

3 • **Keevan**
Pragmatic Captor



Vorta


 2 Diplomacy
  Navigation
  2 Treachery

Cards you own cannot make this personnel leave an opponent's brig.

Order — If you have no captives and command six  personnel, place this personnel in your opponent's brig to name a personnel. That opponent places each copy of that personnel he or she commands in your brig.

INTEGRITY 2 CUNNING 6 STRENGTH 3

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4 • **Joaquin**
Superhuman Lieutenant



Human


 Anthropology
  Diplomacy
  Geology
  Officer
  Security

Genetically Enhanced.

Order — If you do not command a ship and have completed Ceti Alpha V, you may take a ship from any player's discard pile and place it at this mission. You now command that ship (it becomes .) You may do this only once each turn.

INTEGRITY 4 CUNNING 8 STRENGTH 8

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