



This is where you'll find my articles concerning FASA's "Star Trek: TRPG". These articles will be of use to the people who still play this fine game or who are just interested in Star Trek in general.

University and Enlisted Grade Officers in StarFleet

For Star Trek : The Role-Playing Game

By John Stevens

First let's discuss what a University or Enlisted Grade Officer is. The whole concept came from a statement made by Gene Roddenberry in "The Making of STAR TREK". Gene said that every crewmember aboard the Enterprise was the equivalent of a fully trained Astronaut and therefore an Officer. That got me thinking - You know in any highly technical service the idea of the grade-school educated enlisted man makes very little sense. In addition it tends to encourage class distinctions that by the 23rd Century we will have largely grown out of. Also in all the Star Trek episodes I've seen the lowest rank ever used was Ensign. And yes I know that Next Gen, DS9 and Voyager changed that, but all three have a really bad habit of rewriting history from season to season and none have any respect for what had previously been established in the Original Series, as such when there's a conflict I go with the Original Series almost always.

Concerning StarFleet I hypothesized that although it would be and all Officer organization there would be different levels of competency determined by the training that an officer received. Not that I considered this to be a major draw back as Advanced Training was always available to raise your ratings and thus how far you could go in the service. There are basically three types of Officers in StarFleet: Academy Grade, University Grade and Enlisted Grade. The only way to tell the difference is to have access to the officers Personnel File, as such the only people onboard who would know are the Captain, the Captain's Yeoman and the Exec that's it.

As everyone knows StarFleet Academy is one of the finest institutes of higher learning in known space, as such I use them as the benchmark for the rest. Midshipmen at SFA are schooled for between 3.5 and 5.5 years following which they undertake a six month long Midshipman's Cruise aboard an active duty StarFleet vessel. Academy graduates are eligible for all commands and all ranks.

Next down are the University Grade Officers. They receive less intensive training at a public or private university or college. During the summer between their 3rd and 4th years they undertake a three-month Cadet's Cruise. University Grade Officers are not eligible for promotion above the rank of Commodore, they may command 6th through 2nd rate starships but not first rates.

Last are the Enlisted Grade Officers who join StarFleet only with the Associates degree level of education granted in the public school system. They undertake 3 months of basic training followed by 9 to 27 months of Advanced Training in their chosen specialty at the conclusion of which they go on a three-month Trainee's Cruise. They are eligible for promotion up to the rank of Lieutenant Commander and may only command 6th rate starships.

1.) When rolling attributes University Grade Officers (UGOs) roll 4D10+30, and Enlisted Grade Officers (EGOs) roll 5D10+20. Bonus Points are unaffected.

2.) Pre-Academy skills are determined normally.

3.) In place of StarFleet Academy skills UGOs receive the following:

Computer Operation : 10
Language any totaling : 20
Any Sciences totaling : 40
Social Sciences
Federation Culture/History : 15
Federation Law : 5
Space Sciences
Astronomy : 10
Any : 10
Damage Control Procedures : 10
Environmental Suit Operation : 10
Starship Command : 10

StarShip Sensors : 10
 Transporter Operation Procedures : 10
 Zero-G Operations : 10
 Leadership : 10
 Marksmanship, Modern Weapon : 10
 General Medicine (native) : 10
 Small Equipment Sys. Operation : 10
 Personal Combat, Unarmed : 10

Also 7 electives from the Academy Outside Electives list or the Background Skills list at 10 each.

For Advanced Study take half of your INT score divide by 10 (rounding down) and add 2. This is number of skills improvement rolls you receive.

4.) In place of StarFleet Academy skills EGOs receive the following:

Computer Operation : 10
 Federation Law : 5
 Damage Control Procedures : 10
 Environmental Suit Operation : 10
 StarShip Sensors : 5
 Zero-G Operations : 5
 Leadership : 5
 Marksmanship, Modern Weapon : 10
 General Medicine (native) : 5
 Small Equipment Sys. Operation : 5
 Personal Combat, Unarmed : 10

Also 10 additional rolls on the Background Personal Development list.

5.) Branch Skills are received exactly as normal. But they are at one-half skill to a minimum of 10.

6.) When rolling the number of tours of duty add one tour for UGOs and two tours for EGOs.

7.) When figuring age UGOs add 4 years for all except engineers(4.5), and Science and Medical Officers (5.5). EGOs add 1 year for all except Engineers(1.5), and Science and Medical Officers (2.5)

8.) A UGO's cadet's cruise last .25 years as does an EGO's trainees cruise.

Phasers and Settings

2265-2335

| # | setting | description |
|---|--------------|--|
| 1 | Light Stun | 50 pts. non-lethal (n-l) damage, subject will be unconscious for about a minute and semi-conscious for 1D4 minutes more. |
| 2 | Stun | 75 pts. n-l, subject is unconscious for 4 + 1D6 minutes. |
| 3 | Heavy Stun | 120 pts. n-l, subject is unconscious for 30 + 3D10 minutes. |
| 4 | Heat I | 30 pts. lethal (l) damage, will heat objects to 150 degrees C. |
| 5 | Heat II | 60 pts. l, will heat objects to 300 degrees C. |
| 6 | Disrupt A | 90 pts. l, will cause an exit wound, will bore through rock at 9 cm. per shot. |
| 7 | Disrupt B | 150 pts. l, disintegration threshold (DT) of organic matter will atomize up to 35 kg. will bore through 15 cm. of rock |
| 8 | Disintegrate | 250 pts. l, DT of rock and light metals will atomize 100 kg. |

| | | |
|----|----------------|--|
| 9 | Structural I | 350 pts. l, will bore through 3.5 cm. of rodimium alloy per shot, will atomize 175 kg. of rock |
| 10 | Structural II | 500 pts. l, will bore through 5 cm. of rodimium alloy and atomize 250 kg of rock, DT of boron steel will atomize 25 kg. |
| 11 | Structural III | 1000 pts. l, DT of adaman alloy will atomize 25 kg. also 50 kg. of boron steel and 500 kg. of rock, will bore through up to 10 cm. of rodimium alloy per shot. |
| 12 | Structural IV | 2000 pts. l, DT of trititanium alloy will atomize 20 kg., will atomize rock by the ton, houses will be vaporized, will penetrate up to 20 cm. of rodimium alloy. |
| 13 | Structural V | 5000 pts. l, will atomize 75 kg. of trititanium alloy, 500 kg. of boron steel, 150 kg of adaman alloy and any natural physical object up to 5 tons that is not force field protected. DT of rodimium alloy will atomize 15 kg. |

| Setting # | Power Drain |
|-----------|-------------|
| 1 | 1 kw |
| 2 | 2 kw |
| 3 | 3 kw |
| 4 | 4 kw |
| 5 | 5 kw |
| 6 | 6 kw |
| 7 | 7 kw |
| 8 | 8 kw |
| 9 | 10 kw |
| 10 | 30 kw |
| 11 | 60 kw |
| 12 | 90 kw |
| 13 | 150 kw |

| Phaser | Power Pack (kw) | Maximum Setting |
|---|-----------------|-----------------|
| II-X (early pistol phaser) 2265-2270 | 300 | 10 |
| III-X (early rifle phaser) 2265-2285 | 900 | 11 |
| I-A (TV hand phaser) 2270-2279 | 150 | 7 |
| II-A (TV pistol phaser) 2270-2279 | 550 | 11 |
| I-B (ST-TMP, 2 hand phaser) 2277-2288 | 200 | 8 |
| II-B (ST-TMP, 2 pistol phaser) 2277-2288 | 600 | 12 |
| I-C (ST 3, 4 hand phaser) 2285-2335 | 250 | 8 |
| II-C (ST 3, 4 pistol phaser) 2285-2335 | 750 | 12 |
| III-C (ST 5 rifle phaser) 2285-2335 | 1500 | 13 |
| II-CS (ST 5, 6 assault phaser pistol) 2286-2350 | 750 | 13 |

| Phaser | Ranges PB/S/M/L/X (meters) | Overload Radius (meters) |
|--------|----------------------------|--------------------------|
| II-X | 3/15/40/100/160 | 40 |
| III-X | 10/50/150/300/500 | 150 |
| I-A | 1.5/10/24/60/100 | 24 |
| II-A | 3/20/50/120/200 | 50 |
| I-B | 1.5/12/30/70/120 | 30 |
| II-B | 3/30/70/120/250 | 70 |
| I-C | 1.5/12/30/80/130 | 30 |
| II-C | 3/30/80/130/300 | 80 |

| | | |
|-------|-------------------|-----|
| III-C | 12/60/180/360/600 | 180 |
| II-CS | 3/40/80/130/300 | 80 |



"To Sail a Starry Sea"

a campaign for

Star Trek: the role-playing game

Stardate: 0/3603.10 (Old calendar date 10 March 2136)

Starship: USS Hyperion, NCC-21

Heavy Cruiser, Horizon class

Gross - 43,750 tons

Crew complement - 203 (national make-up as follows)

80% Earth

10% Alpha Centauri

5% Vulcan

5% Tellar

Assignment: Galaxy Exploration Command

3 year Cruise

Homebase: Trolak Fleet Base, Calgary, Griswald 3489

Commodore C. Elliot Penhaligon; SUSF, F.S.

Orders

To: Captain Jean-Pierre du Gracey; SUSF, F.S., commanding UES Jellicoe, SCC-74, Warp Cruiser - Union class

From: Admiral Savaj; VSSP, F.S., Commander - Star Fleet - Quadrant II

Stardate: 0/3601.08

- I. It is the decision of the Star Fleet Commanding Admiral that in view of the case of the UES Marconi SCC-97 on Stardate 0/3510.21, the Union class Cruiser is to be withdrawn from active Star Fleet service. The UES Jellicoe SCC-74 is to be delivered to Trolak Fleet Base where the Star Fleet Material Command will prepare the vessel for transportation to Earth.
- II. Upon arrival at Trolak Fleet Base the Officers and Crew of the UES Jellicoe shall be paid off and disbursed to new assignments. You are therefore posted to command the following:

USS Hyperion, NCC-21

Heavy Cruiser-----Horizon Class

DWT-----43,750 tons

Crew Complement-----203 persons

Drive-----Second Generation Warp Drive

Range-----4 years at std. Cruise speed

Registry-----Calgary, United Star Ship

- III. Nature and duration of mission: 3 year Galaxy Exploration Patrol
- IV. You will patrol Quadrant II sector 3, within a 10 parsec radius of Griswald 3489 system and Trolak Base.
- V. Consistent with the limitations of your vessel and equipment you will confine your landings and contacts to class "M" planets approximating Earth/Vulcan conditions
- VI. You will conduct this patrol to accomplish primarily:
 - a. Scientific investigation to add to the Federation's body of knowledge of alien life forms and social systems, and
 - b. Federation security via exploration of intelligence and social systems capable of a galaxial threat, and
 - c. Any required aid to the several Federation Colonies in this sector and the enforcement of appropriate statutes effecting such Federated commerce vessels and traders as you may contact in the course of your mission.
- VII. On Arrival at Trolak Fleet Base you will report to the Officer commanding: C. Elliot Penhaligon; Commo. SUSF, F.S.; for patrol parameters and operational orders. You will be under the authority of the Commandant - Trolak Fleet Base until re-assignment or termination of your present mission. In the course of your patrol USS Hyperion shall be assigned to independent duty, you are therefore expected and required to exercise command initiative as necessary to the successful performance of all General and Specific Star Fleet Operations.

Savaj

Admiral, VSSP, F.S.

Commander Star Fleet

Quadrant II

Adaptations

The following skills are not available at this time: Transporter Operational Procedures (TOP) and Transporter System Technology (TST)

Please make the following changes to the Character Generation system:

In the Space Sciences Curriculum replace TOP with Shuttlecraft Pilot.

In the Engineering Branch School Curriculum replace TST with Shuttlecraft Systems Technology.

In the Core Curriculum replace Federation Culture/History with Native.

In Command School replace Federation C/H with any race of your choice.

Uniforms in these early days of Star Fleet were somewhat different. They consisted of black trousers, with black boots and gray leggings. A turtle-necked jersey color-coded for department and a gray jacket with a wide belt. The right shoulder of the jacket bears the National Fleet symbol (example the Solar Union Space Fleet) and the left the Ship patch (example the USS Hyperion), while the Federation Star Fleet emblem is seen in its old familiar position on the left breast. Rank is designated by a secession of 1, 2 and 6 centimeter black stripes on the left sleeve of the uniform jacket as follows:

Midshipman - one 1 cm stripe

Ensign - one 2 cm stripe

Lieutenant j.g. - one 1 cm stripe over one 2 cm stripe

Lieutenant - two 2 cm stripes

Lieutenant Commander - one 1 cm stripe between two 2 cm stripes

Commander - three 2 cm stripes

Captain - four 2 cm stripes

Fleet Captain - one half disk over four 2 cm stripes

Commodore - one 6 cm band

Admiral - one 2 cm stripe over one 6 cm band

Flag Admiral - two 2 cm stripes over one 6 cm band

Admiral of the Star Fleet - three 2 cm stripes over one 6 cm band

The space between stripes is always 2 cm.

The initials after an officer's name indicate the national fleet in which he holds his commission and whether or not he has qualified for Star Fleet service.

SUSF - Solar Union Space Fleet

CFC - Concordium Fleet Command

VSSP - Vulcan Scientific Star Patrol

TTSN - Tellerite Territories Star Navy

AIF - Andorian Imperial Fleet

FS - qualified for Federation Service

Some of the newest officers have been commissioned by the Federation itself and use SFC for Star Fleet Command in place of a national fleet.

Weapons - Standard Lasers with the following changes: Power packs only have half the normal power available and pistols do 60 points of damage rather than 80. There is no stun setting.

Communicators are larger, about 4"x3"x1.5" and have a small 2"x1.5"x1" microphone connected by a retractable 2' cord. The mike is usually clipped to the jacket slightly above the Star Fleet emblem while the main unit is attached to the belt. They have a maximum range of 10,000 km.

Bicorders are sensor devices that can scan and record out to a maximum range of 50 m. but are only effective at ranges of 10 to 15 meters. Unlike Tricorders, Bicorders are not able to analyze the readings taken; the officer must do this himself.

There are no "Universal" Translators although translation programs can be loaded into the communicators in the case of known alien languages. Other items that don't exist are the Life Support Belt and Subcutaneous Transponder.

Subspace Radio has yet to be invented. Ships are therefore equipped with the slower Warp Communication. The system only works within a Warp Field and has a maximum transmission speed of Warp Five at this time.

As a Horizon class Starship Hyperion is powered by an Orion III plasma fusion plant and is driven by two SA-12 2nd generation warp engines with three Geodyne IV fusion engines for sub-light travel. Hyperion's standard cruising speed is Warp 3.25 at a maximum Cochrane's Factor (warp speed multiplier) of 80, her emergency speed is Warp 3.8 and she can reach a maximum velocity of 2744 c. The average CF of her patrol area is in the low twenties.

Hyperion's armament consists of two forward mounted Proton Cannons with maximum effective range of 20,000 km, four dual Laser Banks with one mounted to fire in each direction and a maximum range of 30,000 km and finally two forward and one aft torpedo tubes for 75 Mk. III Fusion Torpedoes with a maximum range of 590,000 km. Defense is provided by a Thermo-Kinetic Force-field which can deflect away 50% of the incoming fire and 20 cm of Adaman Alloy hull armor which will absorb the first 2 points of damage to punch through the force-field per salvo. As for your weapons for the time being consider your lasers to do 3 points of damage at out to 10,000 km, 2 points at 10,000 to 20,000 km and 1 point at 20,000 to 30,000 km; forcefields have no effect on laser fire. The Proton Cannons can do up to 5 points of damage depending on how much power is routed to them, out to their maximum range but are effected by the forcefields. The Fusion Torpedoes take 1 point of power to arm and do 10 points of damage each, they are affected by forcefields.