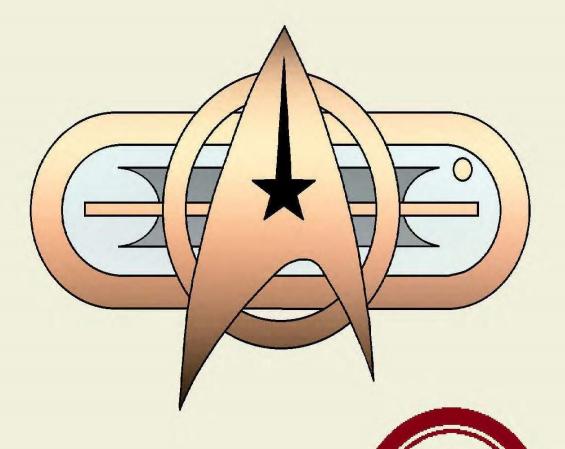
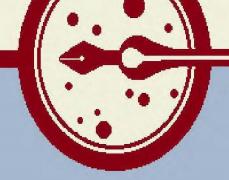
# STAR FLEET

UNIFORM AND FIELD EQUIPMENT IDENTIFICATION GUIDE

# COMMAND DEPARTMENT



2270 - 2295



The Definitive Guide To Starfleet



After the creation of the United Federation in 2165. It was decided that there should be a joint Starfleet made up of members of the Federation, utilizing beings from every planet within the Federation. There needed however to be a clear cut chain of command for the smooth operations of all ships within the fleet itself.

Every member planet of the Federation had its own system for their ships. Each system was based on the society's values and system of government. Vulcan vessels had a chain of command, but tended to rely on science and logic to handle all situations. This made most decision analytical, but tended to take a great deal of time as it would be debated until logic found a solution.

The Tellerites tended to be more militaristic, but not a lot debate was put to the test when dealing with potentially volatile situations.

Andorians tended to be more militaristic when it came to dealing with other races and fighting had a tendency to be the outcome of many of their dealings.

Every member world had their own system. But those systems couldn't work well together in a cohesive order when crews were made up of all of those worlds. It was decided that there should be one system in place for command and control of Starfleet ships. Sense many of the worlds utilized a captain and command crew it was decided that this system worked well and would be kept in place. A rank structure was needed. After much debate within the counsel. Earths system of rank structure most closely resembled every system in place on most space faring vessels, and in 2255 the current ranking systems was adopted and put into place on all Starfleet specific vessels. Vessels under direct planetary control and not part of the Starfleet systems of ships specifically may have their own systems of command.

This document lists all Starfleet ranks and their requirements for advancement and specialties. Also there is a listing of the standard uniforms issued to all Starfleet personnel as well as standard field equipment.

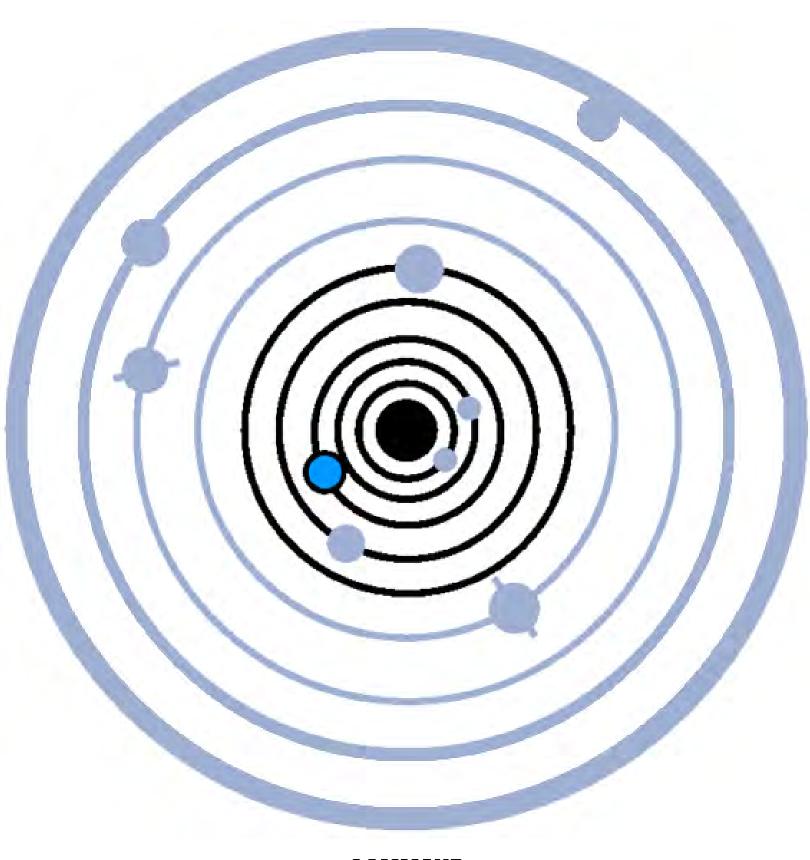
This document is designed to give any being interested in Starfleet a fairly good understanding of the command structure and how Starfleet operates in the field.



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4



**COMMAND** 







#### **Crewman Recruit E-1**



Starfleet Enlisted Sleeve And Leg Piping Rank E-1 (Command)

Crewman Recruit (CR) is the lowest enlisted rank in the Starfleet just below Crewman Apprentice; this rank was formerly known as Crewman Third Class. Two separate grades exist within this rank, one for those with service of less than four months, with a higher Grade for those in service for more than four months, even if they have not yet advanced to Crewman Apprentice.

While all E-1s in the Starfleet are called Crewman Recruits regardless of their assignment, the actual title for an E-1 in the Starfleet varies based on the community to which the Personnel belong:

- E-1s in the general deck and administrative community are Crewman Recruits.
- E-1s Hospital Corpsmen are Hospitalman Recruit. This is the only rating in this community.
- E-1s in the engineering and hull community are Engineering Recruits.
- E-1s in the Shuttle and Flight Deck community are called Shuttleman Recruits.

Personnel who have completed the requirements to be assigned a rating and have been accepted by the Bureau of Starfleet Personnel as holding that rating (a process called "striking") are called designated strikers, and are called by their full rate and rating in formal communications (e.g., "Engineering mate Fireman Recruit", as opposed to simply "Engineering Recruit"), though the rating is often left off in informal communication. Those who have not officially been assigned to a rating are officially referred to as "undesignated" or "non-rates".



#### **Crewman Apprentice E-2**



**Starfleet Enlisted Sleeve And Leg Piping Rank E-2 (Command)** 

Crewman Apprentice (CA) is the second lowest enlisted rank in Starfleet and the Officer Candidate Program just above Crewman Recruit and below Crewman; this rank was formerly known as Crewman Second Class.

The actual title for an E-2 in Starfleet varies based on the community to which the Crewman belongs. Likewise, the color of their group rate marks also depends on their community.

- E-2s in the general deck and administrative community are Crewman Apprentice.
- E-2s Hospital Corpsmen are Hospitalman Apprentice. This is the only rating in this community.
- E-2s in the engineering and hull community are Engineering Apprentice.
- E-2s in the Shuttle and Flight Deck community are called Shuttleman Apprentice.

Personnel who have completed the requirements to be assigned a rating and have been accepted by the Bureau of Starfleet Personnel as holding that rating (a process called "striking") are called designated strikers, and are called by their full rate and rating in formal communications (e.g., "Engineering mate fireman Apprentice", as opposed to simply "Engineering Apprentice"), though the rating is often left off in informal communication. Those who have not officially been assigned to a rating are officially referred to as "undesignated" or "non-rates".



#### Crewman E-3



**Starfleet Enlisted Sleeve And Leg Piping Rank E-3 (Command)** 

**Crewman (CR)** is the third enlisted rank from the bottom in Starfleet ranking above Crewman Apprentice and below Petty Officer Third Class. This naval rank was formerly called "Crewman First Class". The rank is also used in Officer Candidate Program

The actual title for an E-3 in Starfleet varies based on the subset of the Fleet, also known as a group rate, to which the member will ultimately be assigned

- Those in the general deck, technical, weapons and administrative groups (with the exception of the Shuttle Administration men) are called "Crewman" and they represent the largest group of Starfleet personnel in pay grades E-3 and below.
- Those in the medical group are now called Hospitalmen.
- Those in the shipboard engineering and hull group, comprising conventional and propulsion, as well as the hull maintenance area, are called Firemen.
- Those in the Shuttle group of Starfleet are called Shuttlemen.

Some Crewmen receive a rating following completion of a military technical training course for that particular rating known as an "A" school. Other Crewman who have completed the requirements to be assigned a rating and have been accepted by the Bureau of Starfleet Personnel as holding that rating (a process called "striking") are called "designated strikers", and are referred to by their full rate and rating in formal communications (i.e., Engineers mate fireman as opposed to simply fireman (FN)), though the rating is often left off in informal communications. Those who have not officially been assigned to a rating are officially referred to as "undesignated" or "non-rates." Once selected for a particular rating of their choice they become eligible for advancement in that community.



#### **Petty Officer Third Class E-4**



**Starfleet Enlisted Sleeve And Leg Piping Rank E-4 (Command)** 

Petty Officer Third Class (PO3) is the fourth enlisted rank in Starfleet just above Crewmen and below Petty Officer Second Class, and is the lowest rank of non-commissioned officer.

Unlike the Crewmen and lower ranks, advancement to Petty Officer Third Class is not automatic given time in service, but is also contingent on performance evaluations by their superiors and rate examinations (test of specialty knowledge), except for certain technical ratings which carry automatic advancement to PO3, after successful completion of the rating's "A" school and fulfillment of time in rate requirements. The advancement cycle is currently every 6 months.

Petty Officers serve a dual role as both technical experts and as leaders. Unlike the Crewmen below them, there is no such thing as an "undesignated petty officer." Every petty officer has both a rank and rating. The rank and rating combined are known collectively as a Crewmen's rate. A Petty Officer's full title is a combination of the two. Thus, a Petty Officer Third Class who has the rating of Fire Control Technician is called a Fire Control Technician Third Class. The term Petty Officer is, then, only used in abstract, the general sense, when referring to a group of Petty Officers of different ratings, or when the Petty Officer's rating is unknown.

Each rating has an official abbreviation, such as FC for fire Controlman. When combined with the Petty Officer level, this gives the shorthand for the Petty Officer's rank, such as FC3 for fire Controlman Third Class. It is common practice to refer to the Petty Officer by this shorthand in all but the most formal correspondence (such as printing an inscription on awards). Often, the Petty Officer is just referred to by the shorthand designation, without using the surname. Thus FC3 Burbie would just be called FC3. To address a Petty Officer, one would say, "Petty Officer Smith". It is uncommon to address a Petty Officer as simply, "Petty Officer" the way one might address an NCO in the Marine's as "Sergeant". Also acceptable, but archaic, would be to address a Petty Officer or chief Petty Officer of any grade as "Mister Smith" or "Ms. Smith". The use of "Ms." or "Mister" is commonly only in reference to junior commissioned officers or warrant officers.



#### **Petty Officer Second Class E-5**



**Starfleet Enlisted Sleeve And Leg Piping Rank E-5 (Command)** 

Petty Officer Second Class (PO2) is the fifth enlisted rate in Starfleet, just above Petty Officer Third Class and below Petty Officer First Class, and is a non-commissioned officer equivalent to the rank of sergeant Marine Corps.

Similar to Petty Officer Third Class, advancement to Petty Officer Second Class is dependent on time in service, performance evaluations by superiors, and rate (technical specialty) examinations. The advancement cycle is currently every 6 months.

Petty Officers serve a dual role as both technical experts and as leaders. Unlike the Crew below them, there is no such thing as an "undesignated Petty Officer." Every Petty Officer has both a rate (rank) and rating (job, similar to an MOS in other branches). A Petty Officer's full title is a combination of the two. Thus, a Petty Officer Second Class, who has the rating of Communications Technician, would properly be called a Communications Technician Second Class. The term Petty Officer is, then, only used in abstract, the general sense, when referring to a group of Petty Officers of different ratings, or when the Petty Officer's rating is unknown. Often, the Petty Officer is just referred to by the shorthand designation, without using the surname. Thus EM2 Reves would just be called EM2. A Petty Officer Second Class may be generically referred to as PO2 when the rating is not known, although some prefer to be called simply "Petty Officer (Martinez)." To address a Petty Officer, one would say, "Petty Officer Meyer", "Meyer", or "Crewman" (the latter two forms being acceptable for use by those equal or greater in rate than the Petty Officer unless in a familiar setting, such as by those who work closely with the Petty Officer). It is uncommon to address a Petty Officer as simply, "Petty Officer" the way one might address an NCO in the Marine Corps as "Sergeant". Also acceptable, but archaic, would be to address a Petty Officer or chief Petty Officer of any grade as "Mister Meyer" or "Ms. Meyer". The use of "Ms." or "Mister" is commonly only in reference to junior commissioned officers or warrant officers.

Starfleet uses promotion points that they call "final multiple score" system, which considers the whole person by calculating a candidate's performance, experience, and knowledge into the individual's final multiple score. To advance a candidate must meet the time in rate eligibility, pass the advancement test, and have a final multiple higher than the minimum required to advance.

#### **Petty Officer First Class E-6**



**Starfleet Enlisted Sleeve And Leg Piping Rank E-6 (Command)** 

Petty Officer First Class (PO1) is the sixth enlisted rate in Starfleet just above Petty Officer Second Class and below that of Chief Petty Officer.

In Starfleet, each rating has an official abbreviation, such as ET for electronics technician, STS for ships technician sensors, or FT for fire control technician. When combined with the petty-officer level, this gives the shorthand for the Petty Officer's rank, such as ET1 for electronics technician, First Class. It is common practice to refer to the Petty Officer by this shorthand in all but the most formal correspondence (such as printing and inscription on awards). Often, the Petty Officer is just referred to by the shorthand designation, without using the surname. Thus ET1 Jones would just be called "ET1". A First-Class Petty Officer may be generically referred to as PO1 when the Crewman's rating is not known, although some prefer to be called simply "Petty Officer (last name)". To address a Petty Officer, one would say, "Petty Officer Smith", "Smith", or "Crewman" (the latter two forms being acceptable for use by those equal or greater in rank than the Petty Officer). It is uncommon to address a Petty Officer as simply, "Petty Officer" the way one might address an NCO in the Marine Corps as "Sergeant". Also acceptable, but archaic, would be to address a Petty Officer or chief Petty Officer of any grade as "Mister Smith" or "Ms. Smith". The use of "Ms." or "Mister" is commonly only in reference to junior commissioned officers or warrant officers.

Similar to Petty Officer Second Class and Third Class, advancement to Petty Officer First Class is contingent upon the following conditions:

- Completed a period of time-in-rate (three years' time-in-rate as a second-class Petty Officer, or two years if the second-class Petty Officer received a promotion recommendation of "early promote" (EP) on their latest periodic performance evaluation and the second-class Petty Officer's commanding officer authorizes a one-year time-in-rate waiver).
- Recommended for advancement by the commanding officer.
- Have an established performance mark average.
- No pending request for voluntary transfer to the fleet reserve.



The advancement cycle is currently every 6 months. Only second-class Petty Officers that achieve a passing score on the biannual advancement examination are eligible to be advanced to First-Class Petty Officer.

First Class Petty Officers normally serve as a leading Petty Officer of a division, and direct the activities of a division. There are situations when there are more than one First Class Petty Officers in a division, due to the demands for highly experienced or skilled Crewmen in technical areas. Leading Petty Officer experience for a First-Class Petty Officer is not officially required for advancement to chief Petty Officer (E7); however, it is generally accepted that at least one documented tour as an LPO (preferably at sea) is a vital step for advancement.

Petty Officers (E4-E6) serve a dual role as both technical experts and as leaders. Unlike the Crewmen below them, there is no such thing as an "undesignated Petty Officer." Every Petty Officer has both a rate (rank) and rating (job, similar to a Military Occupation Specialty (MOS) in other services). A Petty Officer's full title is a combination of the two. Thus, a Petty Officer First Class, who has the rating of electronics technician would properly be called an electronics technician Petty Officer First Class, or ET1. The term "Petty Officer" is typically only used in the general sense when referring to a group of Petty Officers of different ratings, when the Petty Officer's rating is unknown, or when someone who is E-3 or below addresses a Petty Officer while in basic training or "A" school.

# Enlisted Non-Commissioned Officer E-7 Through E-9



#### **Chief Petty Officer E-7**



**Starfleet NCO Sleeve, Shoulder Strap And Leg Piping Rank E-7 (Command)** 

Chief Petty Officer (CPO) is the seventh enlisted rate in Starfleet just above Petty Officer First Class and below Senior Chief Petty Officer. Chief petty officers are classified as senior non-commissioned officers

Unlike Petty Officer First Class and lower rates, advancement to chief petty officer in Starfleet not only carries requirements of time in service, superior evaluation scores, and specialty examinations, but also carries an added requirement of peer review. A chief petty officer can only advance after review by a selection board of serving Master chief petty officers, in effect "choosing their own" and conversely not choosing others.

Chief Petty Officers take on more advanced leadership duties in their new paygrade. In Starfleet, The Chief Petty Officer Uniform continues to reflect their responsibility level: It is similar to an officer's uniform, but with different insignia and a subdued color for rank emplacement. All Chief Petty Officers still wear the dark Enlisted Under Tunic.

Like petty officers, every chief has both a rate (rank) and rating (job, similar to an MOS in other branches). A chief's full title is a combination of the two. Thus, a senior chief petty officer with the rating of machinist's mate would properly be called a senior chief machinist's mate, the abbreviation of which is MMCS.

Each rating has an official abbreviation, such as MM for machinist's mate, QM for quartermaster, and YN for yeoman. The rating and the rate combined give the abbreviation of a chief's full title, such as BMC for chief boatswain's mate. In the expanded form, the title of chief always precedes the rating. It is not uncommon practice to refer to a chief petty officer by this shorthand in all but the most formal correspondence (such as printing and inscription on awards).



#### **Senior Chief Petty Officer E-8**



Starfleet NCO Sleeve, Shoulder Strap And Leg Piping Rank E-8 (Command)

Senior Chief Petty Officer (SCPO) is the eighth of nine enlisted rates in Starfleet just above Chief Petty Officer and below Master Chief Petty Officer, and is a noncommissioned officer. They are addressed as "Senior Chief" in most circumstances, or sometimes, less formally, as "Senior".

Advancement to Senior Chief Petty Officer is similar to that of Chief Petty Officer. It carries requirements of time in service, superior evaluation scores, and peer review. In Starfleet, it is the first promotion that is based entirely on proven leadership performance; test scores do not play a part. A Chief Petty Officer can only advance to Senior Chief if a board of Master Chiefs approves.

As do Chief Petty Officers, Senior Chief Petty Officers take on more advanced leadership duties in their new paygrade. In Starfleet, The Chief Petty Officer Uniform continues to reflect their responsibility level: It is similar to an officer's uniform, but with different insignia and a subdued color for rank emplacement. All Chief Petty Officers still wear the dark Enlisted Under Tunic.

Like Petty Officers, every chief has both a rate (rank) and rating (job, similar to an MOS in other branches). A Chief's full title is a combination of the two. Thus, a Senior Chief Petty Officer with the rating of machinist's mate would properly be called a Senior Chief machinist's mate, the abbreviation of which is *MMCS*.

Each rating has an official abbreviation, such as MM for machinist's mate, QM for quartermaster, and YN for yeoman. The rating and the rate combined give the abbreviation of a Senior Chief's full title, such as BMCS for Senior Chief boatswain's mate. In the expanded form, the title of Senior Chief always precedes the rating. It is not uncommon practice to refer to a Senior Chief Petty Officer by this shorthand in all but the most formal correspondence (such as printing and inscription on awards).

#### **Command Senior Chief Petty Officer**

As of 2307 and after a pilot program taking place on Heavy Cruisers, Starfleet started appointing Senior Chiefs to command Senior Chief. Until this time, Senior Chiefs had a senior enlisted leadership role in the Phaser and Torpedo Patrol Craft as chiefs of the boat. This new effort works to formalize leadership at the Senior Chief level.



#### **Master Chief Petty Officer E-9**



Starfleet NCO Sleeve, Shoulder Strap And Leg Piping Rank E-9 (Command)

Master Chief Petty Officer (MCPO) is the ninth, and highest, enlisted rate in Starfleet just above Senior Chief Petty Officer. Master Chief Petty Officers are addressed as "Master Chief (last name)". They constitute the top 1.25% of the enlisted members of the Space Fleet forces.

In Starfleet, advancement to Master Chief Petty Officer is similar to that of Chief Petty Officer and Senior Chief Petty Officer. It carries requirements of time in service, superior evaluation scores, and selection by a board of Master Chiefs. Similarly, Senior Chief Petty Officers and Chief Petty Officers are chosen by selection boards. Advancement-eligible Senior Chief Petty Officers are prioritized based on written examination scores, evaluations, award points, time in service, and time in grade. Master Chief Petty Officers are then selected monthly from this prioritization list as positions become available.

Petty Officers of all grades possess both a rate (the enlisted term for rank) and rating (job, similar to a military occupational specialty (MOS). The full title (most commonly used) is a combination of the two. Thus, a Master Chief Petty Officer with the rating of fire Controlman would properly be called a Master Chief fire Controlman.

Each rating has an official abbreviation, such as FC for fire Controlman, FT for fire control technician, and ST for Sensor technician. When combined with the rate abbreviation (CM for Master Chief), it produces the full rate designation, such as FCCM for Master Chief fire Controlman. It is not uncommon practice to refer to the Master Chief by this shorthand in all but the most formal correspondence (such as printing and inscription on awards). Mostly, though, they are simply called "Master Chief", regardless of rating.

#### **Command Master Chief Petty Officer**

Master Chief Petty Officers are generally considered to be the technical experts in their fields. They serve Starfleet in commands of all sizes. Many Master Chiefs choose to enter the command Master Chief Petty Officer program. If selected, a Master Chief receives additional leadership training and is assigned to a command as the command Master Chief (CMDCM). The command Master Chief is the senior enlisted person at a command and as such works as a liaison between

the commanding officer and the enlisted ranks, serving as the senior enlisted leader. In this capacity, the CMDCM assists the commanding officer in issues of quality of life, discipline, training, and morale. On smaller vessels, the CMDCM is called the Chief of the boat or "COB".

#### Fleet and Force Master Chief Petty Officer

A Force Master Chief Petty Officer (FORCM) is a Master Chief who has virtually the same responsibility as command Master Chiefs, but for larger force commands rather than a single unit. There are 10 Force Master Chief positions in Starfleet:

- Bureau of Medicine and Surgery
- Fleet Shuttle Force
- Starfleet Education and Training Command
- Starfleet Facilities Engineering Command
- Starfleet Special Warfare
- Starfleet Expeditionary Combat Command
- Starfleet Installations Command
- Starfleet Personnel Command
- Starfleet Recruiting Command
- Starfleet Reserve Forces

A Fleet Master Chief Petty Officer (FLTCM) is a Master Chief who again has virtually the same responsibility as command Master Chiefs, but for larger fleet commands. There are 14 fleet Master Chief positions in Starfleet:

- Starfleet 1<sup>st</sup> Fleet Command Starfleet 2<sup>nd</sup> Fleet Command
- Starfleet 3<sup>rd</sup> Fleet Command
- Starfleet 4th Fleet Command
- Starfleet 5<sup>th</sup> Fleet Command
- Starfleet 6th Fleet Command
- Starfleet 7<sup>th</sup> Fleet Command Starfleet 8<sup>th</sup> Fleet Command Starfleet 9<sup>th</sup> Fleet Command

- Starfleet 10<sup>th</sup> Fleet Command Starfleet 11<sup>th</sup> Fleet Command Starfleet 12<sup>th</sup> Fleet Command

- Starfleet 13<sup>th</sup> Fleet Command Starfleet 14<sup>th</sup> Fleet Command



#### **Master Chief Petty Officer Starfleet E-9**



**Starfleet NCO Sleeve, Shoulder Strap And Leg Piping Rank E-9 (Command)** 

There exists one post, Master Chief Petty Officer Of Starfleet (MCPSF), pronounced "mick-seff", which is unique. The holder of this post is the most senior enlisted member in Starfleet and reports directly to the Admiral of Starfleet Command. They are appointed by the Chief of Starfleet Operations to serve as a spokesman to address the issues of enlisted personnel to the highest positions in Starfleet. As such, they are the senior enlisted advisor to the Chief of Starfleet Operations as well as the Chief of Starfleet Personnel. The exact duties vary, depending on the CSFO, though they generally devote much of their time to traveling throughout the Starfleet observing training and talking to Fleet Personnel and their families. Their personnel code is NOOA as the senior enlisted advisor to Chief of Starfleet Operations and PERS-00D in their special advisory capacity to Chief of Starfleet Personnel/Deputy Chief of Starfleet Operations (Personnel and Training). In 2288, the MCPOS's spouse was made the Ombudsman-at-Large, authorizing them to travel around the fleet with their Spouse, representing the interests of the spouses of enlisted members. While the MCPON is a non-commissioned officer, this billet is protocol equivalent to a vice admiral.

The Uniform of the MCPSF is an enlisted NCO standard uniform, but with one exception. As this is considered a Flag position for an NCO in Starfleet. The Uniform has the addition of the red and gold braiding along the edges of the trouser bar and uniform tunic and shoulder braid.

Like All Command Top Billets. There is no corresponding departmental rank.







## **Ensign O-1**



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-1 (Command)

Ensign (ENS) is the junior commissioned officer

Depending on the space community, an ensign may go directly to a vessel after being commissioned to serve as a division officer, or he or she may serve up one to two years of specialty training before reporting to a combat unit (e.g. flight school, weapons systems school, navigator school, sensor system school).

Ensigns who become division officers are responsible for leading a group of petty officers and enlisted men in one of the ship's divisions (for example, engineering, navigation, communications, sensors or weapons) while at the same time receiving on-the-job training in leadership, ships systems, programs, and policies from higher-ranking officers and from enlisted men and women.

Within the Federation Public Health Service, those wearing the rank of ensign are part of a commissioned officer student training, and extern program (COSTEP), either junior, for those with more than a year remaining of education in a commissionable degree (JRCOSTEP), or senior, for those within one year of graduating with a commissionable degree (SRCOSTEP). Some officers may hold a permanent rank of ensign based on their experience and education, but then can hold the temporary rank of lieutenant, junior grade.



#### Lieutenant JG O-2



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-2 (Command)

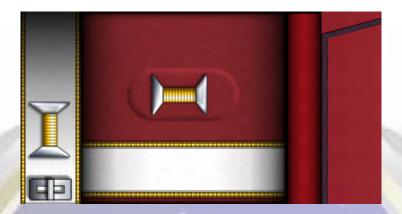
Lieutenant (junior grade) (LTJG) is a junior commissioned officer rank in Starfleet with the grade of O-2. Lieutenant, junior grade, ranks above ensign and below lieutenant

Promotion to LTJG is governed by Starfleet policies derived from the Federation Officer Personnel Management Act of 2237. DOPMA guidelines suggest all "fully qualified" ensigns should be promoted to LTJG. The time for promotion to LTJG is a minimum of two years after commissioning in Starfleet or 18 months in the any defense Force of a Federation Member Planet. Lieutenants, junior grade typically lead petty officers and non-rated personnel, unless assigned to Shuttle Craft or on staff duty. A LTJG's usual shipboard billet is as a Division Officer.

Lieutenant, junior grade is often referred to colloquially as JG ("Jay-Gee").



#### Lieutenant O-3



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-3 (Command)

Lieutenant (Lt) is a commissioned officer rank in Starfleet. It is typically the most senior of junior officer ranks.

Promotion to lieutenant is governed by Starfleet policies derived from the Defense Officer Personnel Management Act of 2237. DOPMA guidelines suggest 95% of lieutenants (junior grade) should be promoted to lieutenant after serving a minimum of two years at their present rank.

Lieutenants (along with Ensigns and Lieutenant Junior Grades) in Starfleet are typically Division Officers, meaning they are responsible for a unit of men that have a particular function. They may be a Department head, responsible for several divisions. A Lieutenant may be in charge of setting up a new department, running the Department and leading personnel into various situations.

Starfleet lieutenants are expected to be effective small-section leaders and technical experts, developing their leadership skills in preparation for promotion to the commander tier.



## **Lieutenant Commander O-4**



**Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-4 (Command)** 

Lieutenant Commander (LCDR) is a mid-ranking officer rank in Starfleet with the grade of O-4 Promotion to lieutenant commander in Starfleet is governed by Starfleet policies derived from the Defense Officer Personnel Management Act of 2237. DOPMA guidelines suggest 80% of lieutenants should be promoted to lieutenant commander after serving a minimum of three years at their present rank and after attaining nine to eleven years of cumulative commissioned service.

While lieutenant commander is Starfleet's first commissioned officer to be selected by board, they are still considered to be junior officers due to their origin as "lieutenant, commanding." Lieutenant commanders holding high shipboard positions, such as that of first officer, in a military tradition known as brevetting, to hold a position typical of a commander while still retaining their rank of lieutenant commander.



#### **Commander O-5**



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-5 (Command)

Commander (CDR) is a mid-grade officer rank, with the grade of O-5. Commander ranks above lieutenant commander (O-4) and below captain (O-6). Promotion to commander in Starfleet is governed by Federation policies derived from the Defense Officer Personnel Management Act (DOPMA) of 2239 or its companion Reserve Officer Personnel Management Act (ROPMA). DOPMA/ROPMA guidelines suggest that 70% of lieutenant commanders should be promoted to commander after serving a minimum of three years at their present rank and after attaining 15-17 years of cumulative commissioned service, although this percentage may vary and be appreciably less for certain officer designators (i.e., primary "specialties") dependent on Fleet needs and force structure.

A commander in Starfleet may command a frigate, destroyer, patrol craft, shuttle squadron or small shore activity, or may serve on a staff aloft or ashore (typically as an action officer or as an executive officer to a flag officer or general officer), or a larger vessel aloft (as either a department head or executive officer). An officer in the rank of commander who commands a vessel may also be referred to as "captain" as a courtesy title, or informally referred to as "skipper". Commanding officers of shuttle squadrons and shore activities may also be informally referred to as "skipper" but never as "captain."

In addition to its use as a rank title, Starfleet also uses commander as a "position title" for senior captains or flag officers in command of multiple independent units, each with their own "commanding officer". For example, the senior officer in Starfleet shuttle squadron is the "commanding officer" (CO) because he or she is in command of that singular unit. That officer's immediate superior in command (ISIC) will likely be an air group or air wing "commander", with the latter being responsible for multiple squadrons. This is in keeping with the naval tradition of "commanding officers" commanding single units, but "commanders" commanding multiple units.



# Captain O-6



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-6 (Command)

Captain (CAPT) is a commissioned officer rank, with the grade of O-6. Captain ranks above commander (O-5) and below fleet captain (O-7). For the naval rank, a captain is a senior officer of pay grade O-6 (the sixth officer rank), typically commanding space going vessels, major shuttle commands and shore installations. Of note, and to further complicate the confusion, space borne services of the Federation and many other nations refer to the officer in charge of any space going vessel as "captain" regardless of actual rank. While not an official rank as in pay grade it is an official title and can confuse many individuals who are new to or unfamiliar with naval traditions. One exception to this is when an officer of higher rank than captain, such as admiral, is the officer in charge of one or more space going vessel(s), such as a Carrier battle group. An admiral is never referred to as "captain." An additional item of note is that in the space borne services, especially for patrol craft and shuttle commands, the commanding officer is often referred to informally as "skipper" whether the officer is a captain or below.

A Captain is most often promoted from Commander (CDR), although promotion from lower paygrades may occur with sufficient display of leadership and experience.

Captain is a senior commissioned officer's rank in Starfleet. Starfleet captains can hold a variety of high-level leadership positions, including:

Command of a Starfleet cruiser or larger ship

Command of a shuttle craft Air Wing based on a Shuttle Carrier or Battle Cruiser

Command of a variety of shore-based installations such as bases or Starfleet schools

Senior staff leadership positions in a variety of contexts

Captains have a great deal of autonomy in commanding their vessels, and those who prove their leadership and dedication over several years of service may be rewarded by receiving command of a larger and more important vessel or installation.

Once an officer reaches the captain level or qualifies for the Command Officer Operations School, the officer has the option to drop their departmental color and switch to the command white, or retain the departmental color they have served in.



## Fleet Captain O-7



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-7 (Command)

Fleet Captain (FLCAPT) is a commissioned officer rank, with the grade of O-7. Fleet Captain ranks above Captain (O-6) and below Commodore (O-8). The rank of Fleet Captain is typically given out to officers who have been promoted under the direct supervision of the fleet admiral and who act as the chief of Staff to the admiral. This rank is also one that is given out under the direct supervision of the Office of the commander Starfleet, and under direct authorization of the federation counsel.

Currently there are only 15 Fleet Captain positions in the Starfleet.



#### **Commodore O-8**



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-8 (Command)

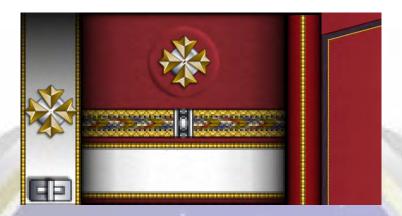
Commodore (CMDOR) is Above Fleet Captain O-7, but below Rear Admiral O-9.Commodore is the title for any officer assigned to command more than one ship at a time. Commodore typically commands a flotilla or squadron of ships as part of a larger task force or naval fleet commanded by an admiral.

Starfleet guidelines suggest Fleet Captains should be promoted to Commodore after serving a minimum of three years at their present rank and after attaining 17 to 20 years of cumulative commissioned service, although this percentage may vary and be appreciably less for certain officer designators (i.e., primary "specialties") dependent on Fleet needs and force structure.

All officers of this rank receive a band on the arm above the years of service bar to signify full flag officer status.



#### **Rear Admiral O-9**



**Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-9 (Command)** 

**Rear Admiral (RADM)** is Starfleet commissioned officer rank above that of a Commodore O-8, and below that of a Vice Admiral O-10.

To be promoted to the permanent grade of rear admiral, officers who are eligible for promotion to these ranks are screened by an in-service promotion board composed of other flag officers from their branch of service. This promotion board then generates a list of officers it recommends for promotion to flag rank. This list is then sent to the service secretary and the joint chiefs for review before it can be sent to the Federation President, through the Starfleet secretary for consideration. The president nominates officers to be promoted from this list with the advice of the Secretary of Defense, the service secretary, and if applicable, the service's chief of staff or commandant. The President may nominate any eligible officer who is not on the recommended list if it serves in the interest of the Federation, but this is uncommon. The Federation Senate must then confirm the nominee by a majority vote before the officer can be promoted. Once confirmed, a nominee is promoted once he or she assumes an office that requires or allows an officer to hold that rank. The standard tour length for most rear admiral positions is three years, but some are set at four or more years by statute. Other than voluntary retirement, statute sets a number of mandates for retirement. All Rear Admiral's must retire after five years in grade or 30 years of service, whichever is later, unless they are selected or appointed for promotion or reappointed to grade to serve longer.



#### Vice Admiral O-10



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-10 (Command)

**Vice Admiral (VADM)** flag officer, with the grade of O-09. Vice admiral ranks above rear admiral O-9 and below admiral O-11.

There Are a number of slotted positions that are typically set for the Rank of Voice Admiral. Some of these slots are reserved by statute. For example the Surgeon General of Starfleet is a vice admiral. The Judge Advocate General of Starfleet is a vice admiral in Starfleet the Surgeon General of the United Federation Of Planets is also vice admiral in the Public Health Service Commissioned Corps. The Superintendent of the Starfleet Academy is usually always a vice admiral, either upon nomination or shortly thereafter. The President may also add vice admirals to the Starfleet if they are offset by removing an equivalent number of higher ranked officers from other areas Finally, all statutory limits may be waived at the President's discretion during time of war or national emergency.

The Vice Admiral grade goes hand-in-hand with the position of office it is linked to, so the rank is temporary. Officers may only achieve Vice Admiral grade if they are appointed to positions that require the officer to hold such a rank. Their rank expires with the expiration of their term of office, which is usually set by statute. Vice admirals are nominated for appointment by the President from any eligible officers holding the rank of rear admiral, who also meet the requirements for the position, under the advice and/or suggestion of their respective department secretary, service secretary, and if applicable, the Federation Joint Chiefs. The nominee must be confirmed via majority vote by the Federation Senate before the appointee can take office and thus assume the rank.



#### **Admiral O-11**



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-11 (Command)

Admiral (ADM) is a grade of O-11. Admiral ranks above vice admiral O-10 and below fleet admiral O-12

Federation Code of law explicitly limits the total number of admirals that may be on active duty at any given time. The total number of active duty flag officers is capped at 865 for Starfleet. Some of these slots are reserved by statute. The Chief of Starfleet Operations and the Vice Chief of Starfleet Operations are both admirals. For the Public Health Service Commissioned Corps, the Assistant Secretary for Health is an admiral if he or she holds an appointment to the regular corps.

There are several exceptions to these limits allowing more than allotted within the statute. A Starfleet admiral serving as Chairman or Vice Chairman of the Joint Chiefs of Staff does not count against the Starfleet's flag officer cap. A Starfleet admiral serving in one of several joint positions does not count against his service's limit; these positions include the commander of a unified combatant command, the commander of Starfleet Forces Klingon Sector, commander of Starfleet Forces Romulan Sector Finally, all statutory limits may be waived at the President's discretion during time of war or Interstellar emergency.

Admiral grades go hand-in-hand with the positions of office they are linked to, so these ranks are temporary. Officers may only achieve Admiral grade if they are appointed to positions that require the officer to hold such a rank. Their rank expires with the expiration of their term of office, which is usually set by statute. Admirals are nominated for appointment by the President from any eligible officers holding the rank of rear admiral, who also meets the requirements for the position, under the advice and/or suggestion of their respective department secretary, service secretary, and if applicable the joint chiefs. For some specific positions, statute allows the President to waive those requirements for a nominee whom he deems would serve Federation interests. The nominee must be confirmed via majority vote by the Senate before the appointee can take office and thus assume the rank.



#### Fleet Admiral O-12



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-12 (Command)

Fleet Admiral (FADM) is a grade of O-12 Fleet admiral ranked immediately above admiral O-11 and below Admiral Of Starfleet O-13 The rank of fleet admiral is a position of direct control of each of the individual fleets. There are 14 Fleet Admiral positions in Starfleet. Each of which reports directly to the Admiral of Starfleet Command.

The Starfleet rank of fleet admiral was created by an Act of the Federation Congress for fourteen officers to hold on a permanent basis under Starfleet Directive FD-703-706 on December 14, 2268.

To be promoted to the grade of fleet admiral, officers who are eligible for promotion to these ranks are screened by an in-service promotion board composed of members of the officer of the Joint Chiefs, in conjunction with the office of the Admiral Of Starfleet. This promotion board then generates a list of officers it recommends for promotion to Fleet Admiral. This list is then sent to the service secretary for review before it can be sent to the Federation President, through the Starfleet secretary for consideration. The president nominates officers to be promoted from this list with the advice of the Secretary of Defense, the service secretary, and if applicable, the service's chief of staff or commandant. The President may nominate any eligible officer who is not on the recommended list if it serves in the interest of the Federation, but this is uncommon. The Federation Senate must then confirm the nominee by a majority vote before the officer can be promoted. Once confirmed, a nominee is promoted once he or she assumes an office that requires or allows an officer to hold that rank.

This is one of only two ranks in Starfleet that do not allow for departmental color differential as this positions is considered strictly command.



#### **Admiral Of Starfleet Command O-13**



Starfleet Officer Sleeve, Shoulder Strap And Leg Piping Rank O-13 (Command)

Admiral Of Starfleet (CINC) is appointed by the President and requires confirmation by a majority vote of the Senate. The Admiral Of Starfleet is responsible for, and has statutory authority to "conduct all the affairs of the Starfleet", i.e. as its chief executive officer, subject to the limits of the law, and the directions of the President and the Admiral of Defense. In effect, all authority within the Starfleet, unless specifically exempted by law, is derivative of the authority vested in the Admiral Of Starfleet.

#### Responsibilities

Specifically enumerated responsibilities of the CINC in before mentioned section are: recruiting, organizing, supplying, equipping, training, mobilizing, and demobilizing. The Admiral also oversees the construction, outfitting, and repair of Starfleet ships, equipment and facilities. CINC is responsible for the formulation and implementation of policies and programs that are consistent with the national security policies and objectives established by the President or the Admiral of Defense.

The Admiral Of Starfleet is a member of the Defense Acquisition Board (DAB), chaired by the Under Admiral of Defense for Acquisition, Technology and Logistics. Furthermore, the Admiral has several statutory responsibilities under the Uniform Code of Military Justice (UCMJ) with respect to the administration of the military justice system for Starfleet, including the authority to convene general courts-martial and to commute sentences.

The principal military advisors to the CINC are the Starfleet the Chief of Starfleet Operations (CNO). The CNO acts as the principal executive agents of the CINC within their respective services to implement the orders of the Admiral.

#### **Starfleet Regulations**

The Prime Directive is the principal regulatory document of the Starfleet, and all policies set by the Admiral Of Starfleet follow those regulations.



#### The Starfleet Secretariat

The **Office of the Admiral Of Starfleet**, also known within DOSF as the *Starfleet Secretariat* or simply just as the *Secretariat* in a DOSF setting, is the immediate headquarters staff that supports the Admiral in discharging his duties. The principal officials of the Secretariat include the Under Admiral Of Starfleet (the Admiral's principal deputy), the Assistant Secretaries of the Starfleet (ASOS), the General Counsel of the Department of the Starfleet, the Judge Advocate General of the Starfleet (JAG), the Starfleet Inspector General (SIG), the Chief of Legislative Affairs, and the Chief of Starfleet Research. The Office of the Admiral Of Starfleet has sole responsibility within the Department of the Starfleet for acquisition, information management, legislative affairs, public affairs, research, and development.

The Chief of Starfleet Operations has their own separate staffs, the Office of the Chief of Starfleet Operations (also known by its acronym OCSO)



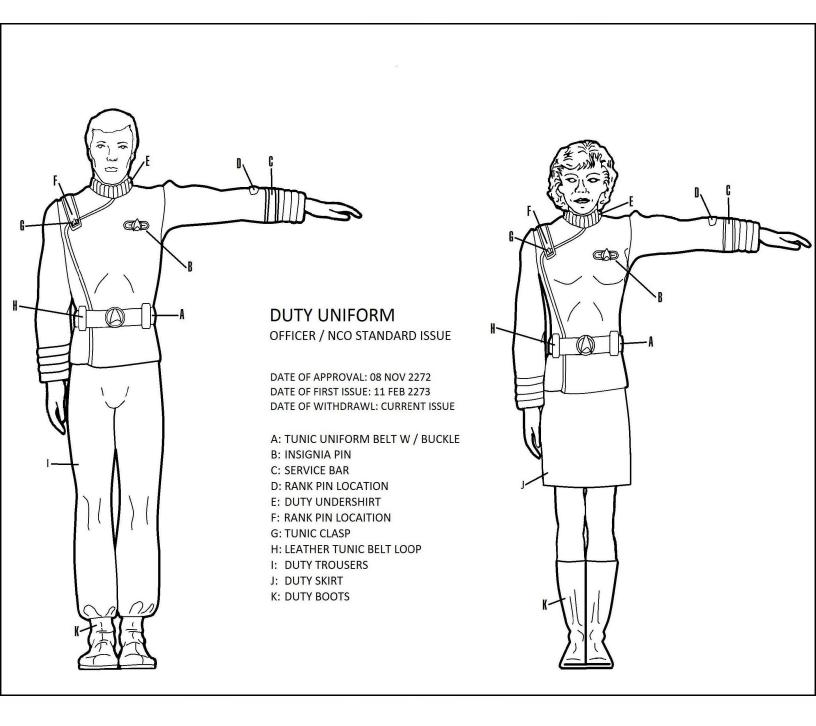
# DUTY UNIFORMS

The Starfleet uniform of the 2270's represented a radical change from older uniform designs. Starfleet abandoned the practice of using individual insignia for each mission or starship adopting the insignia of the USS Enterprise to honor the numerous accomplishments by the ship and crew.

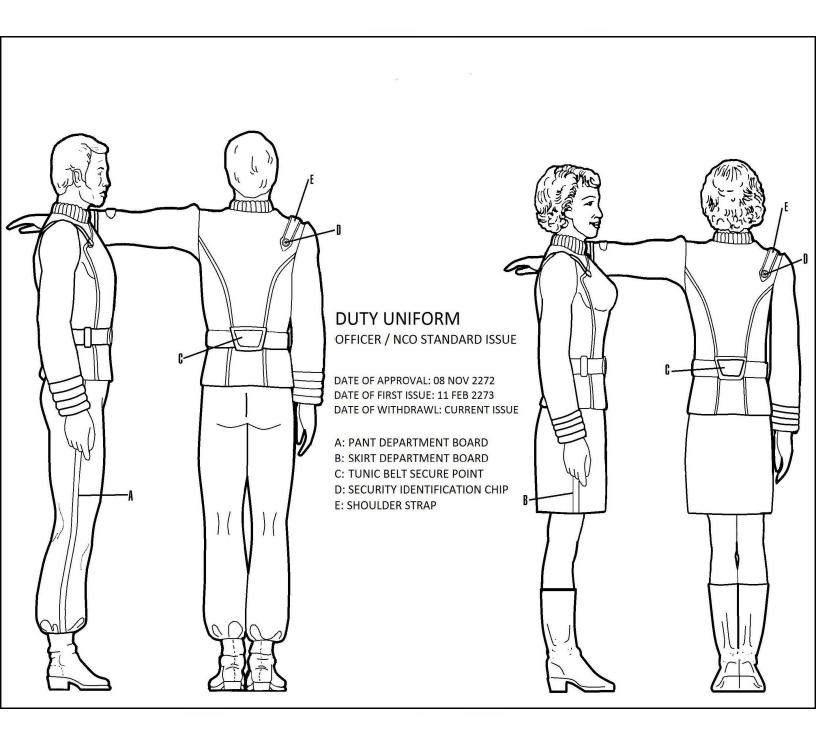
The uniform bears the color of the department the wearer is assigned to. The rank pin is worn on the left arm and right shoulder for officers and NCO's and the left wrist for enlisted personnel.

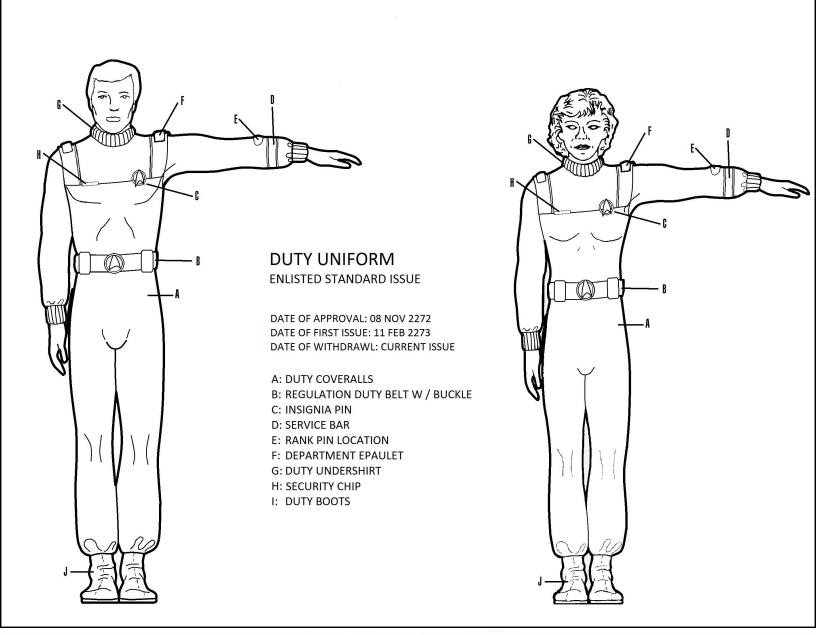
Though it is up to the wearer, the female uniform comes in both the standard slacks style pants, and a skirt depending on the personal preference



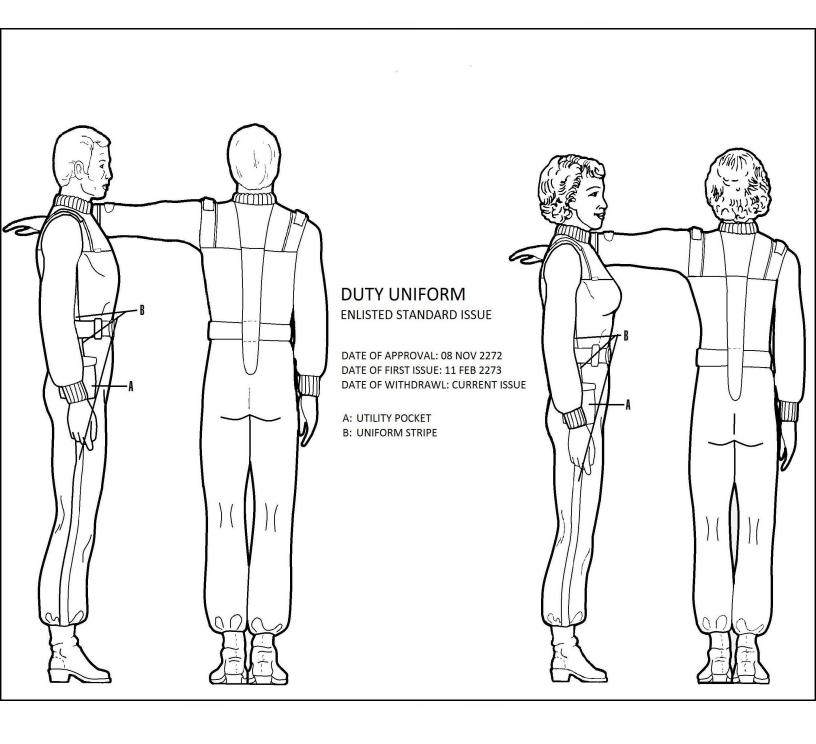














## STARFLEET OFFICER FEMALE 2273 · 2317 DUTY UNIFORM COMMAND





## STARFLEET OFFICER FEMALE 2273 · 2317 ALT. DUTY UNIFORM COMMAND





### STARFLEET OFFICER MALE 2273 - 2317



## STARFLEET NCO FEMALE 2273 · 2317 DUTY UNIFORM COMMAND



43

## STARFLEET NCO FEMALE 2273 · 2317 ALT. DUTY UNIFORM COMMAND





### STARFLEET NCO MALE 2273 - 2317





#### STARFLEET ENLISTED FEMALE 2273 · 2317 DUTY UNIFORM COMMAND





#### STARFLEET ENLISTED MALE 2273 - 2317





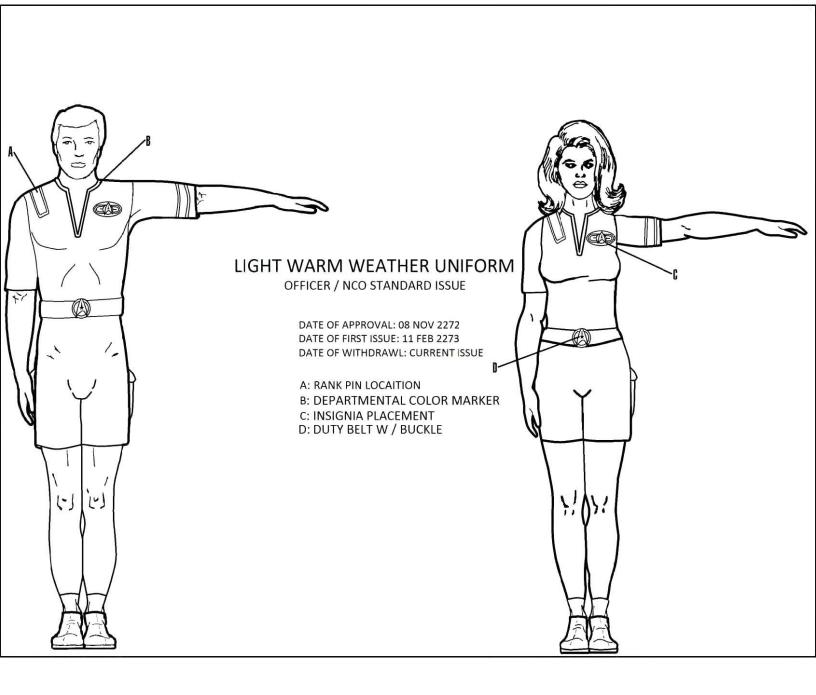
## LIGHT WEATHER DUTY UNIFORM

The light duty uniform is designed to be worn in environments that would be uncomfortable to wear a standard duty uniform with tunic and pants.

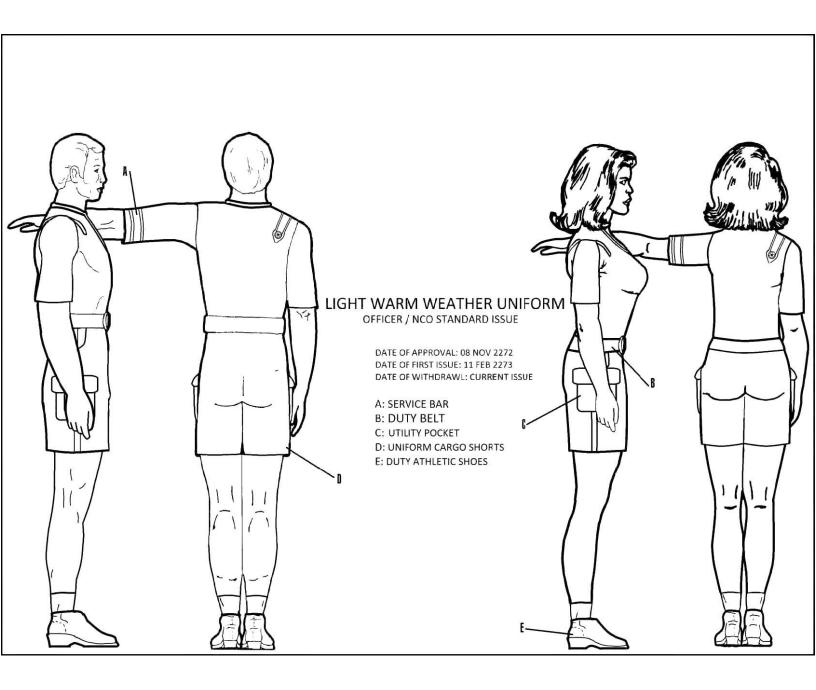
The uniform shirt is a light weight material that is breathable in in warm climates but thick enough to keep out mild wind. The uniform comes with a pair of cargo style shorts with two large cargo pockets on the side, and a small utility pocket as well.

As with the standard duty uniform, the belt is designed to utilize all of the snap on utility equipment pouches for use in the field.

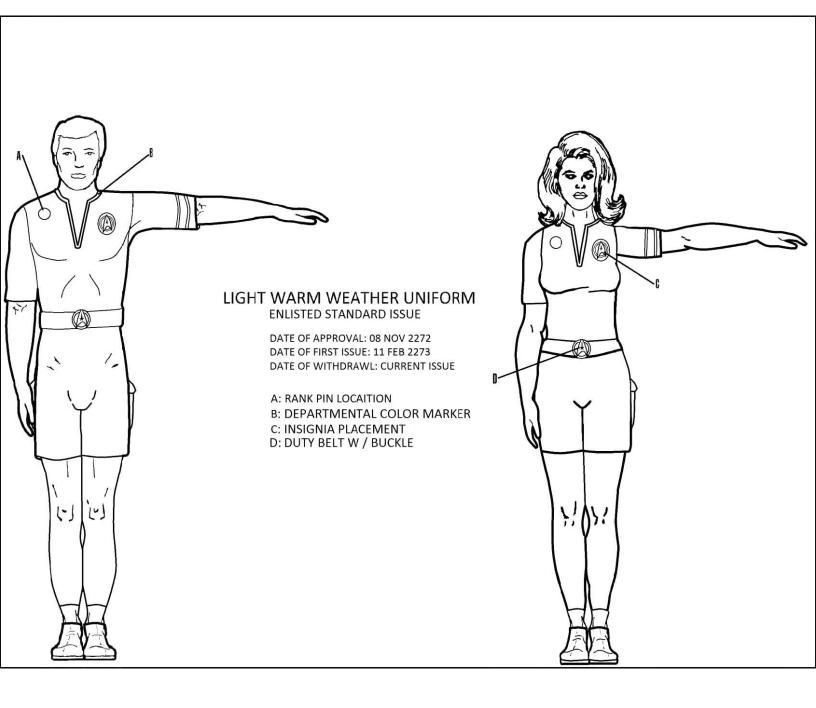




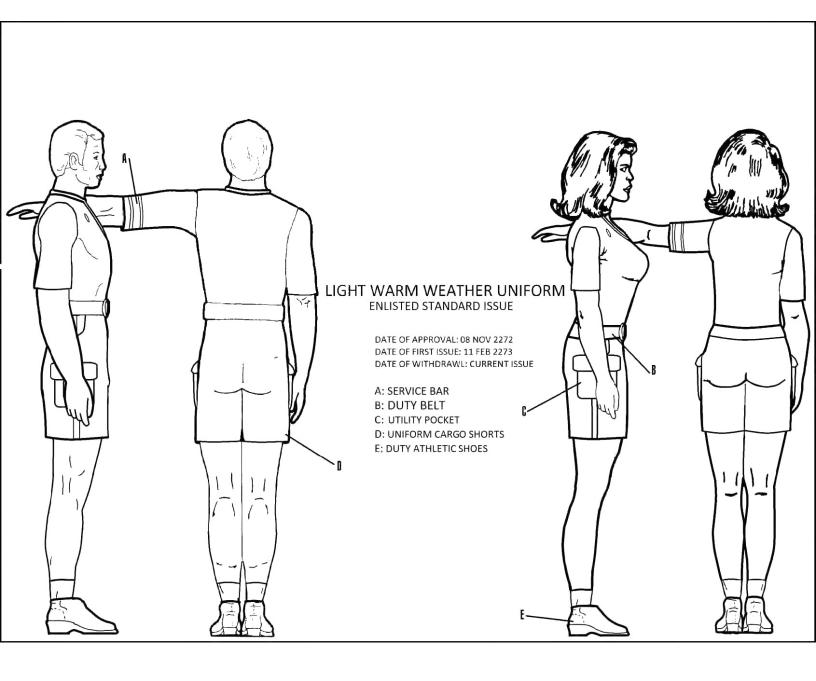














#### STARFLEET OFFICER FEMALE 2273 · 2317 LIGHT WEATHER DUTY COM





#### STARFLEET OFFICER MALE 2273 - 2317







#### STARFLEET NCO FEMALE 2273 - 2317 LIGHT WEATHER DUTY COM





#### STARFLEET NCO MALE 2273 - 2317

LIGHT WEATHER DUTY COM





#### STARFLEET ENLISTED FEMALE 2273 - 2317 LIGHT WEATHER DUTY COM





#### STARFLEET ENLISTED MALE 2273 - 2317



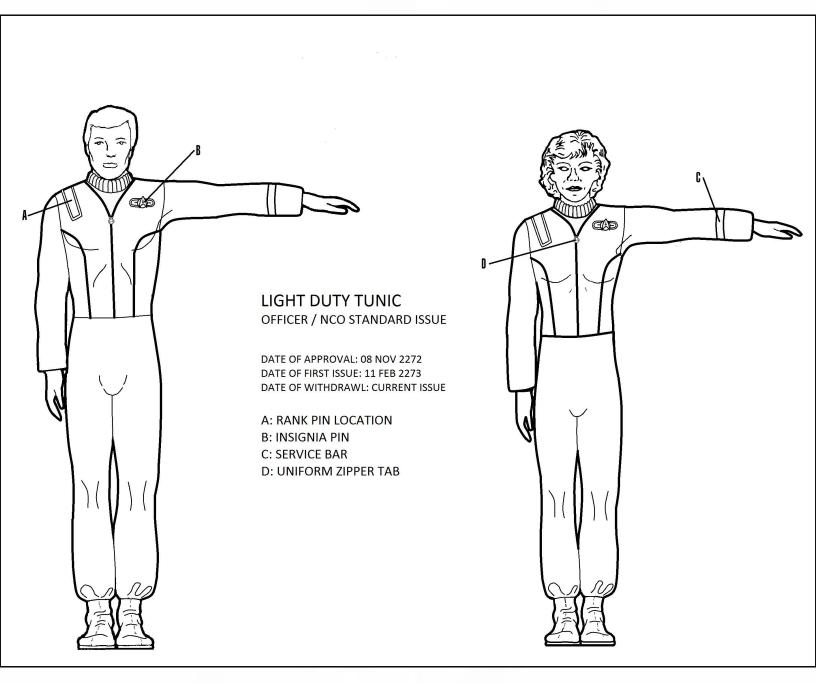


## OFFICER NCO LIGHT DUTY UNIFORM TOP

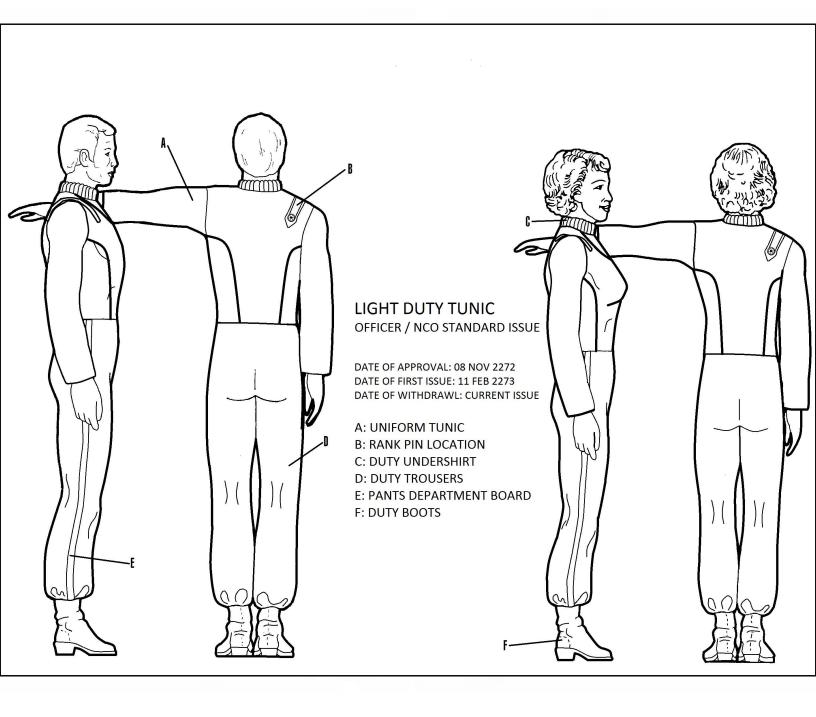
The light weight duty uniform tunic is designed for officers and NCOs for environments that require a uniform top but are not cold enough for a heavier uniform and not quite warm enough for a light weather all over uniform.

This uniform is issued to officer's and NCO's exclusively. Enlisted uniforms can be adjusted accordingly with lighter duty tunics.











#### STARFLEET OFFICER FEMALE 2273 - 2317 LIGHT UNIFORM JACKET COM





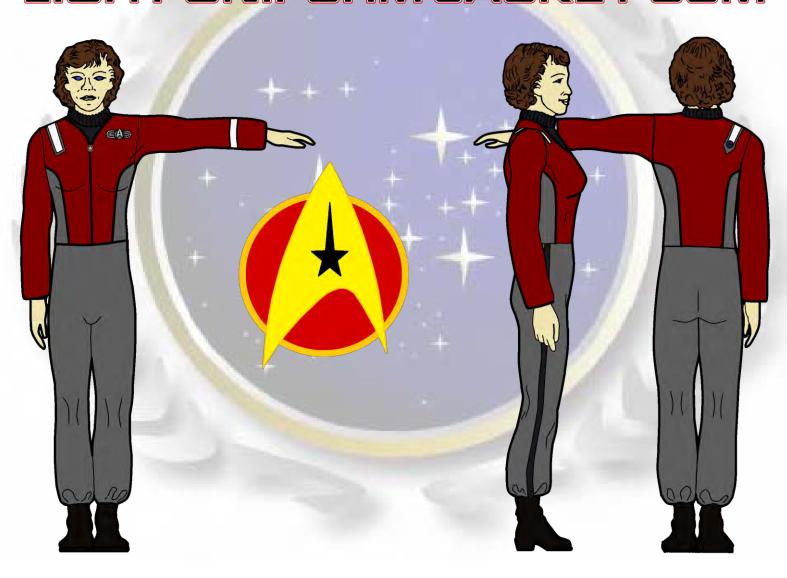
#### STARFLEET OFFICER MALE 2273 - 2317

LIGHT UNIFORM JACKET COM





#### STARFLEET NCO FEMALE 2273 - 2317 LIGHT UNIFORM JACKET COM





#### STARFLEET NCO MALE 2273 - 2317

LIGHT UNIFORM JACKET COM



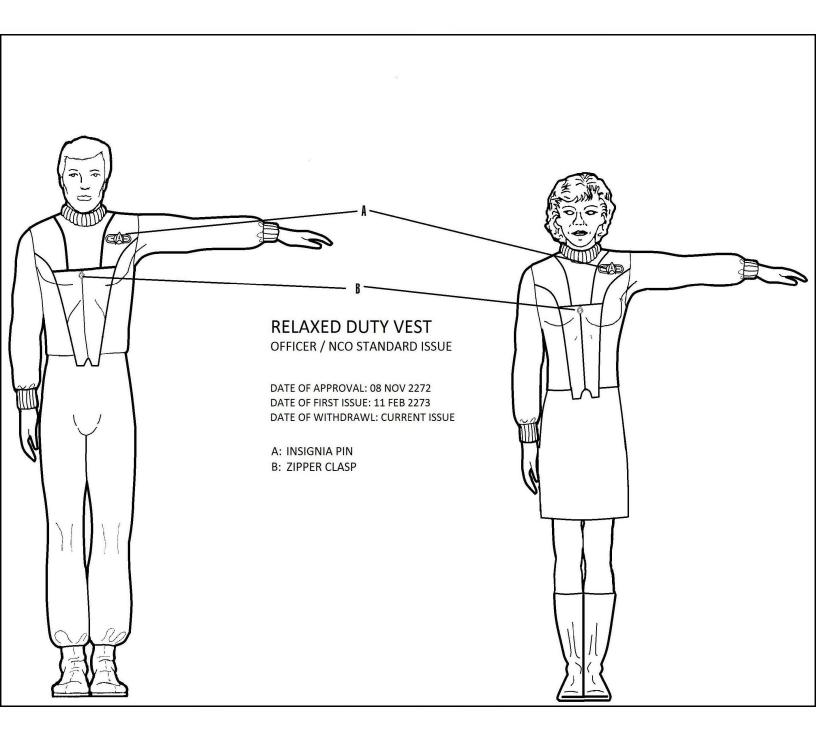


# OFFICER / NCO RELAXED DUTY VEST

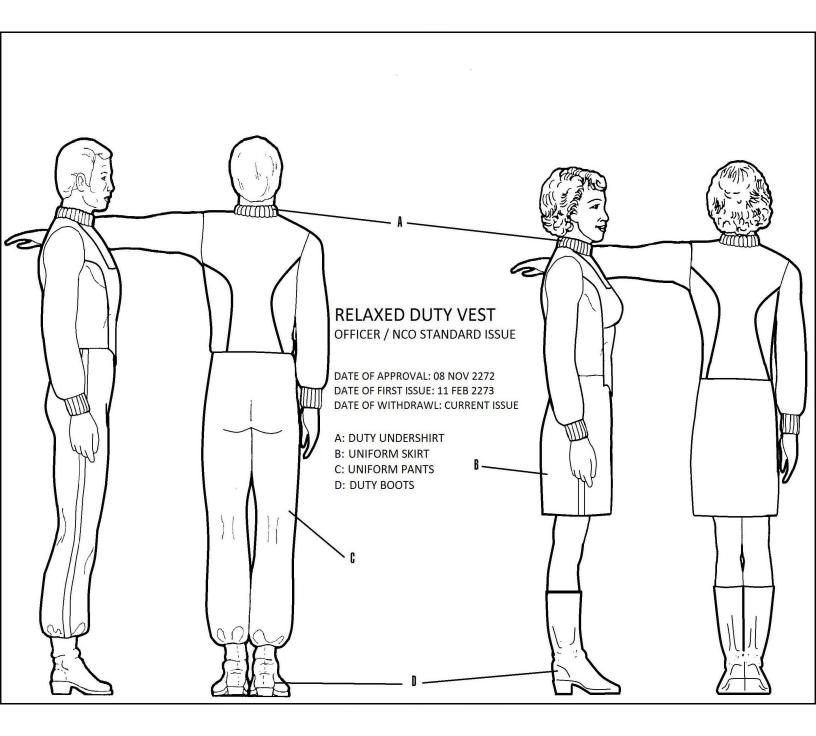
The Relaxed Duty vest was designed for use by officers and NCO's as a way to keep warm in climates that are too cold for just a uniform but to warm for a field jacket.

Though designed to be worn underneath a standard duty uniform, it can, under regulations, be worn as a duty uniform. Enlisted personnel would use standard issue thermal under garments in the event of a colder environment.











## STARFLEET OFFICER FEMALE 2273 · 2317 RELAXED DUTY VEST COM





## STARFLEET OFFICER FEMALE 2273 · 2317 RELAXED DUTY VEST COM



#### STARFLEET OFFICER MALE 2273 - 2317

#### RELAXED DUTY VEST COM



#### STARFLEET NCO FEMALE 2273 - 2317 RELAXED DUTY VEST COM



#### STARFLEET NCO FEMALE 2273 - 2317 RELAXED DUTY VEST COM



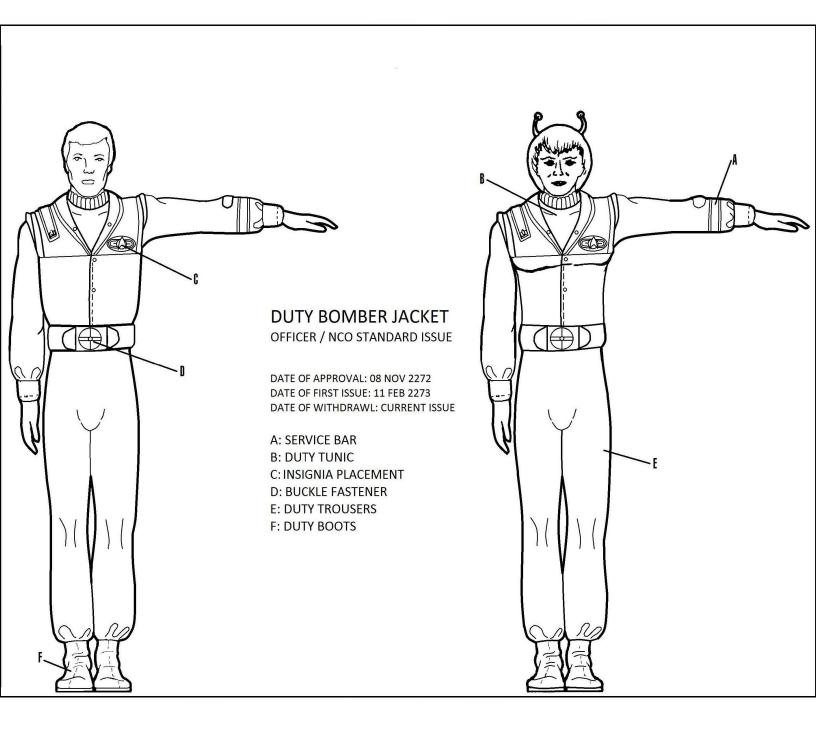
#### STARFLEET NCO MALE 2273 - 2317

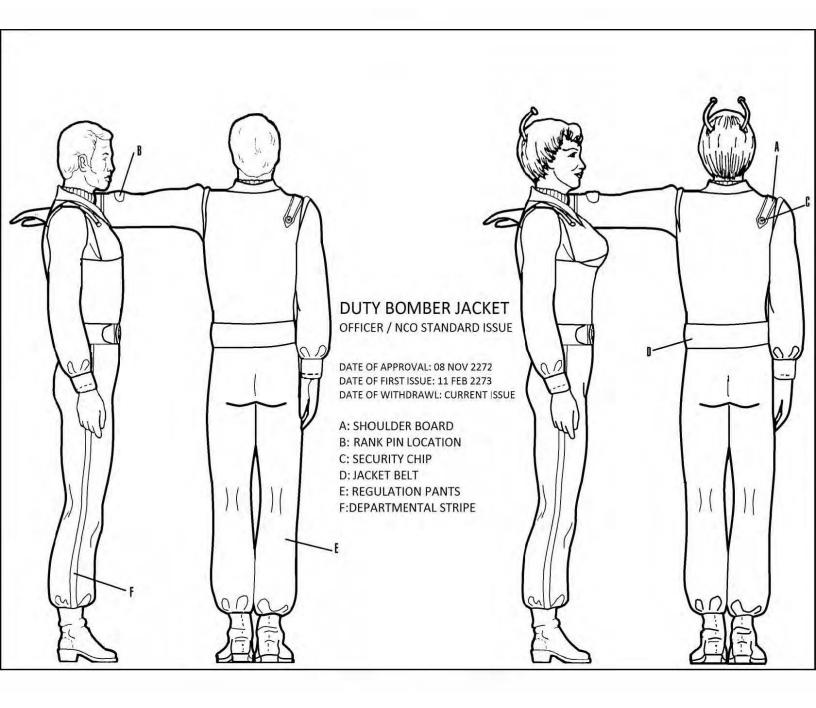




## DUTY BOMBER JACKET

In keeping with the Starfleet practice of allowing officers and NCO's to wear a less formal variant of the uniform, starting in the late 2270s command officers and NCO's were given the option of wearing a suede leather bomber jacket version of the uniform. This was worn over the department color turtle neck.





## STARFLEET OFFICER FEMALE 2273 - 2317



#### STARFLEET OFFICER MALE 2273 · 2317 DUTY BOMBER JACKET COM



#### STARFLEET NCO FEMALE 2273 · 2317 DUTY BOMBER JACKET COM





#### STARFLEET NCO MALE 2273 · 2317 DUTY BOMBER JACKET COM



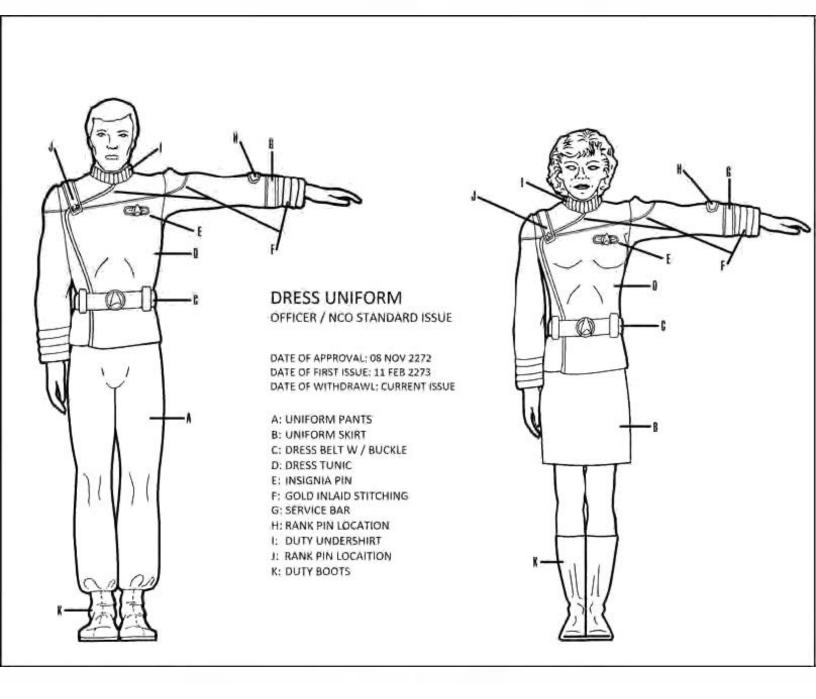


#### DRESS UNIFORM

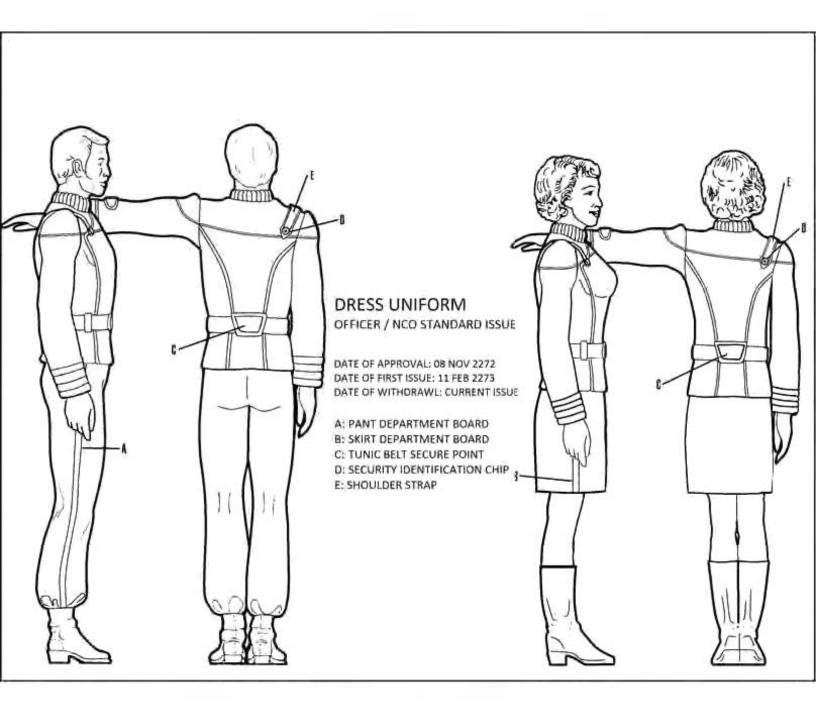
Dress uniform (often referred to as Full Dress Uniform), is the most formal uniform, typically worn at ceremonies, official receptions, and other special occasions; with order insignias and full size medals.

The dress uniform corresponds to the civilian white tie dress code, and have been relegated primarily to ceremonial and diplomatic functions.

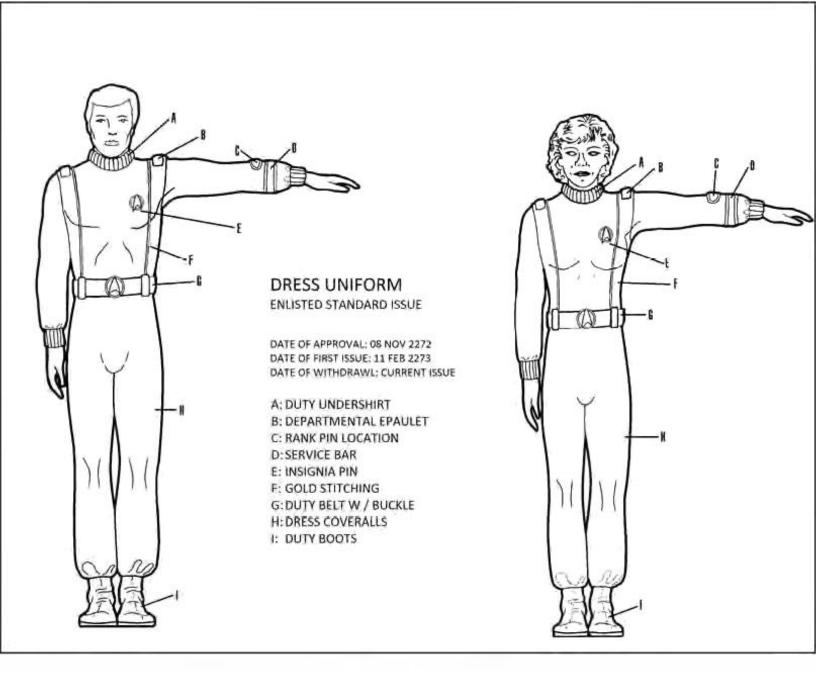




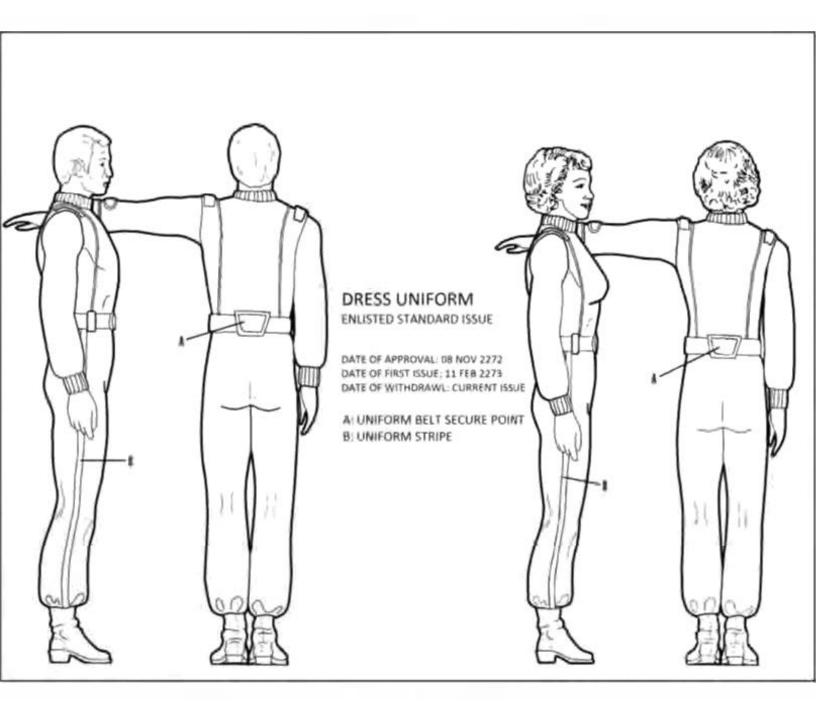














## STARFLEET OFFICER FEMALE 2273 - 2317 FORMAL ORESS UNIFORM COM

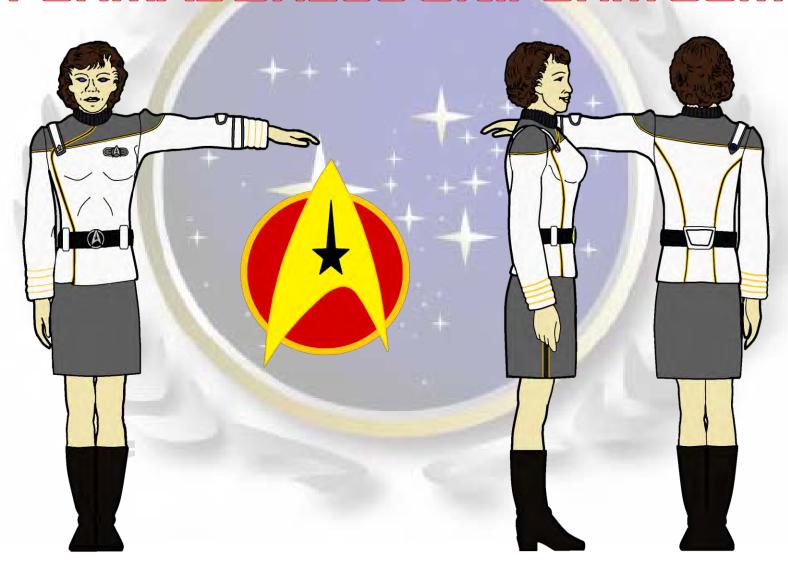


## STARFLEET OFFICER MALE 2273 - 2317 FORMAL ORESS UNIFORM COM





## STARFLEET NCO FEMALE 2273 - 2317 FORMAL ORESS UNIFORM COM





## STARFLEET NCO MALE 2273 - 2317 FORMAL ORESS UNIFORM COM





## STARFLEET ENLISTED FEMALE 2273 - 2317 FORMAL ORESS UNIFORM COM





#### STARFLEET ENLISTED MALE 2273 - 2317



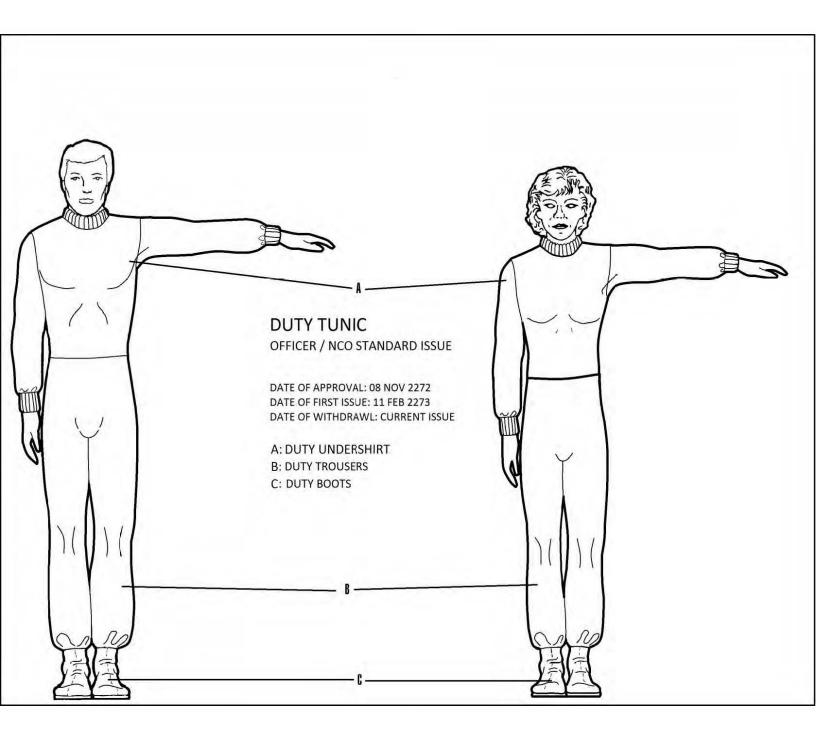




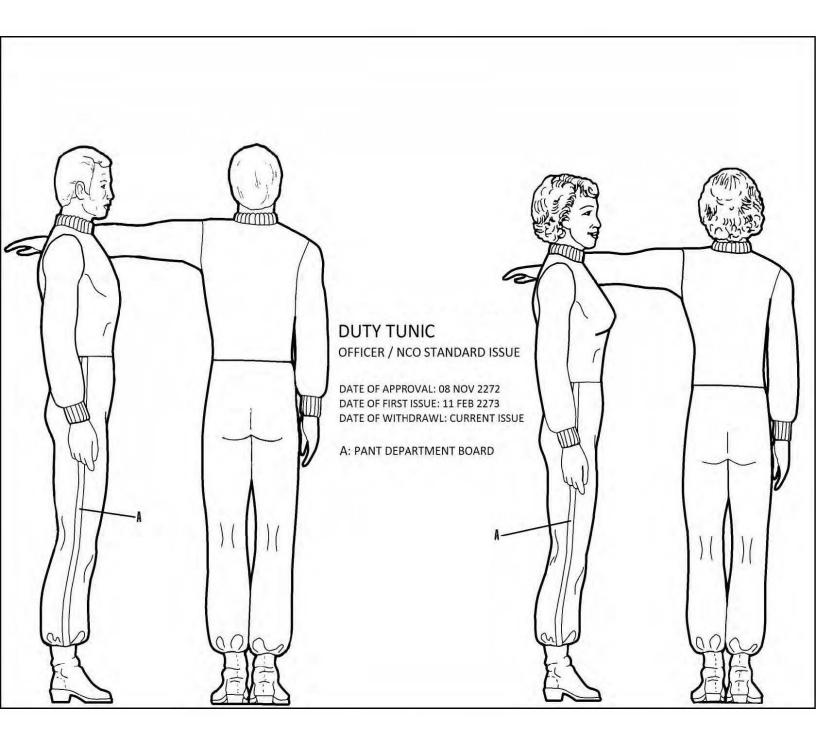
## DUTY TUNIC

The duty tunic is a standard issue light work shirt worn under the duty uniform. Typically colored for the department for officers and dark charcoal for all enlisted personnel.

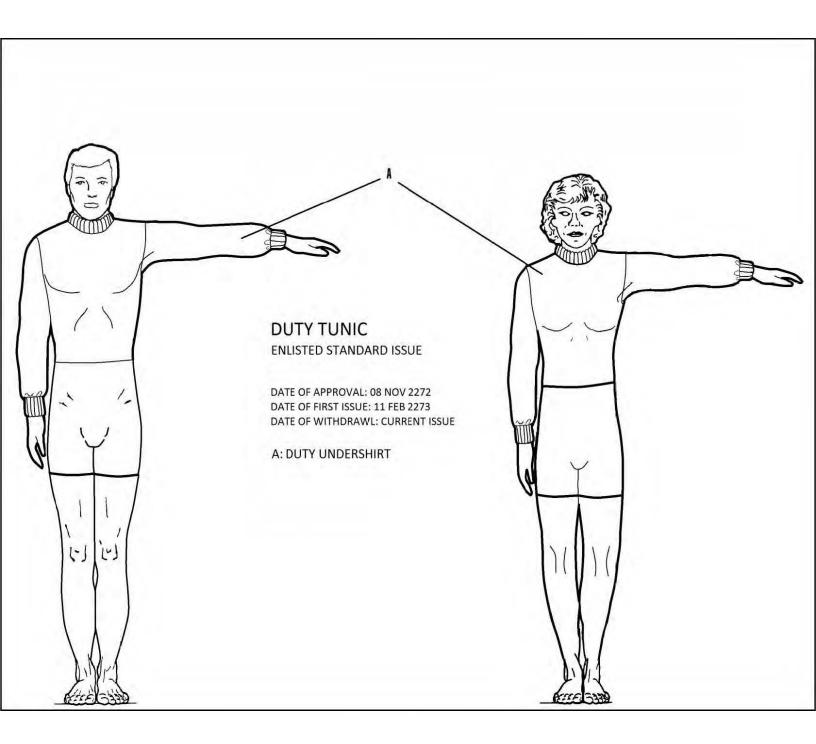




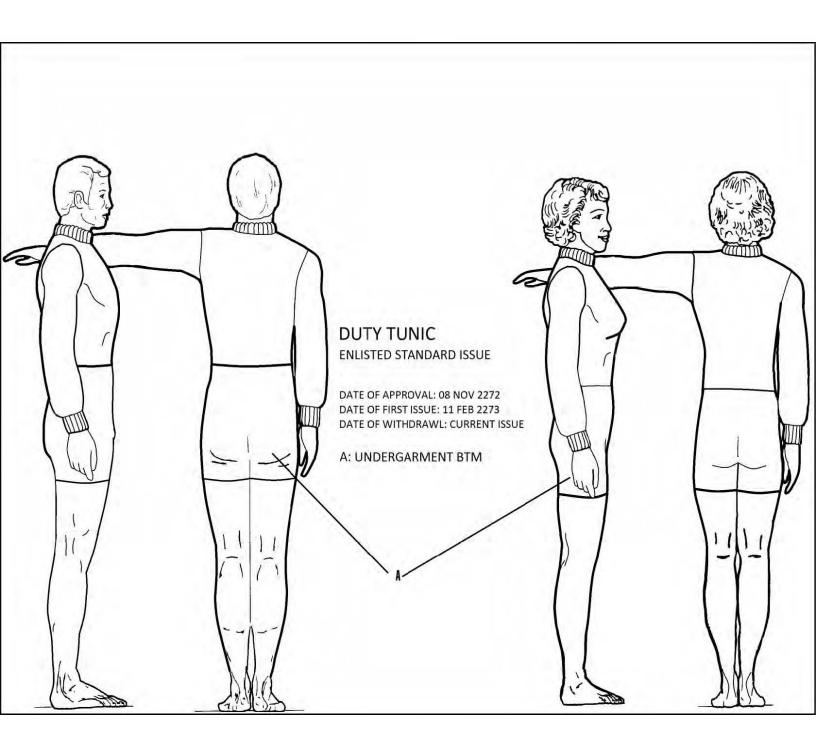












## STARFLEET OFFICER FEMALE 2273 · 2317 DUTYTUNIC COMMAND





## STARFLEET OFFICER MALE 2273 - 2317 DUTYTUNIC COMMAND





## STARFLEET NCO FEMALE 2273 - 2317 DUTYTUNIC COMMAND

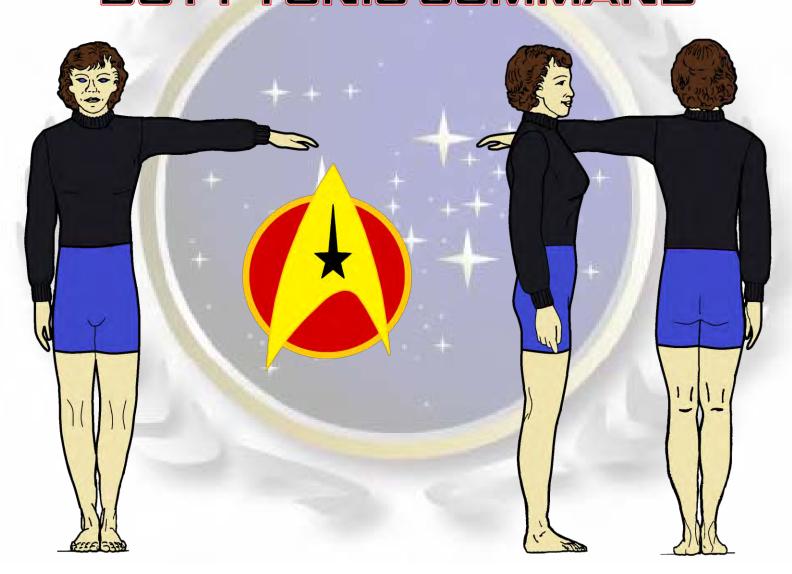




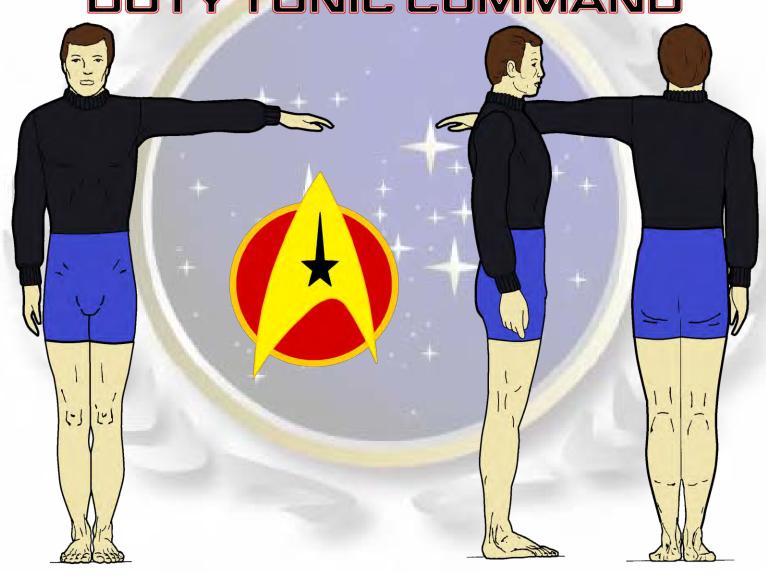
#### STARFLEET NCO MALE 2273 - 2317



## STARFLEET ENLISTED FEMALE 2273 - 2317 DUTYTUNIC COMMAND

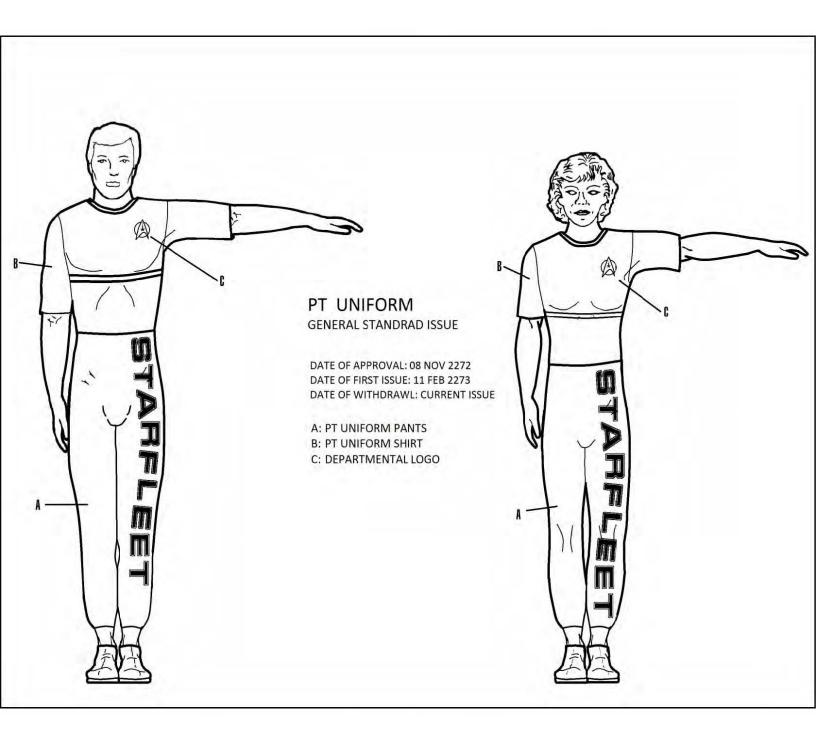


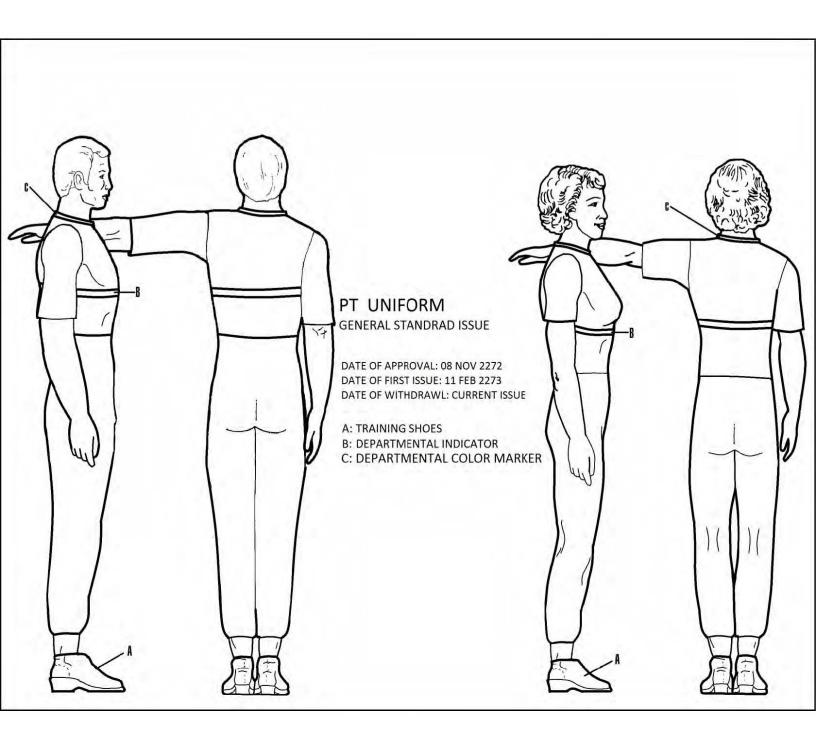
## STARFLEET ENLISTED MALE 2273 - 2317 DUTYTUNIC COMMAND



# PHYSICAL TRAINING UNIFORM

Used for Physical Training, the Pt uniform is standard issue. Though like the issued under garment. It is up to the personal preference of the individual.





## STARFLEET OFFICER FEMALE 2273 · 2317

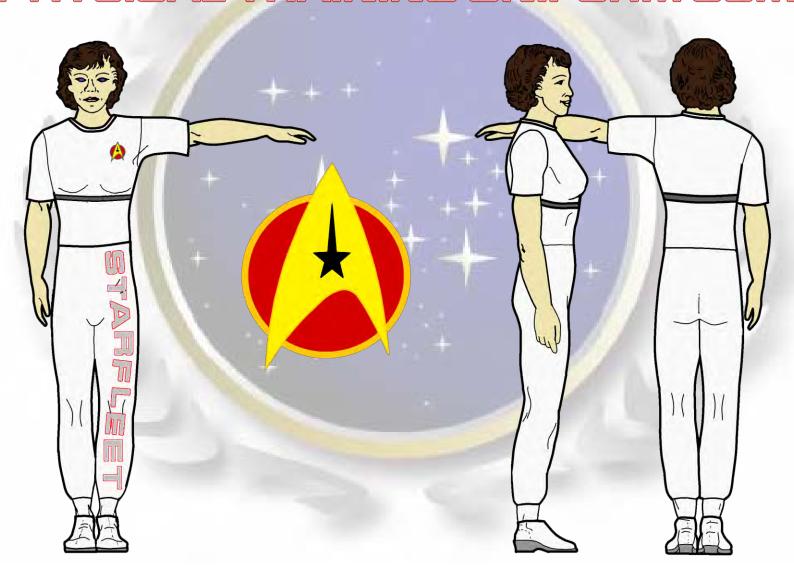


#### STARFLEET OFFICER MALE 2273 - 2317

#### PHYSICAL TRAINING UNIFORM COM



## STARFLEET NCO FEMALE 2273 · 2317 PHYSICAL TRAINING UNIFORM COM



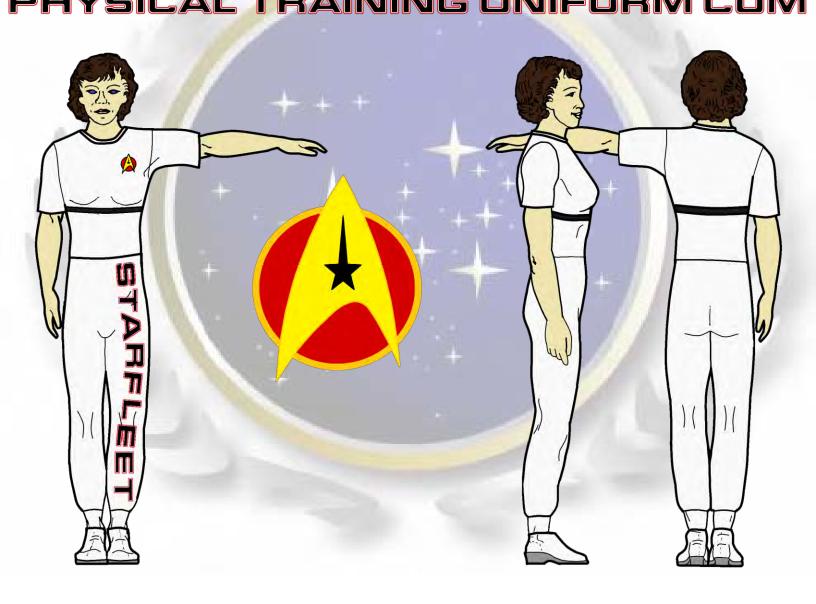


### STARFLEET NCO MALE 2273 - 2317

#### PHYSICAL TRAINING UNIFORM COM



### STARFLEET ENLISTED FEMALE 2273 - 2317 PHYSICAL TRAINING UNIFORM COM



### STARFLEET ENLISTED MALE 2273-2317

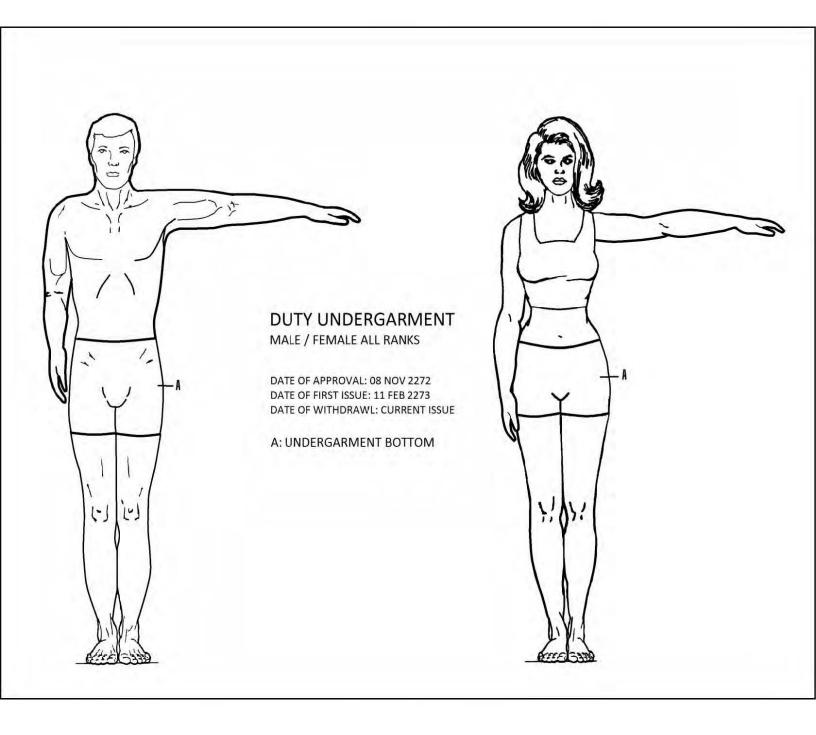
#### PHYSICAL TRAINING UNIFORM COM

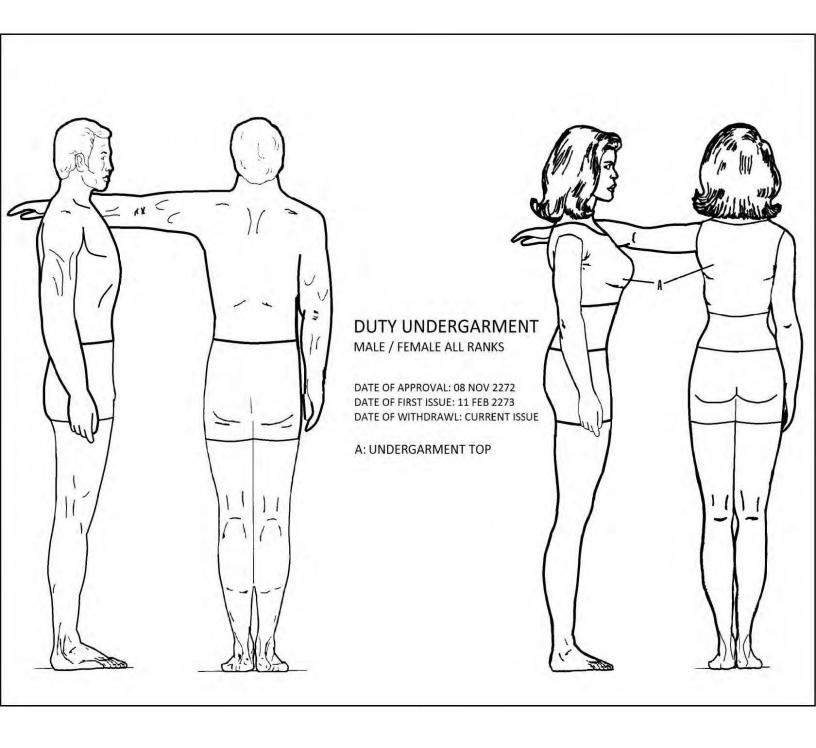


# STANDARD DUTY UNDERGARMENT ALL RANKS

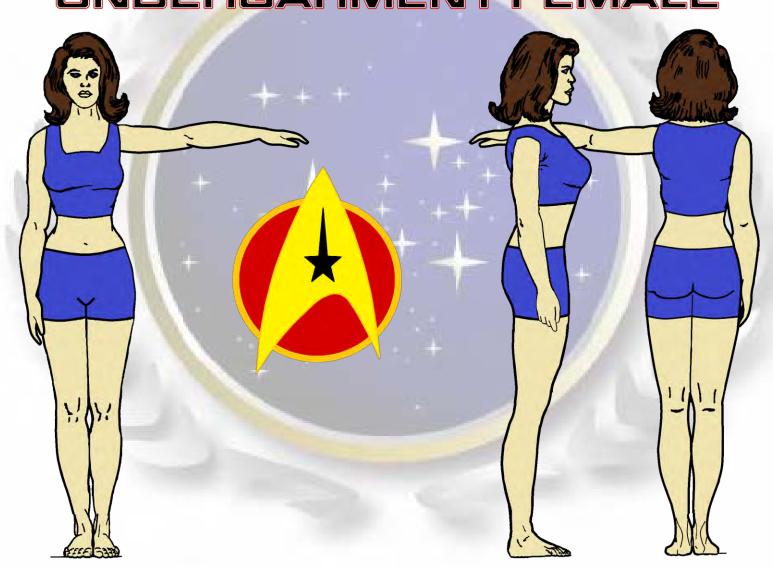
Though it is up to the individual's personal preference, as with all uniforms, there is a standard issue undergarment for use by all Starfleet personnel. This is a non-descript uniform issued to all personnel.



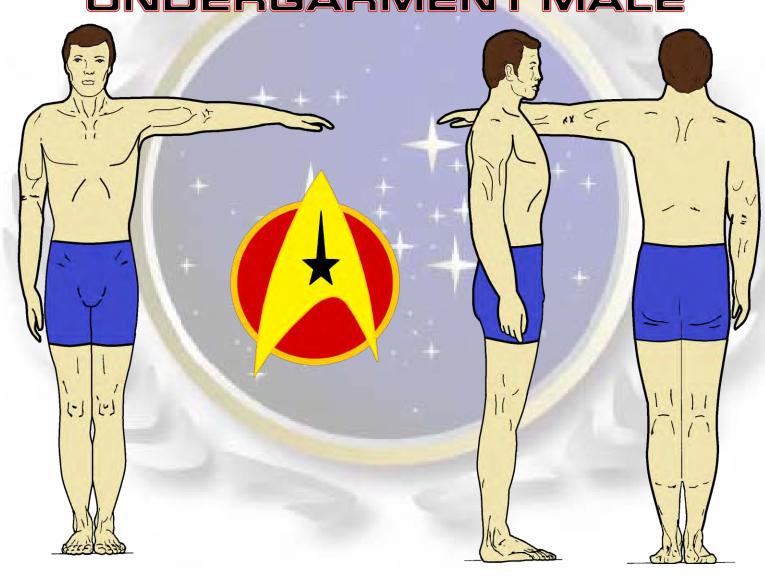




### STARFLEET STANDARD ISSUE 2273 · 2317 UNDERGARMENT FEMALE



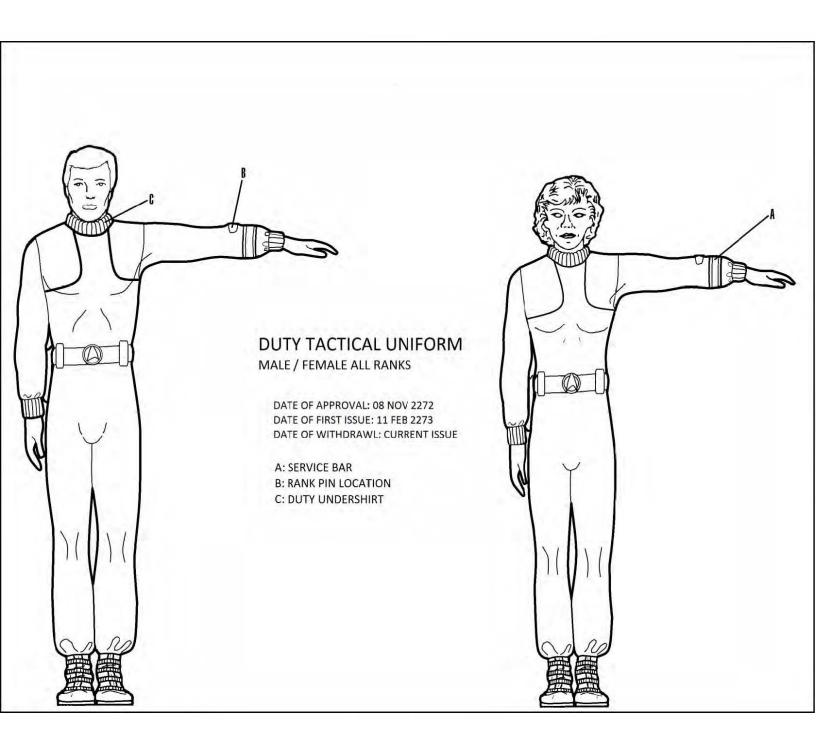
### STARFLEET STANDARD ISSUE 2273 · 2317 UNDERGARMENT MALE

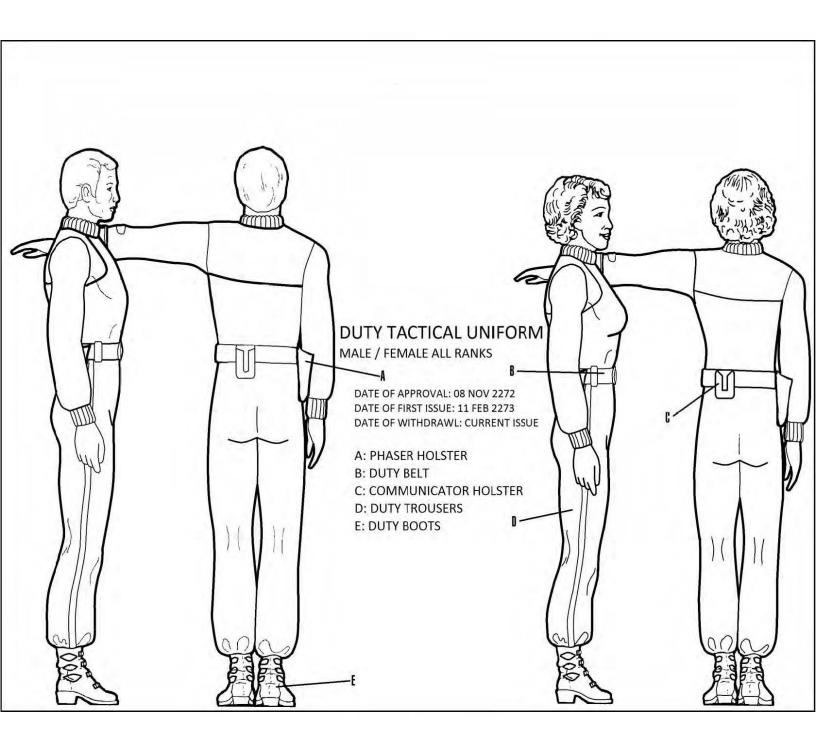


## TACTICAL UNIFORM

THE ST<mark>and</mark>ard issue field tactical uniform is generally issued to starship and starbase personnel when going out on field operations where a standard duty uniform may be impractical. The uniform is of a heavier material and designed for prolonged heavy use







### STARFLEET OFFICER FEMALE 2273 - 2317 TACTICAL DUTY UNIFORM COM



### STARFLEET OFFICER MALE 2273 - 2317





### STARFLEET NCO FEMALE 2273 - 2317 TACTICAL DUTY UNIFORM COM



### STARFLEET NCO MALE 2273 - 2317 TACTICAL DUTY UNIFORM COM



### STARFLEET ENLISTED FEMALE 2273 - 2317 TACTICAL DUTY UNIFORM COM



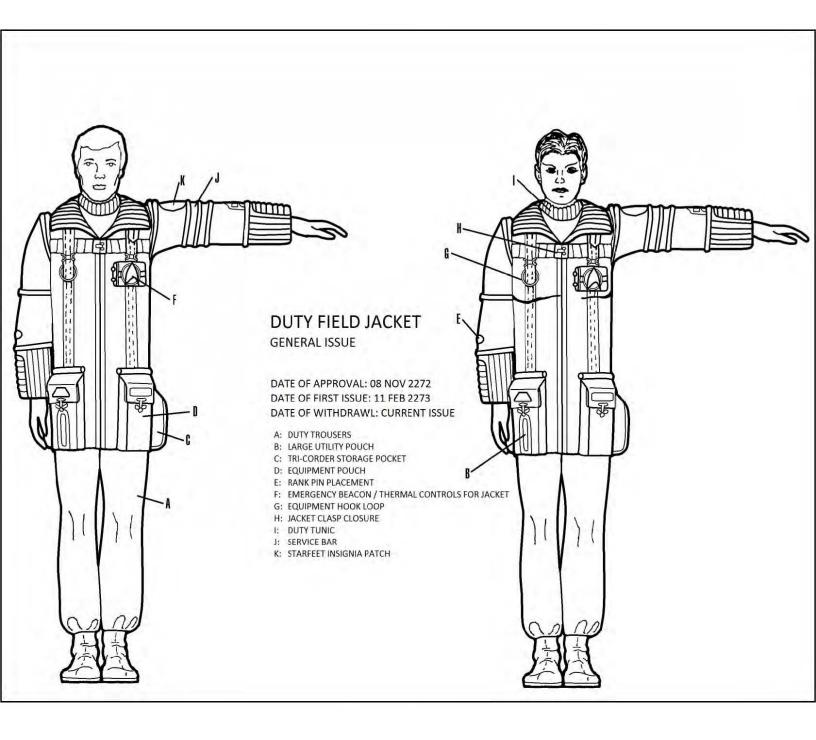
### STARFLEET ENLISTED MALE 2273 - 2317

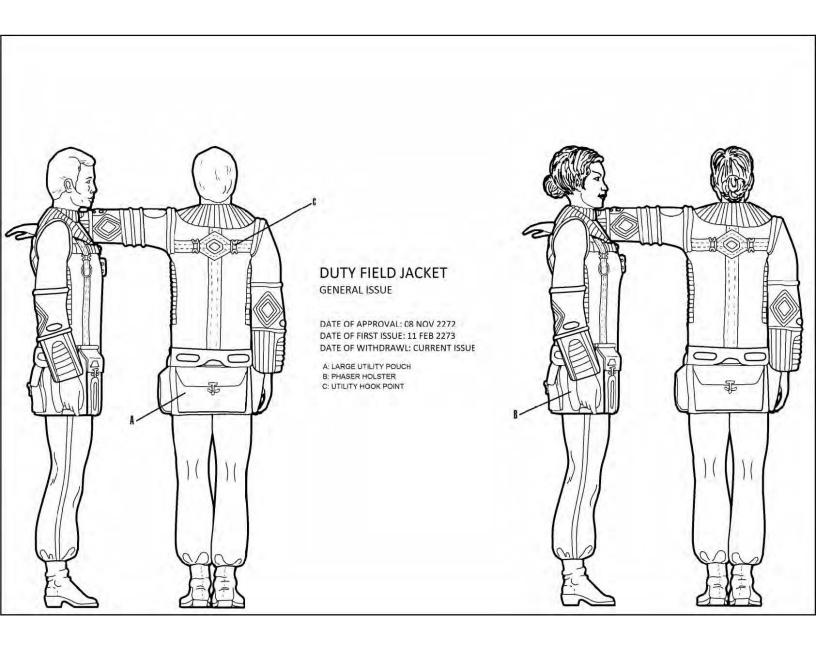




# DUTY FIELD JACKET

FOR ENVIRONMENTS THAT ARE COOLER THAN A DUTY UNIFORM AND UNDER VEST CAN PROTECT AGAINST. STARFLEET AWAY TEAM PERSONNEL ARE ISSUED A FIELD JACKET. THE FIELD JACKET IS TYPICALLY WORN WITH A DUTY UNDER VEST THAT IS DESIGNED WITH BUILT IN HEATING UNITS THAT ARE CONTROLLED FROM THE JACKET CONTROLS ABOVE THE RIGHT BREAST SIDE OF THE JACKET. JACKET IS OUTFITTED WITH SEVERAL LARGE UTILITY POCKETS DESIGNED TO HOLD A STANDARD TRICORDER, COMMUNICATOR FIELD EMERGENCY KIT AND A LARGE POCKET LOCATED AT THE LOWER BACK FOR EQUIPMENT CONTAINERS AND STORAGE. AS WELL AS TWO LARGE HAND WARMER POCKETS FOR COMFORT. THE BACK OF THE JACKET IS ALSO OUTFITTED TO ATTACH ANY NUMBER OF PACK AS NEEDED FOR THE PARTICULAR MISSION. THERE IS ALSO A STORAGE POCKET FOR HAND PHASER.





### STARFLEET OFFICER FEMALE 2273 - 2317

### DUTY FIELD JACKET COM



### STARFLEET OFFICER MALE 2273 - 2317 DUTY FIELD JACKET COM



### STARFLEET NCO FEMALE 2273 - 2317 DUTY FIELD JACKET COM



### STARFLEET NCO MALE 2273 - 2317 DUTY FIELD JACKET COM



### STARFLEET ENLISTED FEMALE 2273 - 2317

#### DUTY FIELD JACKET COM

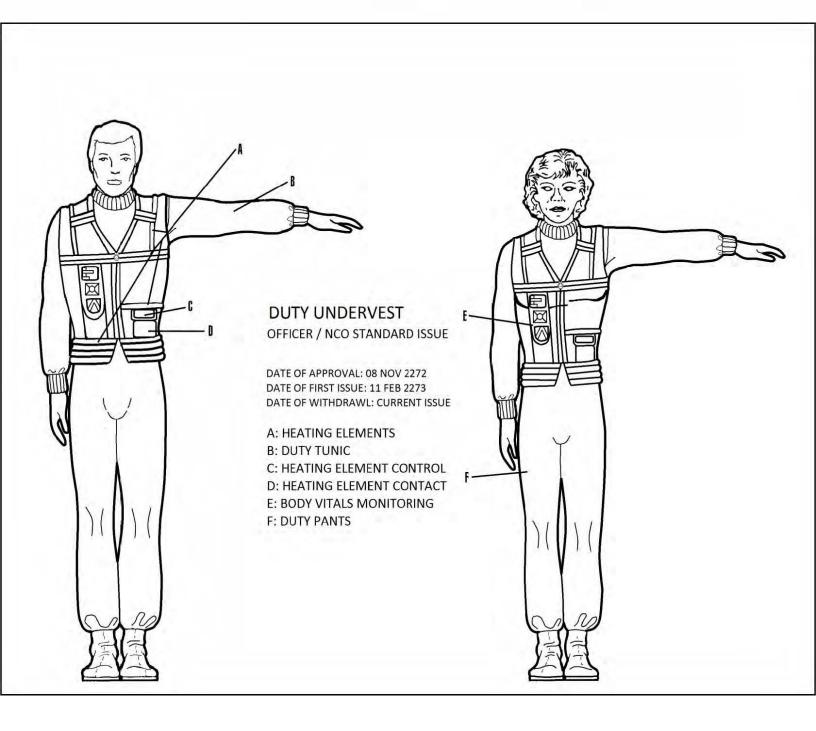


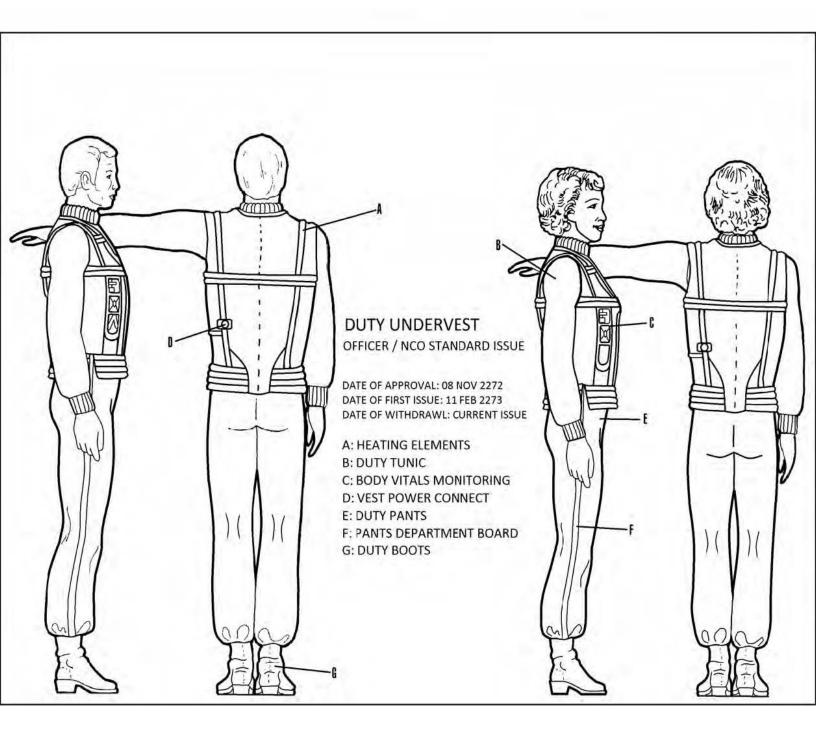
### STARFLEET ENLISTED MALE 2273 - 2317

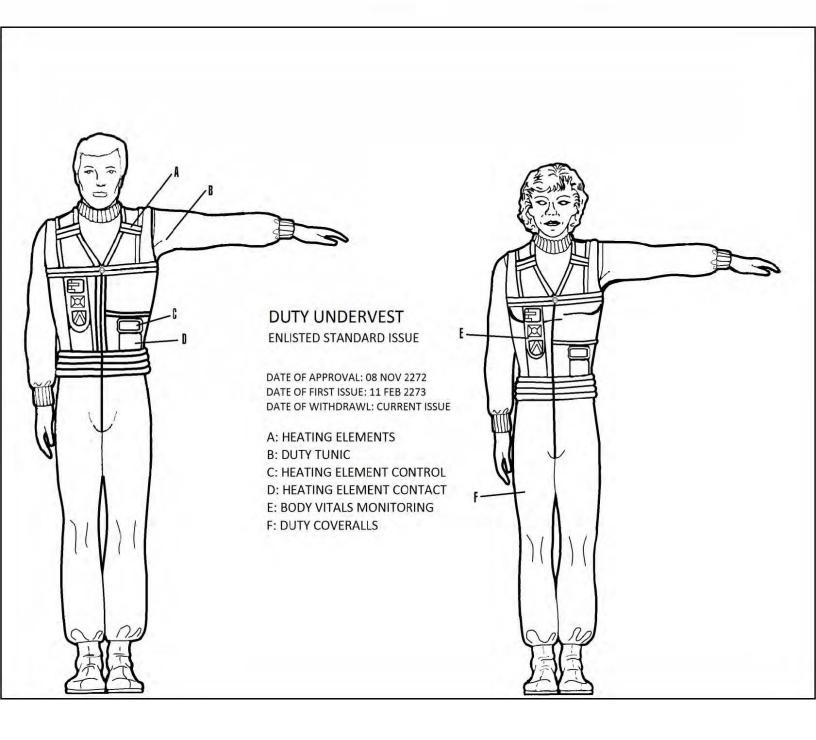


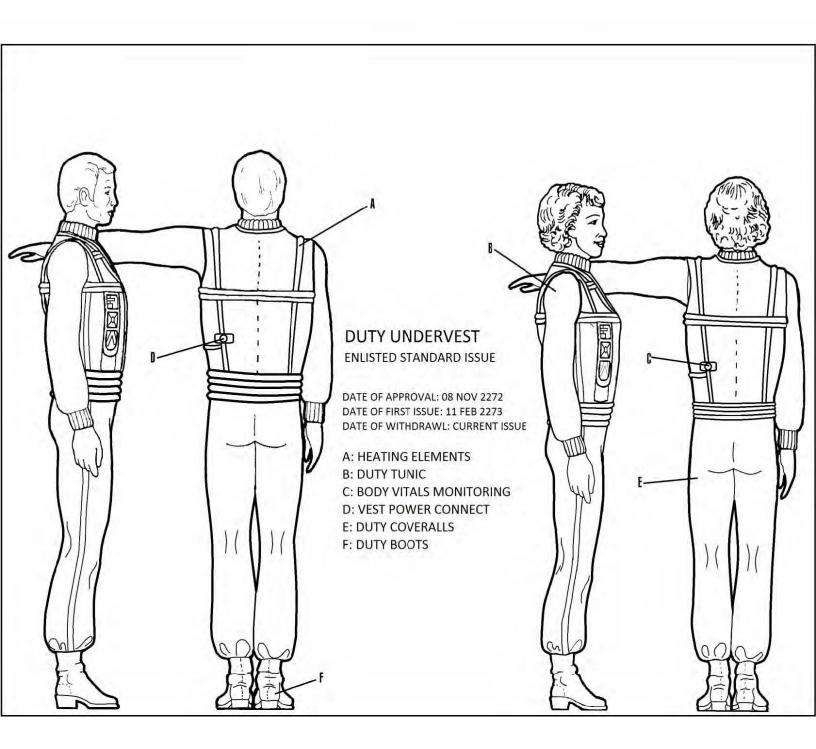
### DUTY FIELD UNDER VEST

THE DUTY FIELD UNDER VEST IS A VEST DESIGNED TO BE USED WITH THE FIELD JACKET IN ENVIRONMENTS THAT HAVE A LOWER TEMPERATURE THAN THE FIELD JACKET ALONE CAN HANDLE. THE VEST HAS HEATING UNITS THROUGHOUT THE FRONT AND BACK OF THE VEST TO KEEP THE BODY WARM IN COLD ENVIRONMENT. THERE ARE SEVERAL UNITS ALONG THE OUTSIDE OF THE VEST THAT ATTACH SPECIFICALLY TO THE FIELD JACKET AND ALLOW THE SMALL POWER CORE LOCATED IN THE BREAST CONNECTOR TO POWER THE HEATING ELEMENTS. THERE IS ALSO A LIFE SIGNS MONITOR ATTACHED TO THE VEST THAT CONSTANTLY UPDATES THE SHIP AND COMMAND STAFF WITH THE WEARER'S STATUS.









### STARFLEET OFFICER FEMALE 2273 - 2317 OUTY JACKET UNDERVEST COM



### STARFLEET OFFICER MALE 2273-2317

### DUTY JACKET UNDERVEST COM



### STARFLEET NCO FEMALE 2273 - 2317 OUTY JACKET UNDERVEST COM



### STARFLEET NCO MALE 2273 - 2317





### STARFLEET ENLISTED FEMALE 2273 - 2317 DUTY JACKET UNDERVEST COM



#### STARFLEET ENLISTED MALE 2273 - 2317



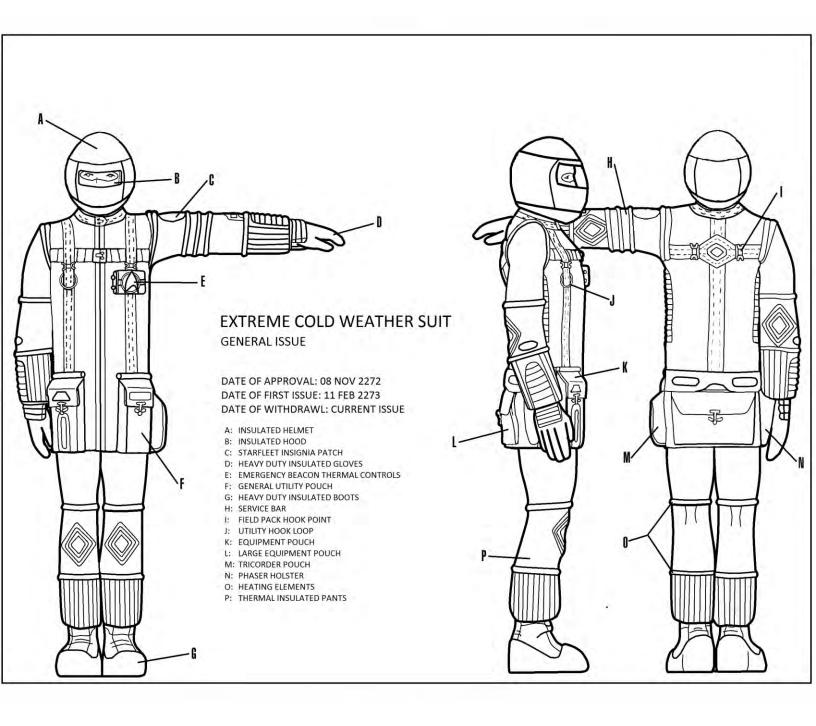


# EXTREME WEATHER UNIFORM

THE EXTREME WEATHER UNIFORM IS AN EXPANSION ON THE DUTY FIELD JACKET FOR USE IN ENVIRONMENTS WHERE A DUTY UNIFORM AND FIELD JACKET ARE IMPRACTICAL BUT A ENCAPSULATED ENVIRONMENT SUIT WOULD BE TOO MUCH. THE EXTREME WEATHER SUIT IS FULLY WATER AND WIND PROOF TO PREVENT BODY HEAT FROM ESCAPING. THERE ARE HEATING UNITS THROUGHOUT THE SUITE TO MAINTAIN A CONSTANT BODY HEAT TO PREVENT LOSS OF LIFE. THE SUIT IS DESIGNED TO BE WORN WITH THE EXTREME WEATHER UNDER GARMENT, A TWO PIECE THERMAL UNDERGARMENT WITH MONITORING DEVICES AND THE PRIMARY HEATING UNIT.

EACH SUIT USES THE SAME POWER CELL AS A PHASER PISTOL SO THAT IN THE EVENT AN EXTREME INSTANCE COMES UP THE USER MAY DISENGAGE THE POWER PACK FROM A STANDARD PHASER AND INTERFACE IT WITH THE SUIT.

FOR ADDED PROTECTION THE SUIT IS DESIGNED WITH A HOOD AND HELMET TO PROTECT THE HEAD AND FACE FROM THE COLD AND IS EQUIPPED WITH AN INTERNAL COMMUNICATOR.



#### STARFLEET UNISEX OFFICER 2273 - 2317





#### STARFLEET UNISEX OFFICER 2273 · 2317

#### EXTREME WEATHER UNIFORM HOOD



#### STARFLEET OFFICER FEMALE 2273-2317

#### EXTREME WEATHER UNIFORM COM



#### STARFLEET OFFICER MALE 2273 - 2317

#### EXTREME WEATHER UNIFORM COM



#### STARFLEET UNISEX NCO 2273 - 2317



#### STARFLEET UNISEX NCO 2273 · 2317

#### EXTREME WEATHER UNIFORM HOOD



#### STARFLEET NCO FEMALE 2273-2317

#### EXTREME WEATHER UNIFORM COM



#### STARFLEET NCO MALE 2273 - 2317

#### EXTREME WEATHER UNIFORM COM



#### STARFLEET UNISEX ENLISTED 2273-2317

EXTREME WEATHER HELMET



#### STARFLEET UNISEX ENLISTED 2273 · 2317

#### EXTREME WEATHER UNIFORM HOOD



#### STARFLEET ENLISTED FEMALE 2273 - 2317

#### EXTREME WEATHER UNIFORM COM



#### STARFLEET ENLISTED MALE 2273 - 2317

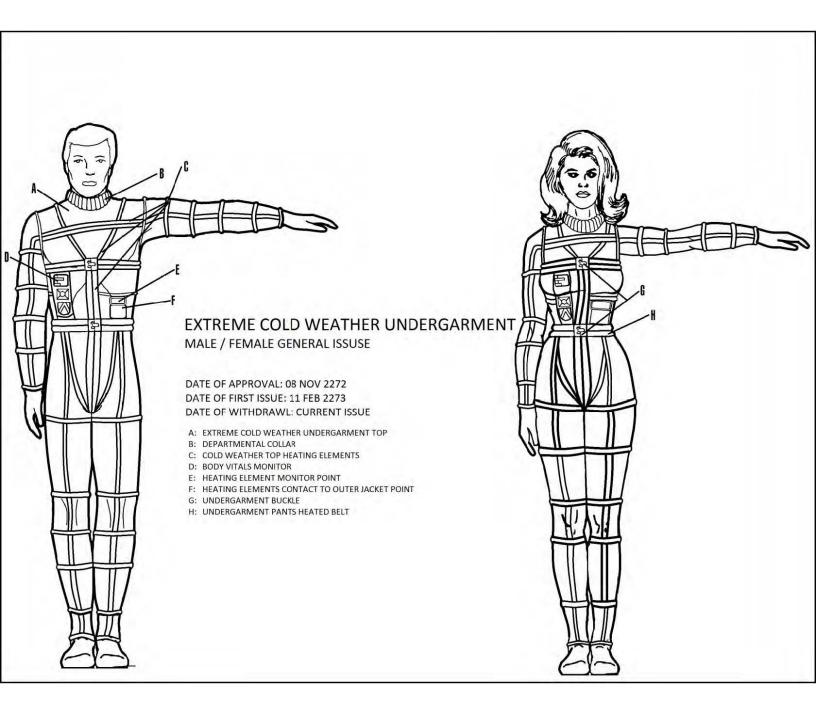
#### EXTREME WEATHER UNIFORM COM

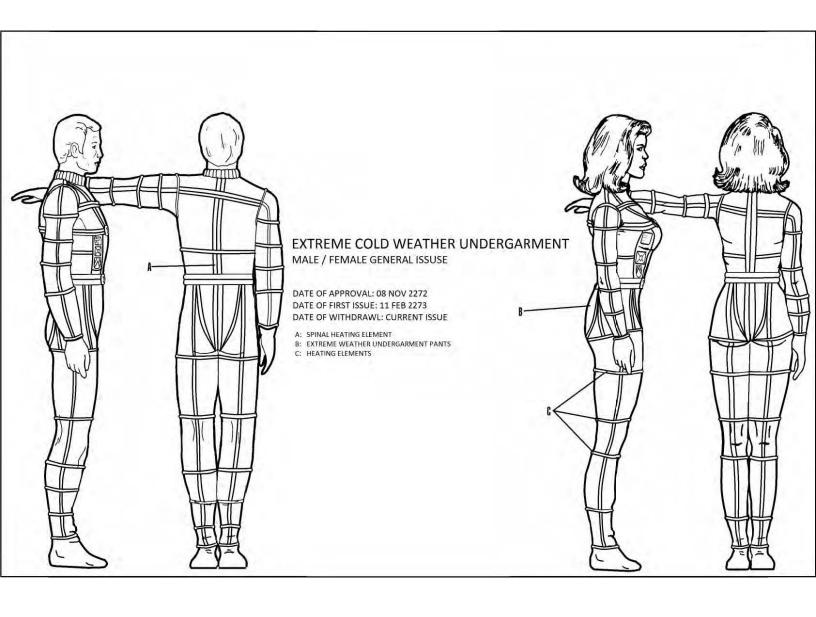




# EXTREME WEATHER UNDERGARMENT

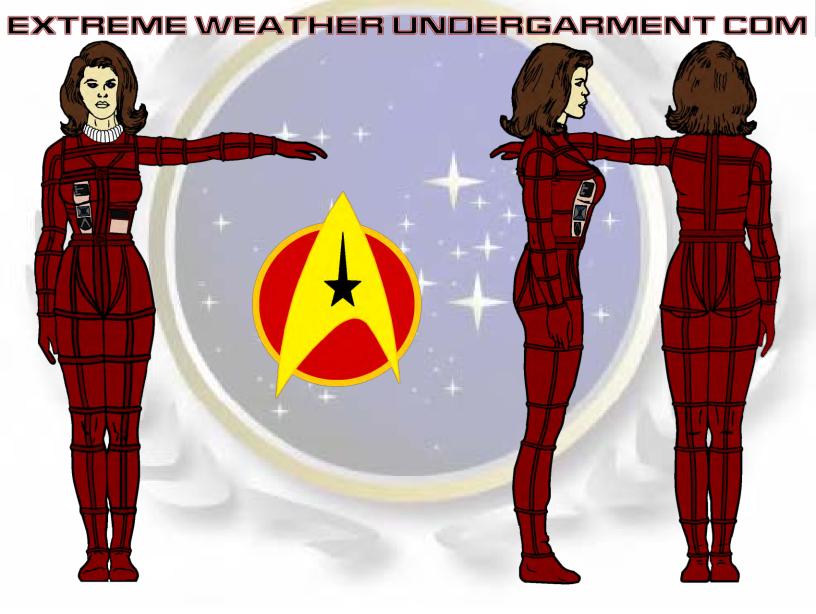
THE EXTREME WEATHER UNDERGARMENT IS DESIGNED TO BE WORN UNDER THE EXTREME WEATHER SUIT. THE UNDER GARMENT IS DESIGNED WITH BUILT IN HEATING ELEMENTS THROUGHOUT THE TORSO AND LEGS TO KEEP THE BODY FROM BECOMING HYPOTHERMIC. THERE ARE SENSORS IN THE TUNIC SHIRT AND THE PANTS THAT MONITOR THE BODY'S TEMPERATURE TO PREVENT OVER HEATING AS WELL AS MONITOR THE BODY LIFE SIGNS. THE UNIT IS CONTROLLED WITH THE MONITOR DEVICE ON THE JACKET AND IS ALSO POWERED FROM THE SAME UNIT.





## STARFLEET OFFICER FEMALE

### 2273 - 2317



#### STARFLEET OFFICER MALE 2273 - 2317



#### STARFLEET NCO FEMALE 2273 - 2317

#### STARFLEET NCO MALE 2273 - 2317



## STARFLEET ENLISTED FEMALE



#### STARFLEET ENLISTED MALE 2273 - 2317

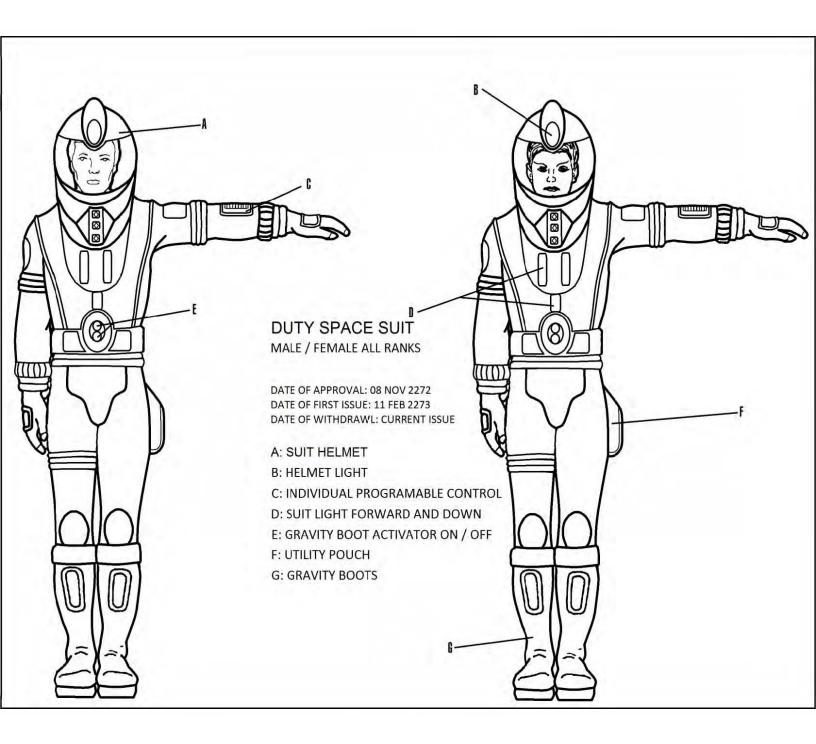


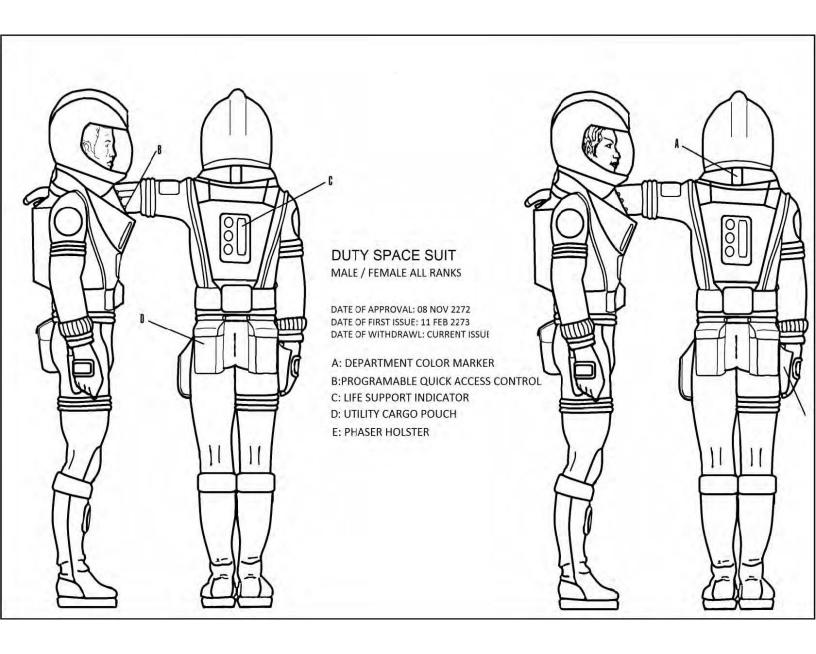


## SPACE SUIT

THE SPACE SUIT OR ENCAPSULATED ENVIRONMENT SUIT IS DESIGNED FOR ENVIRONMENTS THAT ARE EXTREMELY HAZARDOUS TO LIFE. THESE INCLUDE VACUUM, TOXIC ATMOSPHERE, IRRADIATED ATMOSPHERE. OR ANOTHER ENVIRONMENT THAT WOULD PREVENT LIFE. THE SUIT HAS CONTROLS FOR COMMUNICATIONS LOCATED BELOW THE MAIN VISOR ALONG THE CHEST. CONTROLS FOR THE MAGNETIC BOOTS, HEATING AND COOLING UNIT FOR THE SUIT AND DAMAGE INDICATOR ARE LOCATED ON THE LEFT FOREARM.

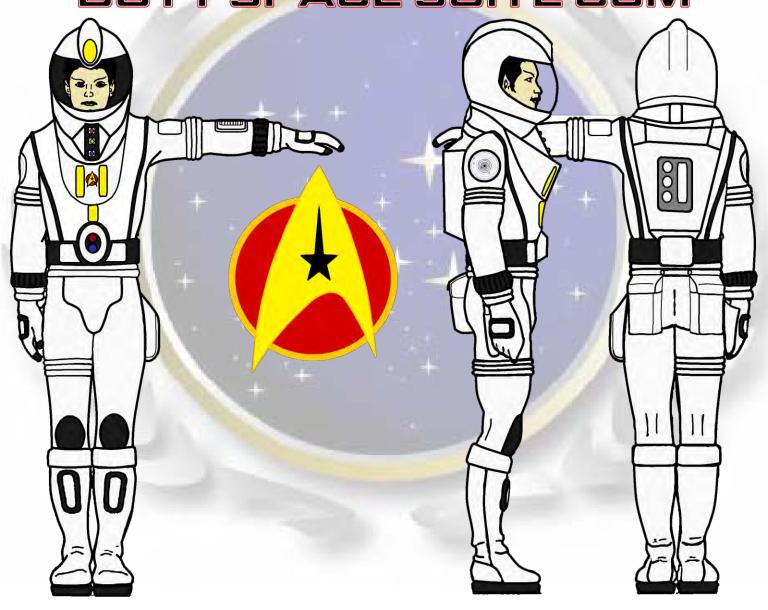
THE SUIT IS EQUIPPED WITH TWO LARGE BACK POCKETS FOR GENERAL USE. ONE LARGE THIGH POCKET FOR TRICORDER SHOULD IT BE NEEDED. AND ONE HOLSTER FOR PHASER.



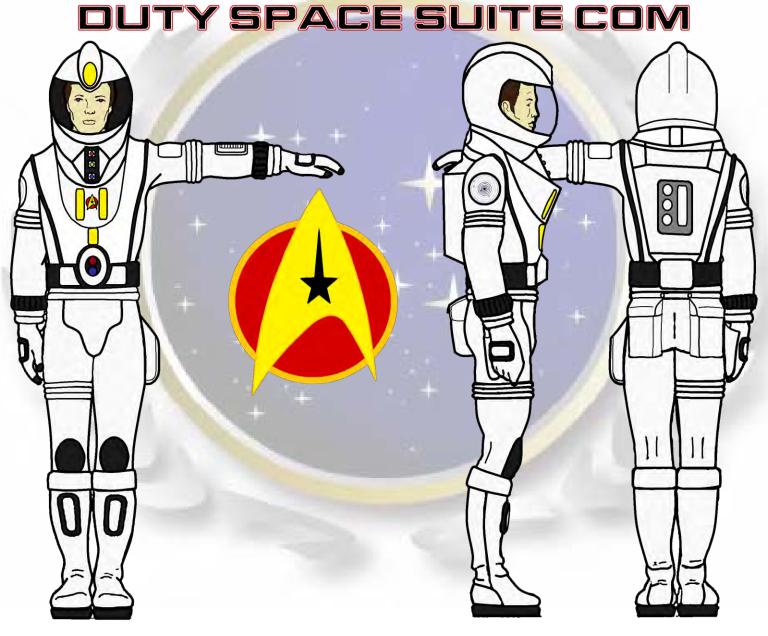


#### STARFLEET OFFICER FEMALE 2273 - 2317

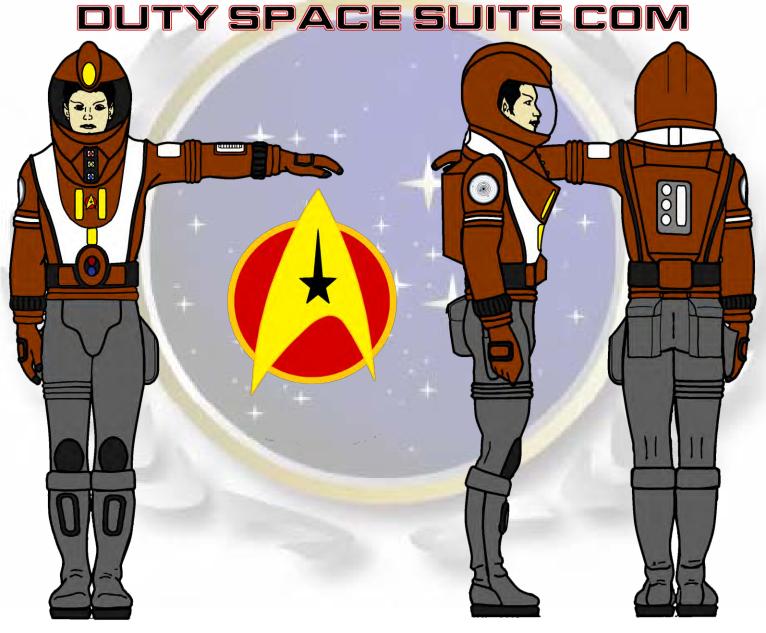
#### DUTY SPACE SUITE COM



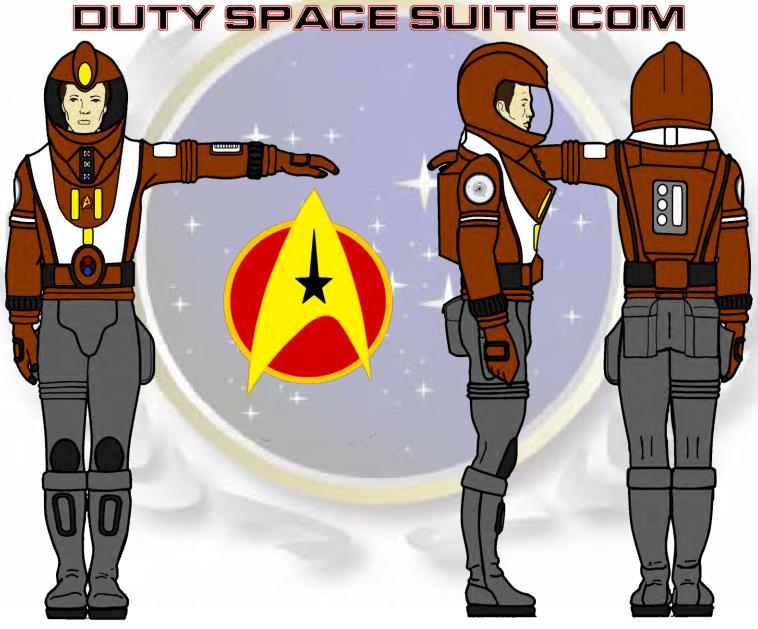
# STARFLEET OFFICER MALE 2273 - 2317



#### STARFLEET NCO FEMALE 2273 · 2317



#### STARFLEET NCO MALE 2273 · 2317

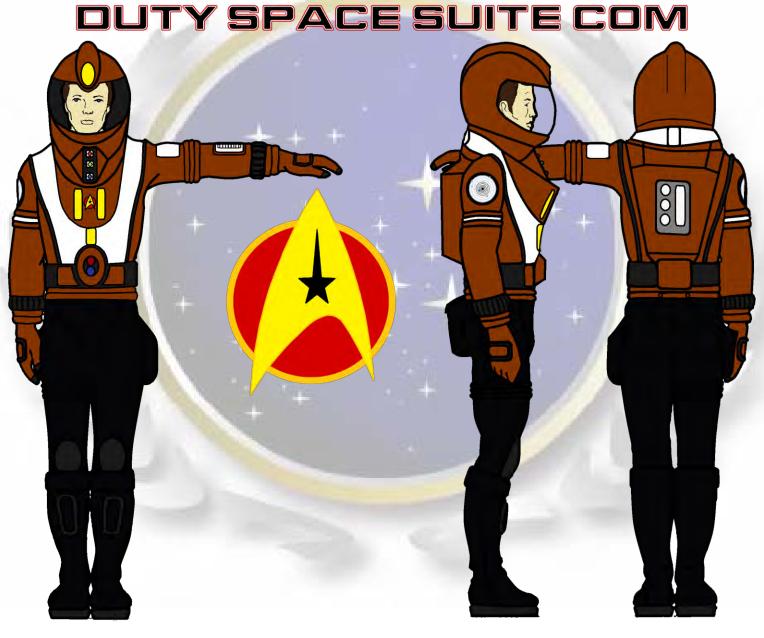


#### STARFLEET ENLISTED FEMALE 2273 - 2317

# DUTY SPACE SUITE COM



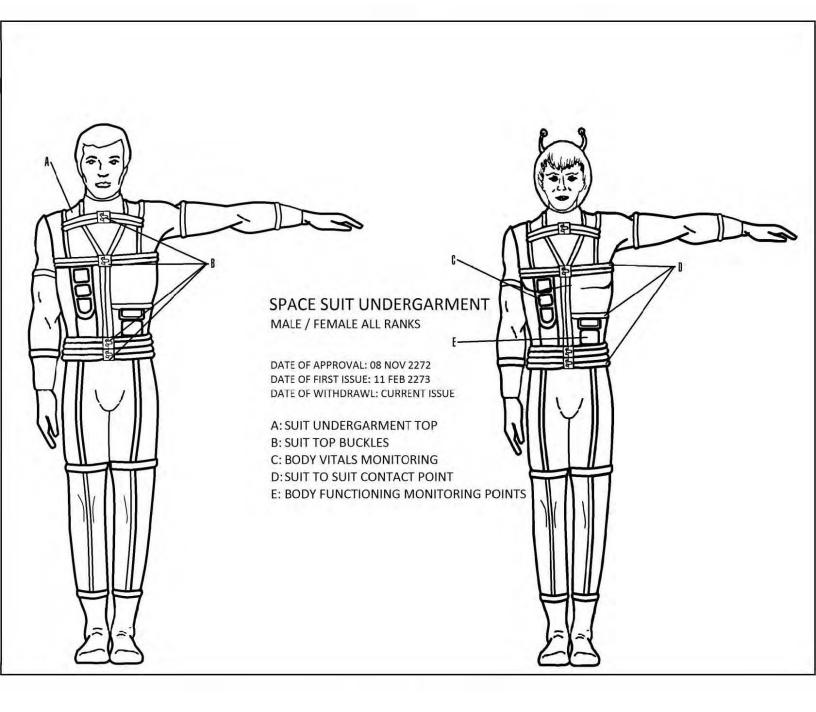
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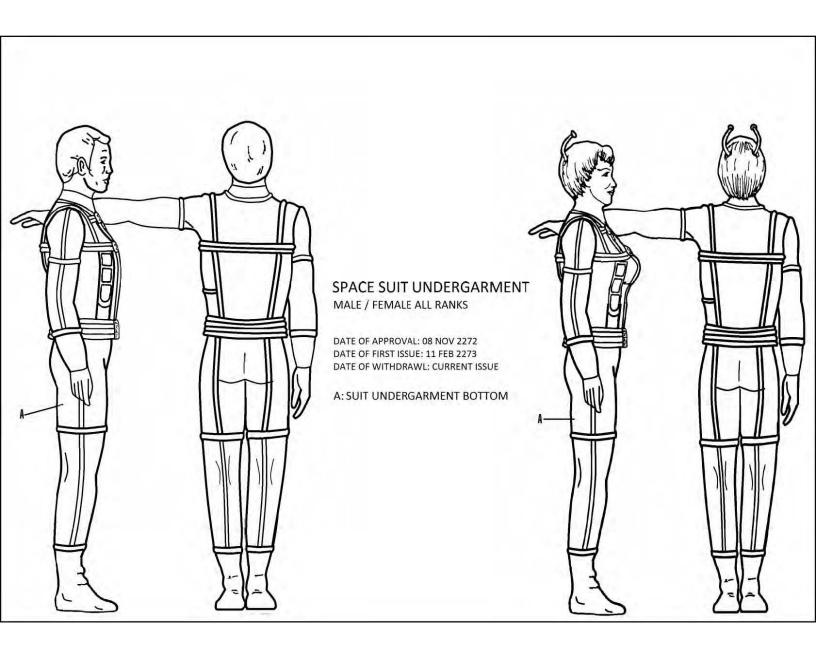


# SPACE SUIT UNDERGARMENT

THE SPACE SUIT UNDERGARMENT IS DESIGNED TO BE WORN UNDER THE STANDARD ISSUE SPACE SUIT. IT IS BUILT TO ALLOW THE CONTROLLED FLOW OF AIR THROUGHOUT THE SUIT FOR PROLONGED PERIODS OF TIME FOR THE COMFORT OF THE WEARER IN MOST ANY CONDITION. THE SUIT IS MUCH LIKE THE EXTREME ENVIRONMENT SUIT IN THAT IT HAS A MONITOR FOR LIFE FUNCTIONS, AND THERMAL AND COOLER TEMPERATURE CONTROLS.

BOTH THE CADET OFFICERS AND STANDARD OFFICERS WEAR THE SAME COLOR UNDERGARMENT AS THE UNIFORM IS PRIMARILY OUT OF SIGHT.





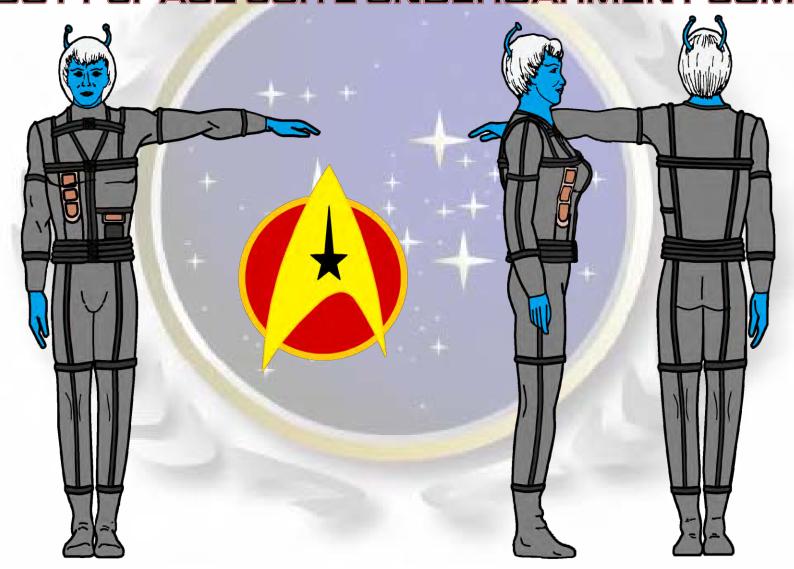
# STARFLEET OFFICER FEMALE 2273-2317



# STARFLEET OFFICER MALE 2273-2317



# STARFLEET NCO FEMALE 2273-2317



# STARFLEET NCO MALE 2273-2317



# STARFLEET ENLISTED FEMALE 2273-2317

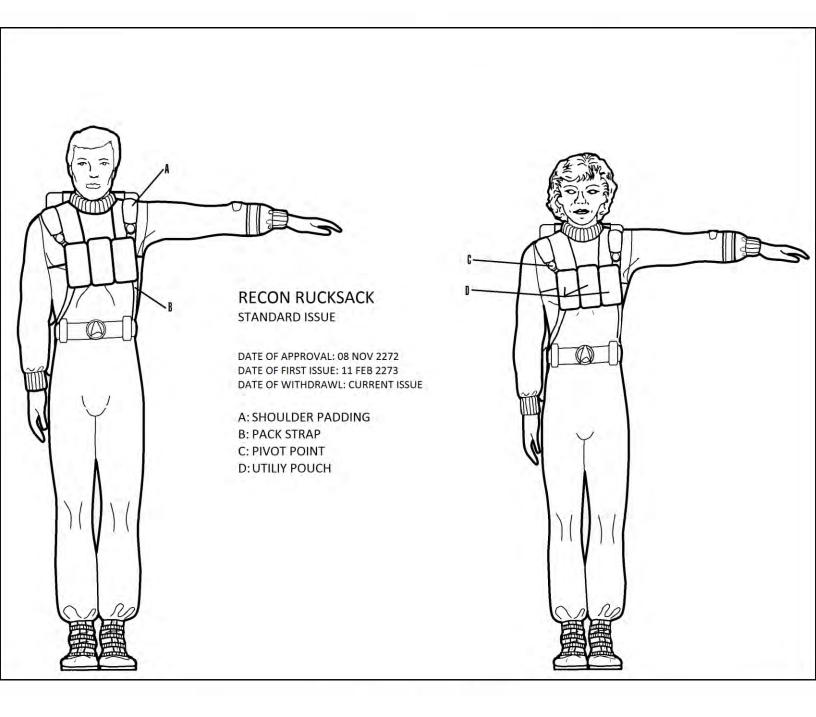


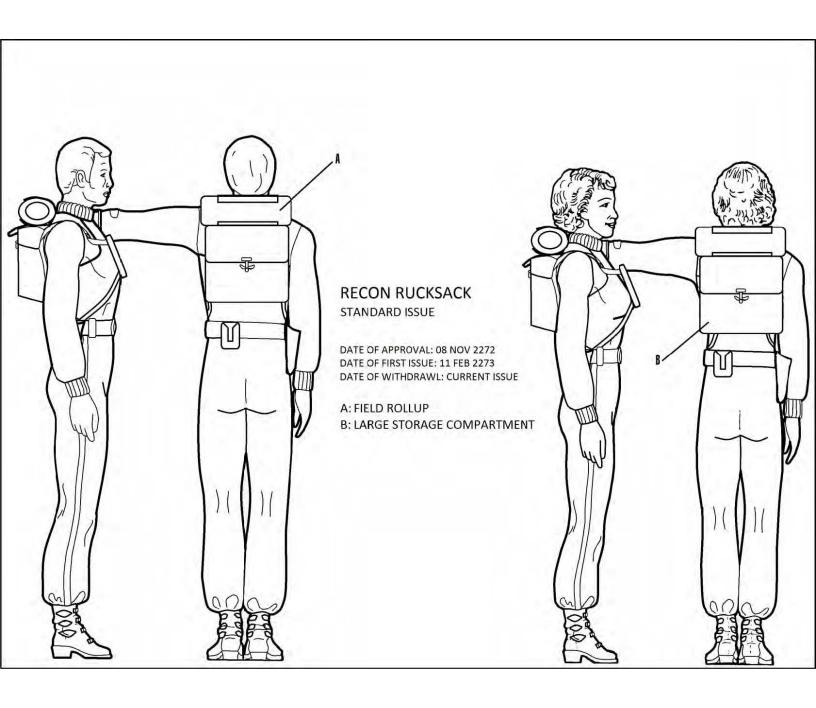
# STARFLEET ENLISTED MALE 2273 - 2317



# STANDARD DUTY RECONNAISSANCE RUCKSACK

The Reconnaissance
Rucksack is designed for
Starfleet personnel to carry
necessary equipment in the
field for short periods of time
lasting for 2 or three days.
There is a large storage
compartment with sections
that can be customized for
virtually an equipment needed
in the field. The pack comes
with a standard field roll that
can be used to make
equipment checks or for
resting personnel as well.





# STARFLEET OFFICER FEMALE 2273 · 2317 RECONRUCKSACK COM



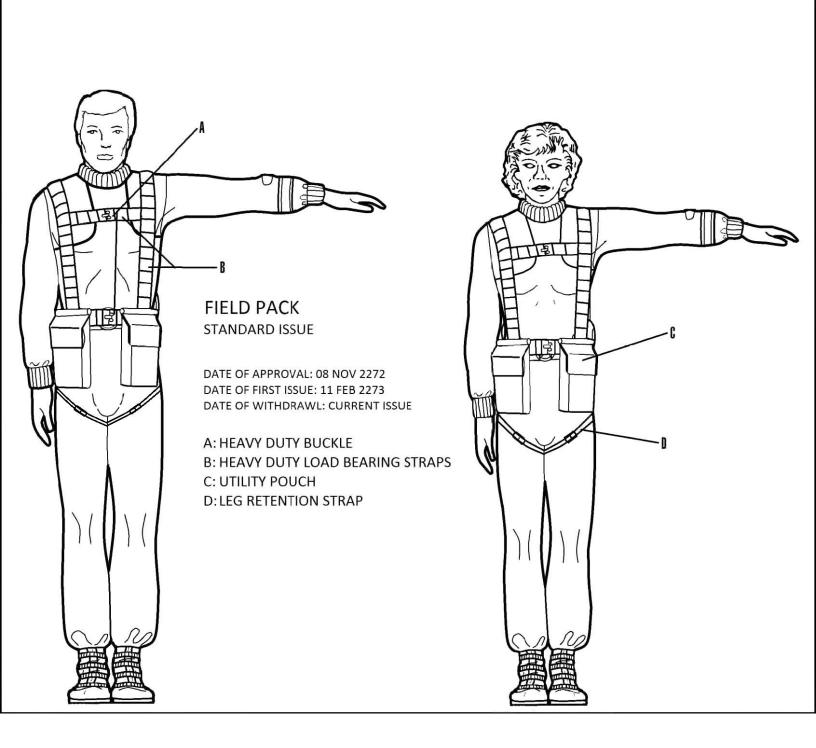
# STARFLEET OFFICER MALE 2273 · 2317 RECONRUCKSACK COM

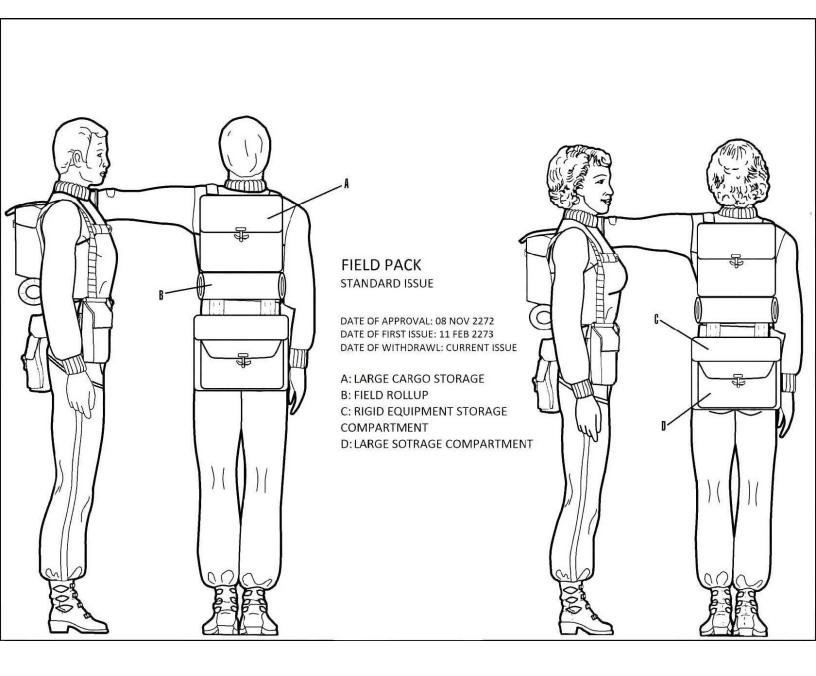


# STANDARD DUTY

# FIELD PACK

The standard duty field pack is designed for use on away missions where a shuttle craft or other facility isn't available. It consists of a large rigid back pack. One smaller rigid pack with soft large pack attached to the outside. Two smaller pouches are attached to the front waist belt. There is a chest strap for stability during normal movement as well.





# STARFLEET OFFICER FEMALE 2273 - 2317 STANDARD ISSUE FIELD PACK COM



# STARFLEET OFFICER MALE 2273 - 2317 STANDARD ISSUE FIELD PACK COM



# WEAPONRY

STARFLEETS ROLE HAS ALWAYS BEEN ONE OF PEACEFUL EXPLORATION AND CONTACT. HOWEVER, EXPERIENCE TELLS US THAT PEACEFUL CONTACT MAY NOT BE A CERTAINTY. THROUGH THIS, ALL STARSHIPS ARE EQUIPPED WITH BOTH DEFENSIVE (SHIELDS) AND OFFENSIVE SYSTEMS. (PHASER AND PHOTON TORPEDOES). THE OFFICERS AND PERSONNEL ON THE GROUND ALSO NEED A MEANS OF DEFENSE IN THE EVENT OF HOSTILE CONTACT. TO THIS MEANS THE DEVELOPMENT OF PERSONAL WEAPONS WERE PUT INTO PLACE.

THOUGH THE PHASER HAS BEEN THE STAPLE OF STARFLEET WEAPONRY. EXPERIENCE TELLS US THAT THE ENVIRONMENT HAS HAD A TENDENCY TO AFFECT THE EFFECTIVENESS OF SUCH WEAPONS. IN AN AN ENVIRONMENT WHERE PHASED ENERGY MIGHT DISSIPATE OR DEFLECT, A PARTICLE WEAPON OR OTHER ENERGY WEAPONS SUCH AS PLASMA MAY BE MORE EFFECTIVE. IN AN ENVIRONMENT WITH A POTENTIALLY EXPLOSIVE ATMOSPHERE SUCH AS METHANE, A MAGNETIC ACCELERATOR WEAPON MIGHT BE BETTER. SO TO THIS MEANS A VARIETY OF TYPES OF WEAPONS WERE DESIGNED TO BE USED IN VARIOUS ENVIRONMENTS THAT AN AWAY TEAM MIGHT ENCOUNTER. PHASER'S, PLASMA, PARTICLE AND LASER WEAPONS WERE CREATED IN AN EFFORTTO TRY AND ANTICIPATE ANY ENVIRONMENT WHERE DEFENSE IS NEEDED.



# PHASER'S

WHEN EACH INDIVIDUAL ON BOARD POWER CELLS ARE DRAINED, THEIR CORRESPONDING INDICATOR LIGHT WILL GO RED AT THE FRONT OF THE UNIT. WHEN THE CELLS ARE ALL NEARLY COMPLETELY DRAINED, INDICATOR 6 WILL BEGIN FLASHING.

TAP THE STUN / KILL INDICATOR TO SET THIS SETTING. STUN IS THE DEFAULT SETTING.

TAP THE SAFETY BUTTON TO SET IT FOR SAFE. HOLD FOR 1 SECOND TO DISENGAGE SAFETY. THIS PREVENTS ACCIDENTAL DISCHARGE WHEN HOLSTERING OR STORING THE PHASER.

TO SET THE BEAM WIDTH, ONE ONLY HAS TO TAP THE INDICATOR TO SET OR RESET THE DESIRED WIDTH OF THE BEAM.

THAT ALSO APPLIES TO THE INTENSITY INDICATOR.

TO POWER ON THE PHASER WHEN OFF, MERELY HOLD BUTTON NUMBER 2 FOR FOUR SECONDS UNTIL THE UNIT LIGHTS UP. WHEN POWERING OFF HOLD THE BUTTON AGAIN FOR FOUR SECONDS UNTIL UNIT GOES DARK. WHEN ON, TAP TO SET SAFETY ON AND OFF.

FOR FORCED CHAMBER EXPLOSION IN EXTREME SITUATIONS, HOLD BUTTONS 2, 3, 4, AND 5 FOR FIVE SECONDS. ALL THE LIGHTED INDICATORS WILL BEGIN FLASHING. FIFTEEN SECONDS LATER THE SARIUM KRELIDE POWER CELLS WILL OVERLOAD AND EXPLODE. TO STOP THIS ONCE ACTIVATED, TAP BUTTON NUMBER 2 THREE TIMES QUICKLY.

THIS LAYOUT IS STANDARD ON ALL PHASER'S WITH THE EXCEPTION OF THE PHASER RIFLE THAT HAS NO BUTTON 1 ON THE PANEL, TO AVOID CONFUSION IN THE FIELD.



5: STUN / KILL SELECT BLUE STUN / RED KILL

3: BEAM WIDTH
4: BEAM INTENSITY

6: RECHARGE INDICATOR7: POWER CELLS REMAINING





### TYPE 1 PERSONAL PHASER

THE TYPE 1 PERSONAL PHASER (ALSO KNOWN AS THE PALM PHASER) IS ISSUED TO MOST STARFLEET PERSONNEL WHEN ON AN AWAY MISSION OF LOW THREAT TO ALL PERSONNEL. IT HAS CHANGED LITTLE SENSE THE EARLY DAYS OF STARFLEET

THE WEAPON HAS 3 BASIC SETTINGS. STUN, KILL, AND DISINTEGRATE.

THE TYPE 1 HAS A LIMITED EFFECTIVE RANGE OF 88 METERS WITH A SUSTAINED FIRING TIME OF THIRTY MINUTES ON A FULL CHARGE.

EACH TYPE 1 IS EQUIPPED WITH FOUR SARIUM KRELIDE POWER CELLS IN THE BASE OF THE UNITE.

THE PHASER IS MOUNTED TO THE WEARER'S BELT BY A MAGNETIC PLATE ON THE BOTTOM OF THE WEAPON.

THE TYPE 1 IS DESIGNED TO BE MOUNTED TO THE TYPE 2 PHASER WHICH INCREASES THE RANGE OF THE TYPE ONE TO THREE TIMES WHAT IT IS BY ITSELF.



# STARFLEET FIELD EQUIPMENT 2273 · 2317 TYPE 2 PHASER PISTOL



TYPE 2 HAND PHASER

THE TYPE 2 HAND PHASER HAS INCREASED RANGE FROM THE TYPE 1. ONCE THE TYPE ONE PHASER IS LOCKED INTO THE HILT OF THE TYPE TWO, THE RANGE INCREASES FROM 88 METERS TO 176 METERS. THE FIRING TIME IS ALSO INCREASED FROM ONE HOUR TO ONE AND A HALF ON A FULL CHARGE.

THE TYPE 2 ALSO HAS THREE SETTINGS FROM STUN, TO KILL TO DISINTEGRATE. THE UNITE HAS 3 SARIUM KRELIDE POWER CELLS BUILT INTO THE UNITE IN CONJUNCTION WITH THE FOUR WITH IN THE TYPE 1. THE UNITE IS DESIGNED SO THAT IT CAN BE CHARGED EITHER BY REMOVING THE POWER CELLS AND PLACING IN A CHARGING BASE LOCATED EITHER IN A FACILITY OR STARSHIP. OR CHARGED THROUGH A CHARGING PORT LOCATED ON THE SIDE OF THE WEAPON.

THE TYPE 2 IS ISSUED TO PERSONNEL ON AWAY TEAMS WHEN THEY ENTER A SIGNIFICANTLY MORE HOSTILE ENVIRONMENT WHERE DANGER IS KNOWN.

THE TYPE 2 IS TYPICALLY CARRIED IN A HOLSTER BUILT INTO UNIFORM FIELD JACKETS OR ON BELTS WORN DURING AWAY MISSIONS.



# STARFLEET FIELD EQUIPMENT 2273 · 2317 TYPE I PHASER RIFLE



### TYPE 1 PHASER RIFLE

THE RIFLE HAS BEEN A STAPLE OF NAVAL FORCES THROUGHOUT HISTORY. FROM THE EARLY DAYS OF THE SAILING SHIPS TO THE EARLY NUCLEAR POWERED SPACE CRAFT. THE DEFENSE OF THE SHIP HAS USUALLY BEEN DONE WITH THE AID OF THE LONG RANGE WEAPONS. IN THIS CASE THE RIFLE

PRIMARILY USED BY STARFLEET MARINES IN THE FIELD. THE TYPE 1 RIFLE IS VERSATILE AND EASY TO USE. THOUGH UNLIKE THE PHASER PISTOL, THE TYPE 1 RIFLE HAS NO INTERCHANGEABLE COMPONENTS. THE CONTROLS ARE SIMILAR IN OPERATION TO ALL OTHER PHASER WEAPONS AND HAVE THE STANDARD KILL STUN SETTINGS WITH VARIABLE LEVELS AND WIDTHS.

THE TYPE 1 RIFLE ALSO COMES WITH AND OPTIONAL PHOTON GRENADE LAUNCHER FOR USE AGAINST HARDENED TARGETS IN THE EVENT AN ORBITAL OR GROUND VEHICLE IS NOT AVAILABLE.



# STARFLEET FIELD EQUIPMENT 2273 - 2317

TYPE I PHASER RIFLE W GRENADE LAUNCHER



TYPE 1 WITH PHOTON GRENADE LAUNCHER





### TYPE 1A PHASER CARBINE

DESIGNED PRIMARILY FOR USE BY STARFLEET SPECIAL OPERATIONS GROUPS. THE CARBINE IS MADE WITH MANEUVERABILITY IN MIND. SHORTER STOCK AND BARREL ALLOW THE WEAPON TO MANEUVER QUICKLY IN TIGHT SPACES AND ENCLOSURES WHERE A STANDARD TYPE 1 MIGHT BE CUMBERSOME.

THIS RIFLE HAS A RANGE SLIGHTLY LOWER THAN THE STANDARD TYPE ONE AT 1.609 METERS.





### PHASER RIFLE TYPE 2

MUCH LIKE THE PHASER PISTOL, THE RIFLE IS DESIGNED WITH A SMALLER VERSION FOR OPTIONAL USE BY STARFLEET PERSONNEL. THOUGH UNLIKE THE TYPE 1 AND TYPE 2 PISTOLS, THE TWO WEAPONS ARE NOT LINKED AND OTHER THEN POWER PACKS ARE NOT INTERCHANGEABLE.

USED PRIMARILY FOR SHIP BOARD SECURITY TEAMS. THE TYPE 2 RIFLE IS DESIGNED FOR MANEUVERABILITY ON BOARD STAR SHIPS AND EASE OF USE. THE WEAPON HAS ALL OF THE STANDARD FEATURES OF THE TYPE ONE WITH THE EXCEPTION OF THE UNDER BARREL GRENADE LAUNCHER.

THE TYPE 2 HAS A RANGE OF 804 METERS.



# PLASMA WEAPON'S

THE PL<mark>asma Weapon is designed for a potential environment where it is impractical or impossible to use a phaser, or particle weapon. The plasma weapon has two basic settings. Stun and kill due to the type of energy discharged by the weapon.</mark>





### TYPE 11 PLASMA PISTOL

THE TYPE 11 PLASMA PISTOL IS AN ALTERNATIVE TO THE STANDARD PHASER OR MAGNETIC ACCELERATOR PISTOL IN THE EVENT THAT SUCH WEAPONS ARE EITHER INOPERATIVE IN THE ENVIRONMENT WHERE A WEAPON IS NEEDED OR THE ATMOSPHERE PROHIBITS THE TYPE OF WEAPON.

THE PLASMA PISTOL UTILIZES CHARGED PLASMA PARTICLES WITH IN POWER UNITE TO BE HEATED THEN DISCHARGED AT A TARGET. THE VARIABLE STRENGTH OF EACH BOLT CAN EITHER KILL OR INCAPACITATE THE TARGET AS DESIRED, THOUGH WITH SOME ENVIRONMENTS AND SPECIES THERE MAY BE THERMAL EPIDERMAL DAMAGE.

THE STANDARD PLASMA PISTOL HAS A RANGE OF 418 METERS.



# STARFLEET FIELD EQUIPMENT 2273 - 2317 TYPE 16 PLASMA RIFLE



### TYPE 16 PLASMA RIFLE

THE TYPE 16 PLASMA RIFLE IS AN ALTERNATIVE TO THE STANDARD PHASER OR MAGNETIC ACCELERATOR RIFLE IN THE EVENT THAT SUCH WEAPONS ARE EITHER INOPERATIVE IN THE ENVIRONMENT WHERE A WEAPON IS NEEDED OR THE ATMOSPHERE PROHIBITS THE TYPE OF WEAPON.

THE PLASMA RIFLE UTILIZES CHARGED PLASMA PARTICLES WITH IN POWER UNITE TO BE HEATED THEN DISCHARGED AT A TARGET. THE VARIABLE STRENGTH OF EACH BOLT CAN EITHER KILL OR INCAPACITATE THE TARGET AS DESIRED, THOUGH WITH SOME ENVIRONMENTS AND SPECIES THERE MAY BE THERMAL EPIDERMAL DAMAGE.

THE STANDARD PLASMA RIFLE HAS A RANGE OF 965 METERS.



# ACCELERATOR WEAPON'S

THE MAGNETIC ACCELERATOR WEAPON, OR PARTICLE WEAPON IS DESIGNED TO SUPPLEMENT THE STANDARD ENERGY WEAPONS ISSUED BY STARFLEET IN THE EVENT THAT AN ENVIRONMENT IS ENCOUNTERED WHERE A DIRECTED ENERGY WEAPON COULD PROVE VOLATILE. THOUGH OUTDATED AS THE 'SLUG' THROWING WEAPON IS. DO TO POTENTIALLY EXPLOSIVE GAS ENVIRONMENTS THAT MAY BE ENCOUNTERED BY AWAY TEAM MEMBERS IN THE FIELD. AN ALTERNATIVE TO ENERGY WEAPONS WAS NEEDED.

THROUGH THE USE OF MAGNETIC ACCELERATOR BUILT INTO THE HEAD OF THE WEAPON. A SLUG CAN BE SENT OUT WITHOUT THE USE OF ANY POTENTIAL IGNITION SOURCE. THROUGH THE USE OF VARIABLE SETTINGS, THE SPEED OF THE PROJECTILE CAN BE VARIED TO AVOID A POTENTIALLY LETHAL IMPACT ON A TARGET THUS ONLY STUNNING OR KNOCKING THE TARGET DOWN TO THE GROUND.



# STARFLEET FIELD EQUIPMENT 2273 · 2317 TYPE 6 MAGNETIC ACCELERATOR PISTOL

TYPE 6 MAGNETIC ACCELERATOR PISTOL

THE TYPE 6 MAGNETIC ACCELERATOR PISTOL, OR PARTICLE WEAPON IS DESIGNED TO SUPPLEMENT THE STANDARD ENERGY WEAPONS ISSUED BY STARFLEET IN THE EVENT THAT AN ENVIRONMENT IS ENCOUNTERED WHERE A DIRECTED ENERGY WEAPON COULD PROVE VOLATILE. THOUGH OUTDATED AS THE 'SLUG' THROWING WEAPON IS. DO TO POTENTIALLY EXPLOSIVE GAS ENVIRONMENTS THAT MAY BE ENCOUNTERED BY AWAY TEAM MEMBERS IN THE FIELD. AN ALTERNATIVE TO ENERGY WEAPONS WAS NEEDED.

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THE MAXIMUM EFFECTIVE RANGE OF THE MAGNETIC ACCELERATOR WEAPON IS GREATLY REDUCED FROM THAT OF THE PHASER PISTOL TO 482 METERS. DUE TO THE WEAPON FIRING A SINGLE PROJECTILE THAT DOES NOT REQUIRE AN ACCELERANT TO SEND IT OUT, THE MAGAZINE CARRIES 72 PROJECTILES.



# STARFLEET FIELD EQUIPMENT 2273 · 2317

## TYPE 8 MAGNETIC ACCELERATOR RIFLE



TYPE 8 MAGNETIC ACCELERATOR RIFLE

THE TYPE 8 MAGNETIC ACCELERATOR RIFLE, OR PARTICLE WEAPON IS DESIGNED TO SUPPLEMENT THE STANDARD ENERGY WEAPONS ISSUED BY STARFLEET IN THE EVENT THAT AN ENVIRONMENT IS ENCOUNTERED WHERE A DIRECTED ENERGY WEAPON COULD PROVE VOLATILE. THOUGH OUTDATED AS THE 'SLUG' THROWING WEAPON IS. DO TO POTENTIALLY EXPLOSIVE GAS ENVIRONMENTS THAT MAY BE ENCOUNTERED BY AWAY TEAM MEMBERS IN THE FIELD. AN ALTERNATIVE TO ENERGY WEAPONS WAS NEEDED. THROUGH THE USE OF MAGNETIC ACCELERATOR BUILT INTO THE HEAD OF THE WEAPON. A SLUG CAN BE SENT OUT WITHOUT THE USE OF ANY POTENTIAL IGNITION SOURCE. THROUGH THE USE OF VARIABLE SETTINGS, THE SPEED OF THE PROJECTILE CAN BE VARIED TO AVOID A POTENTIALLY LETHAL IMPACT ON A TARGET THUS ONLY STUNNING OR KNOCKING THE TARGET DOWN TO THE GROUND.

THE MAXIMUM EFFECTIVE RANGE OF THE MAGNETIC ACCELERATOR WEAPON IS GREATLY REDUCED FROM THAT OF THE PHASER PISTOL TO 1,287 METERS. DUE TO THE WEAPON FIRING A SINGLE PROJECTILE THAT DOES NOT REQUIRE AN ACCELERANT TO SEND IT OUT. THE MAGAZINE CARRIES 125 PROJECTILES.



# LASER

THE LASER IS ONE OF THE EARLIEST DIRECTED ENERGY WEAPONS IN THE KNOWN GALAXY. USED AT SOME POINT BY ALMOST EVERY SPACE FARING RACE. IN THE EARLY DAYS OF STARFLEET, THE LASER WAS STANDARD ISSUE TO ALL LANDING PERSONNEL AND MILITARY FORCES. THIS GAVE THE BARER THE ABILITY TO DEFEND THEMSELVES AT GREATER DISTANCES THAN A STANDARD SLUG THROWER.

THOUGH MANY MIGHT CALL THE LASER AN OUT DATED WEAPONS BY MODERN STANDARDS, THE LASER STILL HAS IT PLACE IN STARFLEET. THERE ARE INSTANCES WHERE ELECTROMAGNETIC FIELDS MIGHT DISRUPT A MAGNETIC ACCELERATOR WEAPON, AND PLASMA MIGHT TO BE TO VOLATILE FOR THE ENVIRONMENT. AND THE PHASER MIGHT NOT BE ADAPTABLE TO THE ENVIRONMENT AS WELL. HENCE THE LASER WEAPON.

LIKE ALL STARFLEET WEAPONS, THERE IS A DISABLE FEATURE AS WELL AS A KILL FEATURE. THIS GIVES THE INDIVIDUAL HIT WITH IT A MILD ELECTRICAL CHARGE THAT DISRUPTS THE NERVOUS OR OTHER ELECTRO CHEMICAL BASED SYSTEMS. THIS MAY NOT WORK ON AN INDIVIDUAL WITH A VASTLY DIFFERENT BIO SYSTEM.



THE TYPE 19 STANDARD ISSUE LASER FUNCTIONS SIMILARLY TO MOST STARFLEET WEAPONS. STUN KILL INDICATOR AT THE TOP. BEAM WIDTH AND INTENSITY RIGHT AND LEFT. STANDARD TRIGGER ASSEMBLY.

EFFECTIVE RANGE OF THE WEAPON IS 850 YARDS.



THE TYPE 22 LASER RIFLE IS SIMILAR IN FORM AND FUNCTION TO THE LASER PISTOL AND HAS AN EFFECTIVE RANGE OF 1,400 METERS

# FIELD COMMUNICATOR

THE TYPE 14 STANDARD ISSUE COMMUNICATOR IS ISSUED TO ALL STARFLEET AND ASSIGNED PERSONNEL TO STARFLEET VESSELS THAT ARE ASSIGNED TO AWAY TEAMS OR ANY OPERATIONS OFF THE SHIP OR STATION.

ALL STARFLEET VESSELS ARE EQUIPPED WITH A SHORT-RANGE COMMUNICATIONS SYSTEM THAT IS SUITABLE FOR MAINTAINING CONTACT WITH AWAY TEAM PERSONNEL, COMMUNICATING WITH PLANET SIDE GOVERNMENTS, AND CONDUCTING SHUTTLE APPROACH AND DEPARTURE GUIDANCE IN THE EVENT THE SHUTTLE LOSES COMMUNICATIONS.

THE PERSONAL COMMUNICATOR HAS A RANGE OF 60,000 TO 100,000 KILOMETERS AND WITH THE ADVENT OF THE SUBSPACE TRANSPONDER BUILT INTO EACH OF THE UNITS, THERE IS NO NEED FOR LINE OF SIGHT COMMUNICATIONS OR SATELLITES IN ORBIT OF A PLANET.

EACH COMMUNICATOR HAS A UNIVERSAL TRANSLATOR BUILT INTO THEM ALLOWING THE UNIT TO BE USED ON ALL COMMUNICATIONS CHANNELS AND MULTIPLE FREQUENCIES.

THE UNIT ANTENNA IS BUILT INTO THE COVER OF THE UNIT. AND DOUBLES AS A PROTECTIVE COVER FOR THE UNIT.

IN THE EVENT THE USER IS IN NEED OF ASSISTANCE, THE COMMUNICATOR IS EQUIPPED WITH AN EMERGENCY TRANSMITTER. WHEN ACTIVATED, THE UNIT SENDS A SIGNAL TO A SHIP OR OTHER OPERATING PLATFORM ALERTING FOR IMMEDIATE BEAM OUT. TYPICALLY ONCE ACTIVATED, THE TRANSPORTER OPERATOR LOCKS ONTO THE SIGNAL AND LIFE SIGN ASSOCIATED WITH THE UNIT AND TRANSPORTS THEM BACK TO THE SHIP OR STATION WITHOUT AUTHORIZATION OF THE COMMAND CENTER OR LEAD OFFICER.

WHEN THE OPERATOR CALLS FOR BEAM OUT, THE UNIT INDICATES TRANSPORTER LOCK VIA THE INDICATOR AT THE UPPER LEFT OF THE FACE UNIT. THE YELLOW LIGHT BLINKS INDICATING THE LOCK.

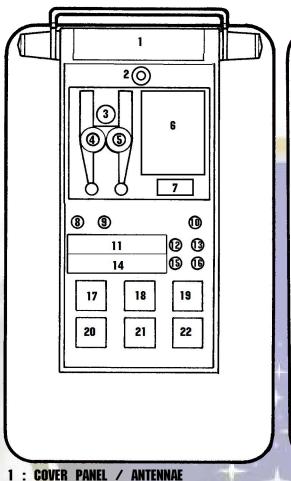
NEXT TO THAT IS THE INCOMING SIGNAL INDICATOR. THIS VISUALLY NOTIFIES THE USER THAT THERE IS A SIGNAL COMING IN TO THE UNIT. THE UNIT ALSO HAS AN AUDIO INDICATOR BEEPING TO INDICATE THE SIGNAL IN THE EVENT THE COVER IS CLOSED. TAPPING THE VISUAL INDICATOR DEACTIVATES THE AUDIO SIGNAL FOR USE IN VARIOUS SITUATIONS THAT REQUIRE A MODICUM OF STEALTH AND SILENCE. DEACTIVATING THE AUDIO SIGNAL AUTOMATICALLY ACTIVATES THE VIBRATE FUNCTION OF THE UNIT WHEN PLACED IN A POCKET OR ON UTILITY BELT.

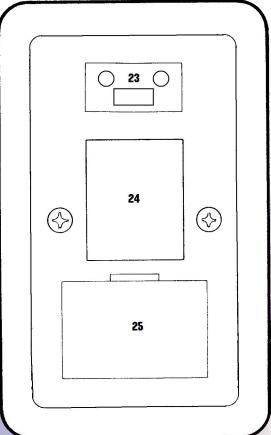
THE TRANSPORTER LOCK INDICATOR NOTIFIES THE USER THAT THE TRANSPORTER OF THE SHIP OR STATION HAS LOCKED ON TO THE CALLER AND TRANSPORT IS EMINENT. THIS IS INDICATED BY THE INDICATOR LIGHT FLASHING AND AN AUDIBLE SIGNAL AS WELL.

# STARFLEET FIELD EQUIPMENT 2273 · 2317 TYPE 14 FIELD COMMUNICATOR









2 : CAMERA LENS

3 : INCOMING SIGNAL INDICATOR

4 : POWER ON / OFF

**5 : TRANSPORTER LOCK INDICATOR** 

6 : VIDEO SCREEN

7 : SPEAKER MICROPHONE

8 : GAIN CONTROL 9 : SIGNAL ADJUST

10 : VOLUME CONTROL

11 : SIGNAL STRENGTH INDICATOR 12 : SIGNAL STRENGTH ADJUST UP 13 : SIGNAL STRENGTH ADJUST DOWN 14 : SIGNAL INTERFERENCE INDICATOR 15 : SIGNAL INTERFERENCE ADJUST IN 16 : SIGNAL INTERFERENCE ADJUST OUT 17 : TRANSPORTER BEACON ON / OFF

18 : VOICE DATA SELECT 19 : CHANNEL PRESET

20 : SIGNAL ENCODE

21 : DISTRESS BEACON ON / OFF

22 : CHANNEL SELECT

23 : CHARGING PLATE CONTACTS 24 : STATIC MAGNETIC LOCK PLATE

25 : INTERNAL ACCESS PLATE



# TRI-CORDER

THE STAPLE OF STARFLEET HAS BEEN THAT OF EXPLORATION.

STARFLEET'S STANDARD ISSUE TYPE 6 TRICORDER IS A SMALL HANDHELD COMPUTATIONAL AND LIMITED ANALYTICAL DATA DEVICE FOR USE IN VIRTUALLY EVERY ASPECT OF STARFLEET. THE DEVICE IS USED FOR BOTH FIELD AWAY MISSIONS AND FOR USE ON STARSHIPS WHEN NECESSARY.

THE TRICORDER IS, IN ONE COMPACT UNIT, A PORTABLE SENSOR, COMPUTER, AND RECORDER. IT CAN DETECT ABNORMAL PHENOMENA IN THE IMMEDIATE AREA, ALERT THE USER TO AN ALIEN PRESENCE, AND SCAN THROUGH SOLID MATERIALS TO A DEPTH OF SEVERAL THOUSAND FEET. THE COMPUTER MEMORY WITHIN THE TRICORDER IS THE EQUIVALENT TO THAT OF A SUPER-COMPUTER OF EARTH'S LATE-20TH CENTURY, BUT IT COMES PACKAGED IN AN INCREDIBLY SMALL MICROCHIP ENCLOSED WITHIN THE TRICORDER, AND USES AN ADVANCED FORM OF MNEMONIC MEMORY CIRCUIT WHICH CAN PROCESS AND STORE VIRTUALLY UNLIMITED AMOUNT OF DATA IN NANOSECONDS.

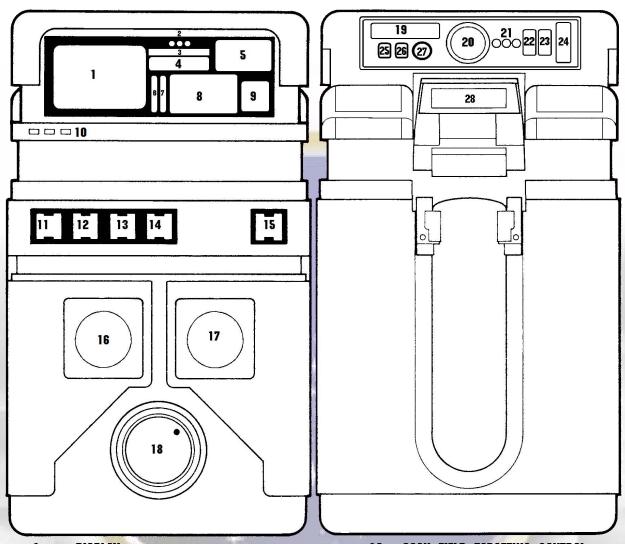
DEPENDING ON THE SPECIFIC MISSION, THE TRI-CORDER'S MEMORY CAN BE ENHANCED WITH SPECIAL SCIENTIFIC AND HISTORICAL PROGRAMS TO ENABLE THE CREW TO PERFORM THEIR TASKS MORE EFFECTIVELY. THE TRICORDER ALSO WORKS LIKE A MINIATURE CAMCORDER, RECORDING VISUALS, SOUNDS, AND UNUSUAL PHENOMENA; AN ENTIRE PLANET SIDE MISSION CAN BE STORED FOR FUTURE REFERENCE. THIS FUNCTION IS PERFORMED AUTOMATICALLY AND DOES NOT REQUIRE THE USER TO INITIATE THE RECORDING PROCESS. UPON A LANDING PARTY'S RETURN TO THEIR STARSHIP FOLLOWING A MISSION, THE RECORDED DATA FROM THEIR TRICORDER IS SCANNED BY THE SHIP'S MAIN COMPUTER AND ENTERED INTO THE MASTER DATABANK. THE TRICORDER IS AN ESSENTIAL PART OF STARFLEET OPERATIONS AND LANDING PARTY MISSIONS IN PARTICULAR, WHERE IT PROVIDES PERSONNEL WITH AN EASY WAY OF SCANNING NEW ENVIRONMENTS, UNKNOWN MATERIALS, AND NEW LIFE FORMS. IN MANY WAYS THE TRICORDER IS ONE OF THE MOST IMPORTANT TOOLS IN STARFLEET'S ONGOING MISSION OF EXPLORATION.



# STARFLEET FIELD EQUIPMENT 2273 - 2317

## TYPE 6 TRI-CORDER





1 : DISPLAY

2 : MULTIPLE SYSTEM ACTIVE DISPLAY

3 : SCAN STRENGTH

4 : SCAN MODE SELECT

5 : CUSTOMIZABLE SYSTEM TOUCHPAD

6 : PRIMARY PROCESSOR ACTIVE DISPLAY

7 : SECONDARY PROCESSOR ACTIVE DISPLAY

8 : DATA ACCESS TOUCHPAD

9 : AUDIO RECORDING

10 : ACTIVE MEMORY DISPLAY

11 : SCAN RANGE OUT

12 : SCAN RANGE IN

13 : SCAN FIELD UP

14 : SCAN FIELD DOWN

15 : POWER ON / OFF

16 : SCAN FIELD TARGETING CONTROL

17 : SCAN PARAMETER ADJUST

18 : PATTERN ADJUST

19 : MAGNETIC FIELD DETECTOR

20 : OPTICAL RECORDING

21 : RADIATION FIELD DETECTORS

22 : VARIABLE RADIO WAVE ANTENNAE

23 : PARTICLE DETECTION ANTENNAE

24 : SUB SPACE ANTENNA

25 : ATMOSPHERIC SAMPLER

26 : AUDIO INPUT DETECTOR

27 : THERMAL VARIANCE SCANNER

28 : SENSOR MATRIX INPUT GRID



## **Credits**

Mister Scotts Guide To The Enterprise: This is where I got the initial uniform design to start this project.

Shane Johnson: Who created the original Starfleet Uniform Recognition Manual and also inspired this version of the manual.

Mike Brown: Who had the original layout for the background of each pic whos original weapons desgins inspired me. More of his work can be found at www.deviantart.com/bagera3005

Morgan Donavon for the inspiration for the Light Duty Tunic

Paramount Pictures and CBS television: For bringing me the inspiration for the work in the first place.

Gene Roddenberry (The Great Bird of the Galaxy): For having the idea of a future where all people could live together for a common goal. That of seeing what's out there.

All the Other Fans: Because we make this possible and keep the faith going to hope for that better future someday.



### **Picture Movie References**

Duty Uniform Pg. 34 - 36: Star Trek II The Wrath Of Khan through The Undiscovered country

Duty Bomber Jacket Pg. 74 - 80 Star Trek III The Search For Spock Through The Voyage Home

Duty Tunic Pg. 92 - 102 Star Trek II The Wrath Of Khan through The Undiscovered country

Duty Undergarment Pg.112 - 116 Star Trek Enterprise

Tactical Uniform Pg. 117 - 125: Star Trek IV The Final Frontier

Combat Rucksack Pg. 187 – 191 Star Trek IV The Final Frontier

Duty Field Jacket Pg. 126 - 134: Field Star Trek II The Wrath Of Kahn

Jacket Undervest Pg. 135 - 145 Star Trek II The Wrath Of Kahn

All other works are original and created by me out of my own imagination with the exception of the light duty tunic as mentioned in the credits.

"... to boldly go where no one has gone before."

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