

The Enemy of My Enemy



Interrupt

When your  personnel is attempting a mission, discard the top three cards of your deck to make that personnel gain all skills, attributes, and keywords on a  personnel in your discard pile until the end of the mission attempt. Remove this interrupt from the game.

"Who would have thought that the two of us would be fighting side by side?"

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Josiah Clarke



Human

  **Engineer**  **Intelligence**  **Treachery**

Dissident. Infiltrator.

"And where are the reparations for the families of those seven million? And now those same leaders want to form a coalition with Tellarites, Andorians, Rigelians, Coridanites, and Vulcans! Vulcans, who not too long ago, massacred forty-five humans working at the Earth embassy!"

INTEGRITY 4 **CUNNING 6** **STRENGTH 5**

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Masaro
Idealistic Saboteur



Human

  **Engineer**  **Physics**  **Programming**  **Treachery**

Dissident. Infiltrator.

Order – If you command four different species, kill this personnel to examine the top four dilemmas of an opponent's dilemma pile and remove one from the game. The remaining dilemmas return to their owner's dilemma pile.

"I never wanted anyone to get hurt."

INTEGRITY 3 **CUNNING 6** **STRENGTH 6**

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