the elegance and beauty of the Humanist way. Now if only everybody were so open-minded. The Southern Republic have similar beliefs to Alpheaus regarding their own society, and they intend on inflicting it on everybody by conquering them. It's this arrogant, self-righteous attitude that he hates. As a result, every time he does something that causes problems for the Republic, he feels a little pang of satisfaction inside.

He's also a true professional though, and isn't about to blow his cover just to take a cheap jab at his enemies. He's a far more capable agent than his rank in the PAK implies, and is well familiar with the fact that in the intelligence game sometimes you have to accept a beating or undertake something which seems to benefit the foe. And although in his PAK position he's expected to follow orders straight off, as a spy he's entrusted with quite a lot of freedom and is expected to use his intuition and ability to think on his feet to get the job done. And he's a bit excited about the chance to set the South up for a fall that this particular job gives him.

The Humanist Alliance is a society built on the principles of rational science – the state provides everything from education to a career to social support for its citizens, but the price of this is that the needs of the utopian society outweigh the needs of the individual. Any habits, opinions or quirks deemed by the government to be detrimental to society result in reeducation.