



Chairman Seager



Chairman Betty Seager is one of the longest reigning Chairpersons of the Artron Peace Council. She has served as the head of the council for twenty-five years. Chairman Seager was elected time and again for keeping all of her political promises and balancing the acts of crime, war and other acts of evil, by enforcing harsher penalties. She has built and rebuilt a crack team to serve as her commissioners.

Her diplomatic triumphs forge a greater society of prosperity and contentment for the Artron System. Each term she served marked a hallmark of new accomplishments. As Chair of the Artron Council, she promoted peace within neighboring planetary systems and even had a trade commission with the Dark Empire. Chairman Seager is retiring at the end of her current term. Unfortunately, she has to leave just as a new war begins.

In an attempt to save her legacy of peace and prosperity, and the Artron System, she appoints Commissioner Simcox as the Chief Negotiator for the Phoenix Kingdom-Dark Empire conflict. She tells her commissioner of security to make the war a quick victory so the Artron Planetary System does not get stuck in the political-economic turmoil.



Commissioner Simcox



Commissioner Simcox is the Security Commissioner of the Artron Council. He has served the council for ten years. He worked very hard to promote peace within the neighboring planetary systems. Many of his victorious achievements were carried out in his commissioner's position. He has helped the council by enforcing the new laws for crimes and he worked side by side with the Artron Board of Governors to improve any problems and situations with the Artron Courts and Policing Agencies.

He is a master orator and very charismatic. No one knows if he is seeking the council chairman's position, and he does not leave any clues about it. Commissioner Simcox worked hard to build a strong military and paramilitary force to better protect the Artron System. The Artron General Staff has consolidated their power under Commissioner Simcox, to work more efficiently and increase their star ships fleets.

He works in the field of robotics and has great ideas that will continue to serve the council long after his time. He is an involved and avid technocrat advanced in animatronics. He has worked closely with the General Staff to create new technologies to serve the military forces and star fleet. His appointment to Chief Negotiator in the Phoenix Kingdom-Dark Empire conflict brings him farther up the ladder of the Artron Planetary Government.