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**A**lthough *Star Trek* rules cover enlisted personnel only as NPCs, players may wish to portray characters other than standard officers. These rules will allow individuals to work in 23rd-century versions of billets that have existed since Noah was a cabin boy. The following ranks are available in Star Fleet:

Rank	Title
E-1	Recruit
E-2	Apprentice
E-3	Technician
E-4	Specialist
E-5	Petty officer
E-6	Chief petty officer
E-7	Master chief petty officer
WO-1	Warrant officer
CWO	Chief warrant officer
O-1	Ensign
O-2	Lieutenant junior grade
O-3	Lieutenant
O-4	Lieutenant commander
O-5	Commander
O-6	Captain
O-7	Commodore
O-7	Fleet captain
O-8	Admiral
O-9	Fleet admiral
O-10	Admiral of Star Fleet

Enlisted characters follow the standard character generation procedures on personal statistics, until it is time to go to the academy. Then they can sign up in a Star Fleet recruitment office for a standard five-year hitch.

*Example:* Trudi Wells has just graduated from the 23rd-century version of high school. She wants to join Star Fleet as an officer and submits her application to the academy, but due to a few low educational scores, she's rejected. She's disappointed but still wants to explore where no one has gone before. She visits the local recruitment office, where a crusty, old chief petty officer makes her an offer—give Star Fleet five years and it will give her the stars. She signs her name on the dotted line and ships out.

### RECRUIT TRAINING

Recruit training lasts 26 weeks. Characters should divide 7 points between Strength, Endurance and Dexterity. Refer to the following Recruit Training Skills Table for skills received.

### Recruit Training Skills

Skill	Level
Marksmanship Modern	10
Environmental Suit Ops	10
Star Fleet History	5
Pers Combat Unarmed	10
Small Equip Sys Ops	10
Fed Hist/Cult	10
First Aid	10



## APPRENTICE TRAINING

When an enlistee completes recruit training, his rank is enlisted, second class. He must then go through a 26-week apprentice training (AT) school, during which Star Fleet provides an overview of the fields available. Refer to the following AT School Skills Table for skills received in apprentice training.

AT School Skills	
Skill	Level
Astronautics	10
Life Support Sys Tech	10
Comm Systems Tech	10
Security Specialist	10
Mechanical	10
Electronic Technology	10
Damage Control Proc	10
Computer Ops	10
General Sciences	15

After apprentice training, an enlistee goes to tech school for intensive training in his field. Refer to the following tech school tables.

### Astronautic Tech School Skills (1 year)

Skill	Level
Mechanical	15
Electronic	15
Life Support Systems	15
Astronautics	10
Small Equip Sys Tech	10
Damage Control	10
Computer Operations	5

### SEC Specialist Tech School Skills (5 years)

Skill	Level
Small Unit Tactics	5
Security Procedures	15
Marksmanship Modern	15
Personal Combat Armed	10
Personal Combat Unarmed	15
Planetary Survival	10
Native Psychology	10

### Comm Tech School Skills (5 years)

Skill	Level
Electronic	15
Comm Systems Ops	10
Comm Tech	15
Small Equipment Systems Ops	10
Small Equipment System Tech	15
Computer Ops	5

### Laboratory Tech School Skills (1 year)

Skill	Level
Choice of one skill at level 20:	
Biology	
Chemistry	
Medical	
Computer Ops	10

### Administration Tech School Skills (5 years)

Skill	Level
Administration	15
Computer Ops	10
Economics	10
Steward	10

*Example:* Trudi has an aptitude for engineering and is posted to Astronautics Tech School. After two years of training, Trudi is ready to join Star Fleet as an astronautics technician.

## DUTY ASSIGNMENTS

Roll 1D100 on the table below.

### Training Performance

Roll	Result
01-10	The character graduated with high honors from tech school and can choose his first assignment. He is advanced to the rank of enlisted, first class.
11-30	The character graduated with honors and receives a -10 on the first assignment roll, along with rank advancement to enlisted rating first class.
31-70	The character graduated with the rank of enlisted, second class, with no modifiers to the first assignment roll.
71-100	The character failed tech school. Assigned as general crew to the Merchant Marine.

*DMs:* -10 for Int over 70, -5 for 60-69.

Length of the first tour is whatever time remains on the enlistment after recruit and apprentice training. For duty assignments, roll on the following Duty Assignments Table.

### Duty Assignments

Roll	Result
01-20	Galaxy Exploration Command
21-60	Military Operations Command
61-70	Star Base Headquarters Command
71-85	Star Fleet Academy Command
86-100	Merchant Marine Command

*DMs:* Luck 70 or greater, -10; luck 60-69, -5; luck less than 59, +5.

*Example:* Trudi graduates tech school as an astronautics technician, second class, posted to Military Operations Command, USS *Bradley*. After three years, she decides to re-enlist.

## RE-ENLISTMENT

Refer to the table below for re-enlistment.

### Enlisted Evaluation

Roll	Result
01-10	Outstanding, automatic promotion two steps in rank
11-25	Excellent, automatic promotion to next higher rank
26-85	Good, can re-enlist, without promotion
86-100	Discharge recommended

*DMs:* Astronautics school graduates, -10; lab tech and security, -5; failed school, +10.

*Example:* Rolling a 76, -10 for branch, -10 for luck, gives Trudi a 56. She re-enlists for another five years. Toward the end of her third enlistment, Trudi has the desire to finally "mustang" to officer.

## ENLISTED OFFICER COMMISSIONING

Refer to the Duty Assignments Table and the Enlisted Evaluation Table again for next tour resolution.

Roll 1D10+2 to determine the character's rank at the time of application to one of the mustang (enlisted officer commissioning) programs. Eligibility for the different programs are as follows:

**Officer Candidate School (OCS):** E5 and above, on second enlistment.

**Warrant Officer Program:** E6 and above.

Roll 1D10+2 to determine the time remaining on enlistment. Upon graduation as a warrant officer, enlistments are replaced by standard tours of duty, resolved the normal way, with the exception that warrant officers are not eligible for *Constitution*-class starship duty. For simplicity, utilize the Duty Assignments Table.

### OCS Skills

Skill	Level
Administration	25
Computer Ops	15
Fed Law	10

30 points divided among branch skills.

### Warrant Officer Skills

Skill	Level
Administration	20
Computer Ops	15

30 points divided among branch skills.

### Graduation

Roll	Result
0-10	Graduated high honors, promoted to lieutenant junior grade
11-25	Graduated with honors, promoted to ensign
26-60	Graduated, promoted to ensign
61+	Failed, revert to original rank

*DMs:* Int 70+, -10; Int 60-69, -5; luck 70+, -10; luck 60-69, -5; luck 40 or less, +5.

*Example:* Trudi rolls 8+2=4, plus her rank out of tech school, which makes her an E-6, chief petty officer. She chooses to go warrant officer. Refer to the Warrant Officer Skills table. At the end of her tour, Trudi wants to go full officer. She applies to and is accepted by OCS, where she receives the skills listed on the OCS Skills Table.

## TOUR RESOLUTION

Resolve first-tour assignment as an officer according to academy first-tour procedures.  $\Omega$