


EVENT
TNG




CAREER PATH: COMMAND


Command officers face tough decisions every day. Situations can arise at a moment's notice that require an officer's attention.

Seeds or plays on table. Each Drumhead, Important Guests, or Lineup dilemma first "stops" one OFFICER (your choice).

2393


EVENT
DS9




CAREER PATH: ENGINEERING


Even without the endless stream of hazards, keeping a station running is a 26 hour-a-day job for engineers.

Seeds or plays on table. Any ENGINEER who helps overcome or nullify Invidium Leak, Isolinear Puzzle, Duonetic Field Generator or Alien Labyrinth is "stopped."

2396


EVENT
DS9




CAREER PATH: MEDICAL


Even without the endless stream of hazards, keeping a station running is a 26 hour-a-day job for engineers.

Seeds or plays on table. Adds 1 to all skill requirements (and triples any  requirement) on Aphasia Device, Invasive Procedures, and Vantika's Neural Pathways.

2395


EVENT
TNG




CAREER PATH: SCIENCES


Starfleet's primary goal is to explore. Sometimes that exploration leaves science officers in dangerous situations.

Seeds or plays on table. Nanites, Odo's Cousin, and Subspace Fracture "stop" one SCIENCE personnel (random selection) when overcome, and their point boxes are reduced to 0.

2394


EVENT
DS9




CAREER PATH: SECURITY



Security officers must be prudent in responding to all types of disturbances aboard stations and starships.

Seeds or plays on table. Each Hate Crime, Kidnappers, Misguided Activist, or Security Precautions dilemma first "stops" one SECURITY (random selection).

2397


INCIDENT
DS9




FOR THE UNIFORM


Seed on table. Download one "Career Path" card. Your "Career Path" cards may not be nullified. Once per game, you may suspend play to download any dilemma related to your face up "Career Path" card and seed it beneath any mission, then discard incident.

2398