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# BEYOND *the* FINAL FRONTIER

UNOFFICIAL WEBZINE OF THE  
STAR TREK ROLEPLAYING GAME

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## From the Editor

To the long-suffering faithful, and the new readers alike:  
Greetings!

To quote the Grateful Dead, "What a long, strange trip  
it's been!"

Back in the day, when I first picked up the *Star Trek RPG Player's Guide*, I never imagined that I'd be where I am now, that I'd be doing the things I'm doing, or that I'd get to know some of the people I know. I was just another fan of the show and of the game.

And now, here I am, helping to oversee the revival of *Beyond the Final Frontier*.

It didn't happen in a vacuum, though. I probably couldn't have done this without the help of Doug Joos, who did the layout for this issue. I know I couldn't be doing it without Chris Huth, who for reasons surpassing understanding decided that I was the man who should be carrying this particular torch.

I certainly couldn't be doing it, though, were it not for you, the fans of the game who just won't let it die. I am both humbled and thrilled to be able to do this for people who love the game as much as I do.

Live long and prosper.

Patrick Goodman  
Editor

# BEYOND THE FINAL FRONTIER

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STAR TREK ROLEPLAYING GAME

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ROLEPLAYING GAME

You may contact Beyond the Final Frontier at:  
[strpg@patrickgoodman.org](mailto:strpg@patrickgoodman.org)  
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BEYOND the FINAL FRONTIER



# Engineering Room

## Rules Option: Mixed Species Characters

by Patrick Goodman

One of the most frequent complaints about the *Star Trek Roleplaying Game's* CODA rules system is that the mixed species rules seem very easy to exploit and abuse. With many possible advantages and no apparent disadvantages in the rules as written, it's not hard to see how someone could reach that conclusion. This article will attempt to address this concern.

Character creation in a *Star Trek* RPG series is typically a collaborative effort by both the Narrator and the player. Characters of mixed species generally require even more interaction between the two. This is because a mixed species character needs a significantly more detailed backstory to explain his origin. What era is the series set in? What are the prevailing sentiments about mixing genomes at the time of conception, and among the two species in question? What brought his parents together? Was his conception even considered a possibility by his parents? What special measures, if any, were needed to ensure his survival *in utero*? These are only a few of the questions that a player and his Narrator will need to ask between themselves when they decide to include a mixed species character in their series, and the answers could (and should) have profound implications on both the character's development and his role in the series.

### Mixed Species at Character Generation

Once the decision is made to include a mixed species character, the player should decide which two species he wants his character to descend from. Due to the actions of the Preservers billions of years ago, dozens (if not hundreds) of species across the Alpha and Beta quadrants share enough genetic compatibility that hybrids are generally possible with a minimum of artificial intervention. Just as in the existing rules, one of the two species is considered primary, while the other is secondary.



During the *Select Species* phase of character creation, the player must take the *Mixed Species Edge* (see sidebar) for his character. This counts as the free Edge which all characters receive during character creation; any Edges taken during the *Personal Development* or *Professional Development* phases must be offset with Flaws.

Instead of generating two different sets of attributes, as would be done under the existing rules, generate a *single* set of attributes (include the eight bonus points if using the pick method). If one of the species is psionic, and the character will be, too, don't forget the Psi attribute (as outlined in the *Player's Guide* errata). Write this set of attributes down twice. Apply one species' attribute modifiers to the first set, and the other species' attribute modifiers to the second set.

Select four attributes from the primary species' set and the other two from the secondary species' set to provide the character with all six attributes. If the character is psionic and only one of his parents is, take his Psi attribute from the appropriate set. If both parents are psions, take the lower of the two scores (psionic ability is frequently a victim of mixed species heritage).

Species abilities, such as a Vulcan's *Mind Meld* or a Bajoran's *Pagh*, are handled in much the same way as they are in the *Player's Guide*. Some of these species abilities are learnable, while some are inherent parts of the species' genome. The player should choose all but one of his character's species abilities from the primary species, and the remaining ability from the secondary species. Typically, this is a learnable ability, such as the Human ability *Skilled*, but this isn't always the case, and there are no hard and fast rules for making this choice.

If the Narrator approves, and the player is willing to take a flaw in order to spend another Edge, he can take either the *Stringent Upbringing* or *Genetic Quirk* Edge during the *Personal Development* phase of character generation. These Edges allow the player to modify how species abilities are assigned to his character.

### Mixed Species (Edge)

Your parents were of two different species. You stand with one foot in each of two worlds, giving you a unique perspective on the people and events around you.

**Prerequisites:** This edge can only be taken at character creation.

### Stringent Upbringing (Edge)

While you are the biological blending of two different species, you have been brought up strictly within the culture of only one.

Rather than taking most of the species abilities from the primary species and one from the secondary species, you take all of yours from the primary species.

**Prerequisites:** Mixed Species edge. This edge can only be taken during the *Personal Development* phase of character creation, and is incompatible with the *Genetic Quirk* Edge.

### Genetic Quirk (Edge)

You don't favor one species as much as many individuals of mixed species heritage do. Rather than taking most of the species abilities from the primary species and one from the secondary species, you take all but two of yours from the primary species, and the remaining two from the secondary.

**Prerequisites:** Mixed Species edge. This edge can only be taken during the *Personal Development* phase of character creation, and is incompatible with the *Stringent Upbringing* Edge.



# The Shipyards

## Royal Oak-class Battlecruiser

by Roger L. Taylor II

artwork by Roger L. Taylor II and Adam Heinbuch

### Introduction

Losses incurred in the Dominion War clearly demonstrated that Starfleet vessels lacked the overwhelming offensive power necessary to ensure supremacy in the line of battle. While *Defiant* class vessels were well-matched against vessels up to twice their size, they lacked the endurance of larger ships and were insufficient to go “toe-to-toe” with large combatants such as the Klingon *Negh'Var* or various Dominion battleships, a weakness exacerbated by powerful new designs appearing in Romulan and Klingon shipyards. Older vessels, such as the *Galaxy*, *Ambassador*, and *Excelsior* classes continued to serve admirably, but likewise lacked the offensive power needed to decisively turn the tide of battle.

The few dedicated ships of the line, such as the *Olympus* and *Kelly* classes, were capable vessels, but were designed with twenty-year-old technological baselines that did not incorporate developments in anti-Borg technology or counter the massed-wave attacks used by adversaries such as the Dominion. As these vessels aged, they became far more expensive to maintain and operate, both in terms of material and manpower costs.

The first vessels to incorporate the new technological baselines were the *Intrepid* and *Sovereign* classes, but even these vessels were designed as deep space explorers and both classes

were far too light or too few to serve in the line-of-battle.

Following the Dominion War, Starfleet continued to retrofit existing classes of heavy explorers, but this was a stop-gap measure, at best. What was needed was a new class of line-of-battle ships, fast, powerful, and able to take the fight to the enemy. These vessels would need to be constructed as quickly as possible, ensure the greatest value per credit, and be armed and armored sufficiently to survive in a new combat paradigm. Given the emphasis on replacing lost escorts, patrol craft, and explorers, Starfleet had neither the time nor the resources to design and construct a new ship-of-the-line from the keel up.

Based upon lessons learned by the U.S.S. *Enterprise* NCC-1701-E in her clashes with the Borg, the Son'a, and the Romulans, and with several incomplete hulls already available, Starfleet Command decided that the new vessel should derive from an extensively modified *Sovereign* class baseline.

In order to meet Starfleet's desire that the vessel incorporate the experimental multi-vector assault mode first used in the *Prometheus* class, various design yards proposed “dreadnought” variations which added one or more additional warp nacelles, either a third nacelle on the dorsal centerline, or two additional nacelles beneath the primary hull in a manner similar to *Miranda* class. Both proposed designs, however, suffered fatal flaws in warp field dynamics, structural incompatibilities, and inertial stresses. Simply put, adding additional nacelles to the basic *Sovereign* hull would do more harm than good.

The *Sovereign* class already enjoyed the most efficient, dynamic warp field known to

Federation science. The addition of fixed, external warp nacelles could only disrupt the vessel's warp balance and center of gravity, making her sluggish, slow to maneuver, and inefficient at warp speeds.

Additionally, large fixed nacelles add considerable mass, and thus inertia. With the vessel interface (the point at which the two subships inter-connect) located almost exactly at the ship's center of gravity, large external nacelles could increase inertial differentials at the ship's weakest point beyond the ability of the structural integrity fields to compensate, causing the vessel to literally tear herself apart while maneuvering at speed. Since such maneuvers occur almost exclusively in combat situations, this configuration posed unacceptable risks to the vessel and her crew.

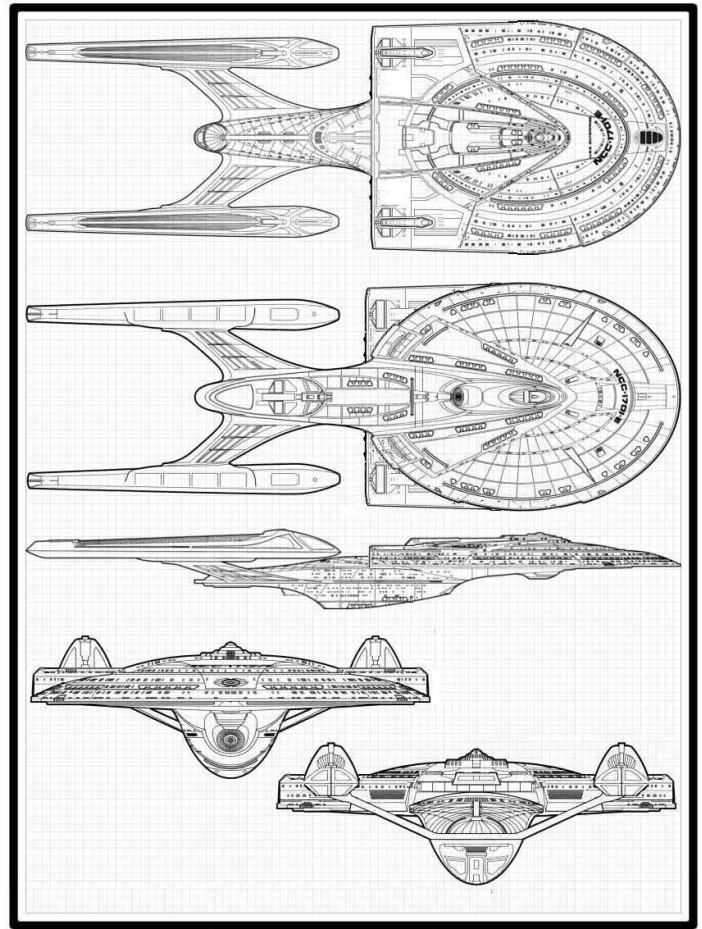
The problem was further compounded by the fact that the antimatter reactor assemblies necessary to feed such large nacelles would take up an unacceptable amount of space inside an already cramped hull, reducing the room available for additional weaponry, shield generators, and magazines.

Finally, any “multi-vector assault” would be a comparatively rare and short-term phenomenon. The vessel's various components would spend the vast majority of their service life joined together as a single vessel, and the warp field dynamics had to be designed to ensure the most efficient operation in that configuration.

Further, the *Sovereign* class baseline made no provision for routine saucer separation, let alone for multi-vector assault mode, a fact made apparent by the lack of a dedicated impulse engine on the secondary hull. Any new design would need to reserve space for a separation system and do so in such a way as to minimize the impact on the vessel's warp dynamics and finite internal volume.

The most logical approach was to incorporate a raised section aft on the primary hull, similar to that found in the *Miranda* class, which houses a small antimatter reactor and a pair of retractable warp nacelles, a design element pioneered on the *Prometheus* class. When extended for separated flight, the engines provide

full warp maneuverability for the detached primary hull. While the lesser volume and mass of the retractable warp nacelles necessarily results in reduced operational lifetimes and somewhat slower speeds, this liability is more than offset by the reduced weight and volume requirements and the restored efficiency of the main warp drive system.



## Weaponry

The other major concern for the new baseline vessel was her offensive firepower. The *Sovereign* class already mounted the heaviest shipboard phaser array currently available to the Federation. To supplement this offensive punch, the *Royal Oak* was fitted with an experimental “phaser lance” firing from the ventral centerline, just above the captain's yacht and forward torpedo array. Based on the type XV phaser (normally found only on starbases), this “phaser lance” incorporates



annular confinement beam jacketing which allows the weapon to be fired at warp speed.

These modifications have resulted in a radical increase to *Royal Oak's* offensive power, but the system has proven both vulnerable to damage and difficult to repair.

### Conversion and Service

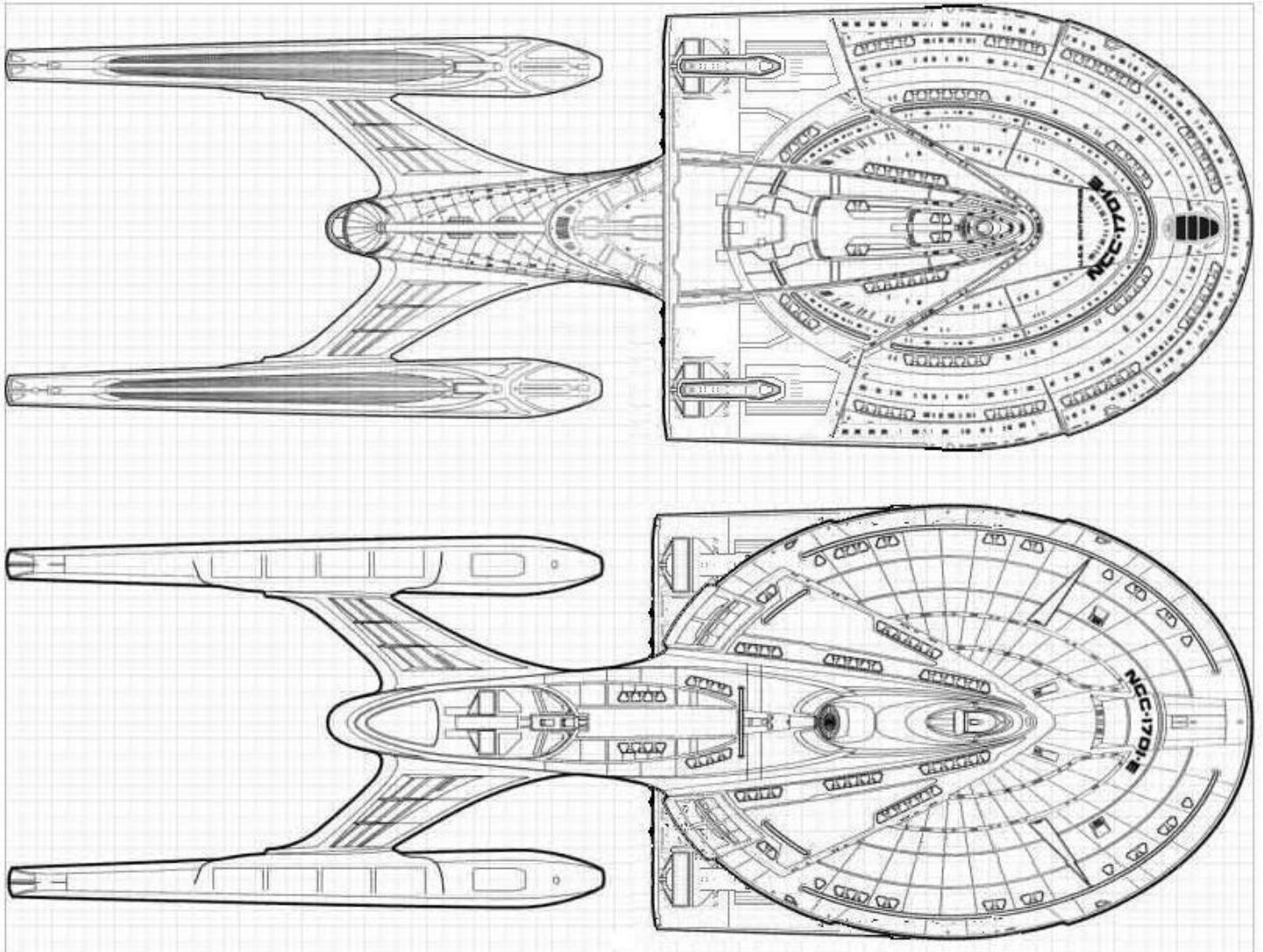
Conversion began in 2381 with the starship *Royal Oak* at tr'Kierahn Yards, and with *Hood* and *Arkhangelsk* following at 6 month intervals. *Hood* was refitted at Utopia Planitia, while *Arkhangelsk* was refitted at Starfleet Yards, San Francisco. A

fourth vessel, *Resolution*, was held in reserve for possible future conversion. *Royal Oak* completed reconstruction in twenty-one months, *Hood* in eighteen, and *Arkhangelsk* in twenty-six. In each case, the reconstruction was followed by an eight-month shakedown and evaluation period, testing both the ships and their crews.

*Arkhangelsk* is being fitted with an experimental emitter configuration which allows the “phaser lance” to be arrayed in line with the main navigational deflector, rather than in the separate emplacement used aboard her sisters.

## Starfleet *Royal Oak* class

Battlecruiser; Commissioned 2385



## Game Statistics

### Hull Data

Structure:	40 (5 ablative)
Size:	8/ 24 decks
Length:	685/88/250 meters
Complement:	855

### Operational Data

Atmosphere Capable:	No
Transporters:	8 personnel, 8 cargo, 8 emergency
Cargo Units:	80
Shuttlebays:	2 a
Shuttles:	16 size worth
Tractor Beams:	1 av, 1 ad
Separation System:	MAM (1 subship)
Sensor Systems:	Class 4 (+4/E)
Operations Systems:	Class 4 (E)
Life Support:	Class 4 (E)

### Propulsion Data

Impulse Engines:	FIG-4 (.9c) (D)
Warp Drive:	LF-44 (Warp 6/9.5/9.7 MCU) (C)

### Tactical

Phaser Banks:	Type XII (x6) MK XV "Phaser Lance" (x1) (E)
Penetration:	8 / 7 / 7 / 0 / 0
Photon Torpedoes:	MK 95 DF (x3/E)
Photon Penetration:	6 / 6 / 6 / 6 / 6
Quantum Penetration:	7 / 7 / 7 / 7 / 7
Deflector Shields:	FSS-3 (F)
Protection/Threshold:	18/6

### Miscellaneous Data

Maneuver Modifiers:	+2 C, +0 H, +3 T
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### Traits

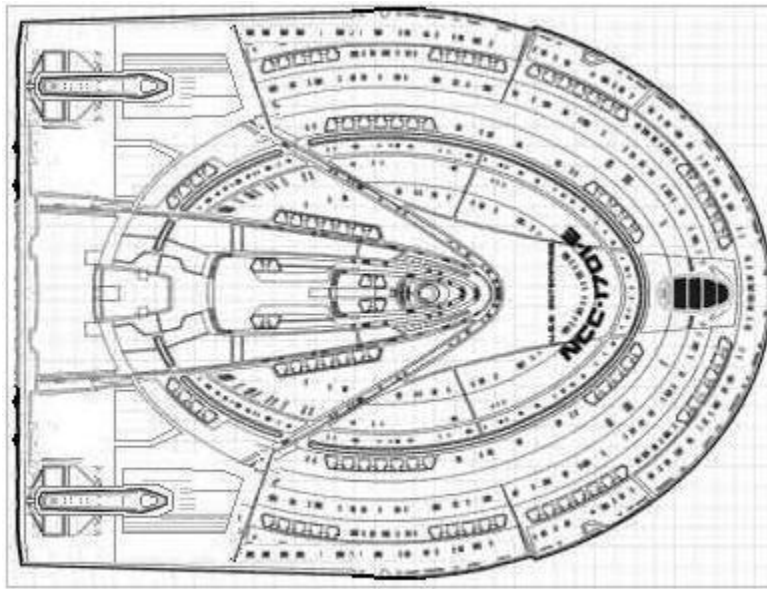
Ablative Armor [NG 143], ACB Jacketing [SS 27], Unique System (Phaser Lance) [NG 144], Visible [ESO 11], Vulnerable System (Phaser Array) [NG 145], Intricate System (Phaser Array) [ESO 11]





# Starfleet Royal Oak class

## Saucer Section; Commissioned 2385



### Game Statistics

#### Hull Data

Structure: 40 (5 ablative)  
 Size: 6/12 decks  
 Length: 327/30/250 meters  
 Complement: varies

#### Propulsion Data

Impulse Engines: FIG-4 (.9c) (D)  
 Warp Drive: LF-41 (Warp 6/9.2/9.6) (C)

#### Operational Data

Atmosphere Capable: No  
 Transporters: 4 personnel, 4 cargo, 4 emergency  
 Cargo Units: 30  
 Shuttlebays: 1 a  
 Shuttles: 8 size worth  
 Tractor Beams: 1 ad  
 Separation System: MAM  
 Sensor Systems: Class 4 (+4/E)  
 Operations Systems: Class 4 (E)  
 Life Support: Class 4 (E)

#### Tactical

Phaser Banks: Type XII (x3) (C)  
 Penetration: 5/5/4/0/0  
 Photon Torpedoes: MK 95 DF (x1/B)  
 Photon Penetration: 4/4/4/4/4  
 Quantum Penetration: 5/5/5/5/5  
 Deflector Shields: FSS-3 (F)  
 Protection/Threshold: 18/6

#### Miscellaneous Data

Maneuver Modifiers: +2 C, +0 H, +3 T

#### Traits

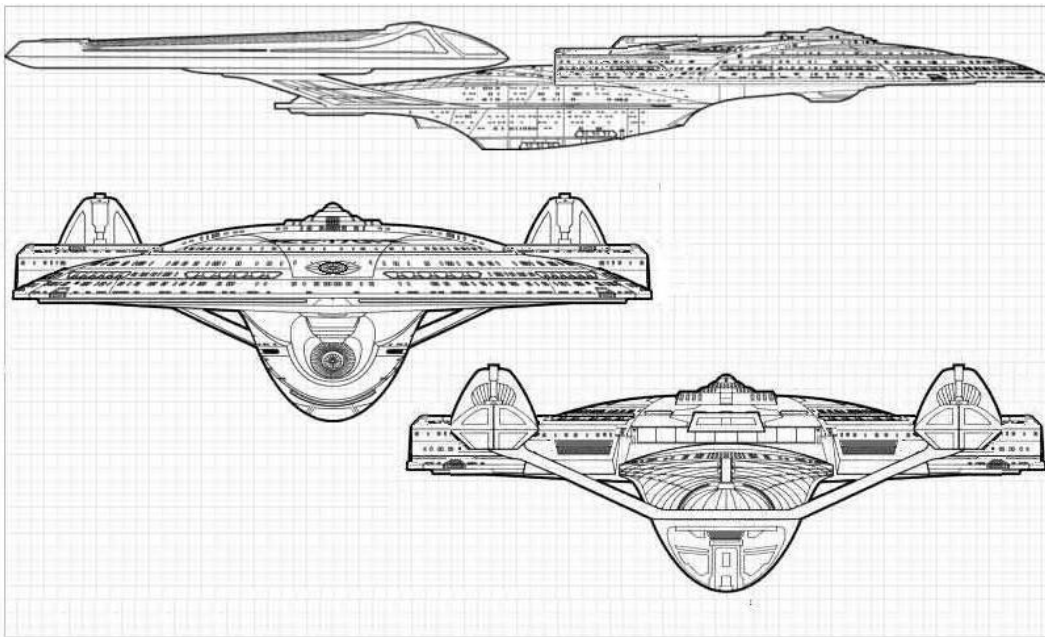
This subship shares all the traits of the combined vessel. Additionally, it has Intricate System (LF-41 Warp Drive) [ESO 11].

# Starfleet Royal Oak class

## Engineering Section; Commissioned 2385



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### Game Statistics

#### Hull Data

Structure: 40 (5 ablative)  
Size: 8/16 decks  
Length: 685/88/212 meters  
Complement: varies

#### Propulsion Data

Impulse Engines: FIG-4 (.9c) (D)  
Warp Drive: LF-41 (Warp 6/9.5/9.7) (C)

#### Operational Data

Atmosphere Capable: No  
Transporters: 4 personnel, 4 cargo, 4 emergency  
Cargo Units: 40  
Shuttlebays: 1 a  
Shuttles: 8 size worth  
Tractor Beams: 1 av  
Separation System: MAM  
Sensor Systems: Class 4 (+4/E)  
Operations Systems: Class 4 (E)  
Life Support: Class 4 (E)

#### Tactical

Phaser Banks: Type XII (x3)  
MK XV "Phaser Lance" (x1) (D)  
Penetration: 6/6/6/0/0  
Photon Torpedoes: MK 95 DF (x2/B)  
Photon Penetration: 5/5/5/5/5  
Quantum Penetration: 6/6/6/6/6  
Deflector Shields: FSS-3 (F)  
Protection/Threshold: 18/6

#### Miscellaneous Data

Maneuver Modifiers: +2 C, +0 H, +3 T

#### Traits

This subship shares all the traits of the combined vessel.

#### Ships in Service

USS Royal Oak (NCC-73815), USS Hood (NCC-73816), USS Archangelsk (NCC-73817)



# *It's Not Just a Job*

## Starfleet Departmental Duties in the 24<sup>th</sup> Century

by Dan Gurden

### Introduction

One of the questions that seems to get asked a lot is a variation on, "What exactly does the operations officer *do*, anyway?" What do *any* of the various departments found on a starship do? It's not always as cut-and-dried as it appears.



### Command

"Second star to the right and straight on 'til morning."

The ultimate control of the starship falls to the Command department. Both the captain and executive officer usually fall into this department, regardless of which branch of service they

originally came from. Some smaller vessels, however, such as the Defiant and Saber classes, have such small crews that an XO will often also be a department head. Captains most commonly rise from the ranks of the Science, Engineering, or Operations departments, but it is possible for an exemplary officer to rise from other departments directly. For instance, with the recent increase in hostilities from the Borg and the Dominion, there are an increased number of captains rising from the Tactical branch. Flight Control also falls under this branch of service, as do many starbase personnel. This is the only branch of service that wears red.

**Captain:** The ship's commanding officer, this person in turn takes orders from Starfleet Command. While many tasks are delegated to other senior officers, such as the Executive Officer and department heads, the ultimate responsibility for the ship and all those who serve upon her falls to this individual. It is he/she who decides the best course of action and interprets the guidelines set down by Starfleet Command.

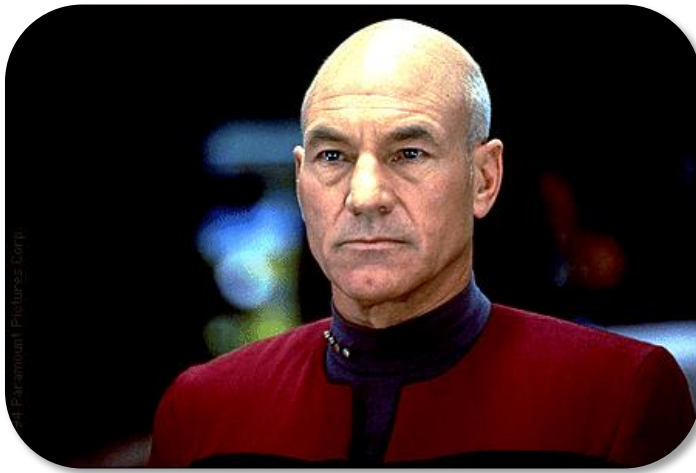
The captain's job is to carry out Starfleet Command's orders to the fullest extent. In addition, captains also have legal authority while separated from command, acting as judge, minister, or representative of the UFP, depending on the situation.

*Examples: Captain Jean-Luc Picard, Captain Benjamin Sisko, Captain Kathryn Janeway, Colonel Kira Nerys.*

**Executive Officer:** Second only to the captain, the XO is an invaluable part of the function and command structure of any Starfleet vessel or facility. The position was first established on Earth,

on the seagoing vessels of the mid-15th century, although many planets and cultures have developed a comparable position in their respective military environments.

The primary responsibility of the executive officer is to take command if the captain is killed, incapacitated, missing, or no longer able to remain in command for any reason. As such, an executive officer needs to be knowledgeable about the ship and crew under them. After all, at any time they may be called upon to take the center seat, and must be willing and able to do so without hesitation.



However, the executive officer's day-to-day duties are those that will fill most of their time. These duties are centered on keeping the ship operating at peak proficiency. The executive officer oversees all department heads on board, and is constantly briefed by them as to the status of their various departments and concerns. Sometimes the captain will involve himself in these meetings, but it is the executive officer's duty to keep the captain abreast of matters arising in these meetings. Another important aspect of the executive officer's duty is offering a differing opinion; it is the executive officer's duty to offer alternatives and to point out any potential faults in a captain's proposed course of action.

The executive officer is also responsible for reviewing crew performance and recommending crew members for promotion; these

recommendations are then forwarded to the captain for his approval. Another of the executive officer's jobs is the upkeep of crew morale; typically, he or she does this by working closely with the ship's counselor. Together they work to maintain the peak efficiency of the ship's crew. Often, they will also work together on the crew evaluations. Executive officers are also usually required to lead away teams, especially in dangerous situations where the presence of the captain could prove an unnecessary risk.

Essentially, the executive officer acts as a buffer between the crew and the captain. While this may seem, at first, to be an impersonal way to run a starship, this buffer is important to enable the captain to make the life-and-death decisions that can face him daily.

Executive officers who aren't also the head of another department are assigned to the Command branch; those serving in both roles remain in their primary department.

*Examples:*  
 Commander William Riker, Lt. Commander Worf (aboard the *Defiant*), Major Kira Nerys (aboard *Deep Space Nine*), Commander Chakotay.



**Diplomatic Liaison Officer:** This mission specialist position is concerned with contact and good relations with other species and organizations. On diplomatic away missions, the DLO typically leads the away team, with the rest of the team acting as his staff to record the mission and provide support.



This officer usually works closely with the Command and Science departments, as well as civilian diplomats.

The diplomatic liaison officer serves both Starfleet and the Federation as a whole. They are the voice of reason and diplomacy in the area. They are duly appointed representatives and must coordinate any peaceable talks with either hostile or unknown entities. This appointment is still unusual as a continuous posting. However, with mission profiles growing longer on many explorer-class vessels, Starfleet has begun to assign these vessels a DLO on a permanent basis.

This position is considered a mission specialist.



**Flight Control Officer:** Commonly known as the conn officer, this officer is directly responsible for the navigation and direction of the ship. While this is mostly an automated process, in times of emergency, the conn officer will take direct control over the starship and control its speed, direction, etc. Therefore, this bridge position is always filled while a starship runs under its own propulsion.

There will commonly be several flight control officers aboard a starship, usually among the pool of junior officers. They are responsible for monitoring and controlling a ship's course, attitude and speed. Usually this officer will be heavily versed in starship systems, navigation skills, and basic engineering abilities to allow constant monitoring of a ship's engineering status. A conn officer will have full control of a ship's warp,

impulse and even the RCS thruster system, allowing pinpoint control over the vessel.

Recent alterations to the established design of Starfleet bridges, have begun merging the abilities of Ops and Conn, further expanding the role of pilot, and on some smaller ships, such as the Defiant class, it is not uncommon for non-command officers to fill this role, a vital requirement in situations where the total number of crew available is a concern.

It is often the case that the most senior flight control officer will also be the most skilled pilot available, often in multiple piloting specializations.

*Examples: Acting Ensign Wesley Crusher, Ensign Ro Laren, Lt. Tom Paris, Lt. Commander Jadzia Dax.*

**Shuttle Specialist:** On some larger vessels a dedicated shuttle specialist will be assigned. This officer is assigned as chief shuttle pilot, and is part of the Conn section. He coordinates the shuttlebays of a starship, and will be the liaison officer to help coordinate the reassignment of the secondary shuttlebays during emergency procedures. He will also be responsible for keeping the senior staff up to date on any maintenance needs, as well as coordinating EVA operations.

**Chief of the Boat:** The chief of the boat is the ranking NCO on the ship, usually a very experienced individual with many years of service. The chief of the boat performs an equivalent function to the XO, but is directly responsible for the NCOs and enlisted personnel in the crew. A chief of the boat is usually only assigned on larger starships, as smaller ships have correspondingly smaller crews, with less need for this position.

Usually, the chief of the boat is as qualified, if not more so, than many of his contemporaries among the commissioned officers. The chief of the boat is also responsible for coordinating with the XO and Security departments on matters of personnel and visitors to the ship, as well as acclimatizing new officers.

## Engineering

*"A good engineer understands machines almost as well as he does people; a great engineer understands people almost as well as he does machines."*

One of the most vital departments aboard a starship, Engineering deals with the repair and maintenance of shipboard systems, the most important of these being the warp core, which supplies power to the whole ship. Many see them as miracle workers, getting things running to tip-top condition with little (or no) notice. Starship designers usually hate the chief engineer, due to the numerous alterations they make to the standard specifications while improving a vessel's performance. Engineering serves as the starship's heart.

While it's easier to run the engines from the engineering department, there is an engineering station on the bridge. This station allows monitoring and even some control over the engineering department, so while a chief engineer is most likely to be found in the engine room, there is usually an Engineering officer monitoring this station.

Along with the security and operations departments, the majority of Starfleet's enlisted personnel serve within this department. Like those other departments, Engineering wears gold uniforms.

**Chief Engineering Officer:** The CEO is responsible for the ship's propulsion systems, as well as almost every other major system aboard the ship (with the exception of computer systems, which fall under the purview of Operations). In addition to coordinating repair and maintenance schedules, the chief engineer is usually responsible for upgrades made to improve or optimize performance. They are also responsible for coordinating the personnel serving under their command, as well as the condition of all equipment on a Starfleet ship.

Examples: Lt. Commander Geordi La Forge, Chief Miles O'Brien (aboard the Defiant), Lt. B'Elanna Torres.



**Deputy Chief Engineering Officer:** The deputy chief is expected to act in the chief engineer's place when he is away or unavailable. They will also supervise maintenance tasks in remote areas (such as on away missions), or critical maintenance tasks when there is more than one task of the same priority. The deputy chief engineer is also traditionally known as the Engineer's Mate.

Example: Lt. Joseph Carey.

**Engineering Officer:** The officers and NCOs of Engineering are charged with the actual repairs and maintenance needed, as well as the normal everyday tasks that keep a starship running. They often work very closely with the Operations department to this end.

Examples: Ensign Vorrik, Ensign Robin Lefler, Lt. Reginald Barclay.





When a ship full of people goes out to explore the galaxy, it's sure that at some time, someone's going to get hurt. That's where Medical comes in. Their job is to treat the injured and heal the sick. A qualified doctor holds significant respect, whatever their rank. It is possible for the Chief Medical Officer to order the captain to stand down, if he believes the captain's behavior to be affected by medical conditions.

Non-commissioned officers in this department serve as orderlies and technicians; junior officers who haven't gone through full doctor's training serve as nurses. A doctor will go through an extra couple of years at Starfleet Academy gaining their medical training. It is rare for a qualified doctor to enter service below the rank of lieutenant junior grade; most enter as full lieutenants. Medical personnel, like the Science department, wear blue uniforms.

**Chief Medical Officer:** The CMO manages the entire medical department, and is responsible for the administrative tasks associated with the department. The CMO must be both Doctor and Administrator as they also have to fit in their normal medical duties as well. Under Starfleet's rules, the senior medical officer has final say in any matter concerning health care and the treatment of the injured.

*Examples: Commander Beverly Crusher, Lieutenant Julian Bashir, Voyager's Emergency Medical Hologram.*

**Deputy Chief Medical Officer:** This position isn't always filled; effectively, it is the second-highest ranking doctor on the medical staff. In the case that the CMO is unable to fulfill their duties, this officer will coordinate with the head nurse, and take over command of the doctors aboard ship.

**Medical Officer:** The doctor's primary concern is with the physical health and well-being of the crew and, as a secondary role, the health and well-being of any Federation citizen in need of medical attention. In addition to performing routine examinations and check-ups, the doctors on a starship perform emergency medical procedures, conduct surgery, and assist with injuries and illnesses of all types.

When not actively busy with patients, many doctors occupy their duty time with conducting medical research, or familiarizing themselves with the results of other medical research. Many medical officers specialize in particular areas of medicine, from neurology to exobiology and pharmacy, and many assume titles that describe this specialization. Like their counterparts in the Science department, many of them will find themselves re-assigned often to better utilize their specialized skills.

*Example: Dr Selar.*

**Head Nurse:** The head nurse supervises all the nurses, orderlies, and technicians attached to the medical department. This individual is also responsible for the medical equipment, pharmaceuticals, and other supplies. In addition, should the CMO be unavailable to fulfill their duties, the head nurse is charged with assuming their administrative duties. Effectively, this makes

the head nurse a second departmental deputy, while the other doctors make the medical decisions.

*Example: Lt. Alyssa Ogawa.*



**Counselor:** A Starfleet counselor is primarily responsible for the mental and emotional health of the crew complement of the vessel or facility to which they are assigned, but this is not the only aspect of the position. Counselors are usually part of a ship's senior command crew, and can hold ranks as high as commander. As such, they may be called upon to assume command of a vessel or an entire facility in times of crisis.

Logistically assigned as part of a ship's medical contingent, the counselor is likely to operate separately, and may even have assistants on ships with particularly large crews. A counselor is likely to have a separate office, like any other department head, although this office is designed to provide a calm, relaxed atmosphere for counseling sessions.

A counselor will usually have a seat on the bridge, often shared with other mission specialists, near the captain and executive officer. The captain often has cause to call upon the experiences and skills of the counselor during first contact, negotiations, or other tense situations; they will advise on the cultural distinctiveness of races or suggest social etiquette that may need to be observed during communication.

The ability to directly influence the captain's command decisions is an extremely important responsibility. A counselor is required to have a high degree of understanding, intuition, and confidence in most aspects of running a ship, and

must also be aware of the protocol and regulations needed to deal with any species and situation that might be encountered.

A counselor is required to sit in on the majority of senior staff briefings and meetings and often accompanies away team missions, especially on diplomatic visits or functions. A counselor's advice and expertise in these instances can be vital in avoiding cultural difficulties. The ship's counselor also works with the XO when reviewing personnel and making recommendations about transfers and promotions.

*Examples: Commander Deanna Troi, Lieutenant j.g. Ezri Dax.*

## Operations

*"Turn it off, turn it back on. It'll be okay."*

The Operations department is a hybrid department covering helm, tactical, and some engineering. Their area of expertise is the control and distribution of power and resources around the ship. They deal with transporters and communications as well as shuttlecraft and tractor beams; however, under combat conditions many of these systems will fall under the Tactical department's control. Operations also deals with damage reports when they come in, as well as the coordination of damage control teams during the aftermath. Officers in Operations are usually easily transferred between Helm, Engineering or Tactical in an emergency. They wear gold uniforms.

Along with the Security and Engineering departments, the majority of Starfleet's enlisted personnel serve within this department.

**Chief of Operations:** The Chief of Operations is also known as the Operations Manager. This individual is tasked with the control and distribution of limited ship's resources such as power, computer usage, sensors, and even holodeck scheduling. While most of these are handled on a routine basis by the ship's main computer, the actual allocation of such resources is decided by the Operations



Manager. The important necessity of the Chief of Operations is highlighted by its positioning on a ship's bridge, often right next to either Conn or Tactical.

An Operations Manager has at their disposal a series of readouts that give a continually updated list of current shipboard activities, thus allowing Ops to prioritize resources on request, or alter the balance in cases of emergency or potentially dangerous tactical situations. The way in which resources for a ship's sensors are allocated is particularly important for exploratory vessels as a number of differing departments require the usage of this resource for a wide variety of reasons. In cases when there is a chance of one department's use interfering or preventing the success of another department, the Operations Manager may reschedule the allocation of resource usage and even request more drastic recommendations, such as course changes, to ensure total success.

For all these reasons, an Operations Manager is often particularly skilled in computer use, and is often a skilled engineer to boot. The Operations and Engineering departments work very closely together, blending almost imperceptibly, and it is true that many of their skills and abilities are interchangeable.

On the bridge, the Ops console provides access to the status of a ship's sensors, shields, and communications, enabling the Operations Manager to access and report much of the same information also available to the Tactical Officer.

It must also be noted that many of the newer style of Starfleet ship's bridge arrangements (such as the *Defiant* and *Prometheus* classes) have begun integrating many of the Operations and Helm controls into a single panel; as a result, more than a few Operations Managers have found themselves serving as Conn officers as well.

*Examples: Lt. Commander Data, Chief Petty Officer Miles O'Brien, Ensign Harry Kim.*

**Deputy Chief of Operations:** The Deputy Chief of Operations is there to back the Chief up, and effectively coordinate any departmental operations

across the ship while the Chief is busy on the bridge. He is also expected to take over on the bridge if the Chief of Ops is unavailable to take the position. Likewise, this officer is in charge during the Chief's absence.

Outside of that, the deputy chief of Operations is usually found in charge of one of the other duty shifts, effectively delegating responsibilities between duty shifts of personnel.



**Transporter Chief:** The transporter systems are one of the most important facilities available to Starfleet vessels and facilities, enabling the near-instantaneous transportation of personnel and materials from one location to another, and reducing the need for shuttlecraft or other auxiliary vehicles having to hard-connect via a docking station or shuttlebay. The transporters are overseen by a senior NCO in the Operations department serving as Transporter Chief.

The number of enlisted personnel serving under the chief depends upon the size of the vessel. There are usually one or two transporter operators per transporter room, and two to four transporter technicians among the regular Operations and Engineering crews.

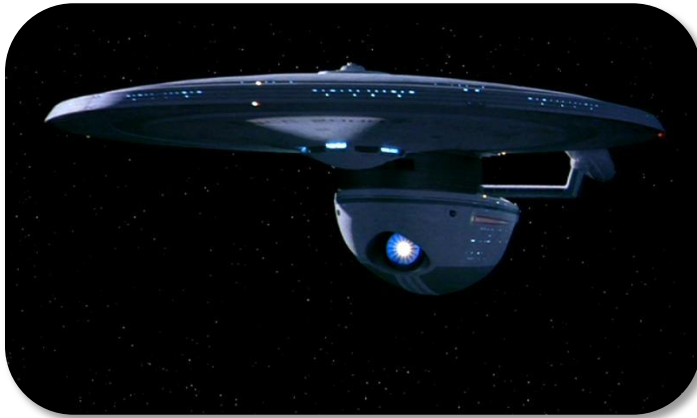
The transporter chief's primary duties are to supervise the operation and maintenance of the various transporter systems that operate aboard a starship. It is this crewmember's responsibility to

ensure the safe transportation and retrieval of crew members during away team missions, as well as assist their colleagues during the various unusual requests that seem to crop up on a regular basis. Another of the chief's responsibilities is to ensure that the equipment cabinets located in the personnel transporter rooms are always fully stocked and that the weapons and equipment stored within are always fully charged, to be ready at a moment's notice.

Should something go awry, it is also the job of the transporter chief to conduct an official investigation to find out what went wrong and prevent it happening again.

During periods when transporters are not in use, the Transporter Chief may order technicians to carry out test transports, or even undertake such duties personally, utilizing test materials. Such maintenance is to ensure the equipment is operating at optimum conditions, as the loss of any vital component during transportation can have catastrophic results on the individual caught in the affected beam.

*Example: Chief Petty Officer Miles O'Brien (aboard the Enterprise-D).*



**Mission Operations/Communications Officer:** While the role of Communications Officer has lessened considerably since the 23rd century, primarily due to increased technology and automation available within the communications field. It has typically been the case for Starfleet to expand and increase the roles of such officers who

might find their positions undermined by such increases in technology.

In the case of the Communications Officer, Starfleet has expanded the role to include that of Mission Operations. Effectively, the officer serving in this position on the bridge is there primarily to monitor and control multiple communications channels and support the Operations and Tactical bridge staff. They also monitor the Mission Operations terminal, and keep an eye on the status of any away teams.

This officer often also serves as a “floating specialist” serving on the bridge, and is able to take over from the Operations Chief should he get called away. Thus a communications officer remains an important link in a starship's crew, and is commonly a senior Operations officer.

Communications officers, like security staff, must also be aware of Starfleet codes and emergency conditions, in order to immediately inform the Commanding Officer of potentially hazardous situations. This position can also sometimes be filled by a Tactical officer.

*Example: Lieutenant j.g. Worf (as a tactical officer on the Enterprise-D).*

**Operations Officer:** The rank and file of the Operations department, operations officers generally fill a bridging role between the Science, Command, and Engineering departments. They often specialize in a particular system, focusing on computers, sensors, holographic systems, or transporter systems, and are technically proficient in both their use and in their repair. They frequently work closely with Engineering, and quite often the lines between Operations and Engineering get a little blurred. The Operations department often has the largest contingent of officers aboard a starship.

*Examples: Ensign Nog, Rom.*



Starfleet's original mandate is as an exploratory and scientific organization, and its primary mission is one of exploration. The Science department is the one primarily in pursuit of that mission.

Science officers serve aboard starships in droves. While there may be a Chief Science Officer, usually the highest ranking officer in the department, the department is further split into many different fields of study, each with its own team or section leader. The largest sections aboard exploratory vessels tend to be Stellar Cartography, which charts the galaxy and explores anomalies in space, and Xenobiology, which specializes in the study of alien cultures; they usually have secondary training in first contact procedures, as well. Like the Medical department, Science wears blue uniforms.

While the ship's current mission always receives priority, Science officers are allowed, even encouraged, to pursue whatever avenue of research they desire, within Federation law, during their off-duty hours.

It is common for the Science department on a starship to subdivide into sub-departments, more so than any other department in Starfleet. These sections are usually organized into the following broad fields: Planetary Sciences, Space Sciences, Physical Sciences, Life Sciences, and Social Sciences. These sections are further subdivided into specialties within each field: Anthropology, Chemistry, Biology, Geology, and so on.

**Chief Science Officer:** The Chief Science Officer is responsible for supervising all departmental personnel and research efforts aboard ship. They offer scientific facts and advice to the ship's captain, and when necessary, prioritize research efforts in their department. On the bridge, the CSO has access to the full array of ship's sensors, allowing them to gather scientific and intelligence data.

The Chief Science Officer has been an integral part of Starfleet crews since the creation of Starfleet, providing an invaluable service to senior officers and answering directly to their Commanding Officer. The CSO is the individual responsible for overseeing scientific investigations and for providing specific scientific information to enable correct and relevant command decisions. The relative importance of the role differs greatly according to the nature of the vessel on which the officer is assigned; a Starfleet vessel primarily designated as a research vessel will, by its nature, have a very high concentration of scientists aboard, and increase the importance of the CSO amongst the senior staff. The role carried out by the Chief Science Officer outside of the coordination of experiments and research programs will depend entirely on their rank.

In Starfleet, the high consideration of scientific achievement often leads science officers into the Command branch, and a significant number of Starfleet Captains and Executive Officers come from the Science department.

*Examples: Commander Neela Darren, Lt. Commander Jadzia Dax.*



**Deputy Chief Science Officer:** The Deputy Chief stands in for the Chief Science Officer when they are unavailable. In addition, it will often be the deputy chief who accompanies an away team to a planet's surface to supervise planetary operations. On larger vessels, there are likely to be multiple Deputy Chiefs, with each heading up a different section as listed above.

**Science Officer:** Most science officers remain tucked away in the labyrinth of science labs of various types available on most Starfleet ships. Most rank-and-file science officers are usually specialists in particular fields, and are usually available for transfer to ships going on missions appropriate to their field of expertise. It is for this reason that science personnel sometimes receive numerous transfers in a short period of time, moving to where their skills are required for as long as needed. This sometimes leads to isolation from their crewmates as they shift from assignment to assignment, rather than getting to know a crew and develop long-term working relationships.

*Example: Ensign Samantha Wildman.*



## Security

*"To protect and to serve."*

The Chief Security Officer often supervises the Tactical department, and they deal with the readiness and upkeep of the ship's weapon systems. They also provide security aboard ship as well as a supply of troops. Tradition states that a

Tactical console on the bridge is manned by the Chief of Security, and it is only very rarely that there are two chiefs, one for Security and the other for Tactical. The officers of the Security department wear gold uniforms, while Tactical officers wear red uniforms.

Security officers now have to go through an extra six months of rigorous training after graduation from academy; this training is designed to give them a thorough grounding in combat, a fact that has increased survivability of Security officers by 20%. There is no physical training anywhere that equals that of Starfleet's security personnel. The discipline and pride instilled by this extra training also leaves a corps of highly trained personnel willing to accept that their lives remain permanently on the line in the name of peace.

Along with the Operations and Engineering departments, the majority of Starfleet's enlisted personnel serve within this department.

**Chief of Security:** The Chief of Security aboard a starship is charged with the safety and defense of both the ship and her crew. In recent years, the Chief of Security has also served as Senior Tactical Officer, a situation that has matched Starfleet's mission of peaceful exploration. However, after the recent hostilities with the Dominion, there are many Senior Tactical Officers serving within the fleet, and it is likely that this split in specializations will remain with the fleet for several years, leaving many vessels with both a Security Chief and Senior Tactical Officer.

A Security Chief often accompanies any away teams at the forefront of the landing party, phaser at the ready, and scanning the planet for signs of hostile life forms or environmental dangers. A starship's chief of security is also on hand any time a visitor beams aboard. If the newcomer shows signs of hostility, the security chief will use whatever means necessary to calm the situation. The chief of security functions as an Investigator, Policeman and Soldier, and as such is expected to be fully conversant with all of Starfleet's weapons systems as well as multiple



forms of hand-to-hand combat. However the Security chief must also be highly conversant with Diplomacy and Law to ensure the successful completion of his assignment.

*Examples: Lieutenant Tasha Yar, Lieutenant Worf, Lt. Commander Michael Eddington, Lt. Commander Tuvok*



**Deputy Chief of Security:** The Deputy Chief of Security is expected to act in the chief's place wherever extra security is needed, or while the chief is busy on the bridge. It is the deputy's job to be able to either take over the bridge station, or find another officer to assume the station when the Chief of Security is away. Like all the other deputy department heads, it is the deputy's job to assume the position of chief if the actual security chief is unable to fulfill their duties.

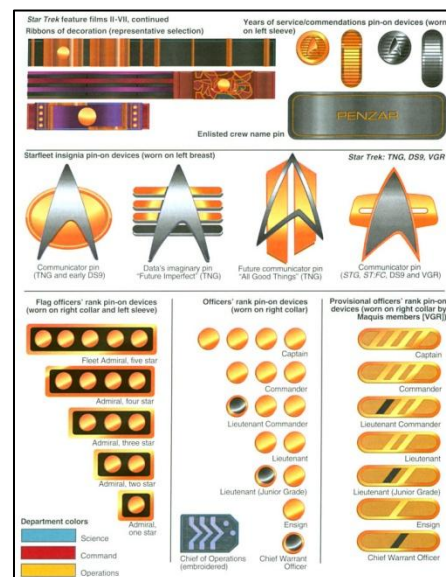
**Master at Arms:** The Master at Arms is usually the ranking Security NCO assigned to a Starfleet ship or facility. This position takes responsibility for coordinating the continuous training of security officers, usually working very closely with the Chief of Security in the upkeep of the security department's martial skills. Unusually, this position is also still referred to by its ancient name, Sergeant Major. The Master at Arms is also expected to discipline security officers who step out of line, as

well as be able to lead them during combat missions.

The vast experience and seniority of the Master at Arms commonly means that an older serviceman who has spent a long time in Starfleet fills the role. Often this will mean that the Master at Arms equals the abilities and respect of the Chief of Security, sometimes more so. Even though, as an NCO, newly minted Ensigns effectively outrank the individual concerned, it would be a foolish junior officer who tries to pull rank on an enlisted NCO with so much experience.

Shore leave security also falls under the jurisdiction of the Master at Arms, as do the maintenance and upkeep of the ship's weapons lockers, but this is often shared with the Chief of Security and delegated to junior officers.

**Security Officer:** The general rank and file of the security department, trusted with ensuring the continued safety and wellbeing of the section they are assigned to, as well as to be available for away team duty at any time. They must be able to function as both guard and soldier, and are often cross-trained in other skills to best utilize their ship-wide presence under alert conditions. They commonly support the Medical department as emergency corpsmen, or the Engineering department on damage control teams.



## Tactical

"Just show me where to shoot!"

The officers in the Tactical department are responsible for the upkeep of all shipboard weapons systems, from the phasers and photon torpedoes through to any specialized ordnance required for the mission. While the Chief of Security often mans the Tactical station on the bridge, when that individual is called away it is often a member of this department who takes over the station. With the recent conflict with the Dominion, many captains have taken to assigning a specific individual to the Bridge Tactical station, keeping the Security Chief back for repelling boarders and accompanying away teams. This posting is at the Captain's discretion.

**Strategic Operations Officer:** This is usually the most senior and battle-hardened tactical officer assigned to a ship, and is effectively the Tactical department head. This position is rarely assigned to anyone below the rank of Lieutenant Commander. It is this officer's duty to man the Tactical station in combat conditions, and he can sometimes take over the ship if the Captain or XO are unavailable. This position is generally considered to be a major stepping-stone toward becoming an XO or Captain in the officer's own right.

The tactical officer is commonly in total control of a vessel's fate, and as such, a great amount of mental discipline and character is required. The survival of the ship and the crew may depend solely on the actions of the officer assigned to the Tactical console, whether it is facing the threat posed by an opposing force, or the manipulation of the shields

against potentially catastrophic contact with celestial bodies or artificial constructs. The manipulation of the first-line offensive and defensive capabilities may be under the Tactical officer's direct control, but this does not mean that the Strategic Operations Officer operates in isolation from other vital departments, either on the bridge or at other stations within the vessel or facility. In situations concerning any natural or artificial external hazard, the tactical officer will likely liaise very closely with the Flight Control, Operations and Science officers, or liaise with the Security department to ensure the safety of the vessel

*Example: Lt. Commander Worf (aboard DS9)*

**Tactical Officer:** The Tactical department is charged with the use of a starship's offensive resources. They oversee any major modifications to the phasers and photon torpedoes, as well as the shields, usually working very closely with Engineering officers. They must be as capable at repairing the systems as using them, and Tactical officers are charged with helping out at the tactical station as needed. A tactical officer on the bridge will normally serve at the Mission Ops post, where they can monitor multiple away team activities, as well as EVA operations.





Example: Lieutenant J.G. Worf (before his promotion to Security)

## Mission Specialists

**Intelligence Officer:** This officer is only partially attached to the Security or Tactical departments. His responsibilities involve keeping the senior officers ahead of any hostile forces by keeping track of troop movements and the like, as well as sending regular update reports to Starfleet Intelligence. This is a non-standard post aboard a starship, and is considered a mission specialist. Aboard most ships that have one, the intelligence officer's duties are to; Monitor Communications frequencies, Reconnaissance flights, as well as coordinate with the Diplomatic liaison and Captain.

**Diplomatic Liaison Officer:** Any diplomatic envoy working within the Federation is assigned to the care of the ship's Diplomatic Liaison Officer. Very rarely are diplomats actual members of Starfleet, although the fleet and the Federation Diplomatic Service do work closely together. Instead, diplomats are most often civilians, so that they can ensure impartiality and objectivity when considering their diplomatic case files. However, Starfleet is often happy to assign a young up-and-coming officer as a Diplomatic Liaison in order to expose the promising candidate to diplomatic procedures and to the many 'eccentricities' that diplomats are renowned for.

It is not unusual for retired captains and admirals to become diplomats or ambassadors after they leave Starfleet. On the whole, few vessels have a regular diplomat assigned to the crew, unless they are remaining on-station within a system for a long period of time. Many starbases on the frontiers, however, have a long-term assigned diplomat. Generally, diplomats visit a place for short periods of time, travelling wherever they are needed, whenever they are needed.

Examples: Kyle Riker, Lwaxana Troi, Sarek of Vulcan, Ambassador Spock.

**Scientists:** Not all scientists work within Starfleet; it is entirely possible that a civilian specialist in a specific field of interest may be assigned to a starship's mission as a specialist. Such a placement counts as a VIP posting and the specialist will be assigned a berth as such. In many cases the ability of a civilian scientist to focus on a specialization far exceeds the requirement of Starfleet's science officers, who may be good, but still need to diversify their skills as much as possible. The assignment of a civilian scientist can significantly increase the specialist knowledge brought to bear on a scientific issue.

**Civilian Service Personnel:** Besides civilian scientists, there are a variety of other civilians running a variety of businesses who can find themselves aboard a starship or starbase, although the recent war with the Dominion has led to a cutback of civilian service personnel and families aboard front line ships. Starfleet tries to keep civilian service personnel to a minimum, to avoid exposing them to danger, but in some cases members of the civilian service can be spouses and family of Starfleet officers and fill a practical role alongside their family member's assignment.

Most ship's bars still tend to be run by a civilian, although many of those civilians are retired Starfleet officers. Many members of the civilian service tend to be caught up in their own area of expertise, and it is quite unusual for them to take a pro-active role in the ship's operation. However, there are exceptions to this rule, usually in the case of diplomatic aides or terraforming specialists. Sometimes a member of the civilian service may have certain experiences that require the crew to interact with them on a regular basis, whether on an official level or not.

Examples: Keiko O'Brien, Guinan, Mott the Barber, Quark, Garak, Neelix.

# Hailing Frequencies

## Where No Man has Gone Before

### What's out there?

Here you will find a list of the many sites out on the internet that support Star Trek in all its myriad of incarnations. If you know of a site you would like to add to the list, please let us know so that we can update this resource.

#### Beyond the Final Frontier

<http://strpg.patrickgoodman.org/>

#### Trek-RPG.Net

<http://forum.trek-rpg.net/index.php>

#### RPG.avioc.org

<http://rpg.avioc.org>

#### Character Profiler

<http://rpg.avioc.org/profiles/>

#### Star Trek – Memory Alpha

<http://memory-alpha.org/wiki/Portal:Main>

#### Ex Astris Scientia

<http://www.ex-astris-scientia.org/>

#### Star Trek LCARS Blueprints

<http://www.cygnum-x1.net/links/lcars/blueprints-main2.php>

#### Star Base 10

<http://www.starbase10.com/trek/>

#### Star Trek CCG Continuing Committee

<http://www.trekcc.org/>