



STAR TREK VGSSE ENTERPRISE

A GUIDE TO THE
REFITTED ENTERPRISE

By Donald Rady & Steve Skoufalos

This work is dedicated to every single living being that has been involved with Star Trek from its beginning in 1966 (and its two pilots “The Cage” and “Where No Man Has Gone Before”) to its TV spinoffs to the Star Trek films to the many fan-made projects (including Star Trek New Voyages/Phase II, Starship Farragut, and Star Trek Continues) to its video games (including Starfleet Academy and Star Trek Online). The author would also like to especially dedicate this work to several specific members of the franchise:

Gene Roddenberry
Majel Barrett Roddenberry
Eugene “Rod” Roddenberry, Jr.
Vic Mignogna
James Cawley
Leonard Nimoy
DeForest Kelley
James Doohan (and his son Chris)
George Takei
Walter Koenig
Nichelle Nichols
Grace Lee Whitney
Anton Yelchin
Alexander Courage
Jerry Goldsmith
Walter M. “Matt” Jefferies
Andrew Probert
William Ware Theiss
James Horner
Michael and Denise Okuda
Herman Zimmerman
Harve Bennett

Ever since my childhood, I have gradually become interested in Star Trek. In fact, I think I was just three or four years old when I was introduced to the franchise. At the time, we had reruns of the original show and episodes of Next Generation and Deep Space Nine (and later Voyager). Heck, I even had Star Trek toys (especially those made by Playmates and Micro Machines). Star Trek came to be my all-time favorite science fiction franchise. At first, the only thing I loved about it were the ships and the music (I LOVE the theme to the original Star Trek). Overtime, I came to admire the reason that Gene Roddenberry created this franchise. He wanted to show a future where people of different races and backgrounds could work together aboard a starship, boldly going where none have gone before.

It was because of my love of Star Trek that I began to have some fanmade fantasies in my head that would take place in the Star Trek universe. I have had quite a lot of wacky ideas, but the one idea that I have nurtured the most is the foundation for this manual. As a gamer, I have had the pleasure of witnessing the various races from video games like Koopas from Super Mario, the Shokan from Mortal Kombat, the races from Elder Scrolls, the Al-Bhed and Ronso from Final Fantasy X, and the Kremlings from Donkey Kong Country. At first, I thought of just video game characters in the Star Trek universe. Then I thought the same idea that Roddenberry had when he created Star Trek; people of different races and backgrounds all working together. I mean, who wouldn't want to see Koopa Troopas, Shokan, elves, Khajiit, Hylians from the Legend of Zelda, and various other video game races working together on the starship Enterprise? The Federation has seen many alien races that looked like animals, insects, gangsters, and even plants. So, why not have a race of beings who look like CGI-made humans and alien races from video games?

Anyways, it is my hope to one day contribute to the Star Trek franchise. I would also love my idea of a Video Game Republic within the Star Trek franchise to come to fruition (if all the companies are cool with it). Whether you like Star Trek, video games, both of them, or neither one; I hope that you and yours will enjoy reading this work as

much as I have enjoyed bringing it to you. God bless, and Live Long and Prosper.

Donald M. Rady



**Me with Vic Mignogna (Capt. Kirk in Star Trek Continues) at Motor City Comic Con
2017**

Disclaimer

The following work presented in this in-universe manual is a fanfiction-type work based upon the popular sci-fi franchise "Star Trek" created by Gene Roddenberry. Aside from alien races, names, and events made exclusively by the author of this manual, there are also references made to various characters, ships, alien races, and events from the official and non-official Star Trek stories (TV shows, movies, novels, comics, video games, computer games, Star Trek Online, fan projects, technical manuals, FASA-related content, etc.). Also referenced are races and names from video games (this is part of the Video Game Republic sub-franchise, which is from the mind of the author of this manual). All video game characters and races that are mentioned/referenced are products of their respective companies: Koei Tecmo, Team Ninja, NetherRealm Studios, Warner Bros. games, Nintendo, Sega, Capcom, Atari, Bethesda, Blizzard, Bioware, Electronic Arts, SquareENIX, Crystal Dynamics, Core Design, Eidos Interactive, Bungie, Konami, Namco, Stardock, Atlus, and any other companies that the author forgets to mention.

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FOREWARD

For 10 years, I was the commander of a legendary ship with an extraordinary crew. After two full years of extensive refitting and upgrades, and the fateful crisis in which my successor gave his life to save the Republic, I am once again sailing the stars in this great vessel (though my retaking command was originally meant to be temporary). But, as my successor pointed out, I still have to get reacquainted with her. Through this manual, I hope that you will become familiar with the many features that this ship has to offer. After all, we are on a mission of exploration. So, this manual will certainly come in handy.

-Captain Kasumi Tenshin

Commander of VGSS Enterprise NCC-1701

I have to be honest; I was pretty skeptical concerning the upgrades and the refit this ship got. I am not very keen on just letting those engineers give her a makeover and change all the designs. It's like somebody rearranging the whole house to where you have no idea where to start. Then after a few months I got totally used to it. Like Cid said, "You'll like her once you get to know her." When you're reading this manual, you'll get to know the big girl too.

-Commander Ayane Hajin

First Officer; VGSS Enterprise NCC-1701

I was never present when the Enterprise was being extensively refitted, as I decided to stay back at Meldiva to convalesce after the dreaded Black Spartans crisis, and to further my disciplines and studies. However, I had kept in touch concerning the upgrades and refitting through a friend of mine who is in command of the space station responsible for the ship being refitted. Later, a strange premonition I felt concerning the recent crisis involving Oneer brought me back to the Enterprise, where I helped the crew stop the intruder. Ever since, I feel as if I am

back home with my shipmates, as well as several of my sons and daughters who now serve as crewmembers of this ship instead of being simply passengers. I have been more than well-acquainted with the entire ship, and was helpful in correcting a potentially fatal error in its warp drive once I arrived. Through this manual, you too will become acquainted with the new designs. If you are someone who wants to serve aboard a ship of this caliber, you should devote at least a small amount of time to study the material at your own pace. The more you learn about this new refit, the more confident you can become in being a member of its exemplary crew. Do not be discouraged if it seems unfamiliar to you at first; it is understandable to be intimidated by the complexity of the designs when you first read of them. However, an open mind and a confident spirit can help you a long way in your road to a productive career. As humans would say, practice makes perfect.

Commander Karvin

Chief Science Officer, VGSS Enterprise NCC-1701

When the big guys up at VG Starfleet put me in charge of refitting this beauty, and when I saw the planned design, my jaw dropped quicker than a fallin' anvil! How the hell did they expect me to give this gal a real big overhaul!? Then I met that guy Erlichmann, and he took his time to show me what they planned in upgrading her. After a few weeks, I finally got the hang of it and giving that gal a makeover was like getting her ready for a wedding. And Kasumi was the icing on the wedding cake when she came aboard. I wish Erlichmann were still with us instead of with whatever the hell he's with now after joining that living machine Oneer, but being back with Kasumi and the gang was like a big ol' family reunion. And now we're sharing the whole story of this beauty's fine makeover with you. I think you're gonna like her.

Commander Cid Highwind

Chief of Engineering, VGSS Enterprise NCC-1701

When I was chosen to help supervise the refitting of the Enterprise, it was like a dream come true. I grew very fond of the VGSS Enterprise and have always wanted to

tinker with her systems in order to improve them. I was also honored when Commodore Kasumi Tenshin recommended me for this command. While she admitted that she was envious and that she did not want to let go; she was confident that I can become the best captain that I could possibly be. For three full years, I have worked tirelessly with many hard-working men and women of countless Federation and Video Game Republic races in refitting and upgrading the Enterprise into a very formidable vessel that could withstand the countless known and unknown dangers that lurk in the many more uncharted depths of the final frontier. I know that by reading this manual, you will come to appreciate the hard work that we have done here. Perhaps you will become a member of her crew someday; you never know.

Captain William Erlichmann
Commanding Officer and Refit Supervisor
VGSS Enterprise NCC-1701
(Written a few weeks prior to the Oneer Crisis)

INTRODUCTION

On November 19, 2918; the VGSS Enterprise NCC-1701 suffered extensive damage during an attempt to apprehend key members of the infamous Black Spartans terrorist organization. During a battle, the ship was severely damaged by several illegally modified VG Starfleet vessels to the point where its saucer section was knocked off of the rest of the ship and violently crashed into the surface of Gambus IV. The stardrive section of the ship also followed suit in crashing into the planet. Following extensive rescue and salvage operations, the ship was technically declared "destroyed", but it was concluded that the VGSS Enterprise should be extensively refitted and upgraded rather than just be salvaged. The crippled ship was then taken to the newly built Iwata Advanced Shipyards (named after the late Admiral Satoru Iwata) to undergo an extensive three-year overhaul in which every system and bulkhead was to be extensively refitted and repaired. The captain and crew of the ship were given an extensive five-week shore leave while those who needed hospitalization recuperated in a nearby Federation-established Leonard McCoy Hospital Station. Most crewmembers, such as Commanders Ayane Hajin and Cid Highwind, had been assigned to supervise and assist with the refit.

When the Enterprise first arrived at the shipyard, a group of the finest engineers and technicians in both the Video Game Republic and the United Federation of Planets (as well as a handful of Meldivan scientists and engineers) had devised a plan that would not only upgrade and refit the ship, but radically change the entire design. The ship would be upgraded from a Constitution Endeavor class (of which there are still 52 ships as of this writing in 2922) to a more refined version of the Constitution Refit. Unlike the 294 ships that were currently Constitution Refit at the time (including the sister ship VGSS Enterprise NCC-1701-A under Captain Sophitia Alexandra), this design was radically shifted to a direction that would involve improved functioning of ship systems, a more aesthetic design of all of the ship's corridors & rooms, a highly complex power distribution system, an enhanced warp drive that was still in the prototype stages, a more

failsafe security system, greatly enhanced sensors, a then-experimental Defense/Force Field emitter grid that was proven to generate D/F Fields that were 16 times more efficient than those of the more higher starship classes, a new type of hull plating that was proven to be 14 times more durable than older versions, an overly refitted photon torpedo launch system, extensively upgraded transporters, more efficient emergency safeguards, more effective emergency procedures, an upgraded cargo hold that can hold 10 times more cargo via transporter-buffer-storage than in older designs, an upgraded shuttle bay, enhanced impulse engines, upgraded maneuvering thrusters for smooth maneuverability, advanced phaser banks, state-of-the-art medical & science equipment, upgraded probes, state-of-the-art recreational facilities, and a state-of-the-art bridge.



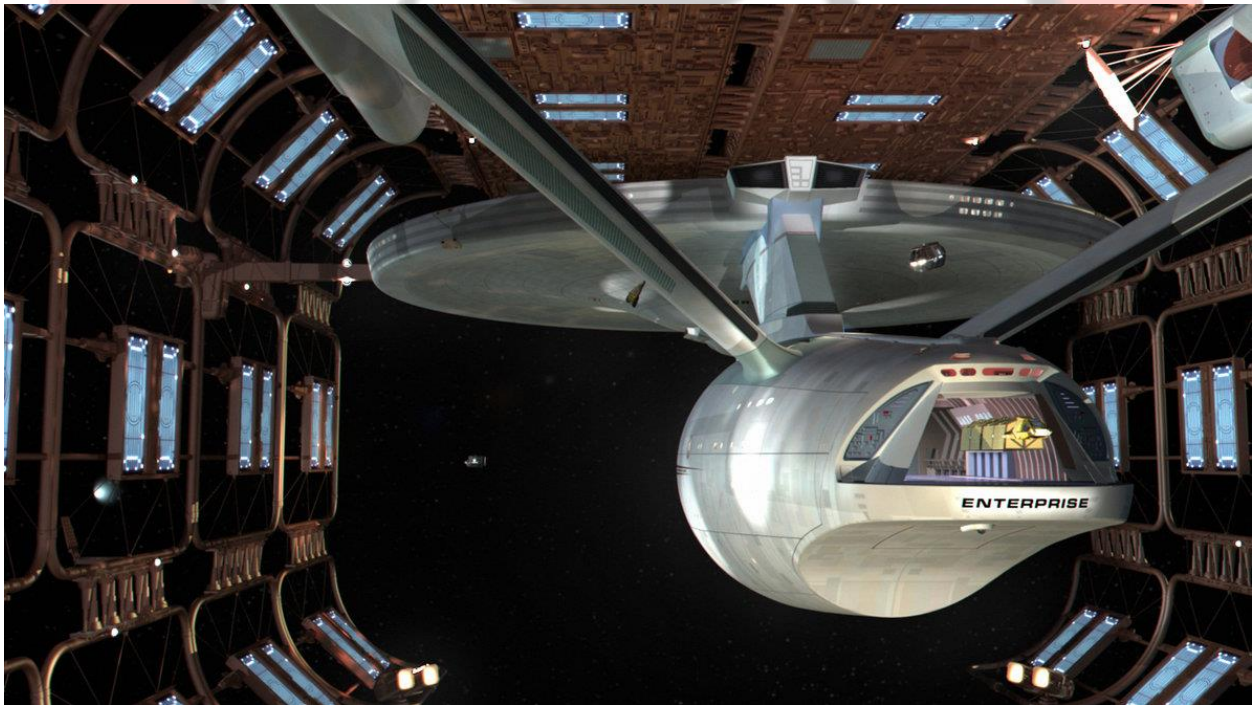
This design was put to the test when an unknown alien vessel (revealed to have housed an ancient probe called Pioneer 12) wandered into VG Republic/Federation space after destroying a Galadinian outpost and war fleet. It later destroyed the VG Republic/Federation intel-gathering station Omega 7, its defense fleet, and a nearby communication outpost. The newly refitted Enterprise was sent to intercept the alien, whose powerful weaponry was unable to destroy the ship with one shot like the others. After stopping the alien from destroying VG Earth by helping it find its creator, the new design was deemed an absolute success. As of this writing, the ship is once again on a mission to boldly go where no one has gone before.



Credits
Enterprise by Wilfred C. Cripe
Data by Admiral Heston



A powered down Enterprise in drydock awaiting launch



A workbee with attached cargo leaving the Enterprise's shuttlebay during the final stages of the refit

History of the VGSS Enterprise

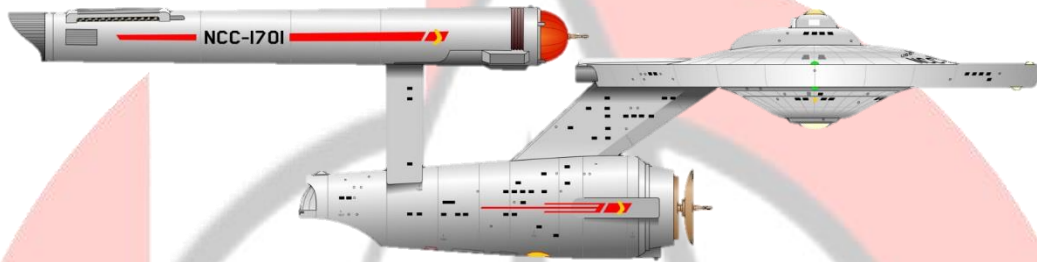
- January 19, 2895: The recreation and enhancement of countless 22-25th Century Federation starship designs, conceived by well-renowned professor Dr. Bruce Larson of the Montgomery Scott University of Engineering, is proposed to the United Federation of Planets and Video Game Republic, which have entered into a mutual partnership two years prior
- January 29, 2895: Proposal of recreating the exact designs of 22nd to late 25th. Century starship classes with more modern enhancements approved by the Federation and VG Republic Councils
- February 2, 2895: Dr. Bruce Larson meets with Dr. Dresia of the Carlton Institute of Advanced Technology and Drs. Thomas Light, Albert W. Wily, Mikhail Cossack, and Cain of the Capcom City University of Technology to draw out the plans for Constitution, Saladin, Federation, Miranda, Akula, Proxima, NX, Yorktown, Detroit, Asia, Ambassador, Ajax, Hercules, Lincoln, Daedalus, Mauretania, Ajax, San Francisco, Eclipse, Mercury, Kremlin, Lincoln Refit, Asia Refit, Bolivar, Ptolemy, Oberth, Constellation, Luna, Excelsior, Sparta, Roosevelt, Indus, Benjamin Franklin, Galaxy, Sovereign, Intrepid, Akira, Steamrunner, Aegean, Sabre, Iwo Jima, Shogun, Newton, Lancelot, Chandley, Baker, Remora, Sirius, Barracuda, Einstein, Baton Rouge, Bonaventure, New Orleans, Cheyenne, Blackbird, Java, Emden, Andor, Odyssey, Constitution Refit, and 275 other Federation starship classes originally from the 22nd, 23rd, 24th, and 25th. Centuries (including prototypes and abandoned concepts).
- February 20, 2895: Construction of 350 starships each for the aforementioned classes ordered by the Video Game Republic, with express permission from the Federation, to be in the service of the newly established VG Starfleet. Constitution class chosen as testbed for the new technologies devised by Dr. Larson.
- April 5, 2895: Construction of the VGSS Enterprise and 349 other Constitution class vessels begins.

Construction of Enterprise specially headed by Dr. Larson, Dr. Dresca, Dr. Light, Dr. Wily, Dr. Cossack, Dr. Cain, Admiral Shigeru Miyamoto, Admiral Satoru Iwata, Admiral Ralph H. Baer, Admiral Kenji Inafune, Admiral Rand Miller, Admiral Rieko Kodama, Admiral Charles Martinet, and Admiral Kenji Eno

- August 3, 2896: Construction of Asia, Detroit, Mosquito, Baton Rouge, NX, NX Refit, Yorktown, Miranda, Saladin, Akula, Oberth, Defiant, Centaur, Einstein, Sabre, Iwo Jima, Federation, Asia Refit, Ptolemy, Ajax, Lincoln, Lincoln Refit, Decker, M'Benga, Constellation, and Yorktown class vessels complete. All ships fitted with a prototype warp engine that served as a precursor to Larson-style warp drive.
- April 10, 2897: Enterprise construction technically finished. Ship fitted with an experimental warp engine that succeeded the prototype warp engine. Ship undergoes experimental field tests and shakedown cruises under Captain Aki Ross and Commander David Collins.
- November 17, 2897: Tests and shakedowns complete after several corrected errors; new warp engine deemed a success and immediately fitted into all constructed and yet-to-be constructed ships. 350 ships for 85 other starship classes also completed.
- January 16, 2898: Enterprise fully constructed. Commanded by Captain Laura Parton after Aki Ross turned down command. 349 other Constitution class ships also fully constructed.
- February 14, 2903: Enterprise scheduled for refit after second Galadinian War
- March 4, 2903: First refit complete
- October 12, 2907: Enterprise heavily damaged by galactic barrier
- January 16, 2908: Second refit complete
- December 12, 2911: Enterprise severely damaged during third Galadinian War
- April 7, 2912: Third refit complete
- November 3, 2916: Enterprise severely damaged during Milonian Anarchist Crisis
- April 8, 2917: Fourth refit complete; converted to a Constitution Endeavor class, which served as a

precursor to the specially upgraded version of the Constitution Refit class

- December 30, 2918: Fifth refit commences after the Black Spartans incident.
- February 10, 2922: Current refit complete
- February 17, 2922: Oneer crisis ends, refit deemed a success, Enterprise returns to active duty under Captain Kasumi Tenshin



2898-2907 (minor changes in appearance and warp engines in 2903)



2908-2916



2917-2918

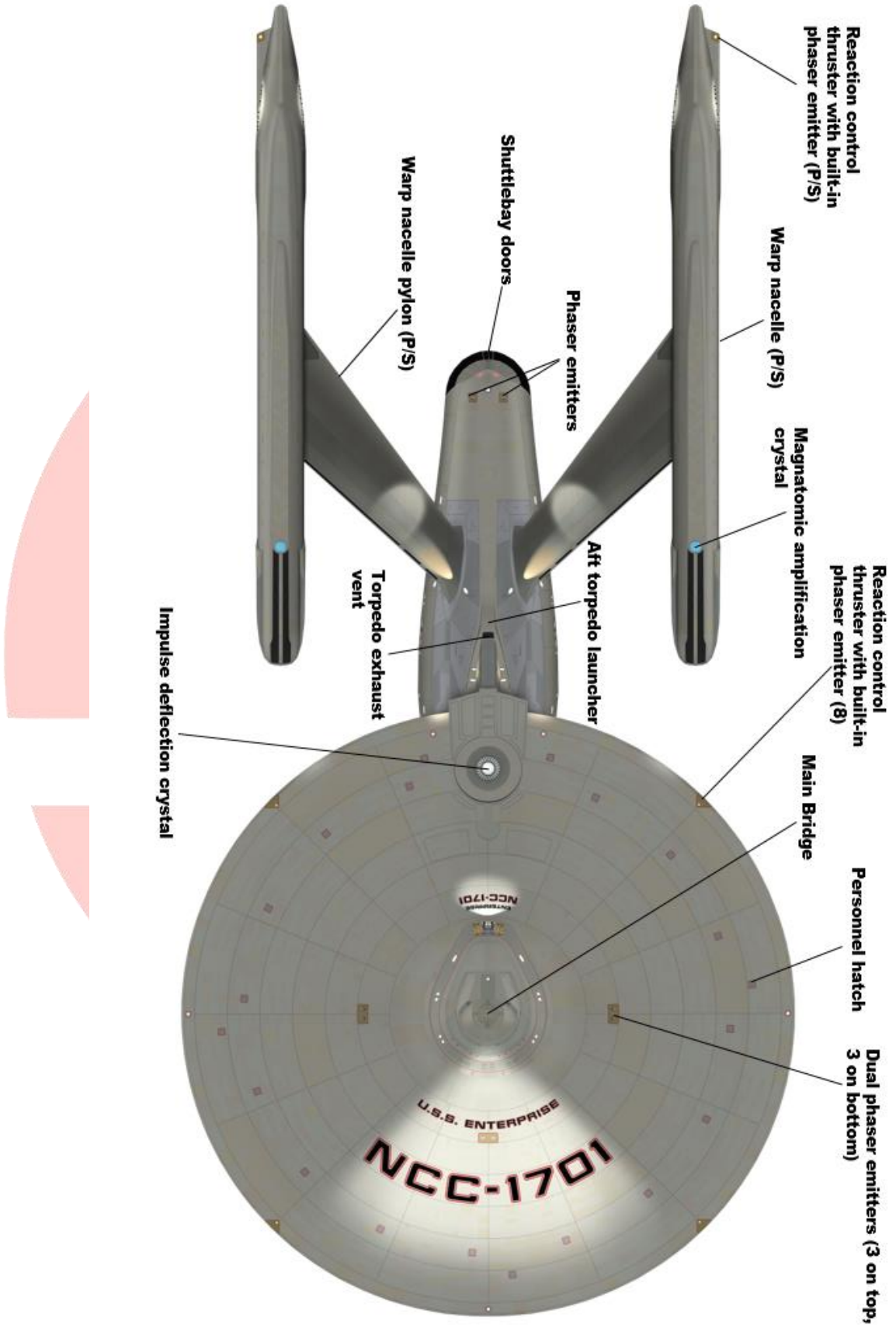


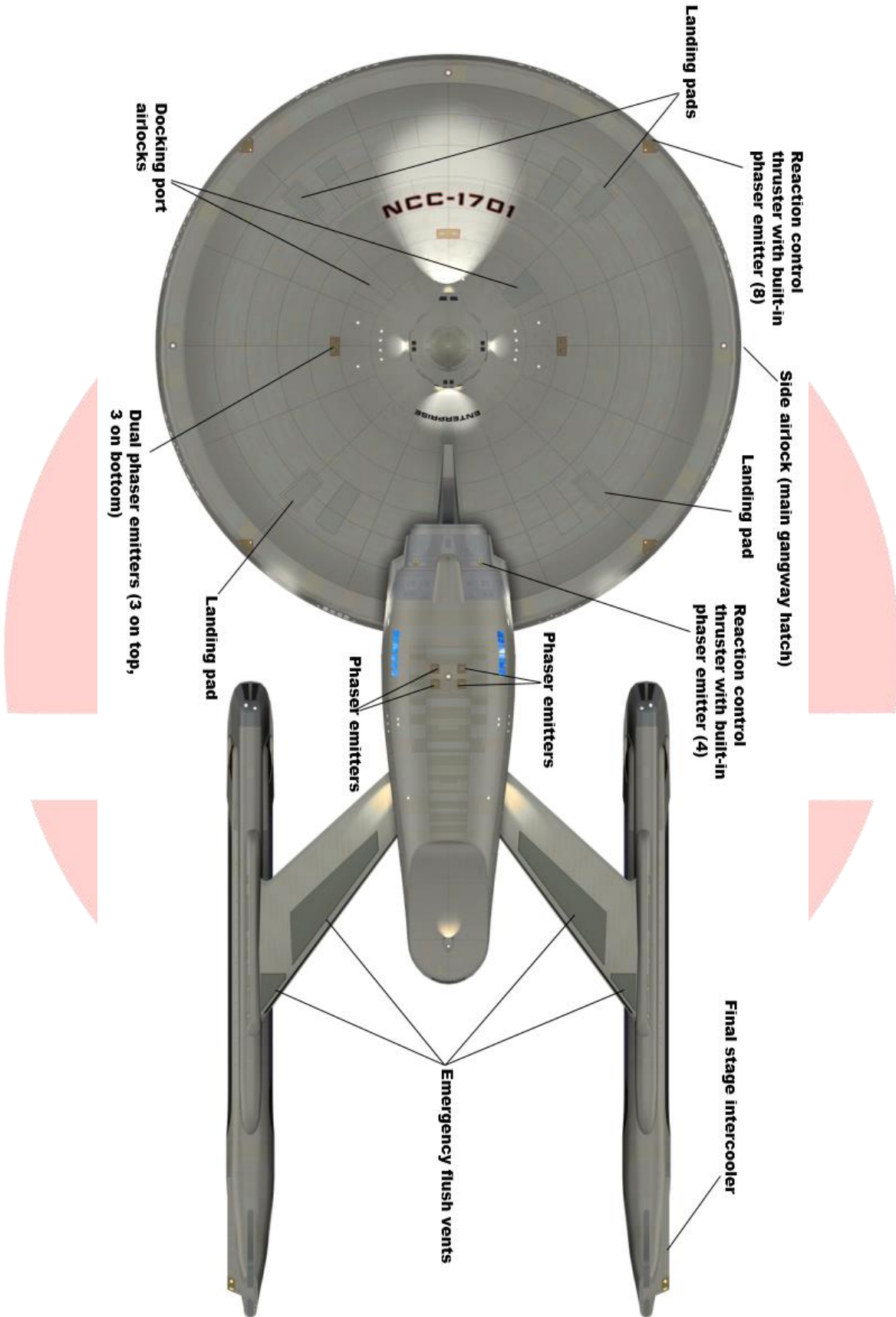
2922-present

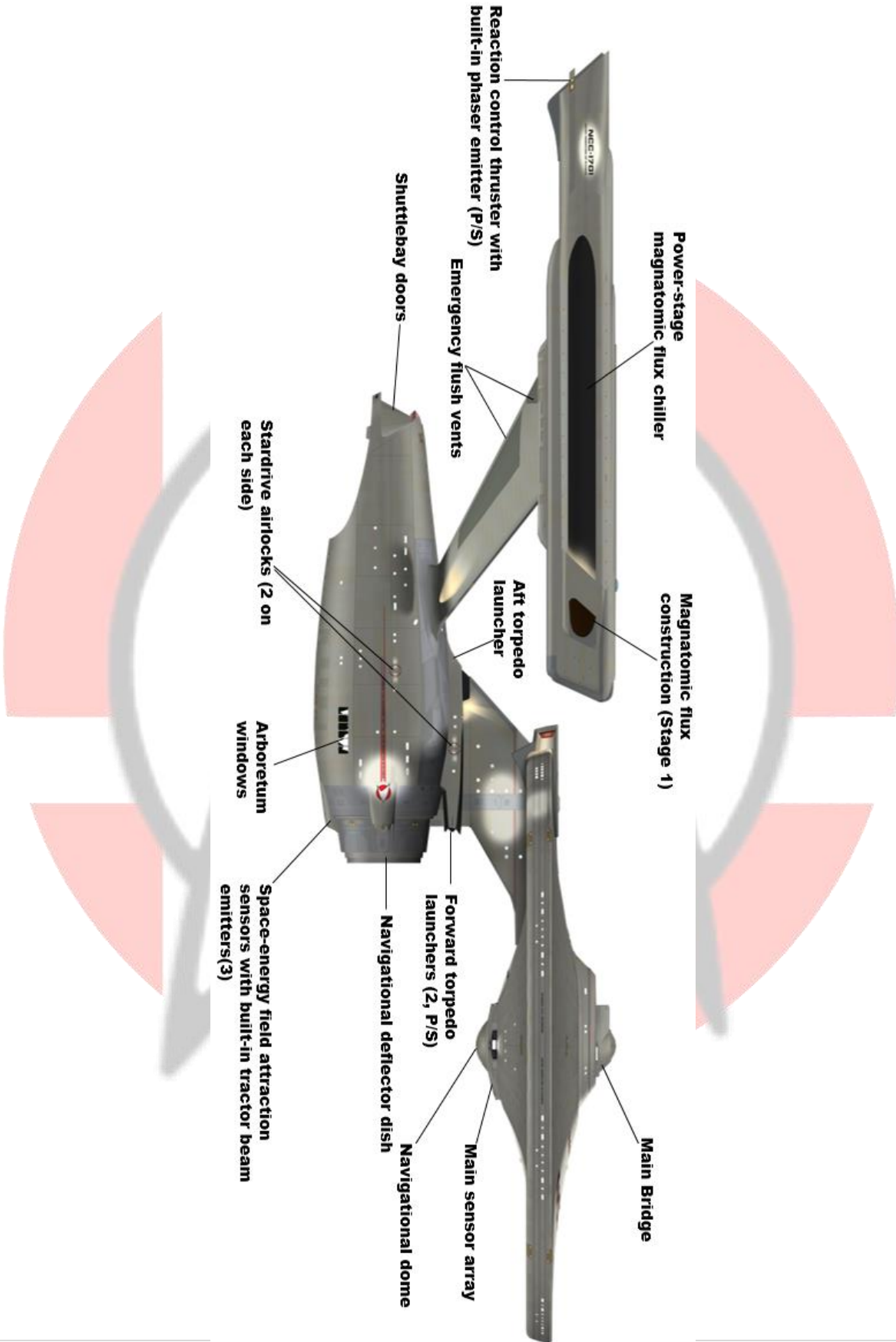
SPECIFICATIONS

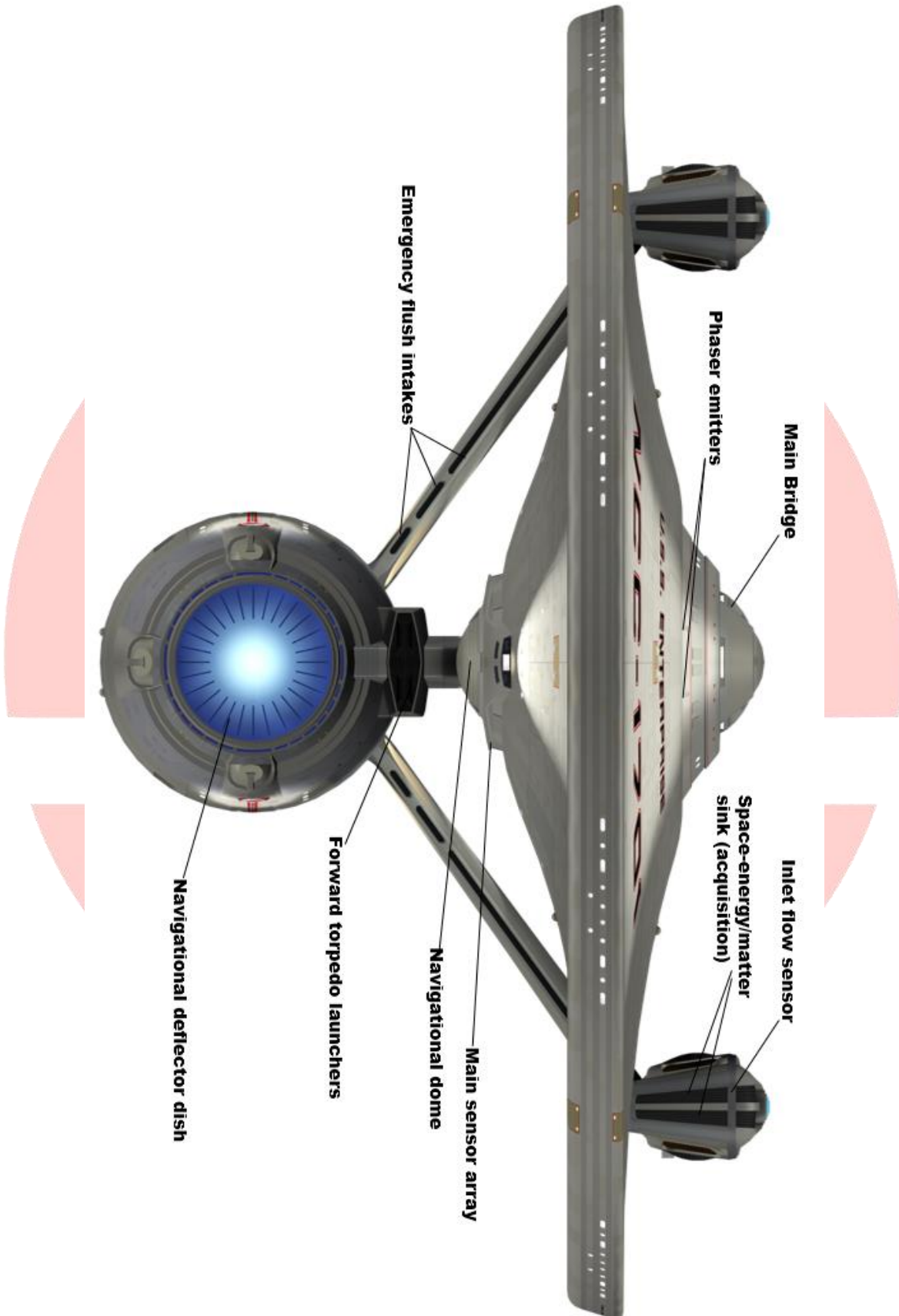
- Class: Constitution Refit (special upgrade)
- Crew compliment: 545; 100 officers, 325 enlisted crewmembers, 120 SSTF members (not including part-time members)
- Additional compliment: 55 chefs and 25 servers mostly for ship's grand dining room; 120 Robotic Operating Buddies (ROBs)
- Decks: 26
- Length: 304.8 meters
- Width: 141.7 meters
- Height: 71.3 meters
- Mass: 210,000 metric tons
- Maximum impulse speed: 500,000 kph
- Warp Drive engine: Iwata Corporation, Inafune Technology Inc., Montgomery Scott University of Engineering, Geordi LeForge Engineering Institute, Atari Engineering Inc., Saffron Warp Industries, and Space Dynamics' Hyper XY 77000ZX
- Impulse Drive engine: Mobius Space Industries' DXZ7000
- Computer Core: Coleco Computer Corporation's DSi707 Ultra
- Warp (using the Larson-style warp scale):
 - Cruise speed: Warp 17
 - Maximum speed: Warp 37
 - Emergency speed: Warp 40
- Hull plating: Special quadruple ultra tritanium mixed with enhanced ablative armor technology, double uridium/manoxite-mixed alloy, and triple ultra duranium hull plating with super auto-polarization in the event of D/F Fields failing
- Defense: An ultra D/F Field emitter grid with an output of 850,000 terajoules
- Weapons:
 - Six dual phaser turrets on saucer section firing Type LXXVII phasers
 - Four singular phaser turrets on the underside of the secondary hull firing Type LXXVII phasers
 - Two singular phaser turrets on the top of the rear end of the secondary hull firing Type LXXVII phasers

- Eight pairs of phaser emitters built into the maneuvering thrusters on the saucer section firing Type LXXVII phasers
- Four phaser emitters on the front end of the secondary hull firing Type LXXVII phasers
- One phaser emitter on each nacelle (two total) firing Type LXXVII phasers
- Two phaser emitters on the bottom front underneath the Main Bridge firing Type LXXVII phasers
- Two forward firing photon torpedo tubes located on the bottom front of the ship's neck firing Keranen Weapon Enterprises' Mark LXXX photon torpedoes
- One aft firing photon torpedo tube located at the bottom aft of the ship's neck firing Keranen Weapon Enterprises' Mark LXXX photon torpedoes
- Compact auxiliary torpedo launchers (one forward firing, two port firing, two starboard firing, and two aft firing) built into the sensor array underneath the saucer section (NOTE: ONLY used after saucer separation; please see the Saucer Separation subsection of the Deck 9-13 subsection of Section 1: Deck Details for more information)
- Shuttlecraft capacity: 590 (around 15 in standard storage; the rest are stored by transporter buffer)
- Additional auxiliary craft: 140 SSTF Epsilon fighter craft (all stored via transporter buffer)
- Company in charge of refit: Falcon Starship Refit & Construction Enterprises
- Place of refit: Iwata Advanced Shipyards









DECK LISTINGS

- Deck 1: Main Bridge, V.I.P. docking port, Security chief's office and surveillance room, lavatory
- Deck 2: Captain's Ready Room, First Officer's Ready Room, Chief Science Officer's Office, conference room
- Deck 3: VIP Lounge, grand dining room, kitchen
- Deck 4: Junior Officer's Quarters, VIP/guest Quarters
- Deck 5: Senior Officer's Quarters, Captain's Cabin, phaser control rooms for top phaser turrets, ship's theater (upper level), ship's library, study halls, training halls, tactical training, advanced training simulation chamber, auxiliary power/backup systems, computer core room (upper level)
- Deck 6: Crewmember quarters, crew mess hall, crew's lounge, crew's game room, Sickbay, holodecks 1 and 2, recreation deck (upper level), ship's theater (middle level), side airlock, brig, SSTF armory and locker room, SSTF quarters, SSTF commander's office, workout room (upper level), bowling alley, impulse engineering (upper level), computer core room (mid-level)
- Deck 7: Main transporter room, transporter rooms 1-3, impulse engineering (lower level), briefing room, armory, ship's theater (lower level), recreation deck (lower level), workout room (lower level), personnel airlocks, fusion reactor, chaplain's office, ship's chapel, saucer landing struts, computer core room (lower level), phaser control room for bottom saucer phaser turrets, holodecks 3-7, science/exobiology/aquatic/biology/chemistry/computer/entomology/anthropology/robotics/astrometrics/physics labs, support equipment, sewer/water/waste treatment, deuterium storage and maintenance, upper level of warp core (tenth level of Main Engineering), impulse power converters, bulk storage, fusion reactors
- Deck 8: Maintenance, secondary conference room, ninth level of Main Engineering, planetfall ramp
- Deck 9: Ship's bar (upper level; ship's neck), eighth level of Main Engineering, battle bridge (ship's neck),

- secondary cargo bay (saucer), battle ready room (ship's neck), battle operations room (ship's neck)
- Deck 10: Ship's bar (middle level), seventh level of Main Engineering, sensor control (saucer)
- Deck 11: Ship's bar (lower level), sixth level of Main Engineering
- Deck 12: Ship's art gallery (upper level), fifth level of Main Engineering
- Deck 13: Ship's art gallery (lower level), fourth level of Main Engineering
- Deck 14: Photon torpedo launch bay, personnel airlocks, third level of Main Engineering
- Deck 15: Torpedo and probe storage/maintenance (underside of launch bay)
- Deck 16: Main Engineering (lower and main level)
- Deck 17: Chief Engineer's office, crewmember quarters, lounge, rec room, mess hall, mechanic shop, shuttlebay control room
- Deck 18: Crewmember quarters, lounges, card game room, transporter rooms 4 and 5
- Deck 19: Cargo bay (uppermost (fourth) level), crewmember quarters, mess room, lounge, escape pods
- Deck 20: Shuttlebay, deflector control, cargo bay (third level), personnel airlocks, airlock control rooms, escape pods
- Deck 21: Cargo bay (second level), crewmember quarters, backup computer core room, escape pods, shuttlecraft storage/maintenance
- Deck 22: Cargo bay (first level), crewmember quarters, escape pods, cargo transporters
- Deck 23: Arboretum (upper level), deuterium storage
- Deck 24: Arboretum (lower level), swimming pool and Jacuzzi, maintenance, deuterium storage, botany/hydroponics lab
- Deck 25: Antimatter bottles and probe storage, deuterium storage, bulk storage
- Deck 26: Deuterium storage

Refit Details

While the Enterprise was being refitted, there have been several major changes to the ship's systems in general. These changes involve the sensors, hull, D/F fields, weapons, engines, transporters, and medical facilities.

The ship's sensors have received an extensive upgrade. Previously, the Enterprise (and all other ships in VG Starfleet and Federation Starfleet) could scan up to a range of 150,000,000,000 lightyears. This upgrade allows it to scan up to a range of at least 850,000,000,000,000 lightyears thanks to a specialized sensor systems developed by Fischer Exploration Inc. These same sensors have been designed with special chips developed by that same company that allow the ship to easily navigate through even the most hindering conditions that would normally affect sensors. These same sensors can also easily distinguish between friend and foe in order to better understand the situation at hand. They are also able to scan through even the most impenetrable/hazardous materials and atmospheres (these sensors have even tested well in scanning Class Y planets, which are infamous for their near-inhospitable environments).

The hull plating, which was durable previously, was found to be ineffective following the battle with the Black Spartans organization. Therefore, several companies were contracted to design a combined hull-plating that would be many times more durable than before. Falcon Starship Refit and Construction Industries (also in charge of the refit), Hiroshi Tritanium Industries, Space Dynamics, and Federation Earth's Duratech Corporation collaborated in designing a special hull-plating with three layers; a quadruple ultra tritanium layer, a double alloy layer made of uridium and manoxite (which usually combine to form a very durable alloy), and a triple ultra duranium layer. This triple layer hull plating was proven to perfectly withstand 99.38% of all powerful energy and projectile weapons that would usually inflict hull damage ranging from minor to major. In addition to this durable combination, the hull plating is also laced with powerful nanobots that automatically initiate super polarization (a technique greatly derived from the hull polarization utilized in United

Earth Starfleet vessels of the 22nd. Century prior to the utilization of deflector shields). This, combined with the durable hull plating, make the Enterprise a very formidable opponent in combat.

In addition to stronger hull plating, the Enterprise has also received an overly upgraded D/F field grid. Defense and Force (D/F) fields, introduced in 2897 to replace standard deflector shields, combine both deflector shields and force fields to create a much stronger defense field. Originally, the D/F fields were able to withstand 75% of powerful weapons. Now, with the latest upgrades, the Enterprise's D/F field grid can now withstand much more. Utilizing an experimental D/F field grid that was theorized to be 16 times stronger than previous grids, the Enterprise's D/F fields are more efficient and can operate at full capacity without putting any strain on the ship's systems. This is especially crucial in situations where weapons, engines, and other systems must be at optimal efficiency whilst the D/F fields are up.

The weapon systems aboard the Enterprise have received a major overhaul as well. Originally, the Enterprise had phaser banks only at the dome underneath the Bridge, the bottom of the saucer, underneath the shuttlebay doors, and on the four cargo hatches on top of the saucer section (the ship did also have two phaser emitters on both top sides of the saucer section from 2898-2908). In addition, there was only one forward torpedo tube on the lower area of the saucer section and one aft firing torpedo tube underneath the shuttlebay doors (as well as one torpedo tube at the ship's lower front neck when it was a Constitution Endeavor class). The refitted Enterprise now has a wide armament of phaser banks on different parts of the ship, including the warp nacelles and in the reaction control thrusters. The entire torpedo launch system was moved to the lower areas of the ship's neck, with two forward firing tubes and one aft tube. The new phaser banks, developed by Space Dynamics in collaboration with Hirasawa Plasma Tech Industries and Izushi Energy Enterprises, are more powerful than previous versions. In fact, these new banks were tested to have successfully penetrated 95% of all of the most resistant materials and minerals. While there are phaser

control rooms for the dual phaser turrets on the saucer section, the other phaser banks on the ship do not require phaser control rooms and are more compact. As with previous phaser banks, these new phasers are energy efficient and can be fired for extremely long periods without the risk of overheating. These new phasers can also fire in beams or in bursts, depending on the settings set by the tactical console.

When the Enterprise was being refitted, it was decided that the warp drive should be extensively upgraded. In fact, both the refitting team and the crew of the ship had reached out to senior students and professors from the Montgomery Scott University of Engineering and the Geordi LeForge Engineering Institute to design a more efficient warp engine. After ten months of tests and planning, they devised of a special kind of warp drive that not only made the ship travel at faster speeds than ever before, but also utilized enhanced quantum subspace technology that allowed for a smoother travel at warp speed. In collaboration with Iwata Corporation, Space Dynamics, and several companies that developed previous warp drive models for the Enterprise (Atari Engineering Inc., Saffron Warp Industries, and Inafune Technology Inc.); the two universities managed to build the experimental Hyper XY 77000ZX. This model allowed for much smoother travelling at warp speed without putting any stress on the hull. Using the Larson scale for warp speed that was established on 2897, the Enterprise (and all other VG Republic and Federation vessels) can travel at speeds much faster than ships using the old Cochrane warp scale (which is rarely used following the Larson scale being established). In fact, a ship travelling at Warp 1 on the Larson scale travels 8,000,000 times faster than travelling at Warp 1 on the Cochrane scale. The warp drive was soon installed upon completion. Unfortunately there was an unforeseen error; when the Enterprise first attempted to warp to pursue the Oneer alien vessel, it was pulled into a quantum wormhole that made phaser fire impossible due the wormhole interfering with the range of beam weapons. Thus, only projectile weapons such as photon torpedoes could be used (an asteroid was on a collision course with

the Enterprise during the incident). This error was fortunately corrected after Commander Karvin came on board. The new impulse engines, designed by Mobius Space Industries, also ensure smoother traveling. The entire impulse system is even designed to be more energy efficient; faster speeds without the overconsumption of deuterium, enhanced fusion reactors that allow greater energy output in more efficient ways, special protection protocols to prevent dilithium burnouts (also applied to the warp engines), automatic fuel conservation protocols, and anti-overheating protocols.

The transporters on the VGSS Enterprise were also greatly modified during the refit. Whilst transporters could already transport organic and artificial matter through even the most impenetrable of materials and shields since 2800s, there are some special improvements:

- Special backup systems that automatically activate in the event that main transporter circuits are malfunctioning or otherwise damaged.
- Special feedback-protection protocols designed to protect the transporters from being damaged in the event of an attack, and also to protect them from being sabotage from within or outside the ship.
- Special modulation frequencies to reverse or remedy certain conditions such as transporting to an alternate universe (as faced by the Enterprise under Captain James T. Kirk during the first recorded Terran Empire universe visit while orbiting the Halkan homeworld during an ion storm), two organic individuals merging (such as the Tuvix incident encountered by the USS Voyager), or a person being split into two personalities (also faced by the Enterprise under Captain Kirk due to a transporter malfunction at the time).
- Automatic safety protocols that help to prevent fatal transporter accidents (NOTE: During the last hours of the refit, there was an unforeseen error which caused the death of three crewmembers via a transporter accident. This error was quickly and effectively corrected; and the protocols are officially installed in the transporters)

- Transport individuals and objects within a range of 8,500,000 kilometers

Finally, the medical facilities aboard the Enterprise are more state-of-the-art than before. Each and every unit of equipment is advanced with the most up-to-date technology and data to effectively treat any individual of any race, be it known or unknown. The medical facilities are also completely stocked, both through standard and transporter buffer storages, with every single known drug to cure any and all ailments and poisons. This negates the need to go to certain areas or rendezvous with ships to pick up certain drugs. It also ensures quickly treating any infection that may or may not be fatal to any particular individual (such as certain diseases being non-fatal to humans while being fatal to Vulcans).

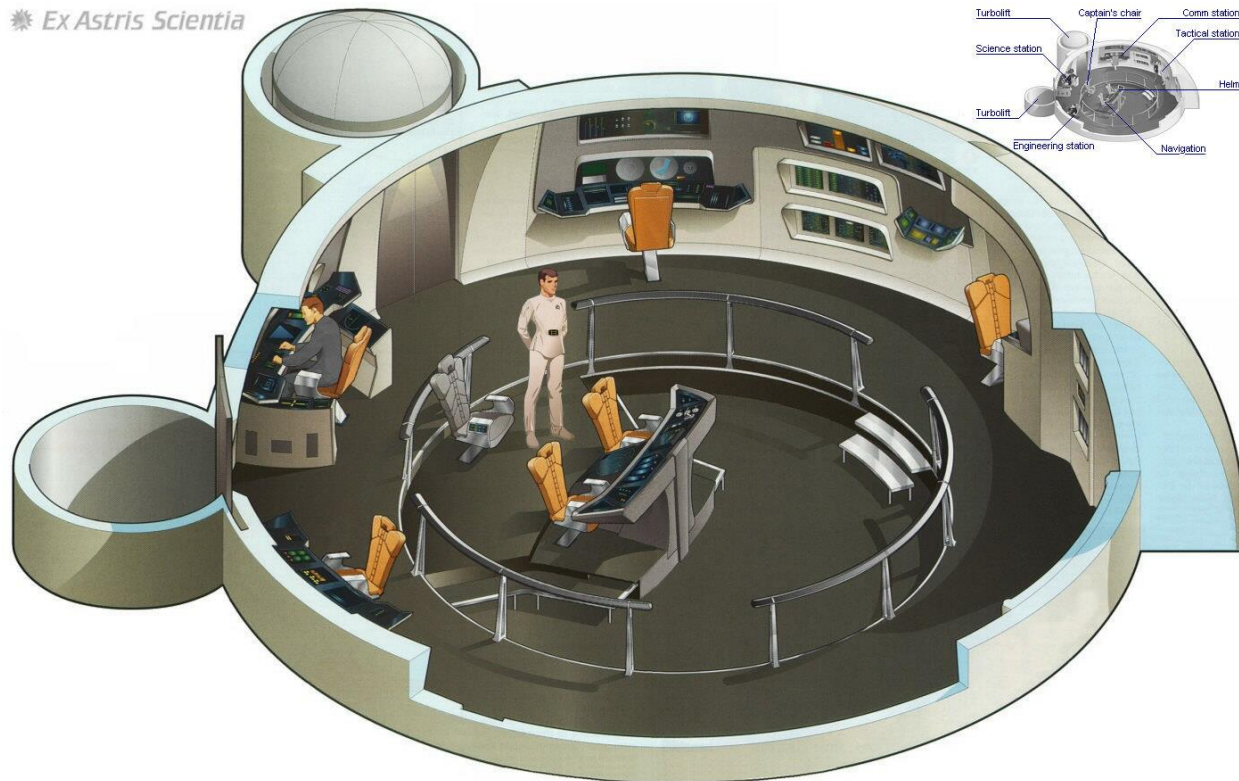




I DECK DETAILS

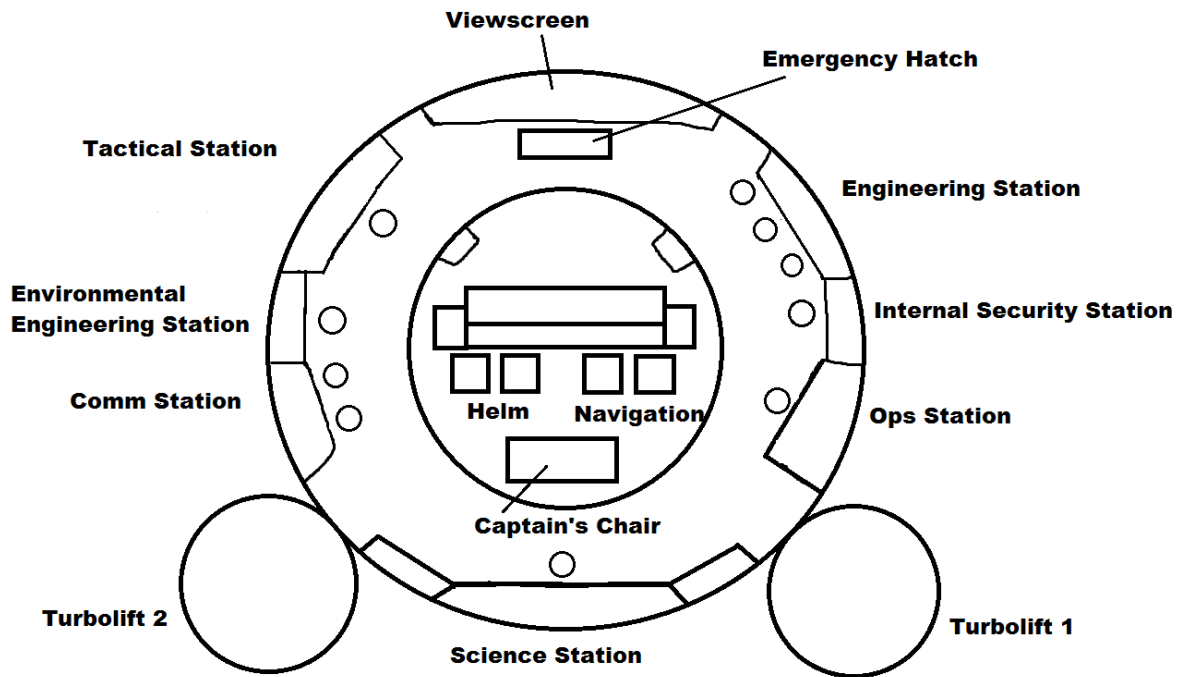
Deck 1 and the Main Bridge

✦ *Ex Astris Scientia*



A cutaway illustration of the Main Bridge for Constitution Refit class vessels of the 2270s. The design and appearance of the Main Bridge of the VGSS Enterprise were greatly derived from this design

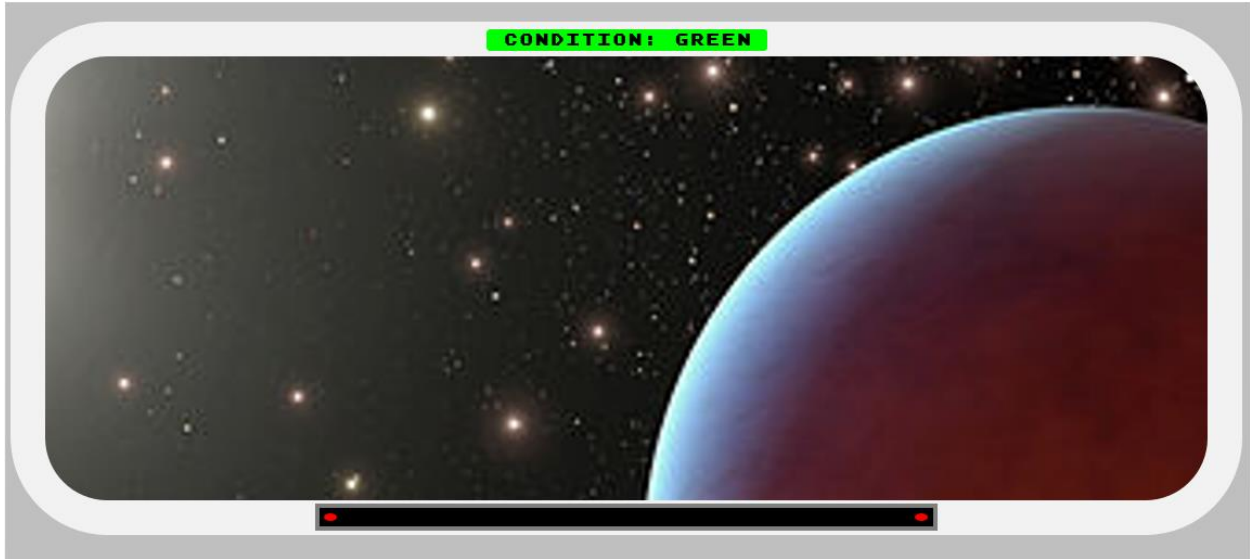
The Bridge is the ultimate command center for the VGSS Enterprise. During the refit, it was proposed that the entire computer system be completely overhauled with enhanced systems and state-of-the-art features that greatly surpass that of the computers previously installed on the Enterprise. Each computer console on the Bridge contains the latest in enhanced circuitry, along with safeguards to ensure safety such as explosion protection and protection from various electrical hazards. All consoles also have emergency backup systems in case of power failure; this is to ensure that the ship is still functional especially in critical situations.



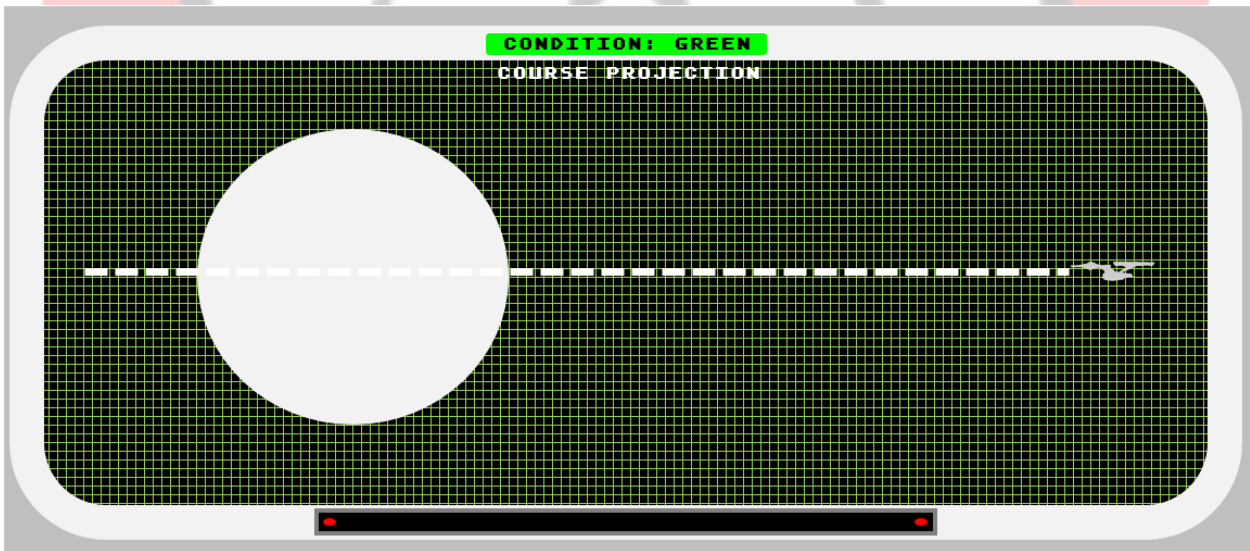
Basic layout of the Bridge

The ship's main viewing screen contains enhanced projection abilities, as well as the following features:

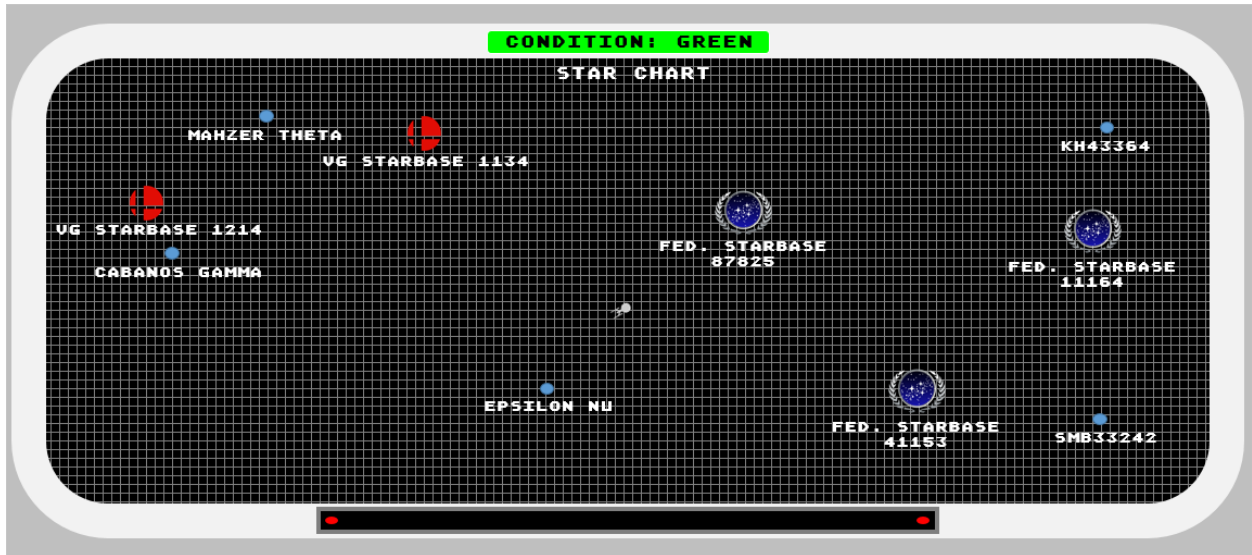
- Magnification up to 8,000,000 times
- Enhanced targeting systems
- Visual modulation that automatically compensates for any interference
- Enhanced tactical display
- Optional display of target analysis
- Visual internal contact display
- Science display, which is activated from the science station
- Enhanced 3D representation of the entire universe and star charts
- High quality sound for visual contact



Main viewer with standard image



Main viewer with course projection on the screen`



Main viewer with star chart on the screen



Main viewer with overhead tactical display on the screen

The enhanced helm and navigation console is the same layout as in the previous version of the Enterprise. Primary helmsmen and navigators operate the bulk of the controls while the secondary ones perform complimentary tasks (such as adjusting the movement of the ship while the primary officers adjust the speed). However, there are several unique additions:

- The ability to bring up star charts on the main viewer.
- A small locker for phasers
- An emergency compartment for first aid
- Safety harnesses for critical situations
- Enhanced weapons control that is used only when the tactical station is inoperative.



Astrogator display, which is at the center base of the helm/nav console

The science station, while still the same layout as in the previous version, has also received major upgrades. The computer for this station is equipped with an enhanced T47 processor unit developed by Spectrum Software Ltd., which allows the system to operate approximately 850,000,000,000,000 operations per nanosecond. This allows the science station to be able to perform advanced scans and analyses on more than one object. It also allows it to instantly analyze any object that is scanned, and also provide precise details on the object. The science station is also equipped to fully analyze enemy targets in combat, even scan for specific individuals. It is also able to monitor the status of 50 probes

simultaneously, as well as provide the point-of-view of any particular probe. The station is also linked to the library computer, which can be fed data that comes from any analysis or scan. In fact, whenever a scan is initiated, approximately 5,000 types of scans are initiated simultaneously. This greatly reduces the amount of time needed to complete each scan individually.



Science station

The tactical station is used to defend the ship in the event of an attack. This is where the activation of Defense/Force (D/F) fields, activating and locking on tractor beams, the firing of phasers, and the launching of photon torpedoes are controlled. Probe launching is also controlled there as well. It is also where the alert status is controlled and where damage reports can be received. The tactical station also has a targeting display screen with a modified auto-aim feature for locking on to targets. There is also an overhead display that shows the surrounding area and the status of weapons (which also has its own display), a damage report display, a separate display for target analysis, an alert status display. An extremely important feature in this area is a state-of-the-art Identify Friend and Foe (IFF) system that allows the sensors to easily distinguish between friend and foe in any situation (ex. A

copy of a Constitution class vessel attacking the ship, as with the Vardaine incident faced by the Federation starships Republic and Enterprise in the 2260s).

Factions involved with the Federation and Republic

Allies

Klingon Empire

Romulan Republic

Garidian Republic

Cardassian Union

Jem Hadar

Tholian Assembly

Gorn Hegemony

Lyrn Star Empire

Mirak Star League

Hydran Kingdom

Galadinian Empire

Milonian Republic

Kazon Collective (not including the Nistrim sect)

Krenim Imperium

Vidiiian Sodality

Ferengi

Dimurian Concordance

Jevai Hierarchy

Xindi

The Delta Alliance (currently consists of at least 14 Delta Quadrant factions)

Borg Cooperative

Enemy Factions

Kazon Nistrim sect

Akritirian Empire

Remnants of the defunct Galadinian Military Council (and the Dark Legends segment of said group)

Borg Collective (NOTE: Currently considered dissolved)

Undine (a.k.a. Species 8472)

Flurrian Rebel Confederacy (separate from Flurrian government, a member of the Federation)

Renegade Suliban and Klingon factions

Octani Anti-Cooperative League (a terrorist organization committed to destroying those liberated from the Borg Collective. They are separate from the Octani government, which is a member of the Federation)

Elasi pirates and rogues

Devidians

Mekeel Republic

Hamaron Empire

Anarian Hegemony

Devore Government

Doctrine Voth Republic

Neutral

Iconian Government (currently in talks to end hostilities several centuries after the Iconian War)

Chodak Empire

Breen Confederacy (has engaged in minor skirmishes)

Lokirrim Government (has engaged in minor skirmishes)

Hirogen (has engaged in minor skirmishes)

Interstellar Concordium

Eldurian Conglomerate (NOTE: currently at talks with the Federation and Republic in establishing friendship)

Joor Confederation



Alert display for when ship is at Green Alert, which indicates that no threat is present.



Alert display for when ship is at Blue Alert and is preparing to dock at a shipyard, starbase, or any other type of space station

ALERT STATUS



CONDITION

BLUE

**ALL HANDS PREPARE FOR
LANDING PROCEDURES**

Alert status for when the ship is at Blue Alert and preparing to land (NOTE: This can happen ONLY when the saucer is separated; the saucer is the only section of the ship that can land)

ALERT STATUS



CONDITION

YELLOW

Alert status for when the ship is at Yellow Alert. This means that caution in any situation is to be exercised. All personnel are on standby alert when in Yellow Alert, and D/F Fields are activated as a precaution

ALERT STATUS



CONDITION

RED

Alert status for when ship is at Red Alert during critical situations not involving combat. D/F Fields are raised at that alert.

ALERT STATUS



CONDITION

RED

**ALL HANDS TO
BATTLESTATIONS!**

Alert status for when the ship is at Red Alert and all personnel are ordered to battlestations. This is done in the event of an enemy attack. Both D/F Fields and weapons are powered up at this condition

ALERT STATUS



CONDITION

WARNING!



**ALL HANDS
ABANDON SHIP!**

Alert status in the event that the situation is severe enough to warrant evacuations

TACTICAL DISPLAY GRID

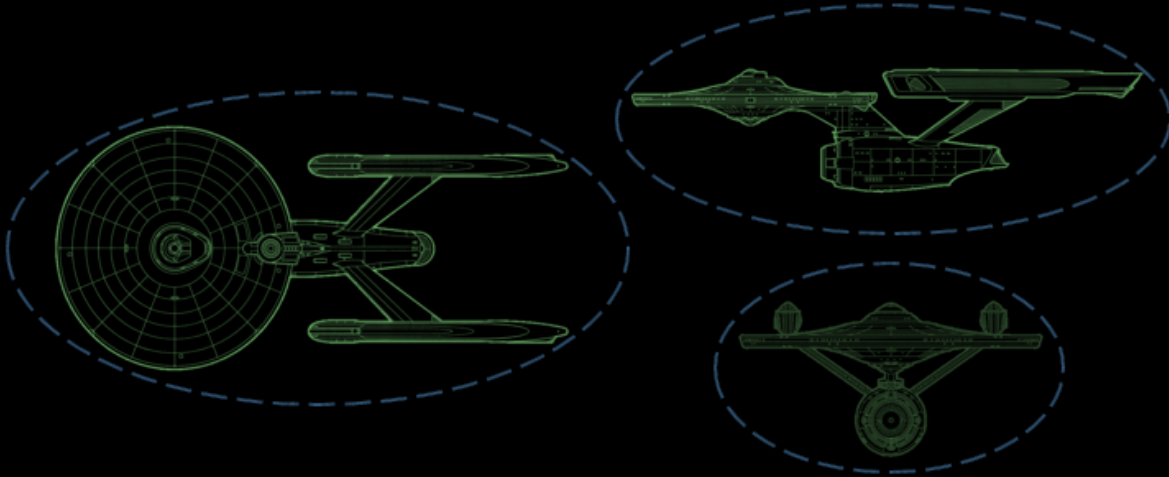


D/F Fields (when activated)

PHOTON TORPEDOES	PHASERS
FWD1: 	
FWD2: 	
AFT: 	

Overhead tactical display grid with phaser and photon torpedo load status

D/F FIELD STATUS



CENTER	UPPER	LOWER
FORWARD: 100% AFT: 100% PORT: 100% STARBOARD: 100% F. PORT: 100% F. STARBOARD: 100% A. PORT: 100% A. STARBOARD: 100%	FORWARD: 100% AFT: 100% PORT: 100% STARBOARD: 100% F. PORT: 100% F. STARBOARD: 100% A. PORT: 100% A. STARBOARD: 100% CENTER: 100%	FORWARD: 100% AFT: 100% PORT: 100% STARBOARD: 100% F. PORT: 100% F. STARBOARD: 100% A. PORT: 100% A. STARBOARD: 100% CENTER: 100%

Display showing status of D/F Fields

WEAPON STATUS

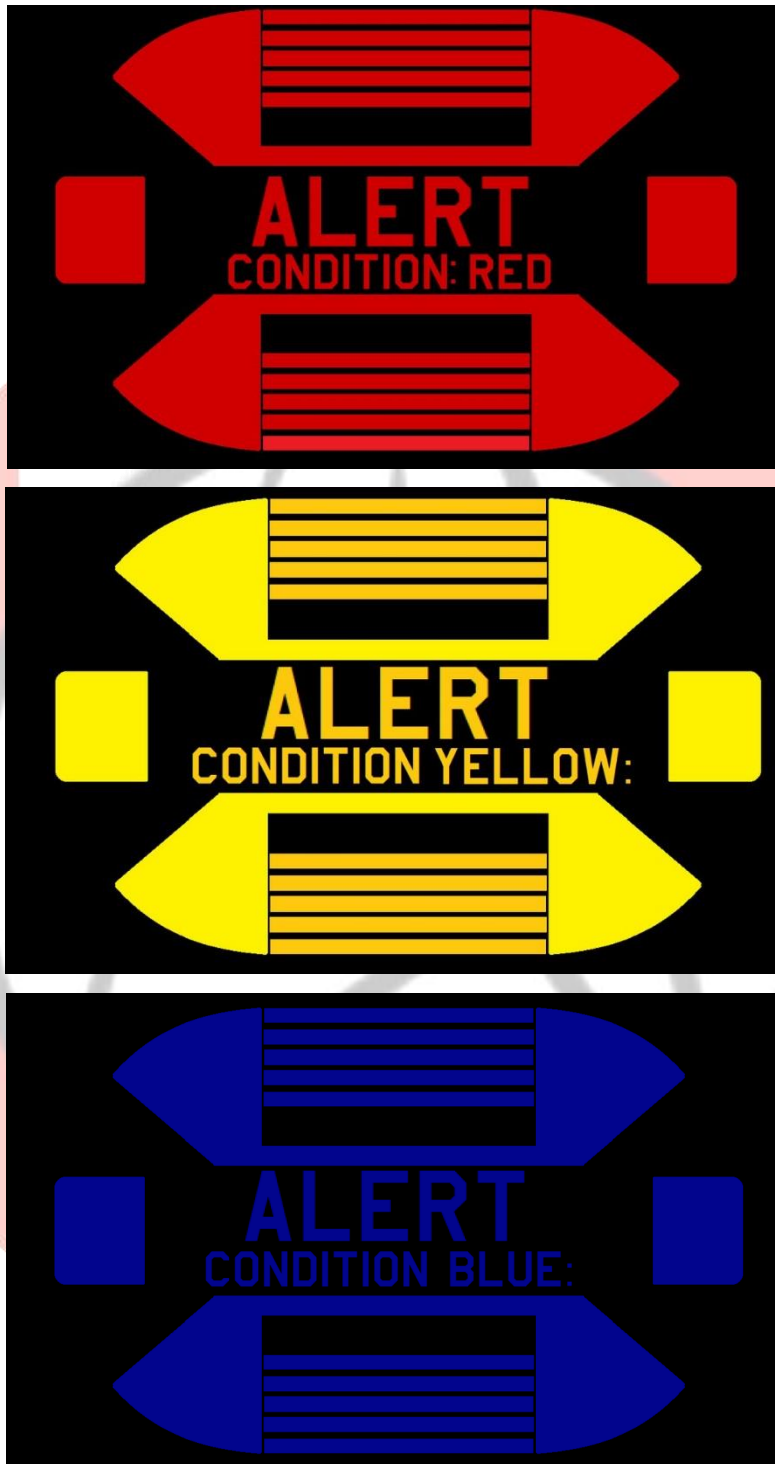
PHOTON TORPEDO LOAD STATUS

FORWARD	1 :	■	■	■	■	■	■	■
FORWARD	2 :	■	■	■	■	■	■	■
AFT	:	■	■	■	■	■	■	■

PHASER STATUS

READY	READY	READY	READY	READY	READY	READY
FIRING	READY	DAMAGED	READY	READY	READY	INOPERATIVE
UNDER MAINTENANCE	DISABLED	READY	DESTROYED	POWERED DOWN	READY	READY
READY	READY	READY	READY	READY	READY	READY

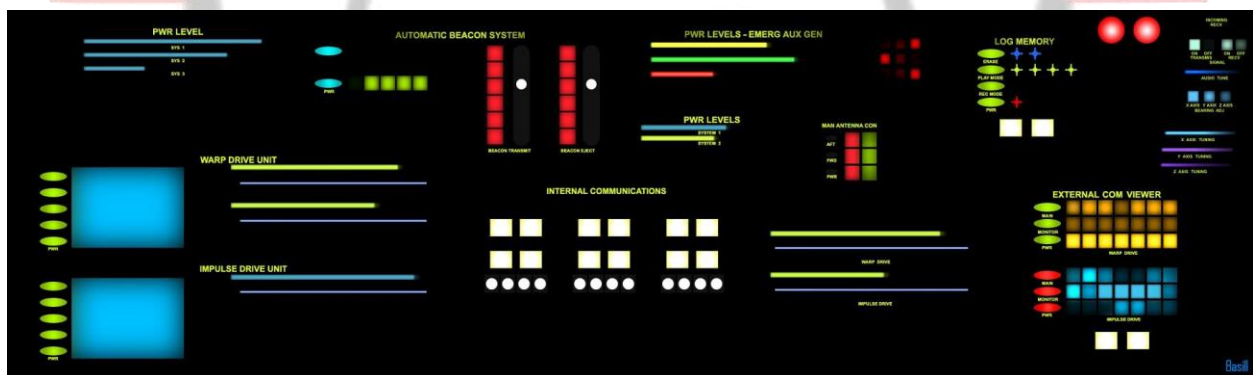
Weapons display screen showing the loading status of photon torpedoes, as well as different statuses for individual single and dual phaser emitters.



Alert status displays for Red, Yellow, and Blue Alerts on Main Viewer and other displays across the ship.

The communications station has also received major upgrades:

- A state-of-the-art language decoding system that helps to interpret any unknown languages
- A new type of universal translator that can be impossible to recognize in the event of covert operations
- The ability to compensate for any interference
- The ability to transmit countless variations of signals
- The ability to contact areas within a range of 850,000,000 lightyears.



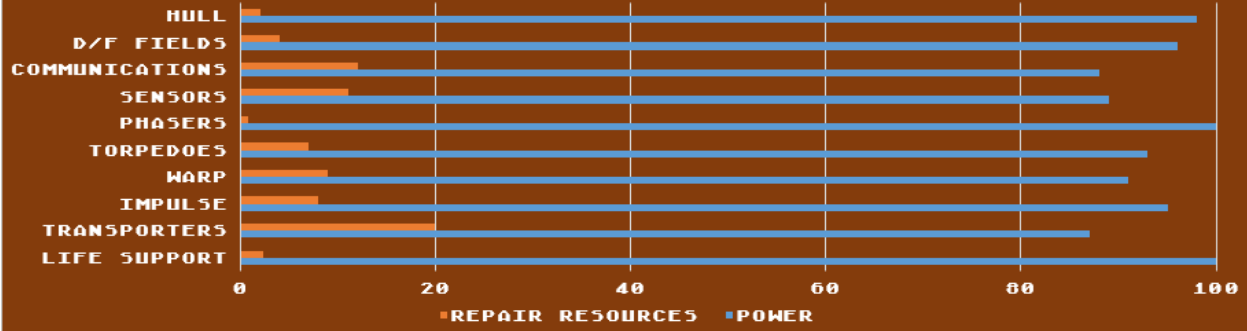
Various readouts and displays on the communications station

The engineering station is where the regulation and maintenance of ship's systems are controlled. This station consists of three substations; one that involves the repairing of systems and tying in auxiliary power to ship's systems (usually occupied by the Chief Engineer), another that involves monitoring specific ship functions, and the third one involving the monitoring of computer functions (usually occupied by a computer technician).

SHIP STATUS

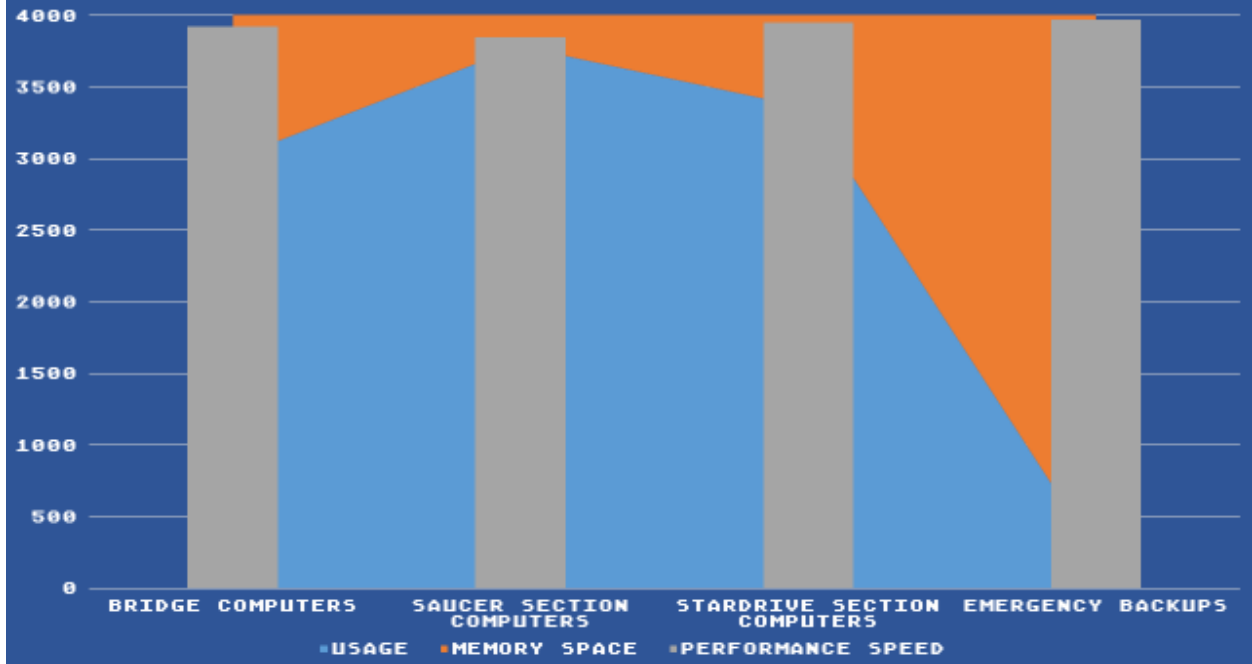


SYSTEM STATUS

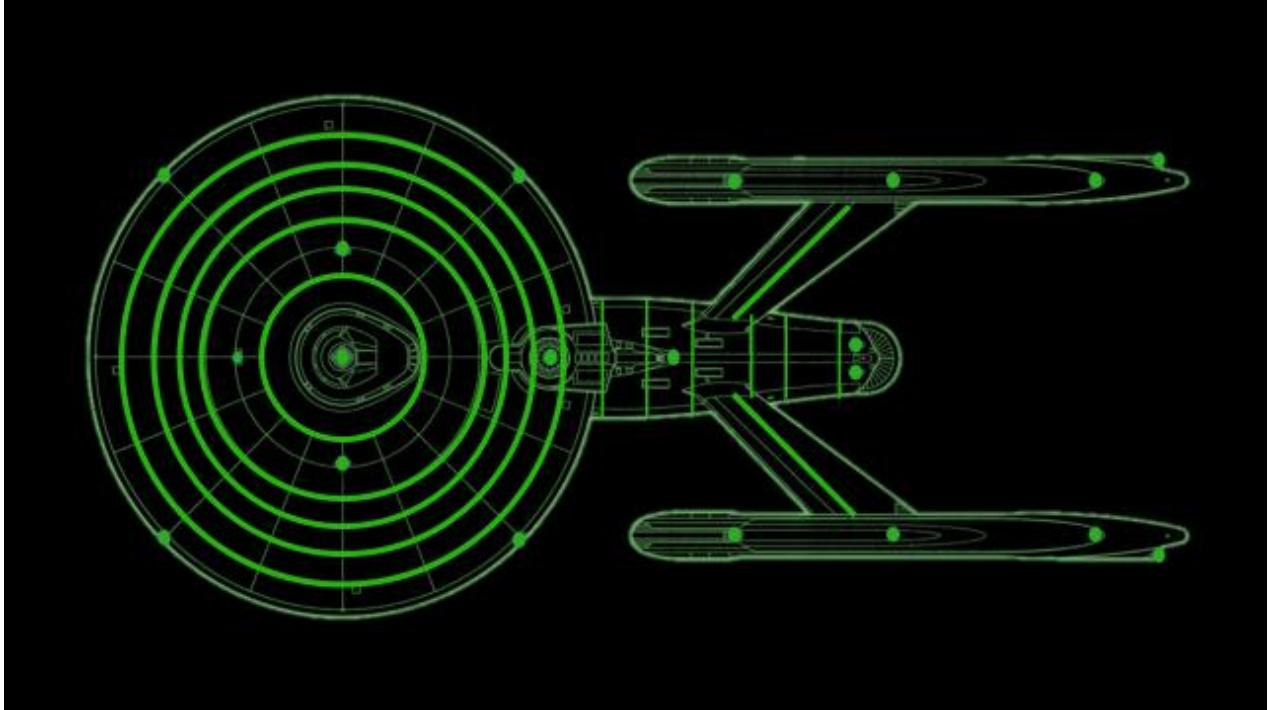


Ship systems status

COMPUTER STATUS



Display of the status of the ship's computers



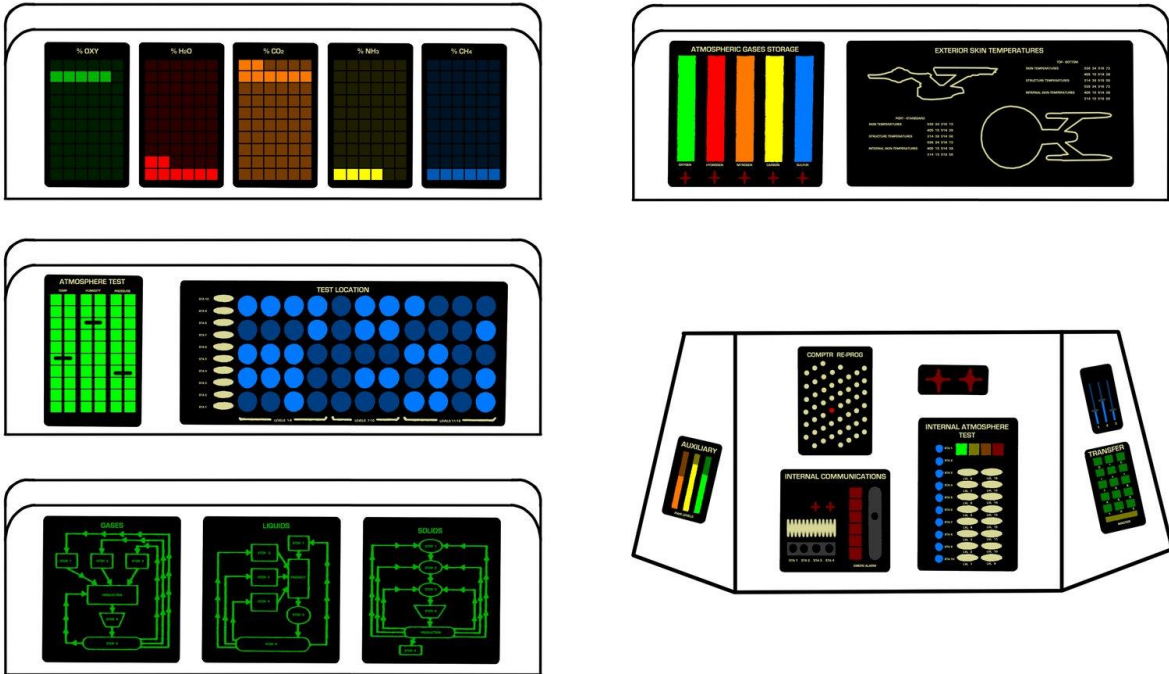
Display of the status of specific systems

A new addition to consoles on the Bridge is the ops station, usually occupied by the operations manager. An operations manager usually oversees the overall operations within the ship. Some officers aboard starships, such as primary navigator Lieutenant Commander Hitomi Buchfink of the VGSS Enterprise, may double as operations managers. Other officers, such as assistant chief communications officer Lieutenant Momiji, may also double as assistant operations managers. Internal and external sensors, internal systems, communications (mostly when comm station is not occupied), and all general functioning of the ship are controlled and regulated from ops.

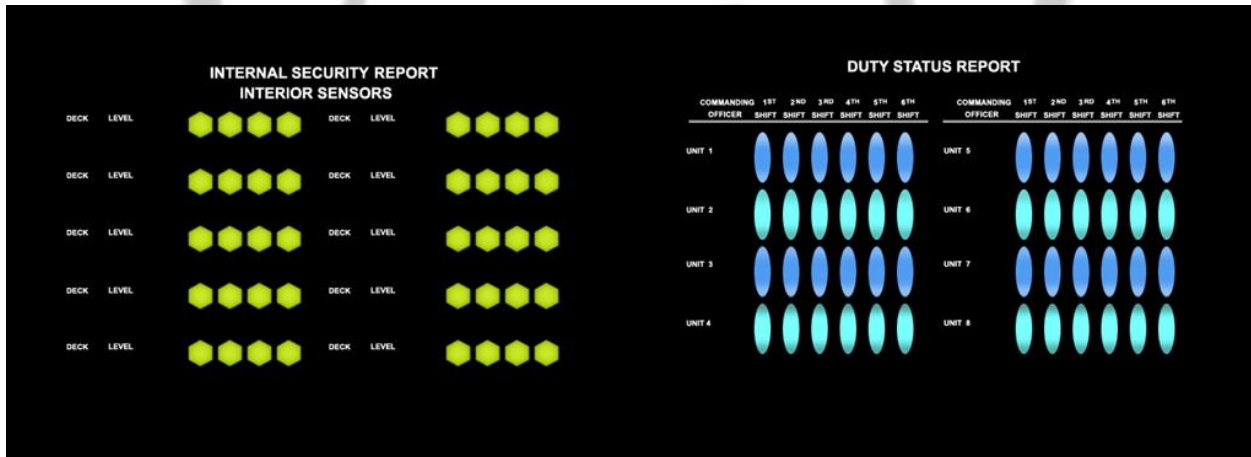


Ops station (most of the console is similar in design to the comm and science stations)

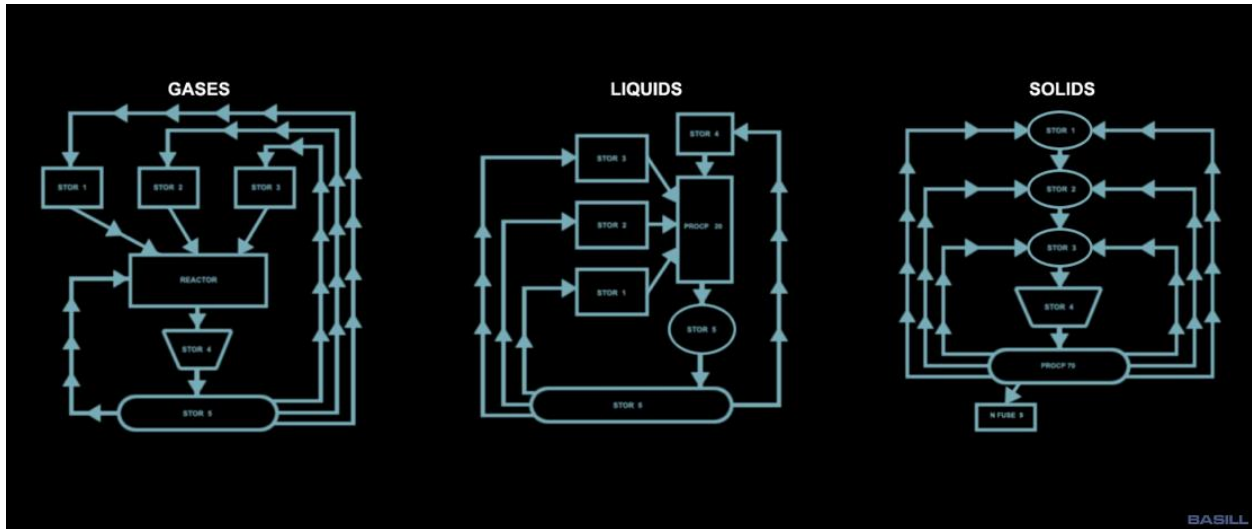
Two other additional stations are internal security (usually manned by a security officer, but can also be manned by an SSTF member) and environmental engineering. Internal security involves the monitoring of all sections of the ship, scanning for any possible intruders, and duty status. This station is tied in to the computer in the office of the Chief of Security, who will sometimes relay information to this station. Environmental engineering (the only station in which those occupy it stand) involves the maintenance and regulation of the entire environmental system of the ship. This includes oxygen, life support systems, breathable gases meant for other species, temperature controls, gravity, and filtering carbon dioxide as well as other hazardous gases.



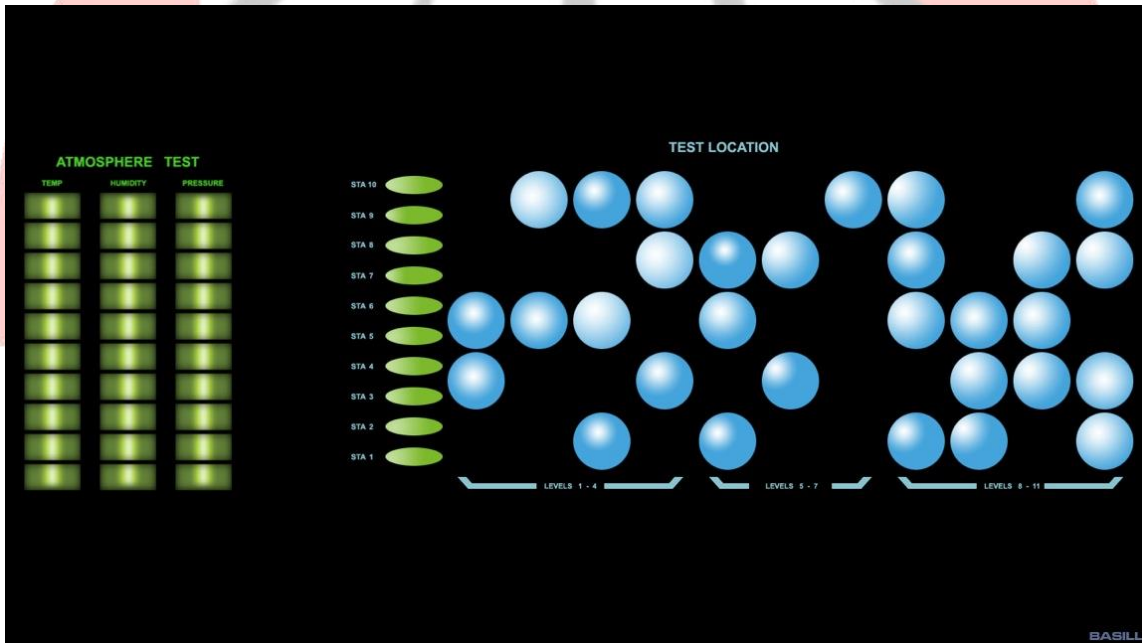
Environmental engineering station



An example of the readouts and displays at the internal security station



A display for environmental engineering showing liquids, solids, and gases



Readouts and displays for environmental engineering

The Bridge, alongside Main Engineering, can also be the area to set the ship to self-destruct. The activation requires a minimum of three senior officers (usually the Captain, Executive Officer, and Second Officer) and a maximum of nine (including Chief Science Officer, Chief Communications Officer, Chief Engineer, Chief Medical Officer, primary helmsman, and primary navigator). In the event that all required senior officers are killed or otherwise unavailable; secondary bridge officers can also activate the self-destruct sequence. Each officer vocally

verifies their identities and then provide the appropriate codes. The self-destruct sequence is then primed and the Captain (or at least the highest ranking officer aboard the ship) provides the final code, the mode of countdown (audio or silent), the amount of time, and the destruct code (1, 2, or 0). Additional instructions (i.e. having the ship move a certain distance, shutting down all systems beforehand, transporting crewmembers to evacuation stations, etc.) can also be given to the ship's computer when setting the sequence.

Destruct 1 can be used in certain critical situations, such as intense combat. This sequence must NEVER be used near planets, suns, or any friendly units. Instead, it is best used in deep space (it is theorized that a ship exploding on a Destruct 1 sequence near or in nebulae can cause a potentially dangerous chain reaction). It involves a massive overload of the ship's warp core, nacelles, and impulse reactor. These overloads combine to form a massive explosion that destroys or massively damages anything within a 500,000,000 kilometer radius. In theory, this explosion is even powerful enough to instantly devastate an entire solar system if done at the right location.

Destruct 0 is done mainly to prevent any hostile takeovers of the ship, and to prevent any enemies from even salvaging it. This sequence involves the detonation of all EPS (electro-plasma system) conduits (which causes massive internal explosions and a lethal ship-wide radiation surge that even penetrates heavy radiation suits) and powerful microscopic antimatter charges that are designed in a way in which a self-destruct sequence is the ONLY way to detonate them. Each deck is destroyed by a set of 75 antimatter charges planted within the deck's bulkheads. All torpedo warheads that are still in the ship are detonated as well, and all phaser banks overload to the point of explosion. Torpedoes that are in transporter buffer storage also fluctuate within the data patterns until they cause a massive explosion that can destroy the entire ship's neck. All three bridges (main, battle, and auxiliary) are completely destroyed, as well as a very large chunk of the saucer section (including the entire computer core). Nacelles and impulse engines are either partially or

completely destroyed in this process. Chunks of the secondary hull are also destroyed, including all of Main Engineering, the backup computer core, and the deflector dish. The shuttlebay and cargo areas are also completely destroyed, mainly due to fluctuating data patterns within the transporter buffers that cause a massive explosion. This entire process reduces the ship to nothing more than a useless hulk.

There is also an added destruct sequence called Destruct 2. This is a somewhat weaker version of Destruct 1. There is still a massive overload of the warp core, impulse engines, and the warp nacelles. However, the explosion is only large enough to damage or destroy anything within a radius of 850,000 kilometers. While it is less likely to cause a major catastrophic event, the Destruct 2 sequence is to be considered with the same amount of caution as Destruct 1.

If the self-destruct sequence must be aborted for any reason, the Captain (or at least the highest ranking officer on the ship) gives a special abort sequence code. If the ship is set on self-destruct after saucer separation has occurred, the officers setting the sequence must decide whether to destroy either one or both sections (this can also be decided prior to saucer separation). The effects of Destructs 0, 1, and 2 are still the same intensity for an individual section.

Another important component, one that has been utilized for the past six centuries, is the Emergency Command Hologram (ECH). This was first conceived in 2376 by the Emergency Medical Hologram (EMH) aboard the USS Voyager. Like the EMH, the ECH is designed to take command of the ship if all senior officers (and all crewmembers in some cases) are incapacitated, killed, or otherwise off the ship. They are also programmed to perform any of over 8,500,000,000 command and tactical decisions, as well as to instantly adapt to any situation they are in. Like the EMH, the appearance is also that of the EMH designer Lewis Zimmerman. However, holograms of various legendary captains such as James T. Kirk, Jean-Luc Picard, Benjamin Sisko, Kathryn Janeway, Jonathan Archer, and Hikaru Sulu can also be generated. A unique

addition to the program is generating holograms of legendary officers that served as Executive Officers, such as William T. Riker, Spock, Kira Nerys, and Chakotay. These holograms can also move outside the ship thanks to special technology derived from the mobile emitter obtained by the USS Voyager. As with the EMH, the ECH can also be used for longer periods of time if the situation requires it (maximum usage time is 285 years).



The Emergency Command Hologram

The bridge is not the only area in the first deck; there also is a VIP docking port with an advanced security scanner that is able to identify any disguises, including any changeling or member of the Undine (Species 8472). The system is also capable of easily distinguishing between Federation legends from the past (such as Captains James T. Kirk, Jean-Luc Picard, Kathryn Janeway, and Benjamin Sisko) and rogue Galadinians altered to look like such (a.k.a. "Dark Legends"). It also is equipped with a special alarm that activates in the event of intruders. Also located in Deck 1 are a small restroom and a room that doubles as

a security surveillance room and an office for the Chief of Security, who usually works from that area and always keeps an open communication channel with the Bridge.



A shuttlecraft preparing to dock at the VIP docking port



Command

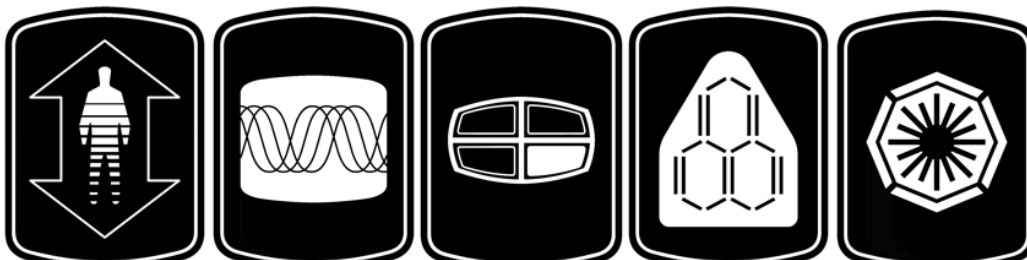
Weapons

Science

Medical

Turbolift

Docking



Transporter

Communications

Cargo

**Environmental
Systems**

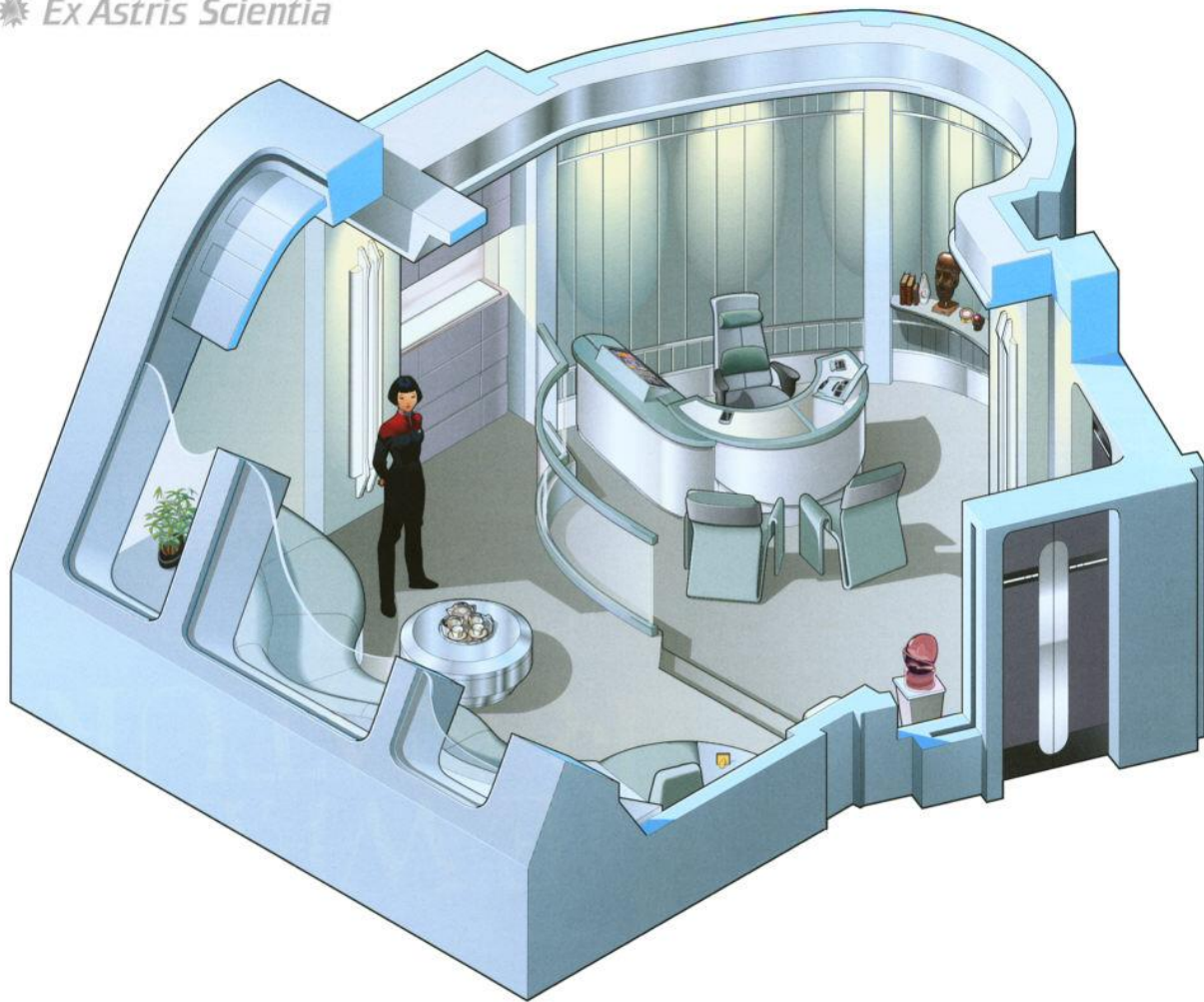
Engineering

Door insignia to identify different departments and areas

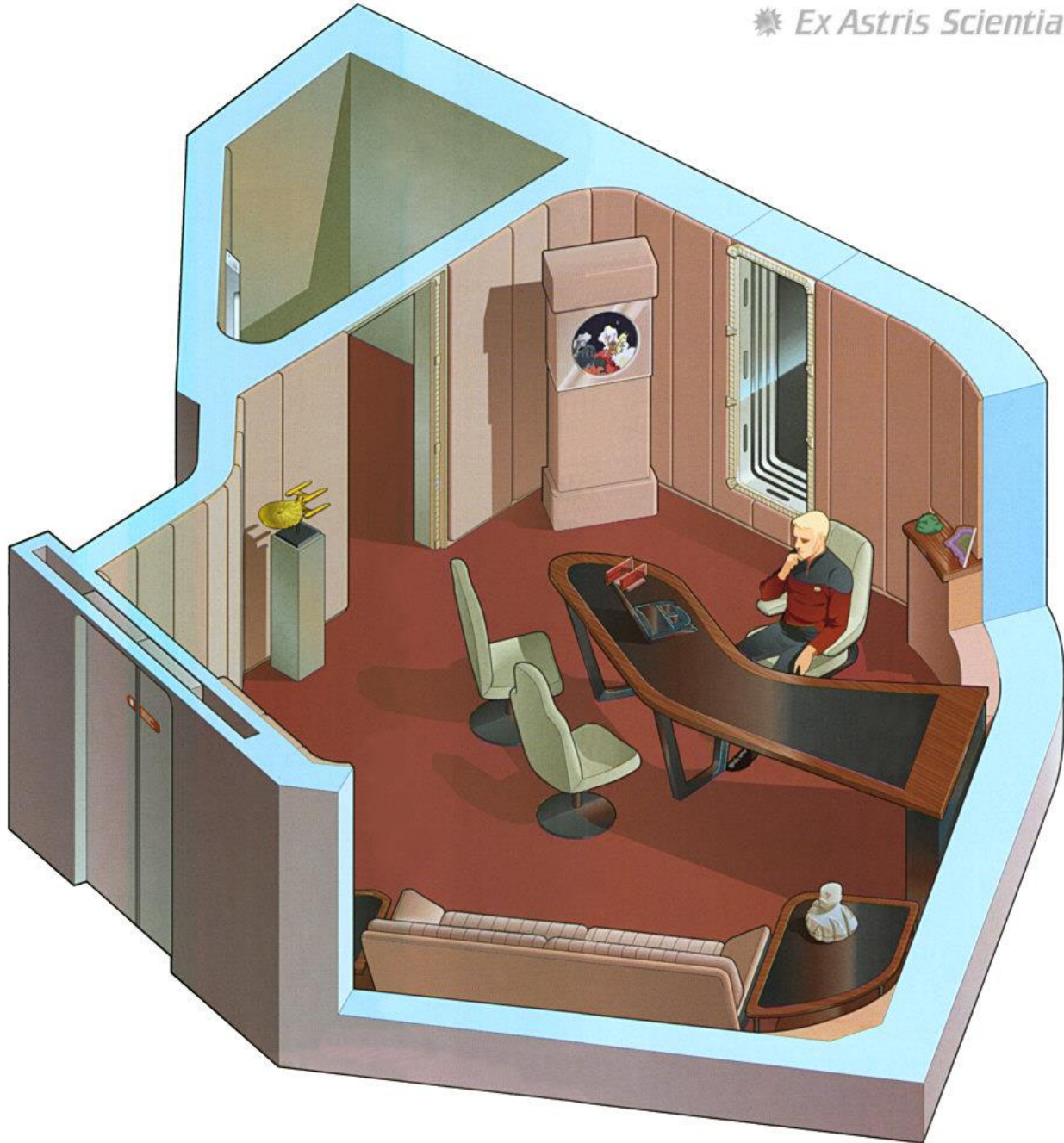
Deck 2

Just below the bridge are several ready rooms; one for the Captain and one for the Executive Officer. Both ready rooms are equipped with a replicator, communication technology that also caters to special messages (Priority One messages, top secret communiques, etc.), adequate comfort for visitors, and some aesthetic decorations depending on the Captain and XO's preferences. There is also an office for the Chief Science Officer with similar accommodations as those of the ready rooms.

✦ *Ex Astris Scientia*



Captain's Ready Room



Executive Officer's Ready Room

Also located on Deck 2 is the conference room, which is for both senior and junior officers to convene on how to handle situations they face in any particular mission (though other crewmembers may also be present depending on the situation at hand). The conference room has a table that seats up to 25 crewmembers, with display control panels on each side for the room's large

display screen and intercom. On special occasions, the conference room can be converted to a private dining room, with the appropriate food and beverages from the ship's kitchen being simply teleported to the room. An interesting aesthetic part of the room is a wall dedicated to models of previous ships named Enterprise.

Deck 3

This particular deck especially caters to special visitors aboard the Enterprise, including diplomats. The pride and joy of this deck is the grand dining room, which has a round dining room table (which can be shortened on certain occasions) that can cater to 35 people as well as an elegant atmosphere with a marble floor. It also has various paintings of Federation, pre-Federation, Republic, and pre-Republic historical figures and legends (with a special mural dedicated to paintings of previous Captains of previous starships named Enterprise). Other features include a large aquarium, adjacent lounging areas, a bar with authentic beverages (alcoholic and non-alcoholic), pots of fresh coffee and tea, the option of additional dining tables, buffet booths, artwork from various worlds, elegant lighting, and a ready staff of servers. Adjacent to the dining room is a large kitchen with state-of-the-art cooking equipment, transporter buffer storage of fresh foods and authentic beverages from countless worlds (which also ensures the prevention of spoilage), and a state-of-the-art system of transporting prepared foods and beverages. Out of the 55 professional chefs of various races aboard the ship, 35 man this kitchen at a time while the other chefs rotate shifts in cooking in the mess areas and routine food preparations. Another staple of Deck 3 is the VIP lounge, which can also join with the grand dining room to form special dinner parties. Aside from this, the VIP lounge features the finest in comforts and accommodations, including entertainment display, furniture designed to adapt to any species, a bar, artwork from countless worlds, and a holo-projector that can display countless orchestras and bands performing countless forms of musical entertainment.



VIP Lounge



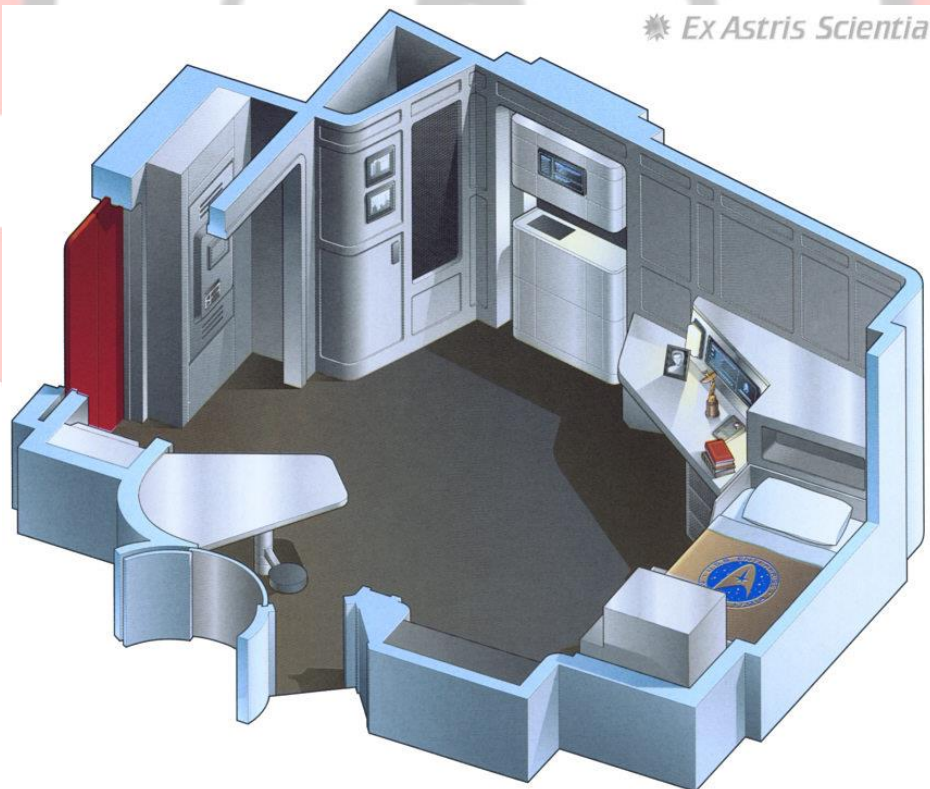
Kitchen



Grand Dining Room

Deck 4

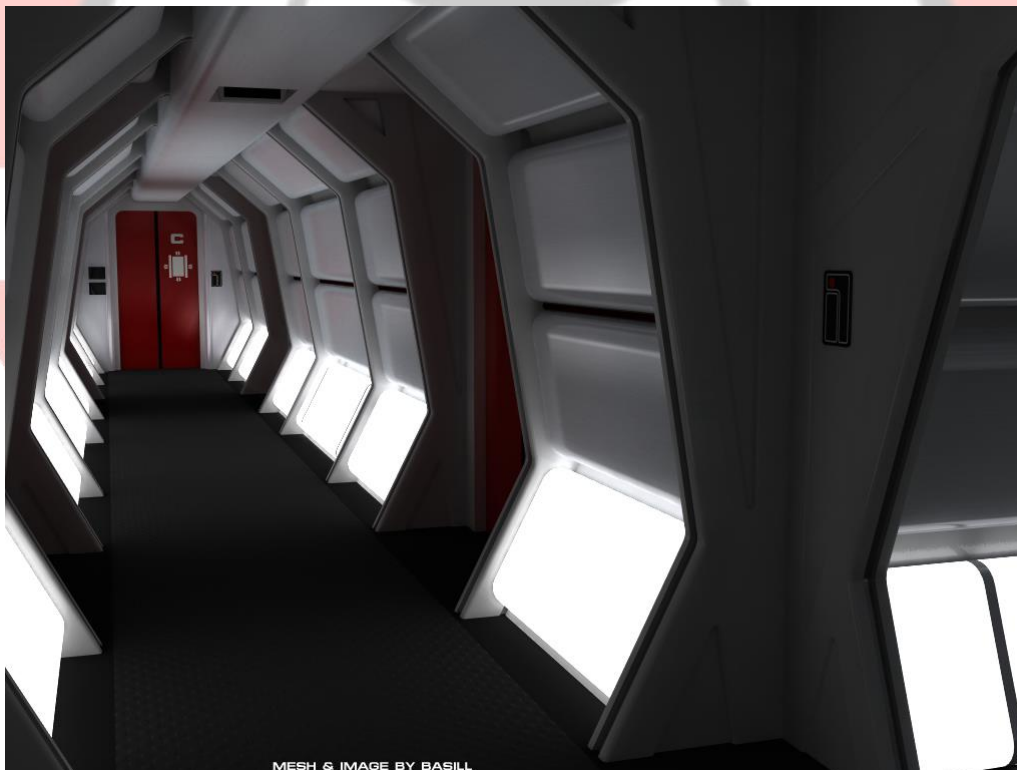
In this deck, there is the VIP/guest quarters with the best accommodations including replicators, two bathrooms, two bedrooms (three for families), a minibar (for diplomats and visiting high-ranking officials only), auto-laundry units, and a state-of-the-art system that provides particular accommodations based on individual preferences (temperature settings to suit certain species, illumination settings for races who prefer bright or dark atmospheres, etc). Also located in the deck are the Junior Officers quarters with moderate accommodations, including twin beds, replicators, auto-laundry units, bathrooms, and also accommodation systems to cater to the needs of particular species such as temperature, illumination, and air settings. Junior Officers quarters are usually inhabited by secondary Bridge, medical, and engineering personnel (assistant chief communications officer, assistant chief medical officers, and secondary bridge officers).



A typical Junior Officer's quarters (NOTE: Quarters for certain junior officers may differ in furniture and shape, usually depending on preferences or accommodations)



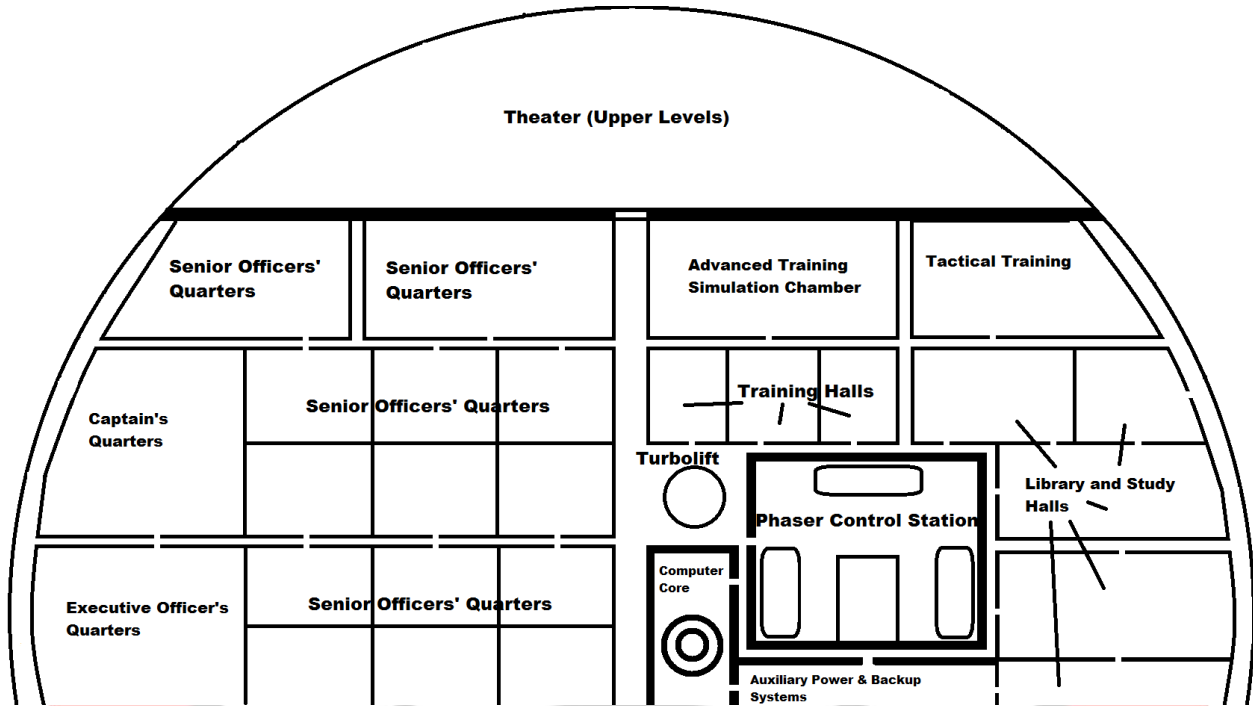
MESH & IMAGE BY BASILL



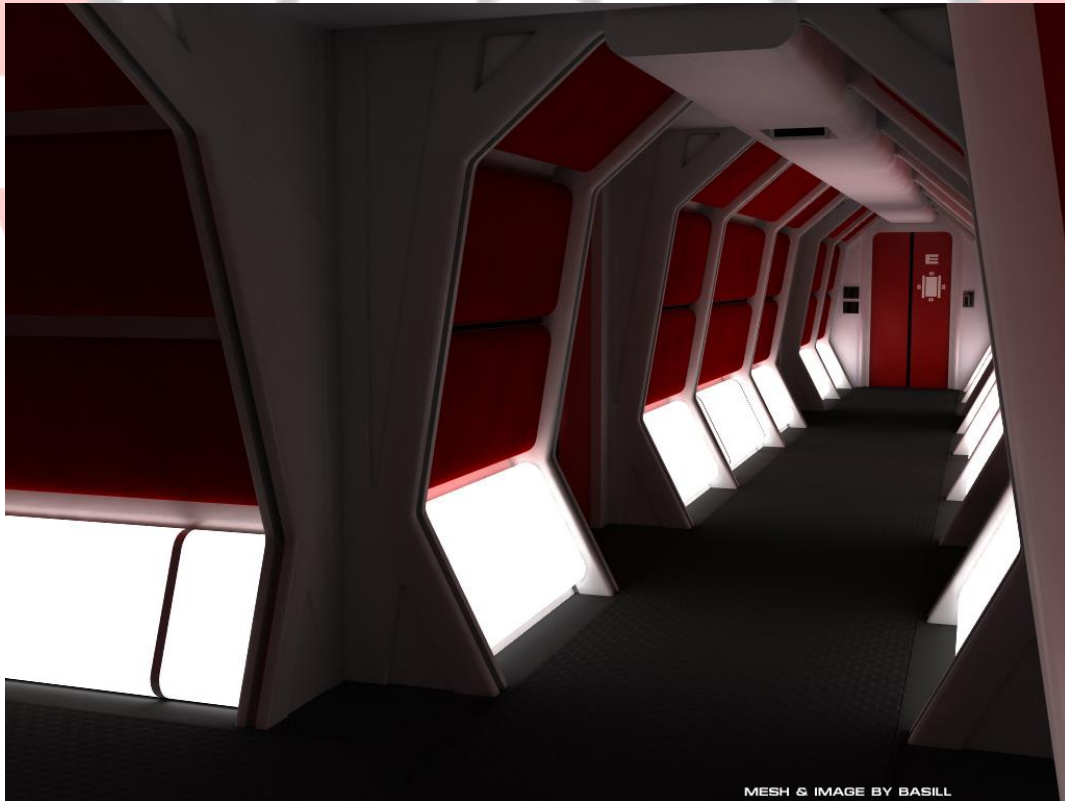
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Typical corridor. Each section of every corridor is equipped with waste disposal systems and emergency survival compartments containing food, water, breather masks, survival suits, first aid kits, and emergency beacons

Deck 5



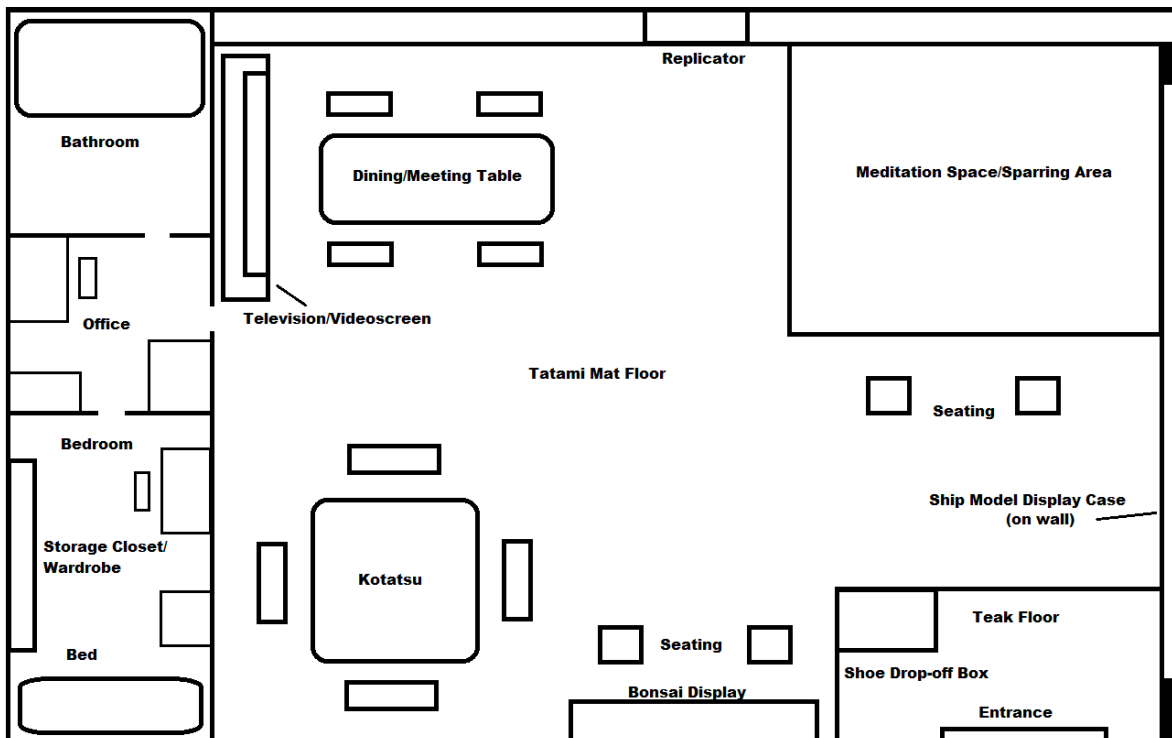
Basic layout of Deck 5



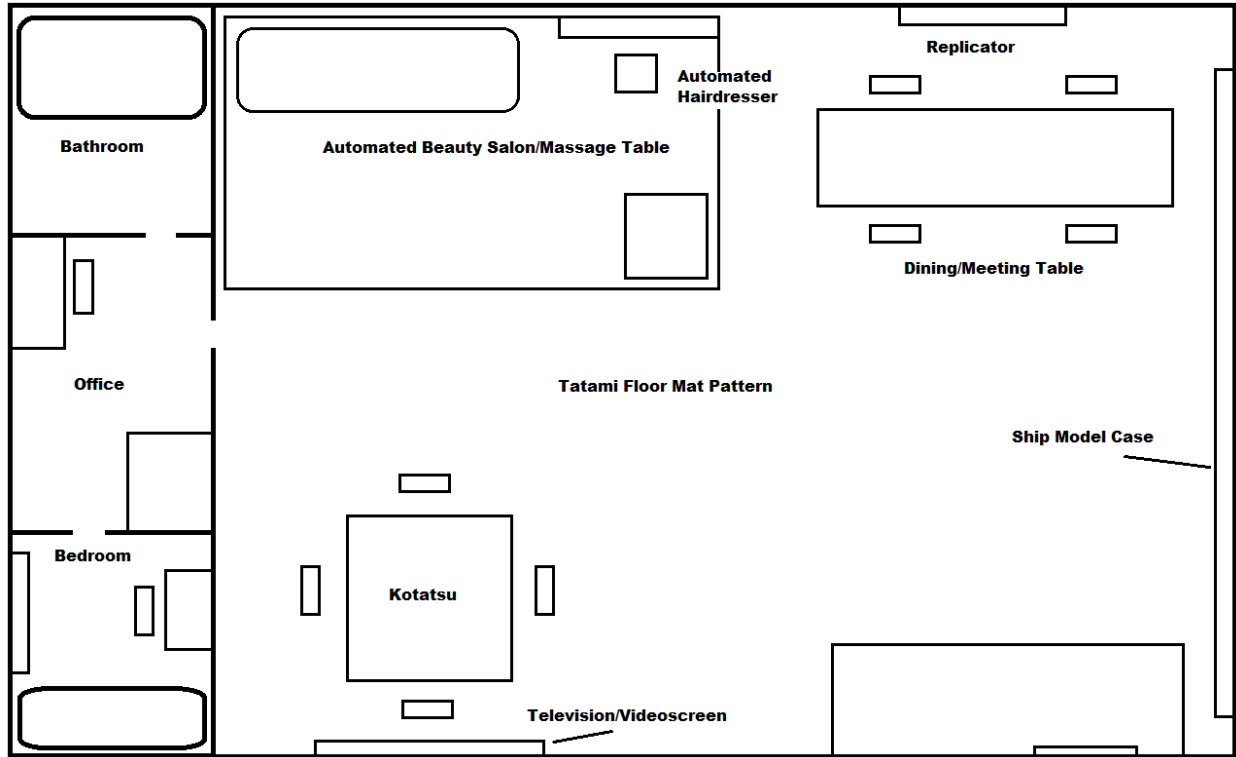
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Deck 5 corridor

Deck 5 contains Senior Officers quarters, which are inhabited by the Executive Officer, primary and secondary helmsmen, primary and secondary navigators, chief engineer, chief communications officer, chief science officer, chief of security, chief tactical officer, ship's counselor, ship's chaplain, chief medical officer, and the SSTF commander. These quarters feature the same accommodations as Junior Officer's quarters, but have some more space (some quarters may have study areas or small offices). Also in the deck is the Captain's Cabin, which also has the same accommodations as the aforementioned areas. What makes the room unique is its small office with a personal computer and a visual communication display, a small dining area for private meetings, a coffee/tea dispenser with fresh tea and coffee, and special accommodations such as starship model displays, paintings, a small aquarium, and flora display. The accommodations for the Executive Officer's quarters are somewhat similar to the Captain's Cabin.



A basic layout of the Captain's Cabin, designed to Captain Kasumi Tenshin's specifications and preferences



A basic layout of the Executive Officer's quarters, designed to Commander Ayane Hajin's specifications and preferences

One other area involving accommodations and comfort is the upper level of the ship's theater, a large three-deck room with a design and atmosphere that is an elegant combination of the designs of Federation Earth's Elgin & Winter Garden Theater, Teatru Manoel, National Noh Theatre, Salle Richelleu, Mabel Talnter Center, Balboa Theatre, and Palais Garnier. Aside from the aesthetic design and a main lobby, this room also has several upper balconies with comfortable chairs that adapt to any species, as well as special audio amplification systems to ensure the ultimate viewing experience. It is also equipped with an interchangeable stage with the finest backstage accommodations, especially for visiting acting troupes. The stage can also be changed into a large screen to showcase countless motion pictures.



A view of the Ship's Theater

Also available in Deck 5 is the phaser control room for the upper phaser emitters on the ship's saucer section. While the firing of phasers does not require operating controls in the room, there is always a crew of 8 people who are on station for maintenance and to operate the phasers manually in case of emergencies. Also in the control room are fire extinguishers, an anti-radiation system to prevent radiation flooding and accidents, suit lockers that store anti-radiation hazmat suits (the same suits used in Main Engineering), advanced safeguards to ensure safety (such as explosion protection and emergency automatic transporters), and lockers that store repair/maintenance equipment and hand phasers to defend the room from intruders.

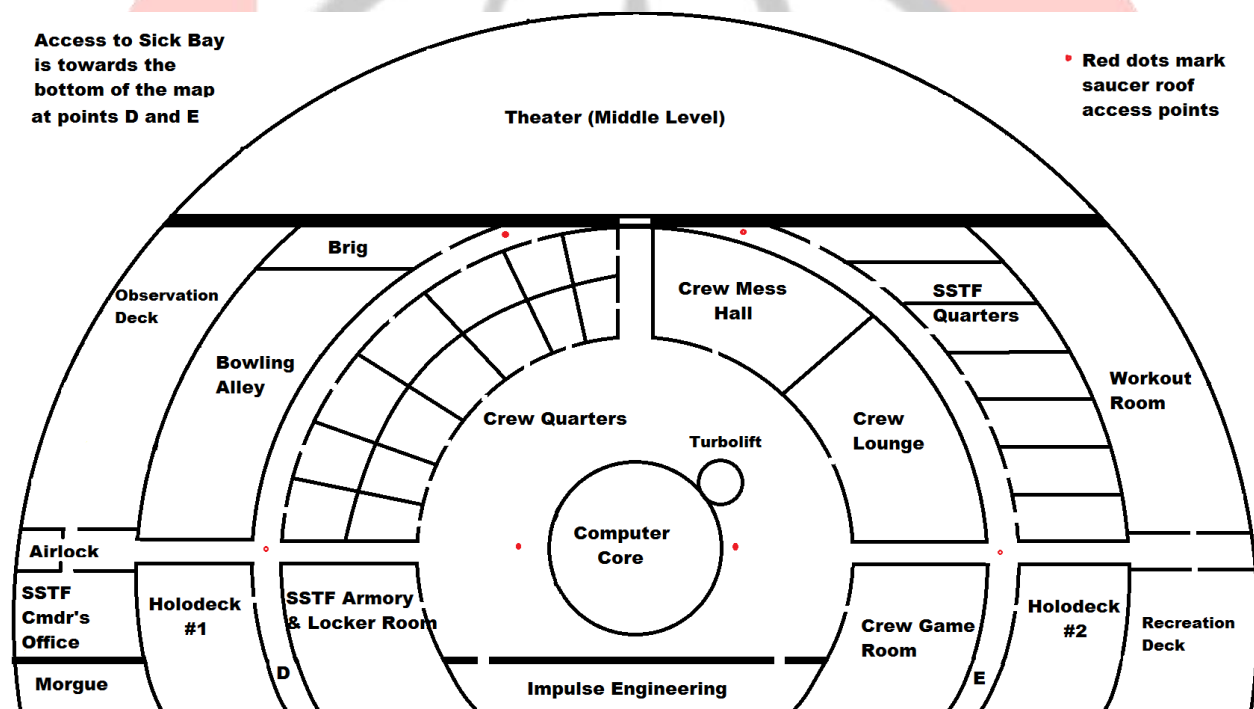
Most of the Enterprise crew consists of enlisted members, with higher ranking enlisted members being identified as non-commissioned officer (NCOs). Enlisted crewmembers are ranked from Crewman while NCOs are ranked from Petty Officer to Master Chief Petty Officer. These are individuals that have not completed the 4-year course at either Federation and/or VG Starfleet Academies, but have received basic training. They usually do supplementary jobs (such as maintenance and assisting duty officers) based on their area of expertise. All

commissioned officers (from Ensign to Grand Admiral) outrank all noncommissioned officers. In certain occasions, a noncommissioned officer may exert authority over other commissioned officers (a perfect example being Miles O'Brien during his service aboard Deep Space Nine). However, to become commissioned officers, enlisted crewmembers must either attend the Academy or at least take some approved accelerated five-month courses to achieve commissioned status (NOTE: If an enlisted officer takes accelerated courses, he/she will start with the rank of Ensign regardless of academic standing, unlike in the Academy where those graduating with honors start with the rank of Lieutenant). There are several areas in Deck 5 that allow such members to receive the education they need to eventually become commissioned officers. The first is the ship's library, which comes with adjoining and adjacent study halls. This is where enlisted crewmembers can study for important courses and examinations, research for certain thesis/essays, and read important course material. It is also where any crewmember can read and research topics for other situations (academic and otherwise), despite most information being accessible via the library computer. Both digital and actual copies of countless books from Federation Earth, VG Earth, and countless worlds can be found in the library. There are also several computer stations where information can be researched and where coursework can be completed. These same computer stations are also specially programmed to be easily accessible to handicapped crewmembers.

In addition to the library and study halls, there are the training halls, tactical training area, and the advanced training simulation chamber. The training halls are accessible for any crewmember and SSTF member. These can be converted to be a classroom for standard instruction, or an area for hands-on training (depending on the subject being taught at the time). The training halls come with display screens for classroom presentations. The tactical training area is where enlisted crewmembers can be taught combat skills and starship/station tactical skills. This area is especially for those training to be security or tactical officers. It comes with arcade-cabinet

like computer stations for training in starship/station defense, but can also be converted into a basic phaser training area. Finally, the advanced training simulation chamber is a specialized holodeck where enlisted crewmembers conduct part of their training in the form of starship operation, away mission, engineering, and ground combat simulations. Training of enlisted crewmembers is usually done by senior officers, as well as senior SSTF members for certain subjects (ex. Close quarter combat, rescue procedures, etc.).

Deck 6



Basic layout of Deck 6

This deck contains one set of quarters for both enlisted and commissioned crewmembers, as well as ship's servers and chefs. Unlike crewmember quarters in other ships, these provide improved basic accommodations; comfortable beds, a pair of basic bathrooms, replicators, a small dining area (a booth in some areas), some space for personal belongings, a basic lounging area, and environmental adaptations to automatically accommodate all races, and special beds designed to comfort

crewmembers especially after a hard day's work. Each room usually has two to three crewmembers assigned to it.

Also in Deck 6 is the mess hall, which any crewmember can access. Along with tables, chairs, dining booths, and the latest in replicator technology, this mess hall also has some small sitting areas for conversation and other basic entertainments. The replicators (usually 5 to 7 units in a mess area) are wide enough to serve 5 to 7 crewmembers at a time. For those who prefer fresh non-replicated foods, the mess halls are also equipped with small kitchens attended by some of the ship's chefs (though enlisted crewmembers that are trained in culinary arts can also work there). The equipment and services are the same as that of the larger kitchen for the dining room.

The New Meal Services aboard a Federation and Video Game Republic Starship (written in 2895)

Thanks to the new innovation by Earth's Nutritech Corporation and VG Earth's Atlas Food Corporation, the new food replication/processor units deliver food in ways like never before. Unlike the old Federation replicators, which provided only a small amount of customization options for the users in selecting food and beverage, the new replicators not only have the countless options of cuisine from countless worlds, they also have all ranges from the most basic to the most sophisticated meals. Not only that, but these new units also can give the user various customization options. These options include, but are not limited to:

- Sauce substitution, such as Earth chicken wings glazed with either Vulcan forati sauce or Cardassian yamok sauce instead of the usual barbecue, teriyaki, chipotle, or buffalo sauce.
- The toppings customizations, especially for pizza (Ex. Pizza with Klingon gagh, Vulcan mollusk pieces, Earth pepperoni, and Kaferian olives)

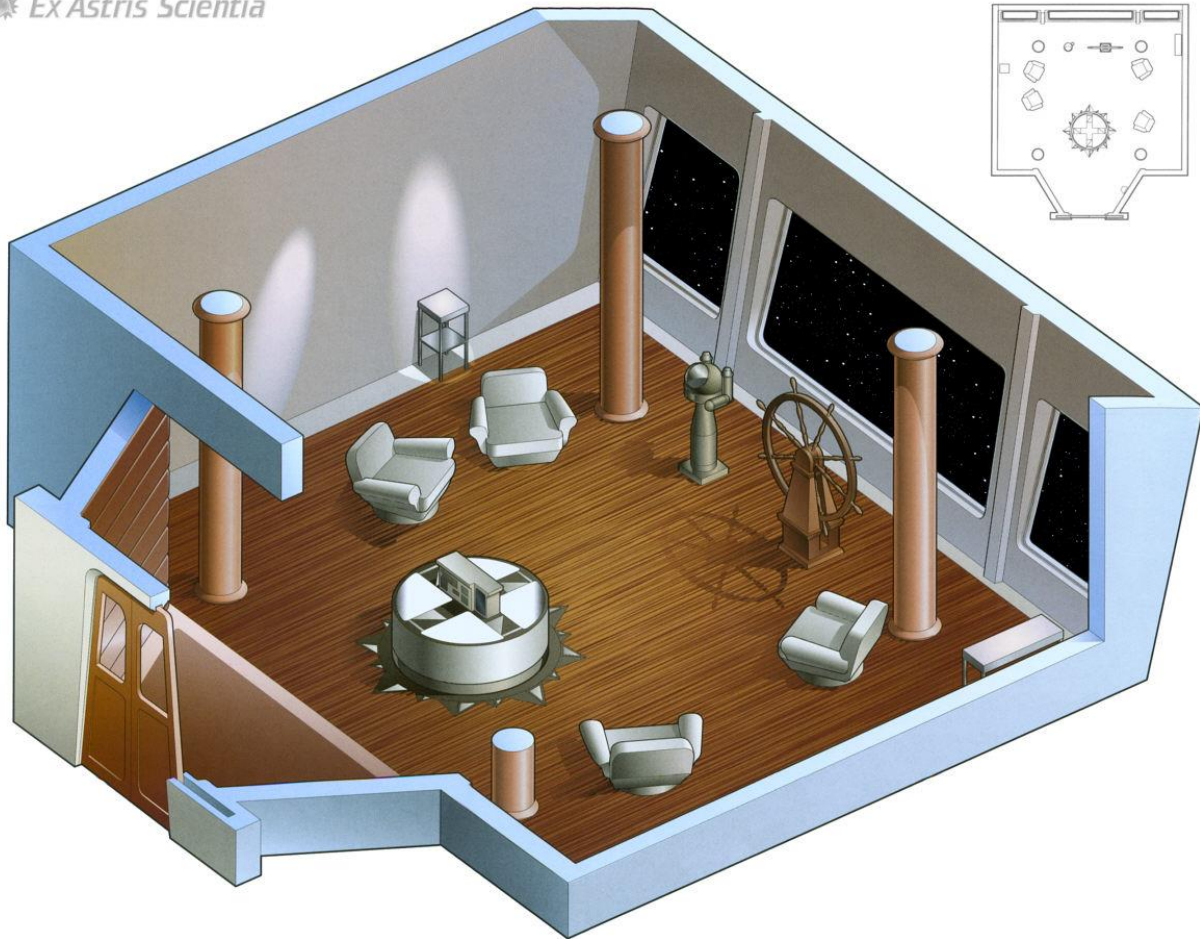
- Pie filling customizations, such as apple pie with Kaferian apples instead of Earth's Granny Smith or yellow apples.
- Pastry customizations, in the case of filling and/or icing
- Portion sizes: The user may customize the portion size of his/her meal. This is especially essential for those of other alien races that require either smaller or larger portions of food as part of their natural diets, and those that require such sizes as ordered by a doctor.
- Vegetable substitutions for vegetarian & vegan users, such as tofu burgers, veggie burgers, etc.
- Sandwich customizations: The user may make his/her own sandwich thanks to bread, meat, vegetable, and sauce customization options (Ex. A gagh sandwich with Calrissian cabbage, Earth mayonnaise, and quatrotriticale bread)
- Sides substitution options, such as a cheeseburger with gagh or Talaxian salad instead of French fries or fried chicken with Japanese miso soup instead of mashed potatoes or beans
- Drink customizations, such as Vulcan tea mixed with honey, ginseng, and Chinese, Meldivan, and Andorian herbs.
- Salad customization- The user may have the new replicator make, for example, a salad with Romaine lettuce, pieces of Romulan mollusks, garlic crutons, Vulcan forati sauce (as the dressing), Earth Italian macaroni, Meldivan olives, and a boiled Ktarian egg.
- Dietary accommodations- The new replicators can also replicate certain foods for certain species, such as rock-based foods for Gorons and dextro-amino acid based food for Quarrians and Turians
- Quantity and teleportation service- the user may have the replicator make two dishes of, for example, grilled sirloin steak, and have one of the two transported to a table. This is essential for those who cannot normally access a replicator due to physical handicaps,

incapability of verbal speech, or for someone who cannot access a mess hall and does not have a replicator in their quarters. It can also be used to transport food to people stuck in areas where they cannot access a replicator, especially during an emergency or crisis on board the ship, facility, or starbase carrying this model. This feature can also be used for special occasions such as a romantic dinner or a surprise party.

- Language understanding and interpretation- Non-English speaking users can use the replicator and be able to get the foods they want, thanks to its special translation programming. Manual command menus can also be translated into the user's specific language. Non-speaking races such as Waddle Dees can also use the new replicators with ease.

Another area located in Deck 6 is the upper level of the recreation deck, which provides the ultimate recreational experience for all crewmembers. The upper level of the recreation deck contains a state-of-the-art gaming room with classic arcade cabinets, pinball machines, and various holo-games from Starship Assault to Holo-Tetris. Also in the upper level are several lounges with state-of-the-art display screens, gender-specific restrooms, and two rows of SD (Snacks & Drinks) replicators. The lower level located in Deck 7 contains lounging areas with small display screens, touch screen gaming tables, holo-chess tables, lounging tables, a large display screen for entertainment, and a laser hockey apparatus.

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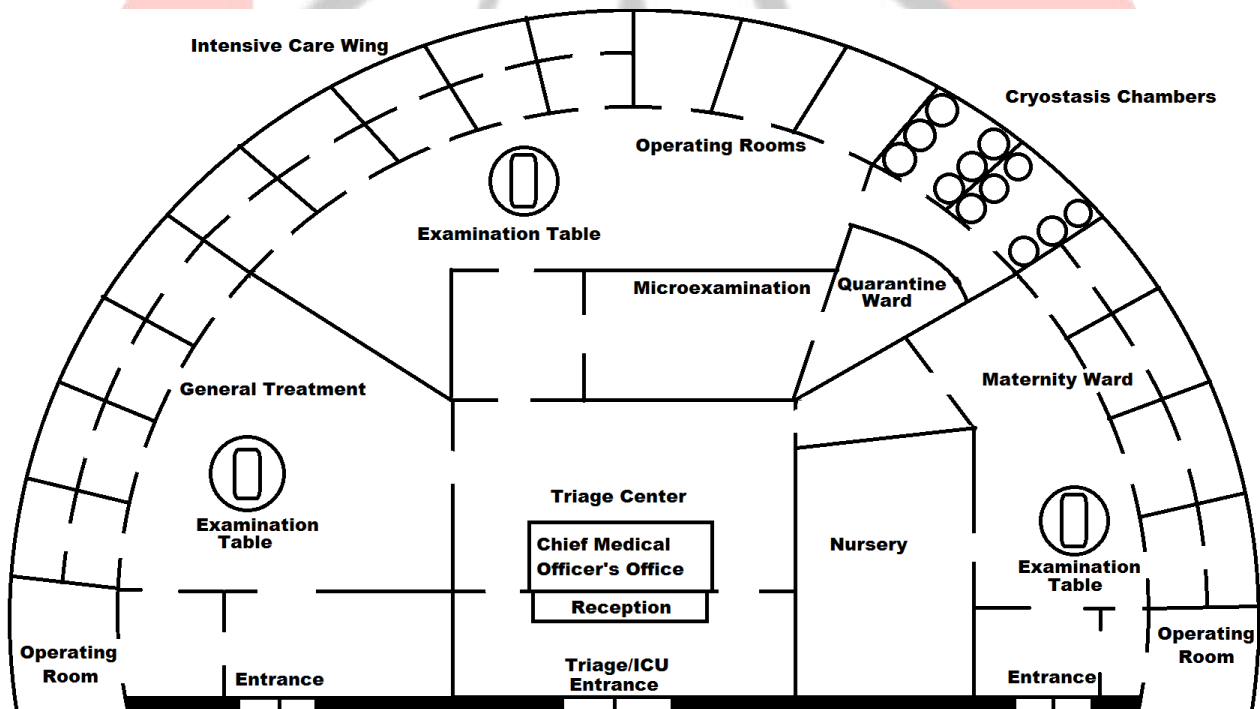
A segment of the observation deck

Aside from the upper level of the recreation deck, there is also a separate game room for crewmembers that features pool tables, poker tables, holo-chess tables, checkers tables, and tables for even 20th/21st-style board games such as Monopoly, Scrabble, and Risk. A crew lounge is also located adjacent to the game room that has several couches for relaxation and also several tables as well as three replicators. Also featured for recreation are a state-of-the-art 12-lane bowling alley, an observation deck, a lounge, and a state-of-the-art two-deck workout room with a locker room and showering areas for male & female crewmembers. This same workout room can also convert to a gymnasium for sports games such as basketball and dodgeball. Also located are the first two of seven holodecks located on the ship; which are compact in size, but also have enhanced technology that ensures an

enhanced experience of countless environments. Each holodeck also contains failsafe safety protocols to ensure safety in all holodeck simulations.



A showcase of some of the outfits worn in the workout room.



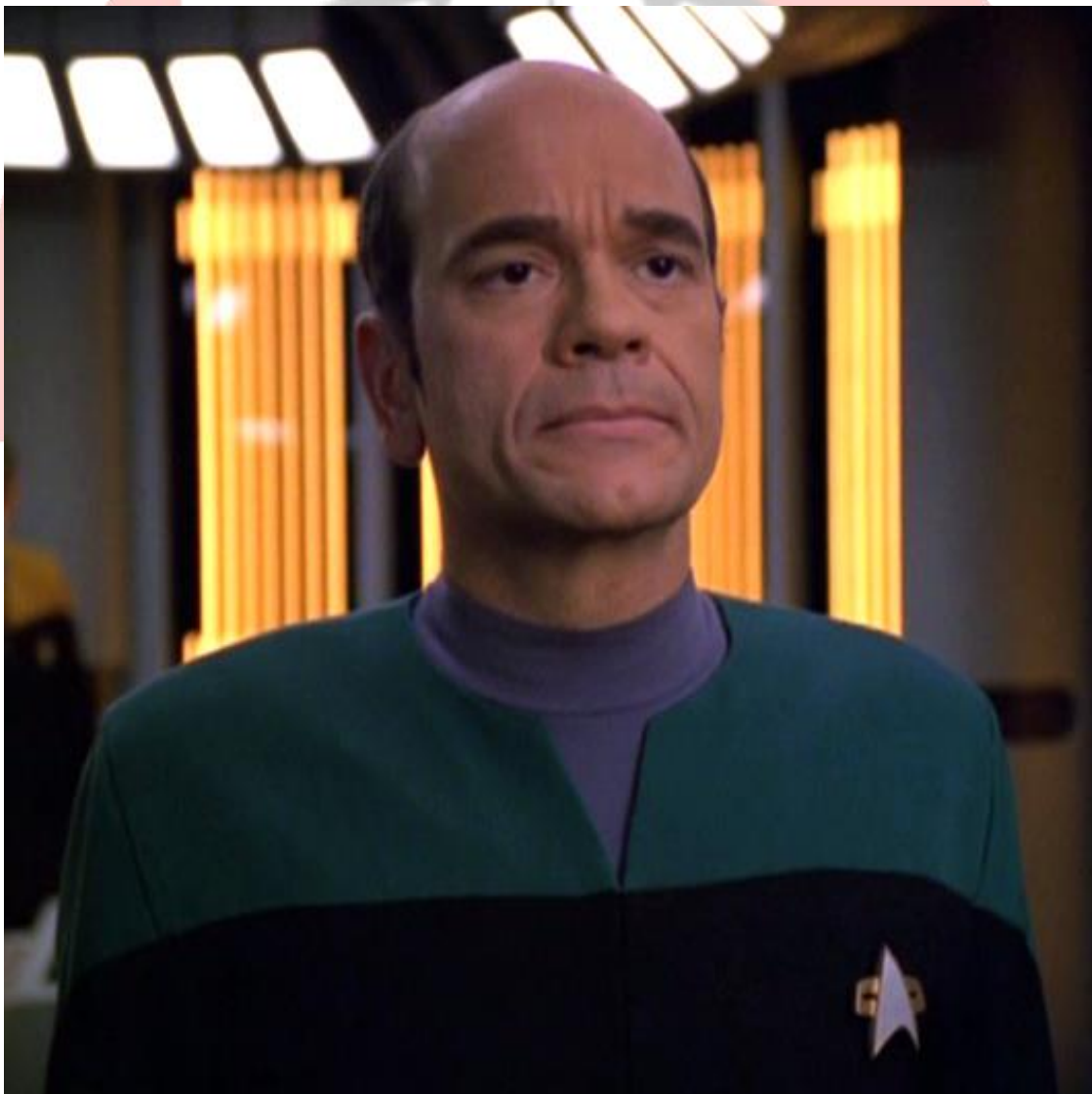
Basic layout of Sickbay. Though not shown, there are adjoining medical labs

Alongside the recreational facilities on Deck 6, there are also several crucial facilities. The first is Sickbay, where all medical personnel work. This particular Sickbay has the latest in enhanced medical technology and equipment (see Section 2: Uniforms and Equipment for details). Each biobed in Sickbay adapts to a patient's body shape. A biobed can be attached with medical arcs that cover patients in critical condition (or that are to be closely monitored) and enhanced medical monitors that can

pinpoint any condition. These arcs also act as life support units. There are also three examination beds that can be used for emergency cases. Each exam bed is equipped with a specially designed diagnostic arc that also acts as a life support unit. There is also a large medical display beside each exam bed with the same functions as the monitors for the biobeds, except they also have anatomy display, microscopic scanners, and the ability to adapt to any unknown physiological structures (this ensures efficient treatment and diagnosis of patients of unknown alien races). Also located are an emergency triage facility for emergency cases, equipment replicators, a micro-examination room, three operating rooms with enhanced display and surgical equipment (one of the rooms is divided into three areas for certain surgeries such organ transplants), a large maternity ward, the Chief Medical Officer's office, an intensive care ward for critically ill/injured patients, a cryostasis chamber, a decompression chamber, and a nursery area for newborn babies. There is also a morgue adjacent to Sickbay to store corpses for autopsies, funeral services, or to be transported to undergo certain death rituals depending on the culture of the deceased's race. Another feature of Sickbay that is crucial is adjoining medical labs. These labs are where various tests on organic tissue, blood, DNA, viral cultures, bacteria, and other samples can be conducted. All labs are equipped with the latest in microscopes, displays, scanners, and other essential devices. They are also equipped with special transporters which can be used to beam samples over to other labs in the ship, and vice versa.

One important component of Sickbay is the Emergency Medical Hologram (EMH). Designed by Lewis Zimmerman in 2371, the EMH was originally designed to handle various medical cases in the short term. Now, based on the experiences of the crew of the USS Voyager, the EMH is programmed for long-term use if needed (285 years maximum). The EMH circuitry is equipped with advanced safeguards to ensure protection from any form of technical degradation. The program is also designed with its own personality and various forms of interpersonal skills, while still functioning effectively. It also

includes the full up-to-date medical text from over 97,000,000,000,000,000 alien worlds (including Federation and VG Republic races). The original EMH appearance is the default look for the EMH on the Enterprise. However, the EMH can generate more than one hologram to assure adequate medical care in multiple cases. In fact, alongside the original appearance, holograms of many of the best medical minds in Video Game Republic and Federation Starfleets can also be generated if needed. The EMH can also freely move around and outside the ship thanks to a special projection technology greatly derived from the mobile emitter obtained by the USS Voyager.

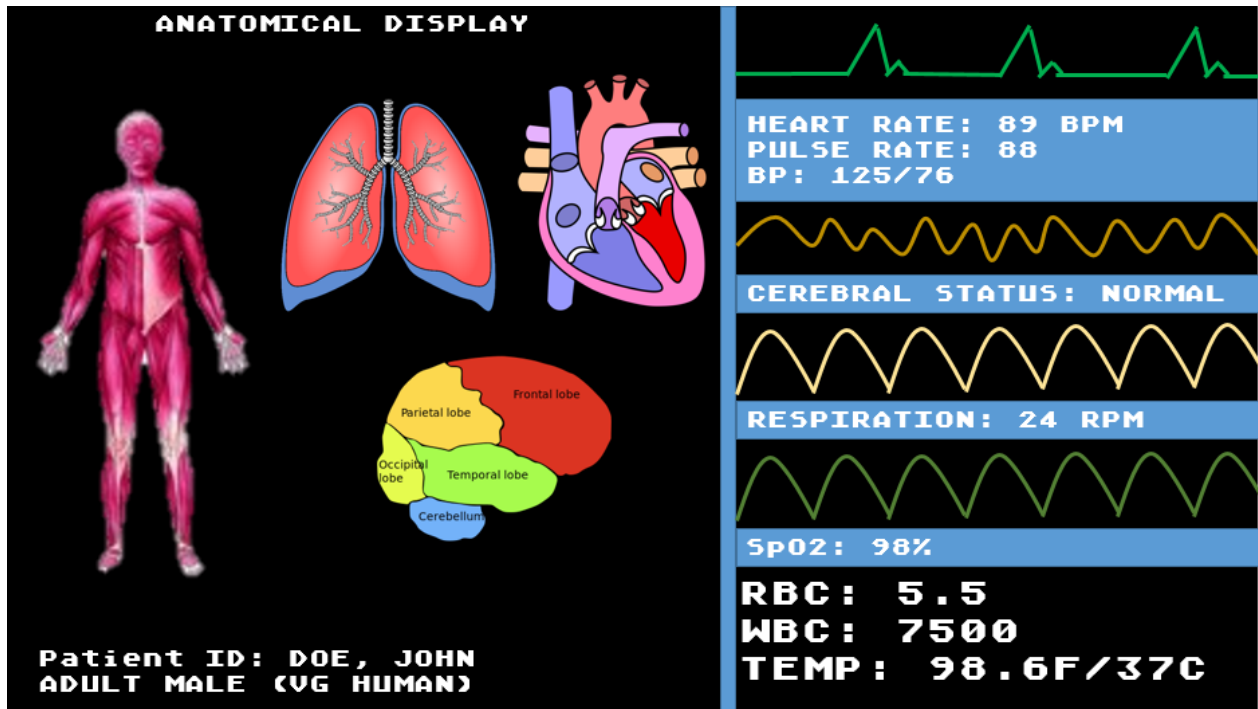


The EMM Mark 1; the appearance of this hologram is the same for the current EMH on the Enterprise (with differences in uniform, program memory, and capabilities)

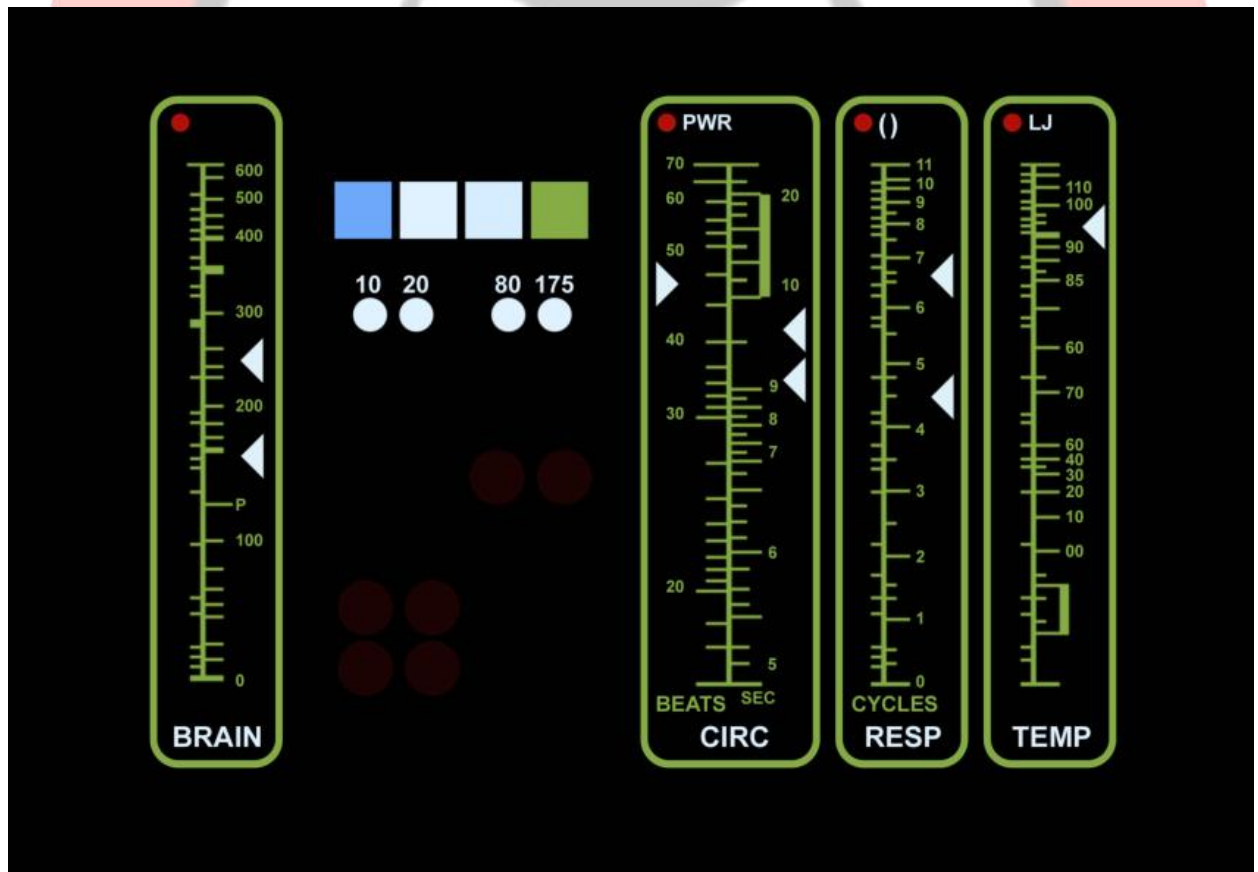
As mentioned before, an additional feature that's extremely valuable for Sickbay is the supply of medicine. The Enterprise, and all other VG and Federation vessels and bases, are stocked with every single known drug to cure countless poisons, infections, and other ailments. This is very important in the case of crewmembers contracting any contagion (especially one that is fatal) and negates the need to make stops at areas to pick up the needed medications.



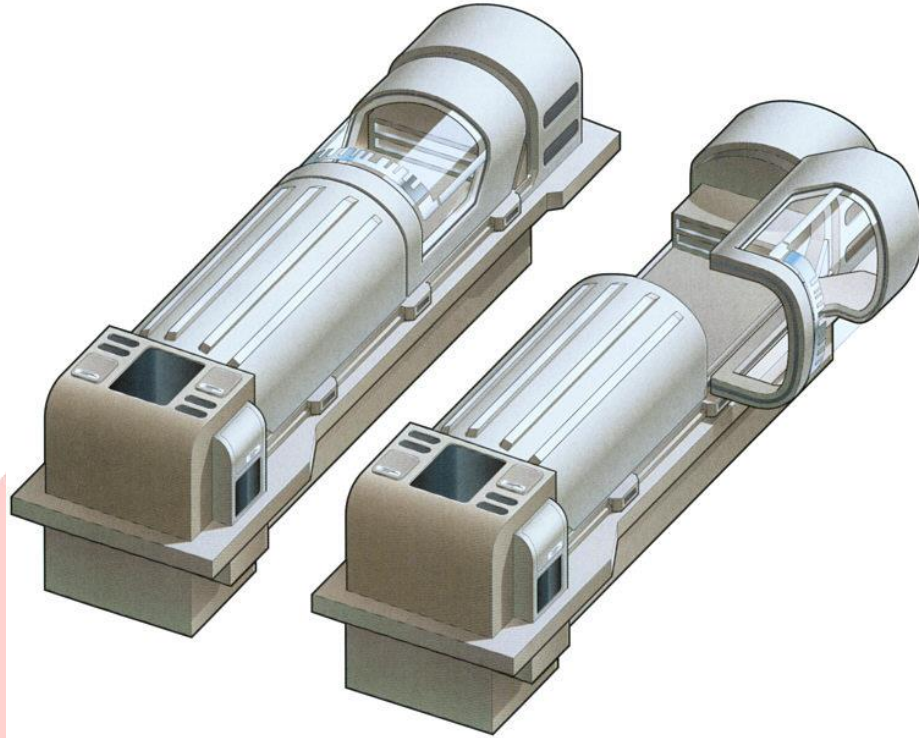
Top left: micro-exam bed; Top right: Biobed with attached diagnostic arc, and also exam bed for critical cases; Bottom left: Surgical bed for body-wide surgeries; Bottom right: Standard surgical bed



Patient life indicator display for the exam beds and surgery rooms



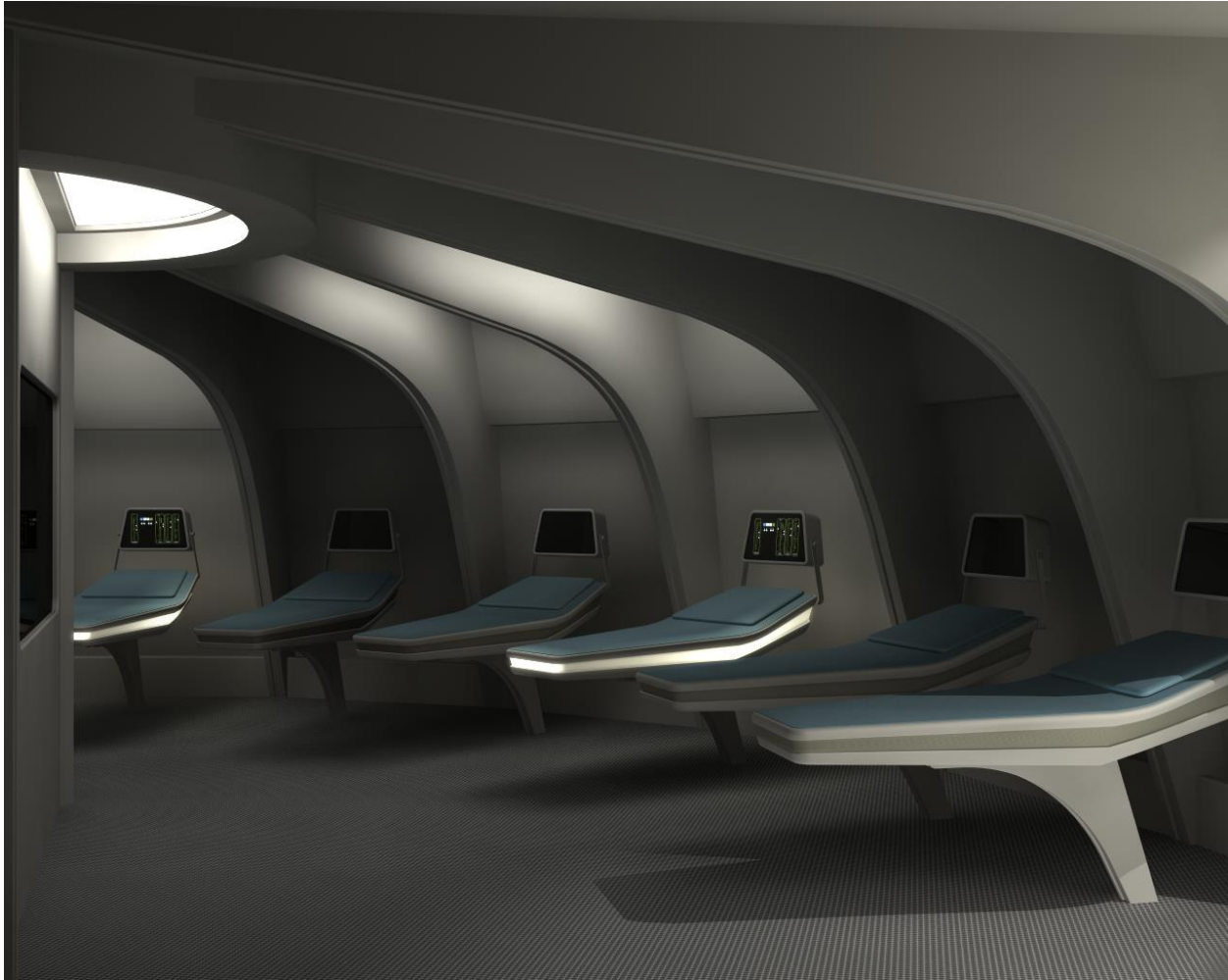
Vital signs display for biobeds



Cryostasis chambers



Micro-examination room

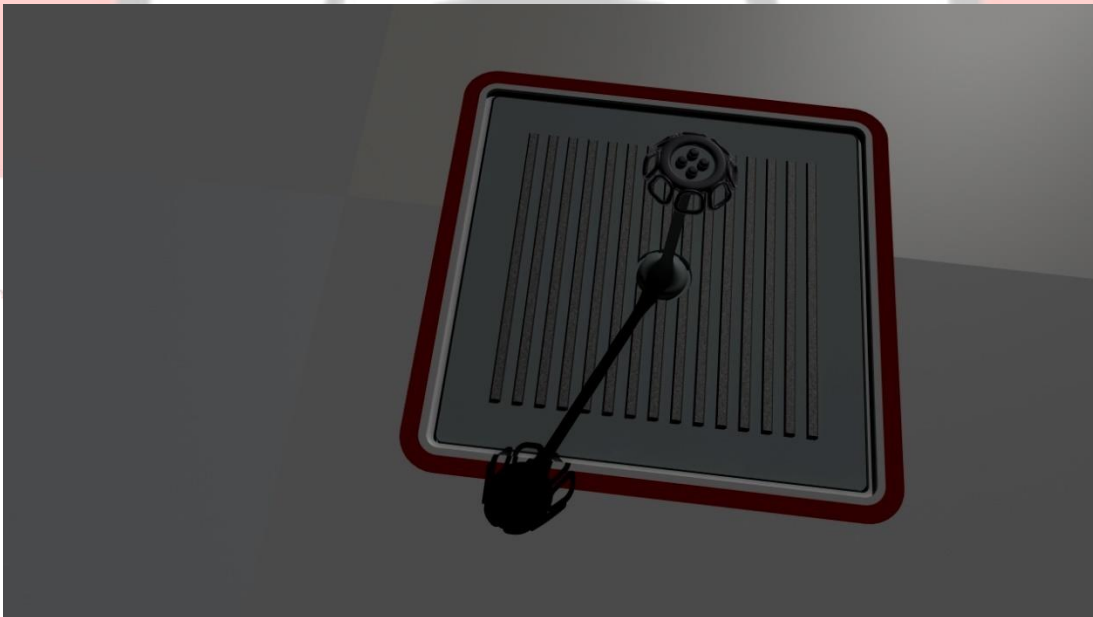
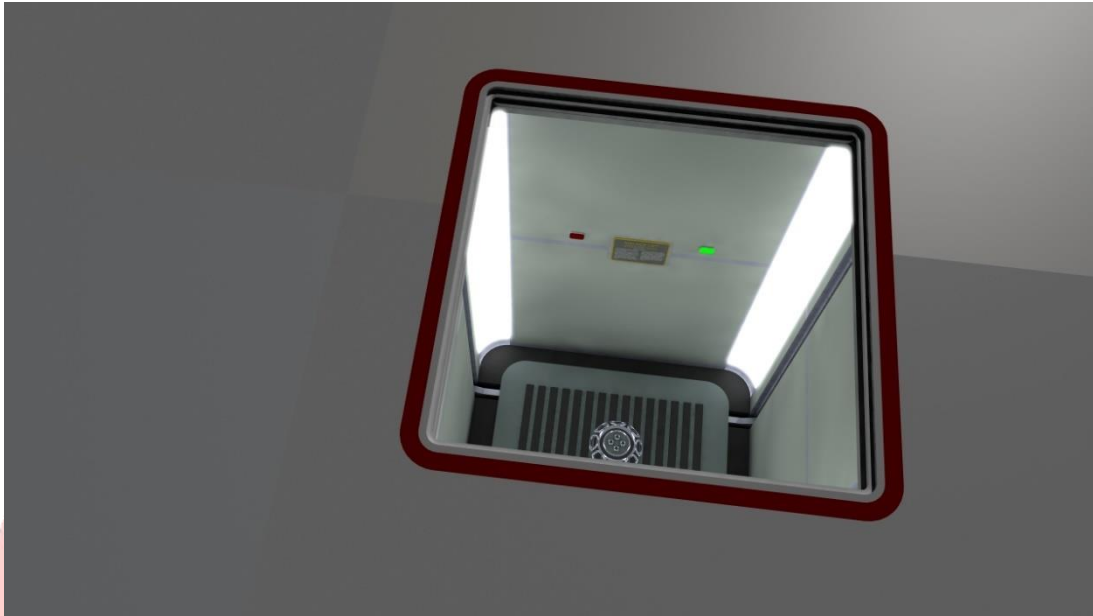


A segment of Sickbay

Another crucial facility is the Special Security and Tactical Force (SSTF) quarters. These have multiple bunk beds, basic bathrooms and showers, and dressing booths. There is also an SSTF armory with an adjacent Glocker room where part-time SSTF members can switch from SSTF to standard ship duty (and full time from SSTF to off-duty). Also located is the office for the SSTF commander for the ship, which has the same basic accommodations as the Executive Officer's ready room.

Additional areas in Deck 6 are the side airlock (located between this deck and Deck 7 with an EVA suit/thruster pack locker and flash decontamination systems as with all other airlocks), a brig that is escape-proof (as well as equipped with advanced scanners that can provide information about prisoners), and the upper level of impulse engineering (which regulates the impulse engines

and acts as auxiliary engineering in the event of saucer separation, and is upgraded with failsafe safety protocols that act the same as those of the phaser control rooms).



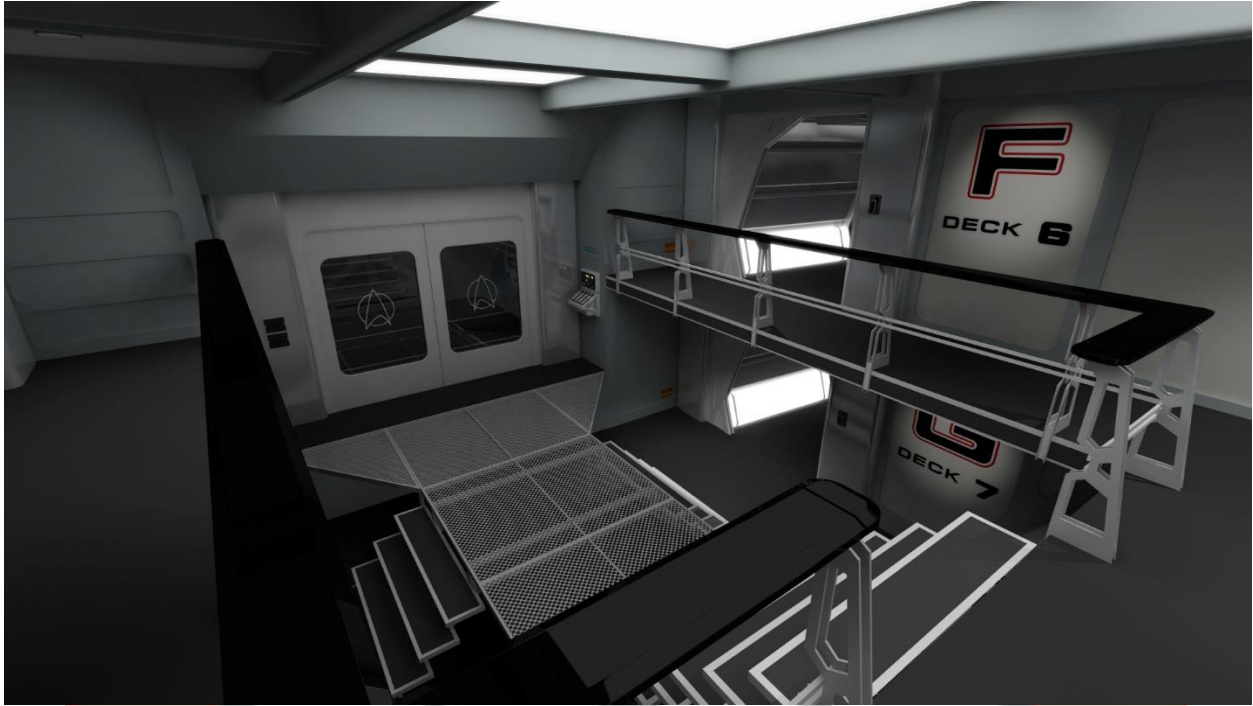
Deck 6 also contains personnel hatches. These are usually accessed whenever the saucer section lands on a planet, when external inspections must be made, or in certain situations such as the ship being inside an area with oxygen and gravity.



A section of impulse engineering



An essential console in impulse engineering

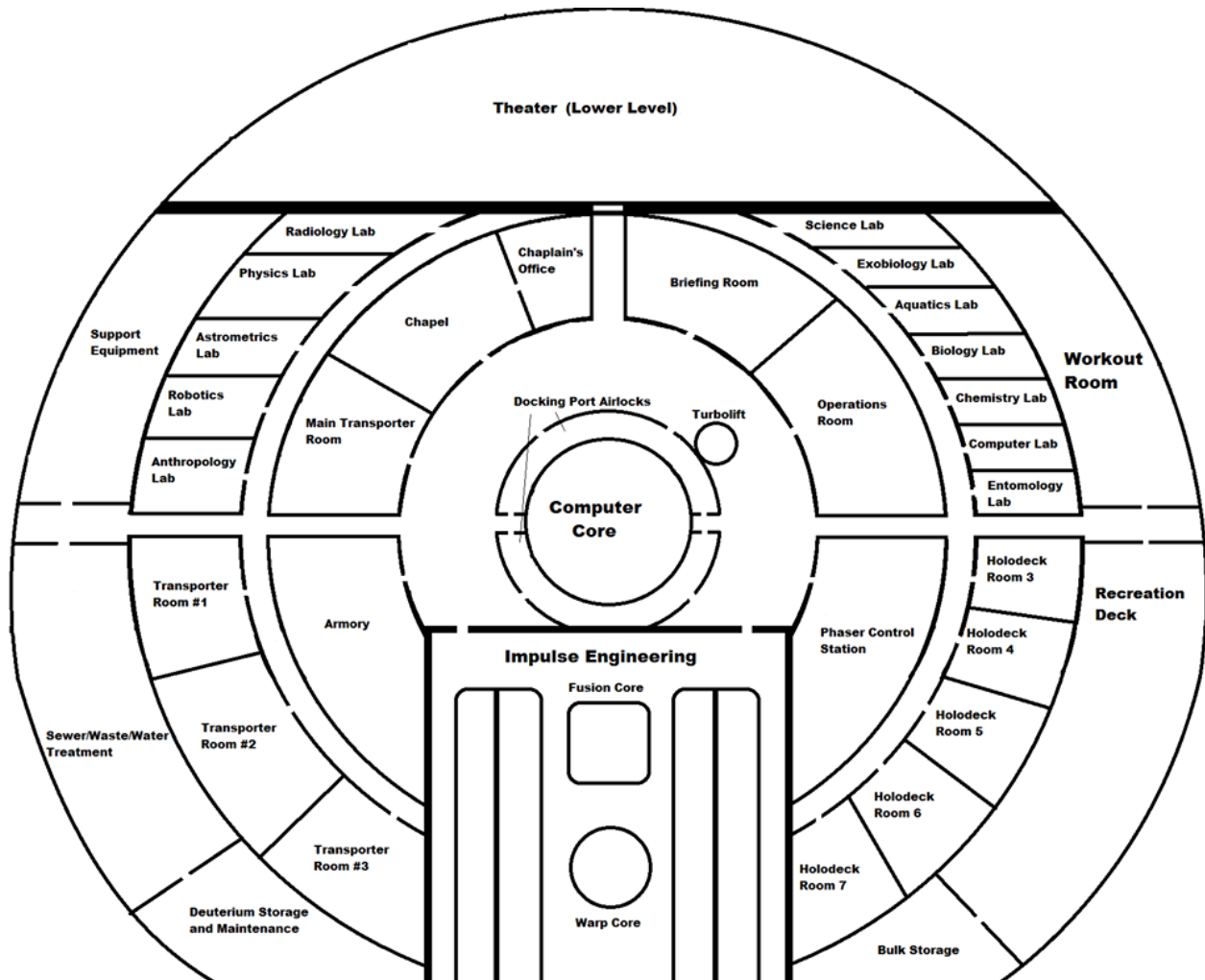


Entry to main gangway hatch (side airlock)



Whenever the Enterprise docks at a shipyard, starbase, or any other space station (as seen here); the main gangway hatch is often used for anyone to enter the station on foot and vice versa

Deck 7



Basic layout of Deck 7

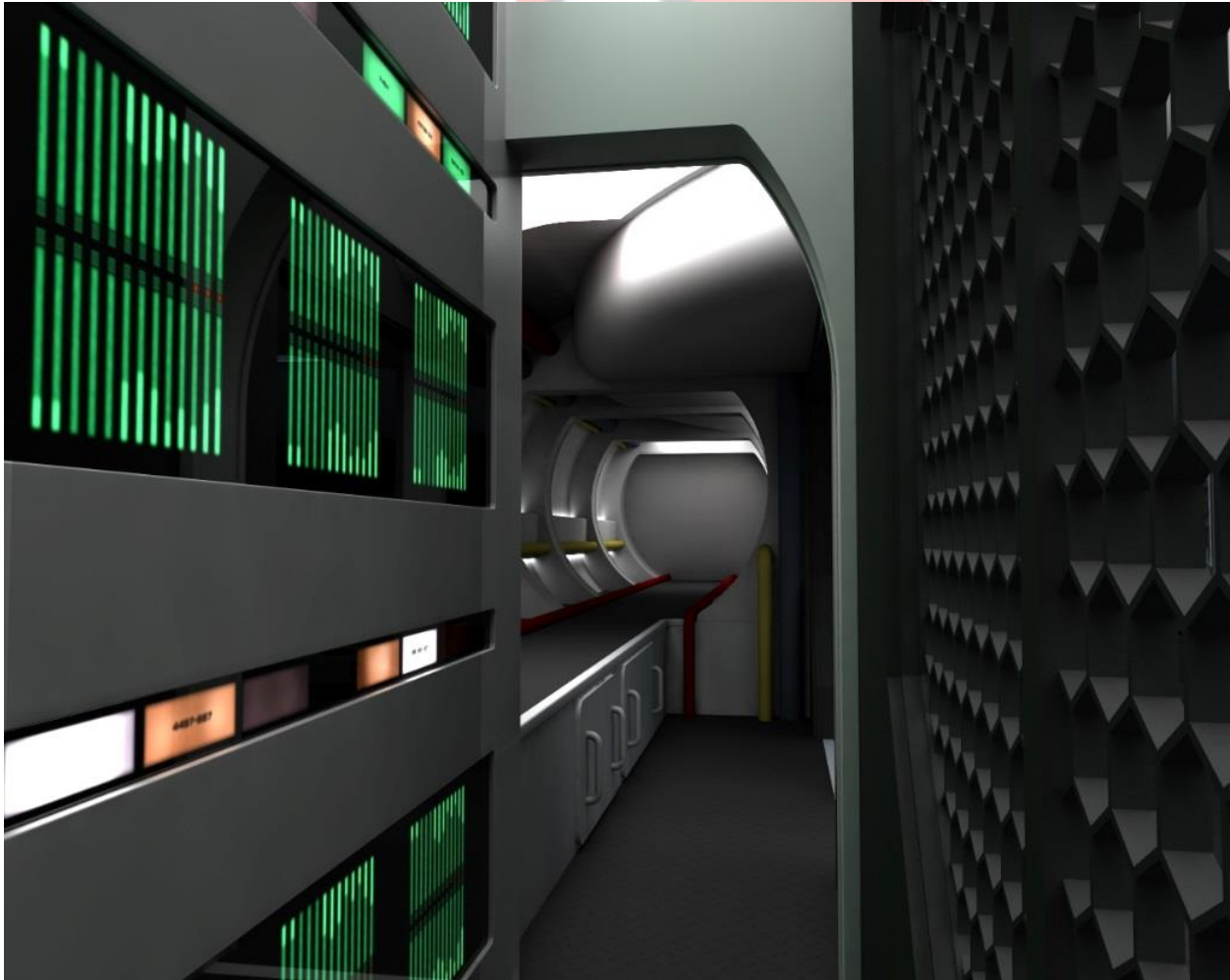
One set of crucial areas in Deck 7 includes the main transporter room and three smaller transporter rooms. Aside from having different amounts of transporter pads (Main has 14, other rooms have 6), there are also lockers with phasers, phaser rifles, tricorders, scientific equipment, EVA suits, winter gear, desert gear, volcanic gear, aquatic gear, hazmat suits, biohazard suits, subcutaneous transponders, transporter armbands, utility belts, aqua phasers, field repair kits, breathing masks, and medical kits. Each locker can only be opened by a special code known only to the Captain, Executive Officer, senior & junior officers, and the transporter technicians assigned to each room (including the Transporter Chief).

Also located are maintenance lockers containing equipment for both routine maintenance repairs. Each transporter is also upgraded to easily transport organic and artificial matter through even the most hazardous of interference; and to better lock on to targets. Each transporter room also has flash decontamination systems that can remove any and all contaminants from away teams upon returning to the ship.

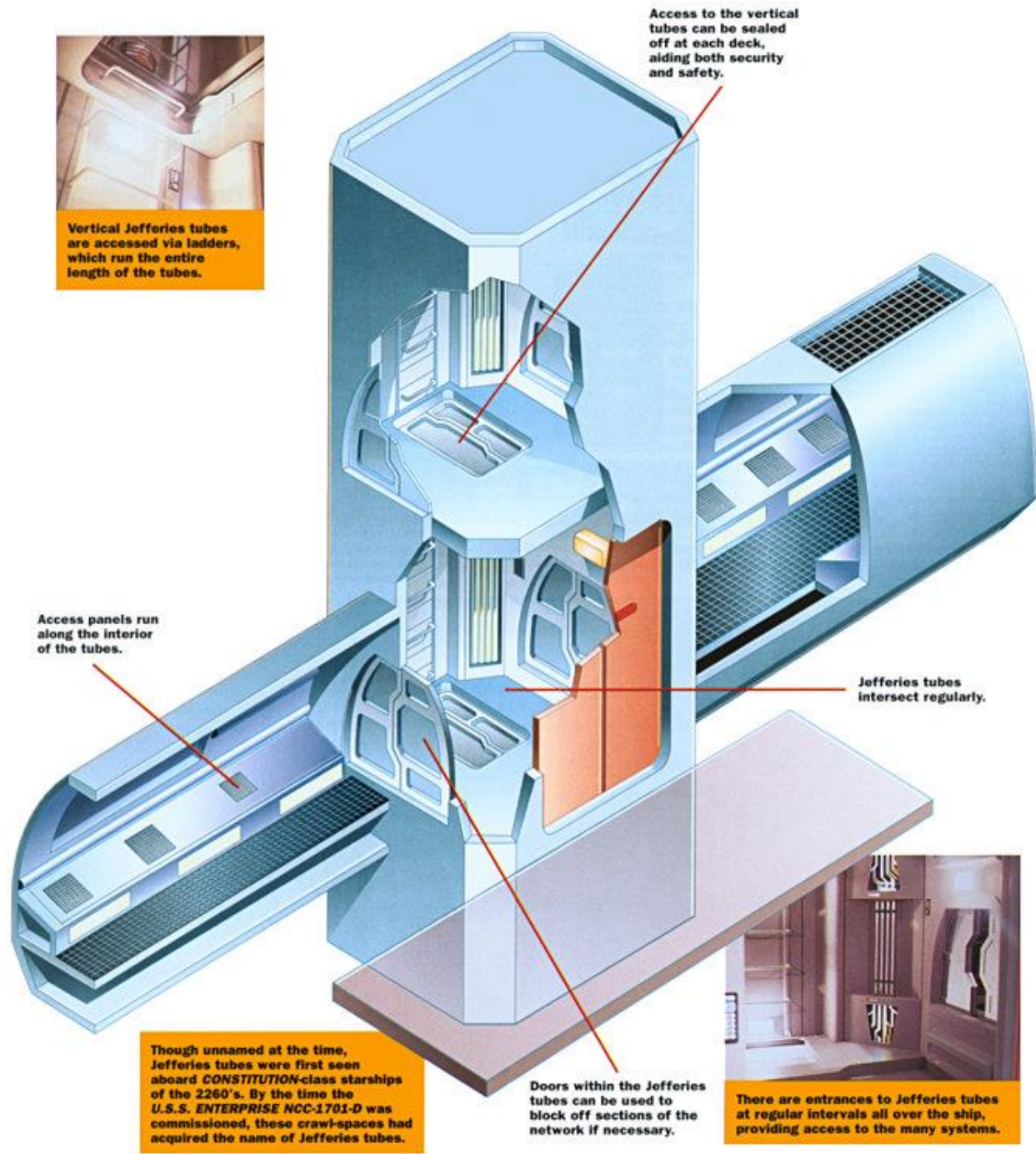


A standard transporter room

The lower level of the impulse engineering area, the last 5 holodecks, the fusion reactors, landing struts for the saucer section, two airlocks equipped with EVA suit and thruster pack lockers, the phaser control room for the bottom phaser saucer turrets, support equipment, sewer/water/waste treatment, deuterium storage & maintenance area, the upper level of the warp core, bulk storage, and the impulse power converters can also be located on this deck.



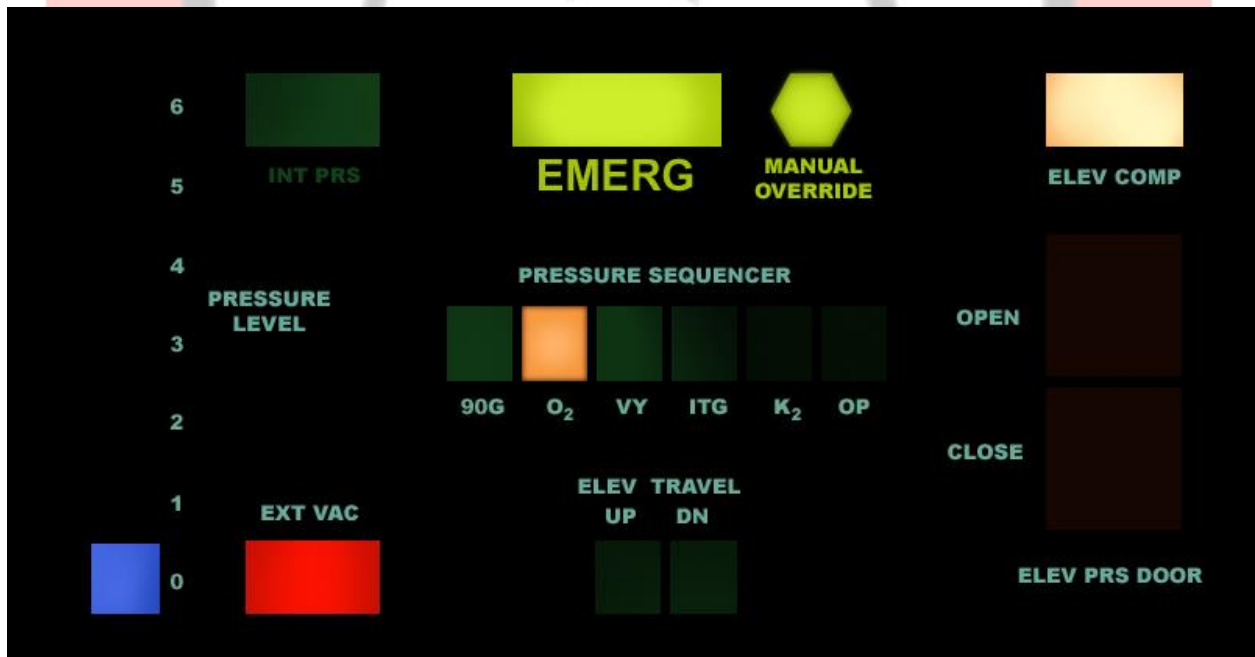
Another section of impulse engineering. Notice the service corridor shown in the far back area. Areas similar to this can be found in the deuterium storage/maintenance area, maintenance areas, sewage/water/waste treatment rooms, Main Engineering, and cargo bay. Some service corridors can lead to Jefferies Tubes



Jefferies Tube



Service corridor, where certain maintenance operations can be performed. Some of the service corridors on the ship are connected to Jefferies Tubes



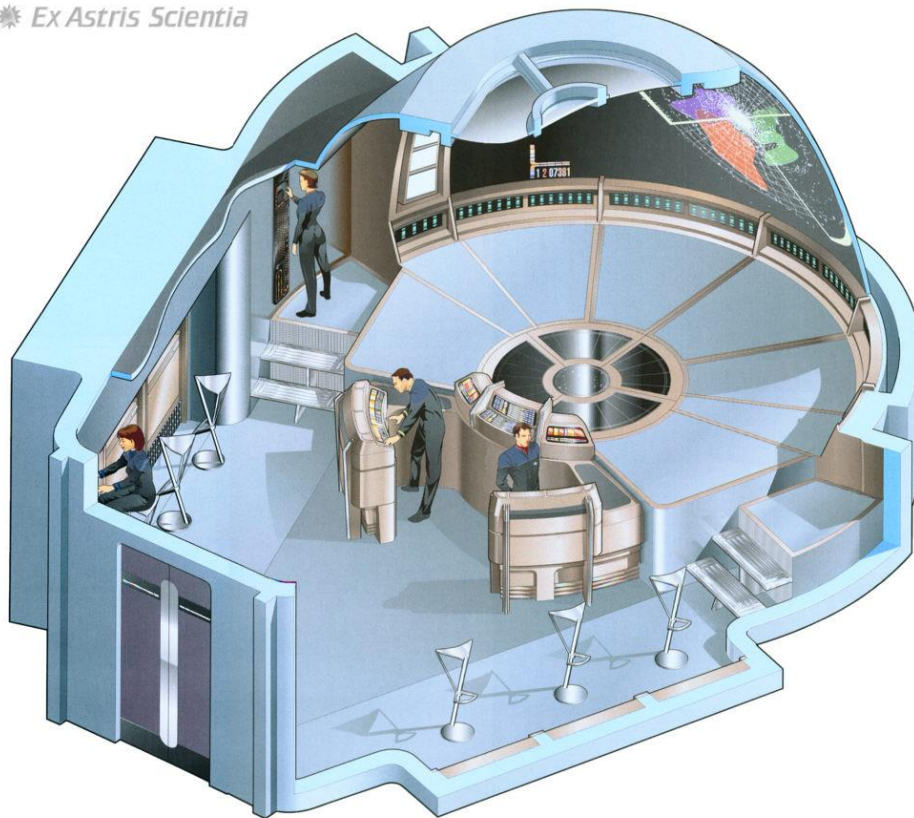
Airlock control display



Docking port airlock lobby and entrance to the lift that leads to one of the airlocks

The important component located in this deck are the science, exobiology, aquatic, biology, chemistry, computer, entomology, anthropology, robotics, astrometrics, geology, and physics labs. Each lab is equipped with the most up-to-date equipment that can provide the most accurate information on samples, as well as pinpoint any and all anomalies. The astrometrics lab, based upon the designs by Seven of Nine during her time aboard the USS Voyager under Captain Kathryn Janeway, also doubles as stellar cartography. Thanks to several enhancements by Meldivan scientists and engineers; it is equipped with advanced projection systems that can map up to 850,000,000,000,000,000 lightyears of space. It can also adapt to situations such as the Enterprise being in the Undine's fluidic space or in an alternate universe, timeline, or dimension (as well as in different areas of the current timeline). This is especially made possible since some of the Meldivans that designed it have travelled across different dimensions, timelines, and universes in the past.

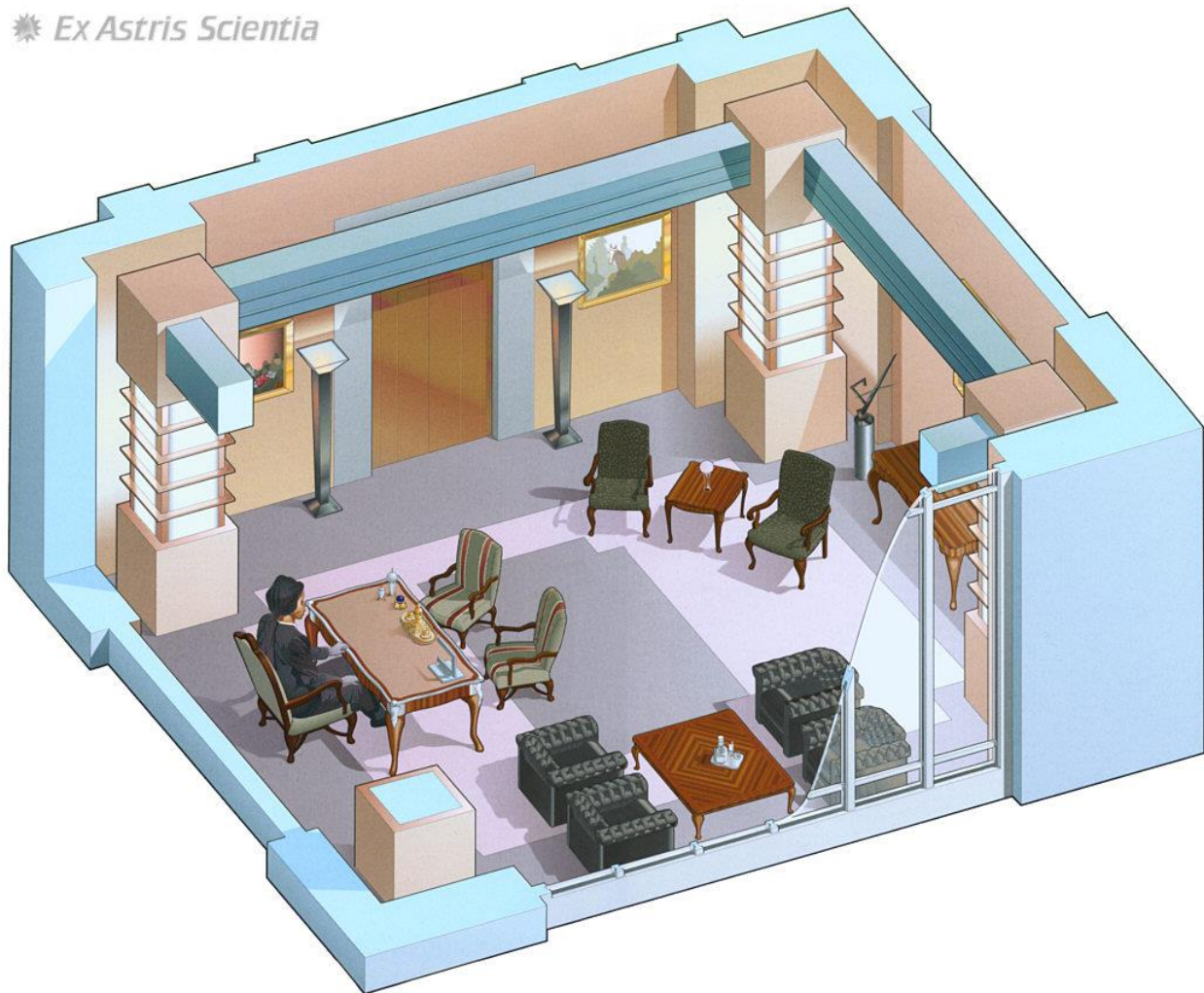
✦ *Ex Astris Scientia*



Astrometrics Lab

Also located are the ship's chapel, which is used for weekly religious services, weddings, and funerals. The chaplain's office is adjacent to the area.

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Chaplain's Office

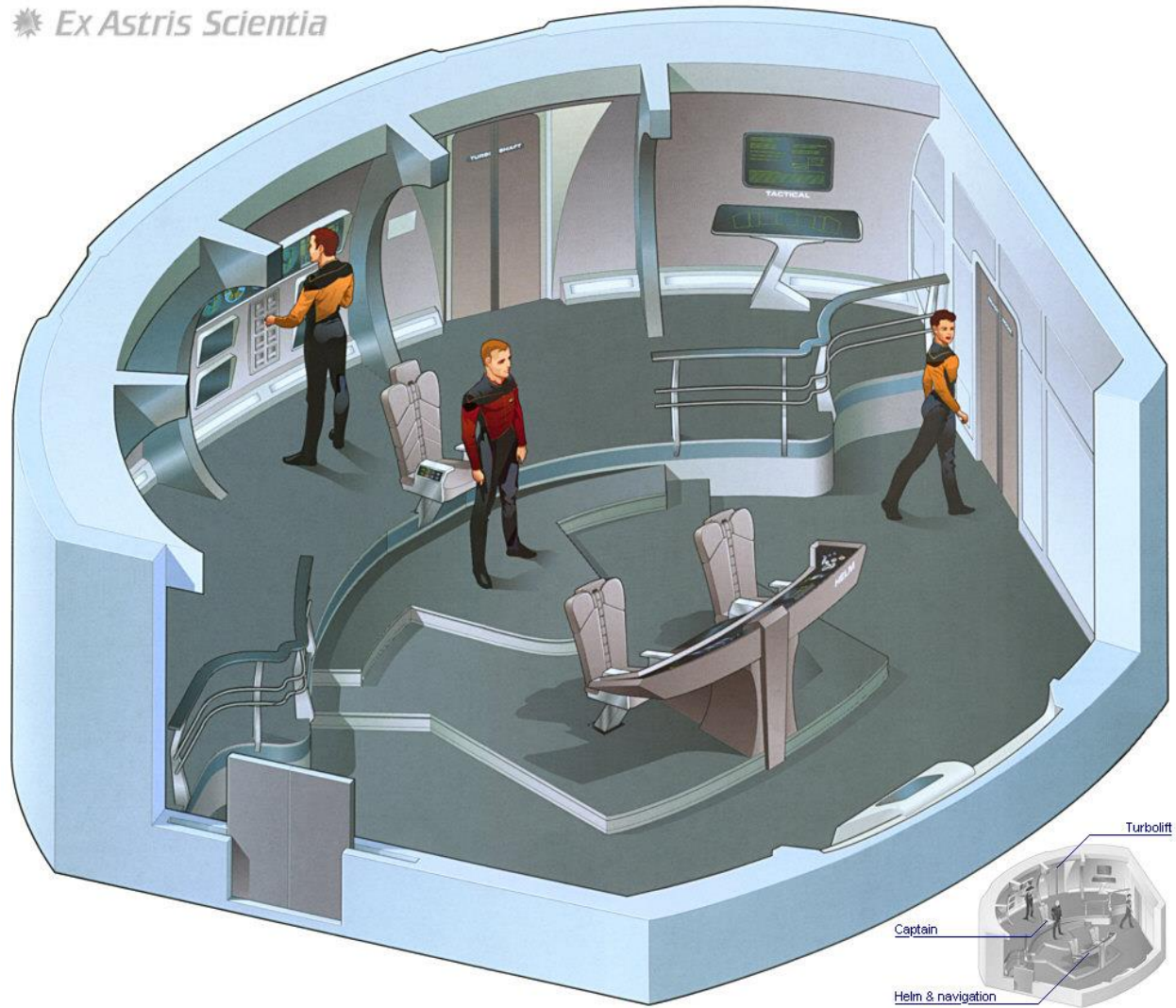
Also in Deck 7 is the secondary briefing room with a display screen and a 15-chair table with intercom and display functions. Finally, there is also an armory with more than enough weapons to arm the entire crew if needed. This heavily shielded and guarded armory is equipped with dozens upon dozens of lockers, wall racks, gun racks, and transporter-buffer-slots fully stocked with hand phasers (as well as the detached smaller phasers; see Section 2: Uniforms and Equipment for details), phaser rifles, photon grenades, photon grenade mortars, phaser battery packs, dilithium crystal weapon packs, phaser rifle ammunition packs, gas grenades, proximity mines, remote

mines, timed explosives, aqua phasers, portable phaser turrets, protection vests, three disassembled large phaser cannons (mainly used for planetside situations), personal force-field generators, flashlights, security armor, medical kits, utility belts, transporter buffer belts, backpacks, transporter armbands, portable transporter extraction beacons, visual-assist visors, anti-Borg protection gear, and many other forms of equipment. There is also an area within the armory complete with lockers, gun racks, wall racks, and transporter-buffer-slots loaded with more than enough SSTF weapon and equipment to arm the entire SSTF department (see the SSTF subsection of Section 2: Uniforms and Equipment for details). Each locker is only opened with a special code known only by the quartermaster assigned to that area (usually a security officer or even an SSTF member). In the event of a quartermaster not being present, senior officers can use special override codes.

Deck 8

The only two areas located in the last full deck of the saucer section are the maintenance room and the Auxiliary Bridge, which can actually double as an emergency operations room if the Main Bridge is unavailable for any reason. While much smaller than the Bridge, it has the same equipment (albeit more compact versions, such as one chair for helm and navigation each, and a console that functions as both ops and tactical). The room is also quadruple reinforced and can be locked down to prevent any attempts by intruders to take over that area. The auxiliary bridge can be accessed either via the corridor in this deck or directly by turbolift. There is also a smaller and adjacent auxiliary ready room for the Captain and an emergency hatch that leads to a Jefferies Tube.

☼ *Ex Astris Scientia*



Auxiliary Bridge

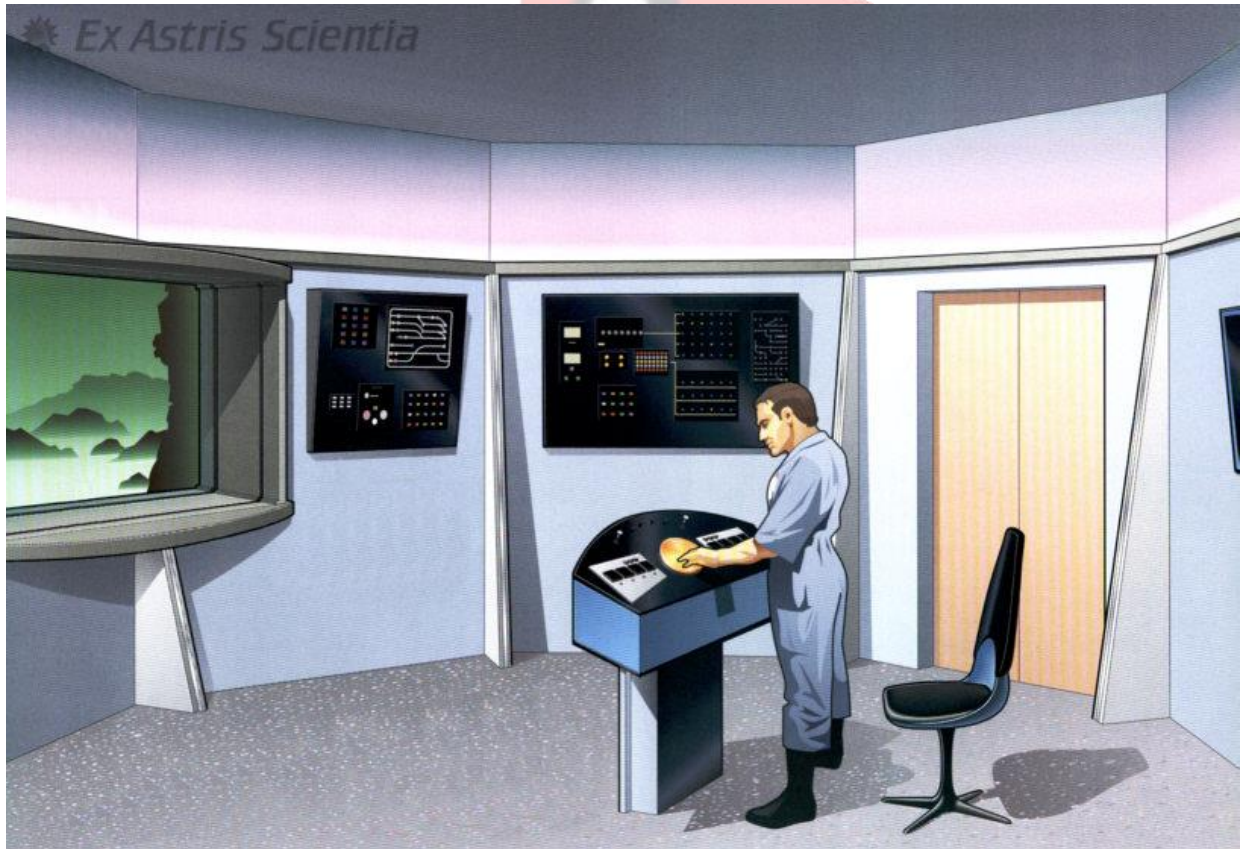


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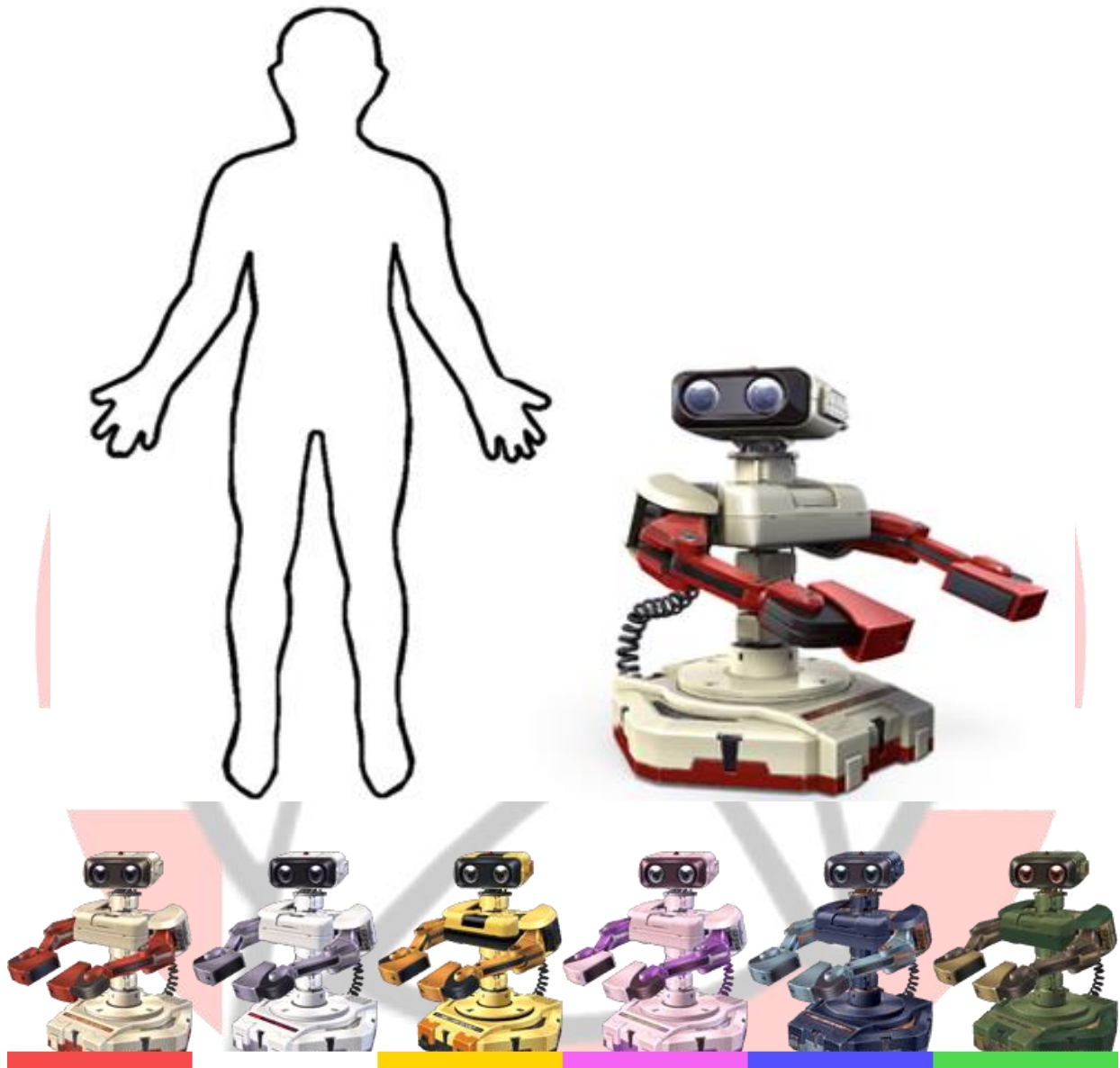
Auxiliary Ready Room

The maintenance room is used to monitor and pinpoint any and all problems within the ship. It is usually occupied by senior maintenance staff who assign technicians, maintenance crews, and Robotic Operating Buddies (ROBs) to assess and solve those problems.

Robotic Operating Buddies, developed by Kondo Cybernetics, are specially designed and programmed to handle various operations within the ship. They can also be used to technically control the ship if the situation is critical enough to warrant such. All ROBs are fitted with defense shields, hovering systems, arms with interchangeable equipment, enhanced sensors, language interpretation systems, anti-virus & anti-hacking protocols, and auxiliary backup systems. Combat variants are fitted with phaser emitters and melee stunners. Medical variants are fitted with advanced vital sign detection grids, special medical equipment that is teleported and instantly attached to their arms, and multi-purpose robotic arms for various medical/emergency procedures (ex. Emergency resuscitation, carefully moving patients with broken bones, etc.). There are several variants; standard for most general operations, External Maintenance for maintenance of the external areas of the ship, Engineering/Internal Maintenance for assisting the Engineering staff and technicians, Medical for assisting in medical procedures and emergency medical protocols, Scientific for all forms of exploration missions, and Combat for emergency situations in defending the ship from intruders.



Maintenance Room



Top: The size of a ROB in comparison to an average-sized human

Bottom: From left to right, the different variants of ROBs: Standard, External Maintenance, Engineering/Internal Maintenance (EIM), Medical, Scientific, and Combat

Decks 9-13

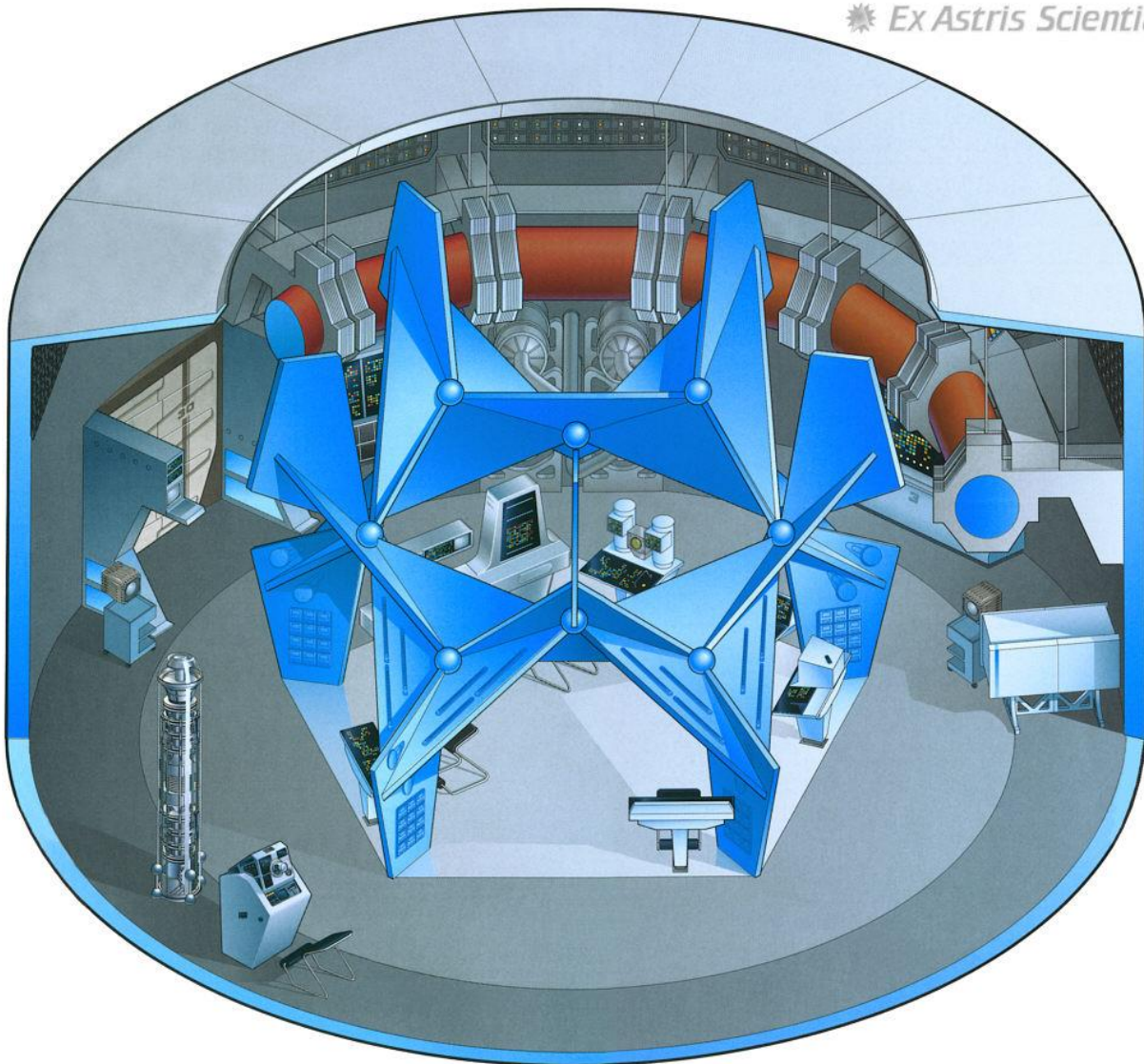
Decks 9 and 10 are the only two decks that have areas in both the saucer section and the ship's dorsal (nicknamed the "ship's neck"). The only saucer section area in Deck 9 is the secondary cargo area, which can carry extra cargo in the event that the main cargo bay is completely full in both standard and transporter buffer storage.



Secondary cargo area

The only area in the saucer section part of Deck 10 is the sensor control room, which regulates all of the ship's sensor. This area is usually manned by 5 crewmembers at all times. It contains an isolinear optical circuit board, controls for regulating various sensors, consoles for initiating manual scans, and lockers with first aid, maintenance equipment, and phasers.

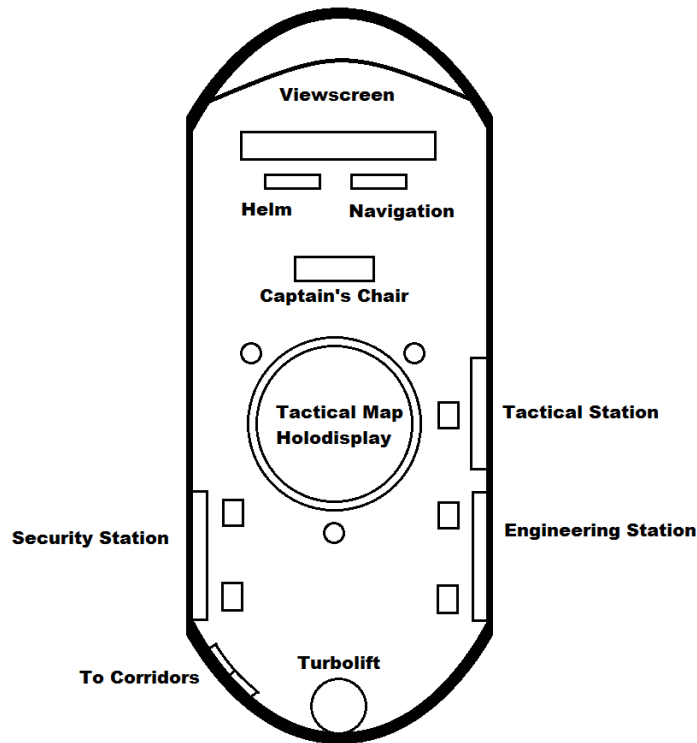
 *Ex Astris Scientia*



Sensor Control Room

The most important area in the dorsal part of Deck 9 is the updated Battle Bridge. This area is more compact than the auxiliary bridge, and also lacks the more complex scientific equipment. Such is sacrificed for more tactical equipment, since the Battle Bridge is mainly used for certain critical combat situations. Like the auxiliary bridge, it is also quadruple reinforced, as well as heavily shielded. It also can be locked down to prevent hostile takeovers. The Battle Bridge is also equipped with lockers that carry phasers and first aid kits for emergencies, as well as fire extinguishers. Like the Auxiliary Bridge, the Battle Bridge can also be accessed either directly by turbolift or by one of the doors in the corridor. Unlike the Battle Bridge in most starships, the ready room for the Captain is not directly accessible. Instead, the ready room is adjacent to the Battle Bridge and also includes a Battle Operations room, which is slightly similar to the conference room.

A unique feature of this room worth noting is the tactical map holodisplay at the center. Typically manned by the operations manager and two other officers in the operations department (such as a communications officer or tactical officer besides the chief positions), this is perhaps a unique addition to the Battle Bridge. Basically a more compact and tactical version of the astrometrics lab, the holodisplay illustrates a state-of-the-art three-dimensional view of the ship's immediate surroundings and beyond. This view is displayed via the data gathered by the ship's sensors (and even active probes and drones, see the subsection on Decks 14-15 for illustrations of the probes and drones carried aboard the Enterprise), and generates images of the ship and all surrounding objects (ships, stations, planets, etc.). Various celestial bodies, cloaked ships, anomalies, nebulae, Neutral Zone borders, and other obstacles are also displayed.



Basic layout of the Battle Bridge

Saucer Separation

Saucer separation is an emergency procedure in which the saucer and stardrive sections disconnect either temporarily or permanently (depending on the situation). Situations that warrant saucer separation include, but are not limited to:

- An imminent warp core breach that is unavoidable (AND when all available options are exhausted)
- Certain combat situations such as providing distractions (such as demonstrated by Commander William T. Riker during an attack against a Borg Cube during the Locutus/Wolf 359 incident; and by Captain James T. Kirk and Commander Spock during the Espers Incident in a battle with the USS Kongo)
- Distracting pursuing hostiles (such as demonstrated by Captain Jean-Luc Picard during the Farpoint mission)
- Hazardous situations affecting either the saucer or stardrive sections
- Quarantine procedures for either section in the event of an epidemic

- Landing on a planet when transporters are inoperative or inadvisable, and when shuttlecrafts cannot be utilized for any reason (saucer section is capable of landing)



Saucer separation in progress

If the first situation arises, all crewmembers are evacuated to the saucer section (any crewmember that cannot evacuate to the saucer in time will either be transported aboard or evacuate via shuttlecraft or escape pod). When any of the combat situations arises to warrant saucer separation, the Captain is usually in command of the stardrive section while the First Officer commands the saucer section (though the reverse can also happen if both officers agree). If either the third or second to last described situation arises, crewmembers in the affected section may have to either stay in the section (in the event of an epidemic) or evacuate (in the event of hazardous situations). If the last described situation arises, the necessary away teams will be aboard the saucer section. The stardrive section in that situation will maintain standard orbit around the planet.

When saucer separation occurs, several procedures are initiated. First, the computer core in the saucer section

initiates a special backup transfer procedure that allows the stardrive section's backup computer core to operate at the same optimal capacity as when both sections are connected. Second, the warp nacelles of the ship double as impulse engines for the stardrive section thanks to a special intermix formula that allows impulse power to be generated in the absence of the saucer section. Third, and in the case of combat situations, auxiliary torpedo launchers are teleported and instantly attached to four sides of the saucer's sensor array. These torpedo launchers are compact with no loading areas. Instead, torpedoes are instantly teleported and launched at the moment that a button on the tactical station is pushed to launch the torpedoes from these launchers. Due to the aft auxiliary launchers having a dangerous blindspot (the ship's neck) and power constraints with the sensor array, these auxiliary launchers can NEVER be used in any form whatsoever when the saucer and stardrive sections are connected.

Reconnection of both sections is usually done automatically, though it can be done manually. If done manually, the main viewing screen of both the Main and Battle Bridges are equipped with specialized sensors and indicators to ensure that manual connection is successful. When both sections touch each other, magnetic fields and locks are initiated to secure the connection. Since the end of the Black Spartans incident, the connection is reinforced with super tritanium plating to ensure that it is not broken by an enemy attack.

A notable recreation facility located in the dorsal part of Deck 9 (and in Decks 10 and 11) is the three-deck Ship's Bar, which serves as the Enterprise's version of the famous Ten Forward bar introduced in the USS Enterprise NCC-1701-D under Captain Jean-Luc Picard. Each and every drink (replicated and otherwise) that is originally alcoholic contains the element synthehol. Synthehol, invented by the Ferengi, is an element that makes the drink smell and taste like its alcoholic counterpart without the negative effects (intoxication, addiction, alcohol poisoning, etc.). All three decks feature lounging areas for

crewmembers to relax while enjoying their beverages. Non-alcoholic beverages such as milk, soda, juice, coffee, water, tea, and lemonade are also served there. Also included are pool tables, touch screen games, poker card tables, dart boards, and display screens for crewmembers and visitors to view various programs (including sports events).

The ship's bar is usually occupied at all times, with either a ROB or a crewmember tending to each level. In special occasions, they can also have holographic bartenders. Unique to the ship's bar are jukeboxes for each level. These jukeboxes can play any and all forms of Earth music, as well as music from over 750,000,000,000,000 known worlds.

Partial Beverage Menu Listing for the Ship's Bar

Acamarian Brandy	Millipede Juice	Scotch Whiskey
Altairian Brandy	Klingon Blood Wine	Bourbon Whiskey
Altairian Water	Klingon Fire Wine	Tennessee Whiskey
Andorian Ale	Necti	Dom Perignon
Antaran Brandy	Klingon Tea	Pinot Noir
Antarian Glow Water	Ktarian Beer	Irish Whiskey
Bajoran Deka Tea	Risian Wine	Chateau wines
Bajoran Jumja Tea	Romulan Ale	Earth Beer (34 brands)
Bajoran Kava Juice	Talaxian Champagne	Serrice Ice Brandy
Bajoran Ale (Voodai)	Firenut Coffee	Turian Brandy
Bajoran Springwine	Traggle Nectar	Root Beer
Banean Marob Root Tea	Gallia Nectar	Allakas Malt
Betazoid Jestril Tea	Vulcan Mocha	Alpha-currant Nectar
Bolian Tonic Water	Vulcan Spice Tea	Antarian Cider
Cardassian Ale	Vulcan Plomeek Tea	Arcturian Fizz
Currant Juice	Yridian Ale	Balso Tonic
Enaran Tarin Juice	Yridian Brandy	Bergamot Tea
Black Hole	Yridian Tea	Calaman Sherry
Slug-o-Cola	Aldebaran Whiskey	Draylaxian Whiskey

Ennan VI Ale

Enolian Spice Wine

Enyak's Milk

Gamzian Wine

Hazari Ale

Saurian Brandy

Icoberry Juice

Janaran Tea

Kandora Champagne

Karvino Juice

Makara Fizz

Mareuvian Tea

Muskan Seed Punch

Papalla Juice

Pejuta

Tarkalean Tea

Nuka-Cola

Hero Drink

Tranya (Hot and Cold)

Batarian Ale

Batarian Shard Wine

Relay Brandy

Bina

Dextro Heat Sink

Blue Thessia

Frozen Pyjak

Sunset Sarsaparilla

Chateau Romani

Argonian Ale

Black-Briar Mead

Cyrodilic Brandy

Dragon's Breath Mead

Pigeon Blend Coffee

Nord Mead

Asari Honey Mead

Ryncol





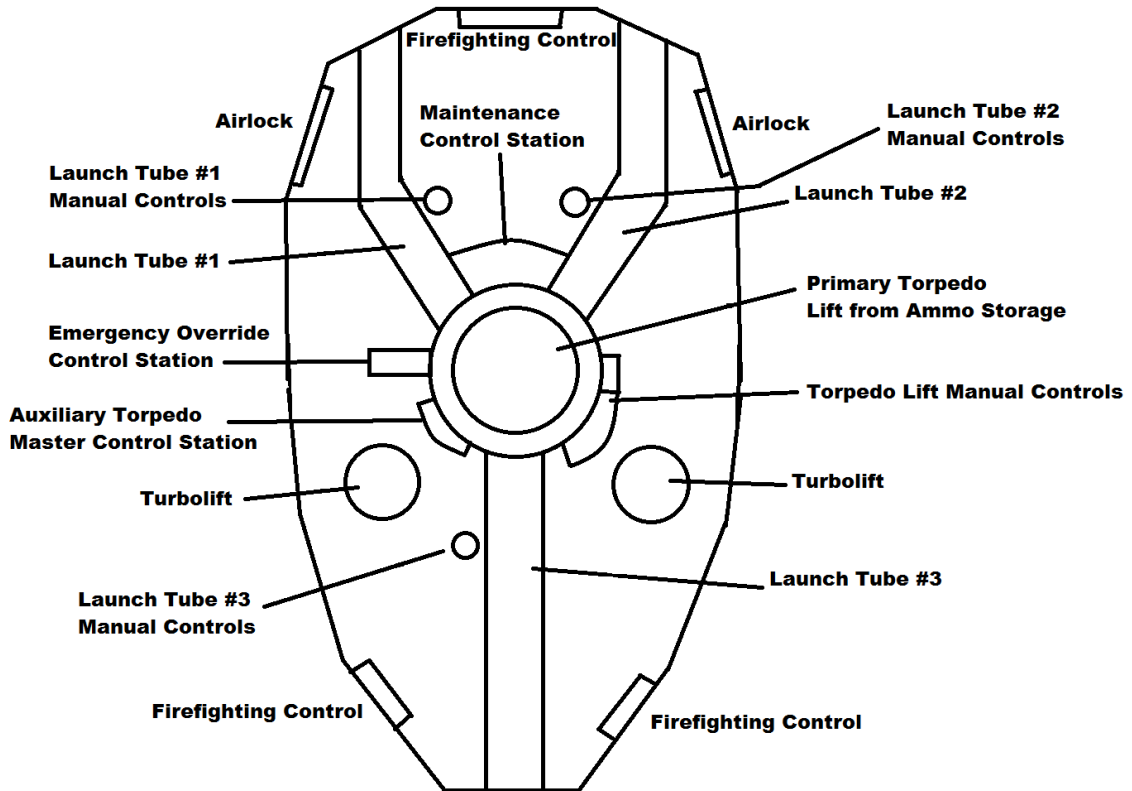
The three levels of the Ship's Bar, from top to bottom. Each level has a different aesthetic design to cater to each crewmember's preference in design

Located in Decks 12 and 13 is the Ship's Gallery, which is a museum showcasing artwork from countless worlds. The art gallery provides an aesthetic combination of elegant and contemporary interior designs, as well as elegant lighting. This gallery is equipped with a special transporter-buffer and hologram system that alternates between different sets of artwork, as well as accommodate for artwork that is too large to be presented in the gallery. This area is usually enjoyed by visitors, including diplomats. Any real artwork shown in the gallery is also protected by a special security system that prevents art theft. Also included is a virtual hologram that gives a guided tour of the museum, while describing the various art displayed.



The two levels of the art gallery from top to bottom

Decks 14-15



Basic layout of the torpedo launch bay

Perhaps the most important area in Deck 14 is the photon torpedo launch bay, which is strictly housed in the lower area of the ship's neck unlike the previous launch systems. It was overly refitted with the assistance of technicians and engineers from Keranen Weapons Enterprises, who have also designed the warheads and casings for this new launch system. Whilst the photon torpedoes are fired from a tactical station (and the loading operation is automatic by default), this bay is manned at all times by a team of 15 crewmembers and 5 ROBs who are involved with maintenance and manual aiming in the event that automatic firing is unavailable. Like the previous launch system on the Enterprise, torpedoes are rapidly loaded just as quickly as they fired. Each torpedo case is loaded into one of three photon tubes (two forward and one aft) immediately after being instantly injected with primed antimatter warheads. Up to 7 torpedoes can be loaded into each tube, with other torpedoes being

instantly loaded after every shot. In fact, the tactical console on the Bridge (as well as the Auxiliary and Battle Bridges) can wirelessly feed information into the warheads so that they can hit intended targets thanks to quantum entanglement/subspace technology. Another unique feature is that each torpedo is designed to hone in on cloaked ships via detection of ionized gas (inspired by a strategy utilized by Captain Spock and Dr. Leonard McCoy during a battle with a cloaked Klingon Bird of Prey in the Khitomer Conspiracy incident). They are also fitted with tachyon detection grids, which are also used in detecting cloaked ships. While the ship only carries photon torpedoes, other types of warheads (such as quantum torpedoes fired by Sovereign class ships and tri-cobalt torpedoes fired by Steamrunner class ships) can also be loaded and fired. In the case of the aft torpedo tube, specialized inertial dampers have been installed to ensure that the torpedoes do not accidentally hit any part of the ship (especially when the ship is maneuvering in ways that would make the firing of aft torpedoes detrimental or fatal to the ship). In the event that the standard storage is low, a transporter-buffer system automatically transports more torpedoes. Having been connected to all tactical computers, it will continue to do so until battlestations is cancelled.

Also located in the torpedo bay are two of the stardrive airlocks; as well as maintenance, emergency override, and firefighting controls. The maintenance terminal and control panels are operated by a set of emergency override software operated by designated engineering crew members. Once the programs are uploaded, the diagnostic screens detail which sections are damaged or need repair, from which the engineering crew and ROBs can attend to. At the same time (and under optimal conditions), the computers assist in repairing damaged components and sections of the loading and electrical equipment, and work to complete the repairs as quickly as possible. On its own, the computers can repair the damage. However, engineering and maintenance technicians can ensure a more efficient (and speedy) process.

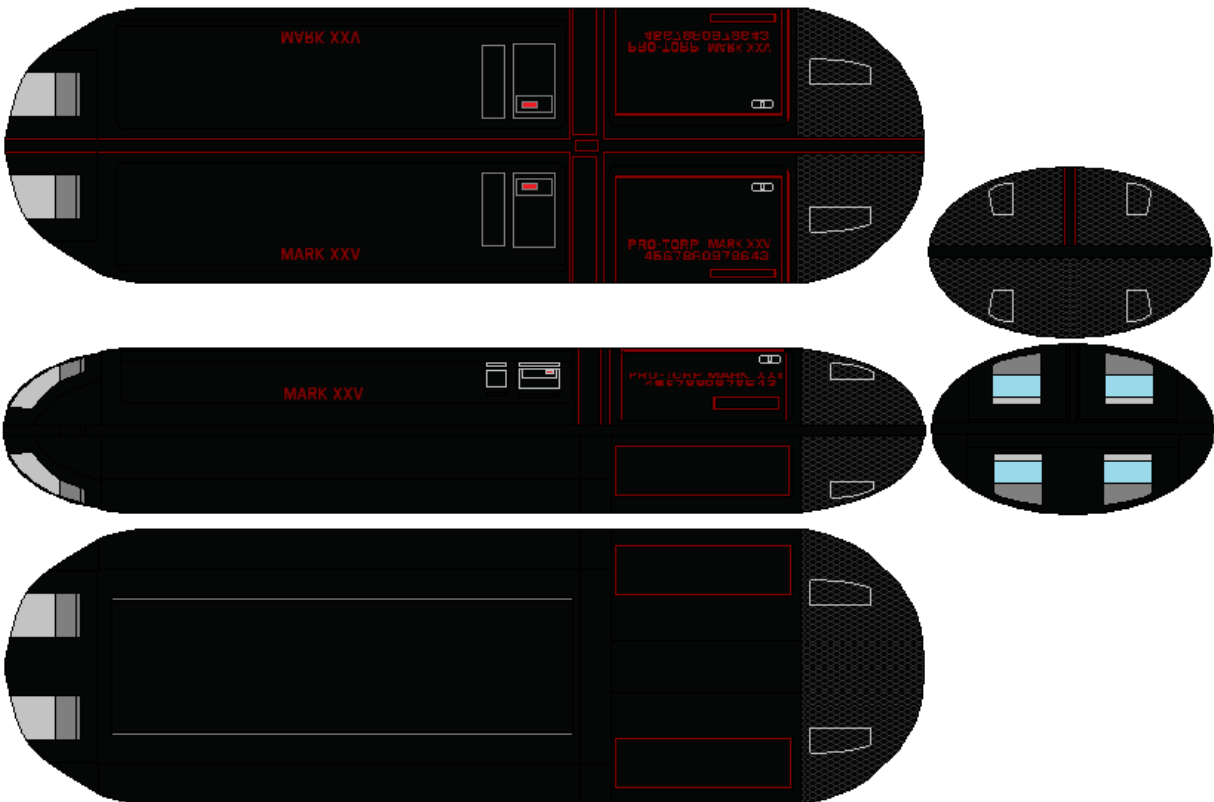
While the master control stations for the torpedo bay (which regulate loading and firing rates, and are the first means of manual activation of the maintenance and firefighting stations if needed) are located on the Main, Auxiliary, and Battle Bridges as needed; situations may arise in which these areas are severely damaged. If this occurs, the auxiliary control setup details the operational status of each launcher and readiness level, as well as an additional set of firing controls. The auxiliary station is NEVER activated without proper clearance from the Main Bridge or Battle Bridge to prevent the launchers from being hijacked by enemy boarding parties. However, if these launchers should be seized by intruders or severely malfunction to the point of being irreparable, the Emergency Override Control Station allows for the Bridge, Battle Bridge, or nearby personnel with proper clearance to immediately shut down the torpedo room. It can also be remotely activated by authorized crew members. The Captain, chief tactical officer, Executive Officer, and Chief Engineer are the only ones that are authorized. The control keys also contain a biometric feature that relies on their vital signs and DNA to authorize their use (as well as prohibit any changeling or Undine disguised as the authorized crew members from having access). If the officer holding them dies or is off the ship, command shifts to the next in line as programmed into the keys' internal AI, making the successor able to use it in their stead. This also prevents outsiders from ever accessing them. The override and control keys can also restart the torpedo bay and other vital areas if they have been previously shut down or disabled.

The firefighting stations operate just the same as the maintenance controls. In the event of fire or any other severe damage, sprinklers and other forms of fire suppression activate automatically. In the rare instance that they fail, a manual activation port is located on all three terminals to reactivate them. In addition, it unlocks panels on the wall containing firefighting gear and equipment.

Below the torpedo launch bay is the torpedo storage and maintenance room in Deck 15. As torpedoes are loaded and fired, the loading system in Deck 14 automatically

transports torpedoes from Deck 15. The room is also where torpedo casings can be modified to contain special probes (which are also stored) or contain corpses as part of funeral services for deceased crewmembers. Probes and drones with their own casings are stored in the same way as torpedoes (both standard and transporter buffer storages). Up to 150 of each type of probe and drone (2250 total) is stored overall (7 of each probe and drone in standard storage). There are 80 torpedoes in standard storage, with another 3500 in transporter buffer storage.

MARK XXV PHOTON TORPEDO



The Mark XXV photon torpedo, of which the design for Keranen Weapon Enterprises' Mark LXXX warhead is identical to (except with state-of-the-art improvements in energy, guidance systems, and explosive yield).

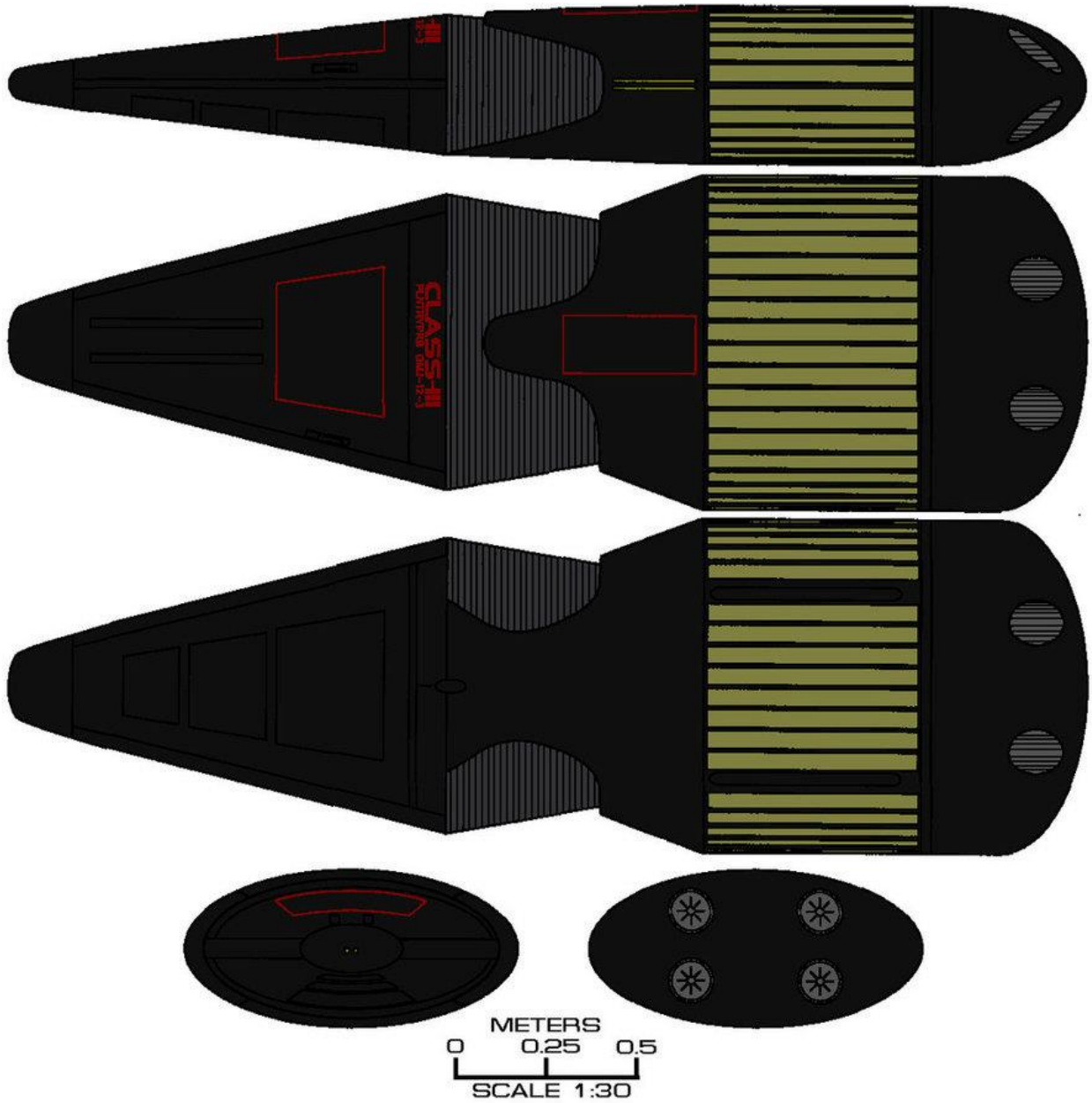
Probes and drones stored on the Enterprise



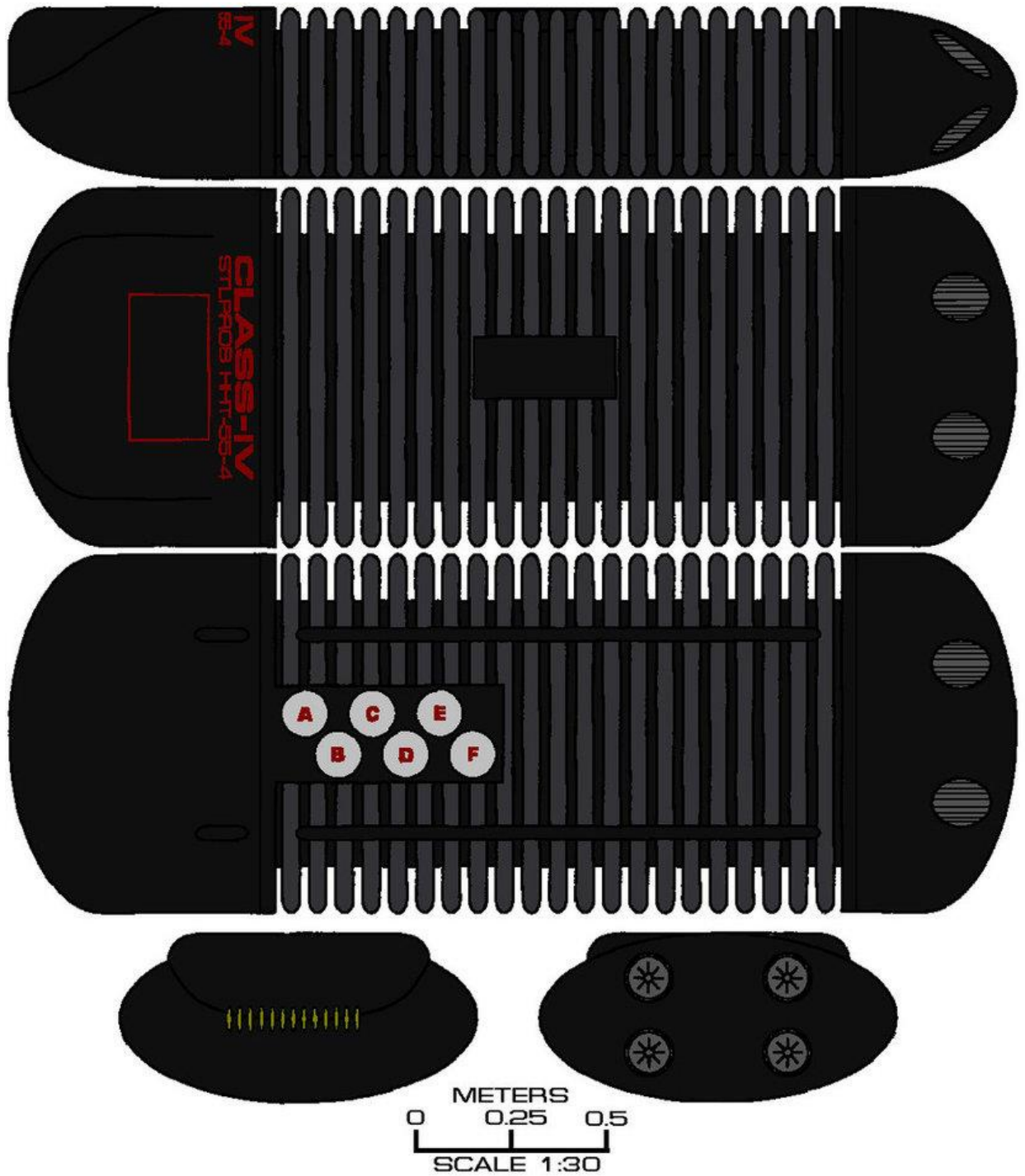
Class 1 sensor probe



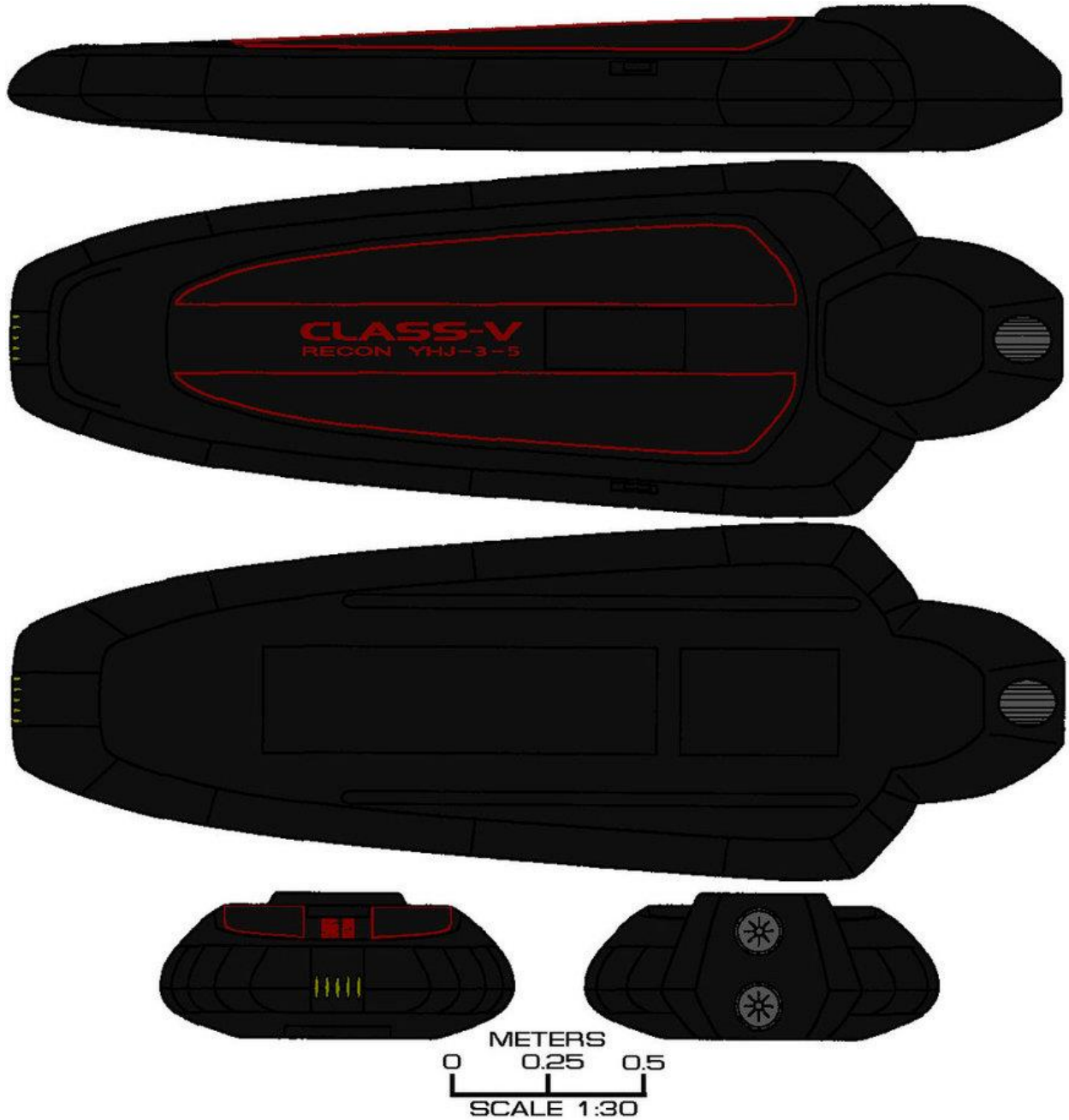
Class 2 sensor probe



Class 3 planetary probe



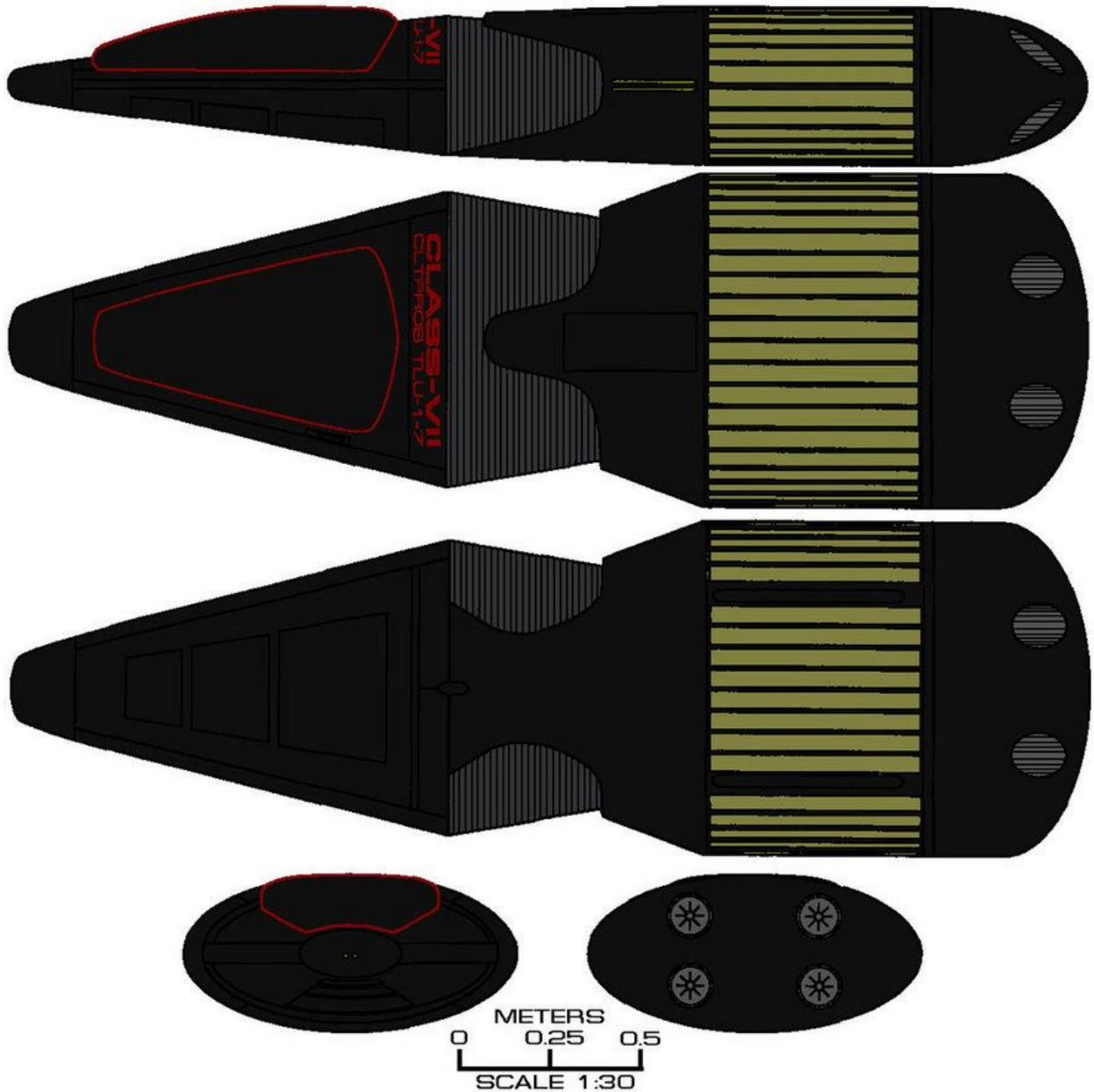
Class 4 stellar encounter probe



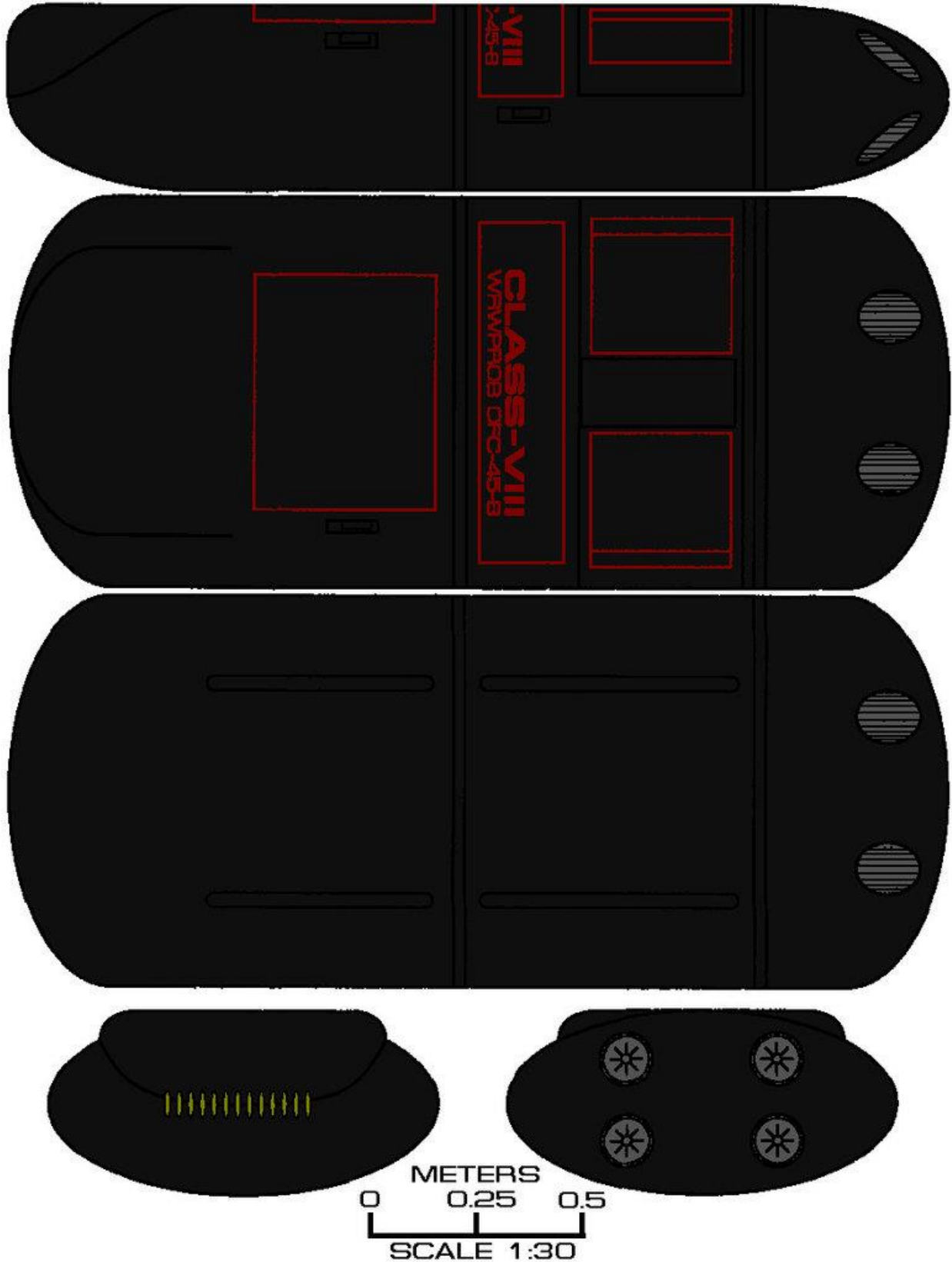
Class 5 reconnaissance probe



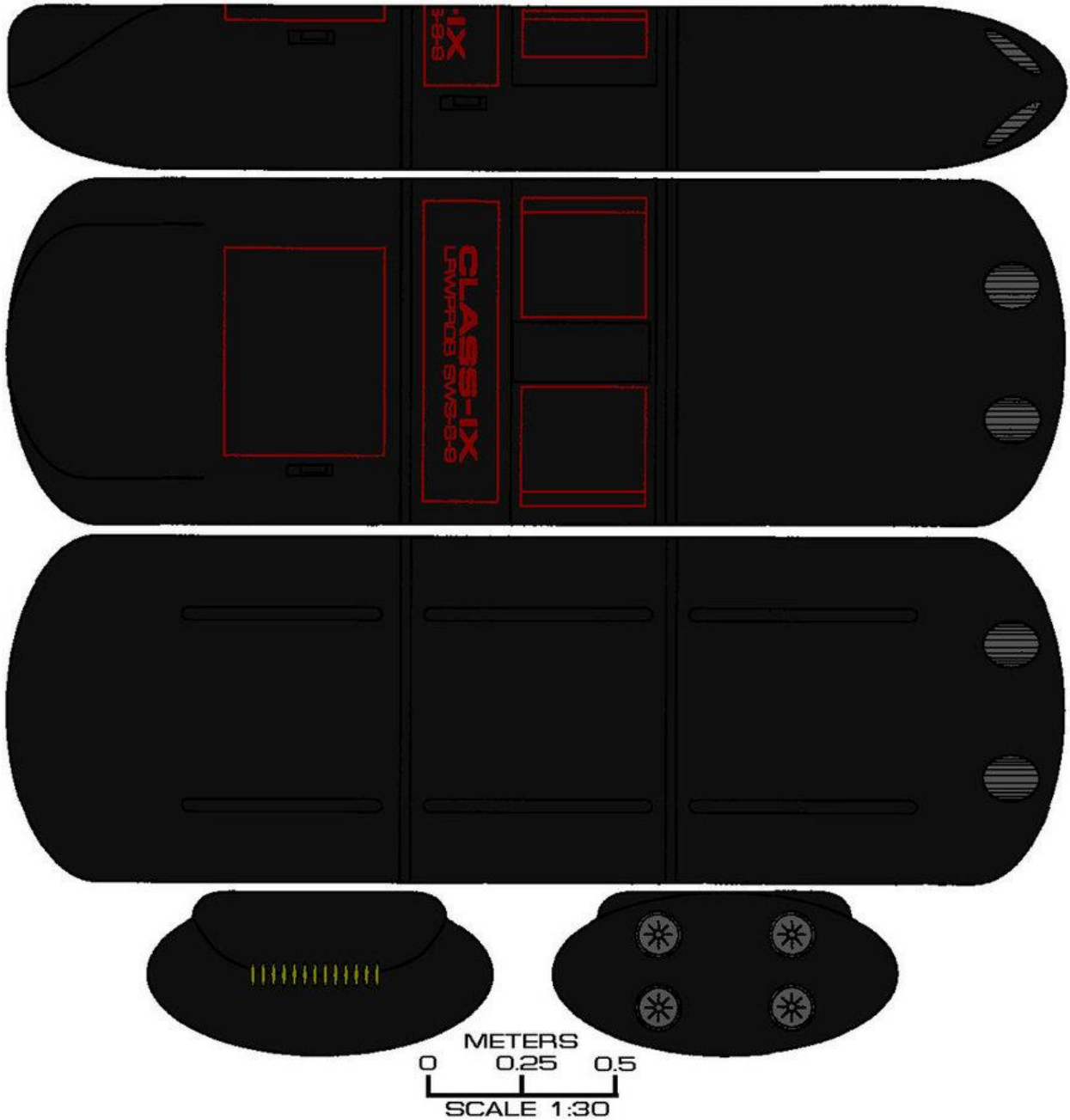
Class 6 communication relay probe



Class 7 remote cultural study probe



Class 8 medium multipurpose probe



Class 9 large multipurpose probe



Mark 1 record marker



Mark 2 intelligence drone



Mark 3 mine



Mark 4 electronic countermeasures drone

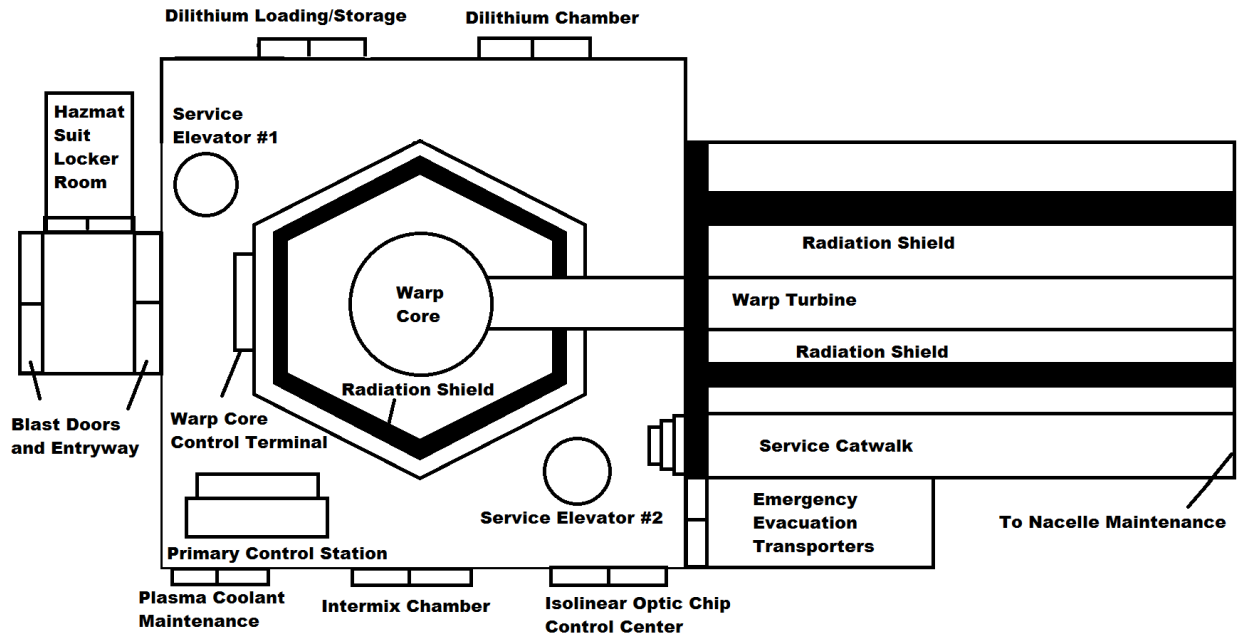


Mark 5 sensor probe



Mark 7 vessel simulator drone

Decks 16-18



Basic layout of Main Engineering

The most vital area in the stardrive section of the Enterprise is Main Engineering, which is 10 decks long. The lower and main level of this area is located here in Deck 16. This place is occupied usually by the Chief Engineer (who will sometimes work from the Bridge) and by a large team of 35 crewmembers. The upper levels are occupied by small groups of 5 crewmembers. While each level contains controls for engineering maintenance and power distribution, the main level contains control consoles for the warp core, dilithium matrix, power relays, and more complex power distribution systems. The main level also contains several rooms; an intermix chamber, a dilithium loading and storage area, a dilithium chamber, plasma coolant maintenance, matter/antimatter reactor maintenance, an isolinear optical chip circuit board room, a hazmat/radiation suit locker room, emergency evacuation transporters, and a nacelle maintenance room. In the event of an imminent warp core breach that is not averted within 5 minutes; an automatic ejection system is activated that propels the core at a high rate of speed to ensure that the core's destruction does not damage the ship. The entire engineering deck is also quadruple reinforced to ensure that it does not sustain damage in

case of attack. In case of damage that could result in instantly killing the entire engineering staff, automatic transporters are activated to transport the staff to safer areas of the ship. Other automatic failsafe protocols such as radiation flushing and explosion protection are also initiated when needed.

Another important addition to Engineering is the Emergency Engineering Hologram (EEH). Developed in 2534 by the Lewis Zimmerman Institute, the EEH is designed to regulate and delegate engineering duties in the absence of the necessary engineering officers (including the Chief Engineer). Like the aforementioned ECH and EMH, the EEH's default appearance is that of the original EMH from the USS Voyager (with differences in uniform attire as with the two programs). However, holograms of at least 5,249 renowned engineers from over the nine centuries of Federation Starfleet service (and 4,934 renowned engineers from VG Republic history) can also be projected. Examples include Montgomery Scott, Geordi LeForge, Charles Tucker III, B'Elanna Torres, and Miles O'Brien. If needed, the program can generate up to 500 individuals without any kind of hinderance on the ship's overall power systems. This is especially essential in the event of commencing crucial repairs should engineering personnel be killed, absent, or otherwise in insufficient numbers. As with the EMH and ECH, the EEH is programmed for long-term use if needed (maximum usage time is 285 years).



Top: The warp turbine and entry to nacelle maintenance; Bottom: Dilithium chamber

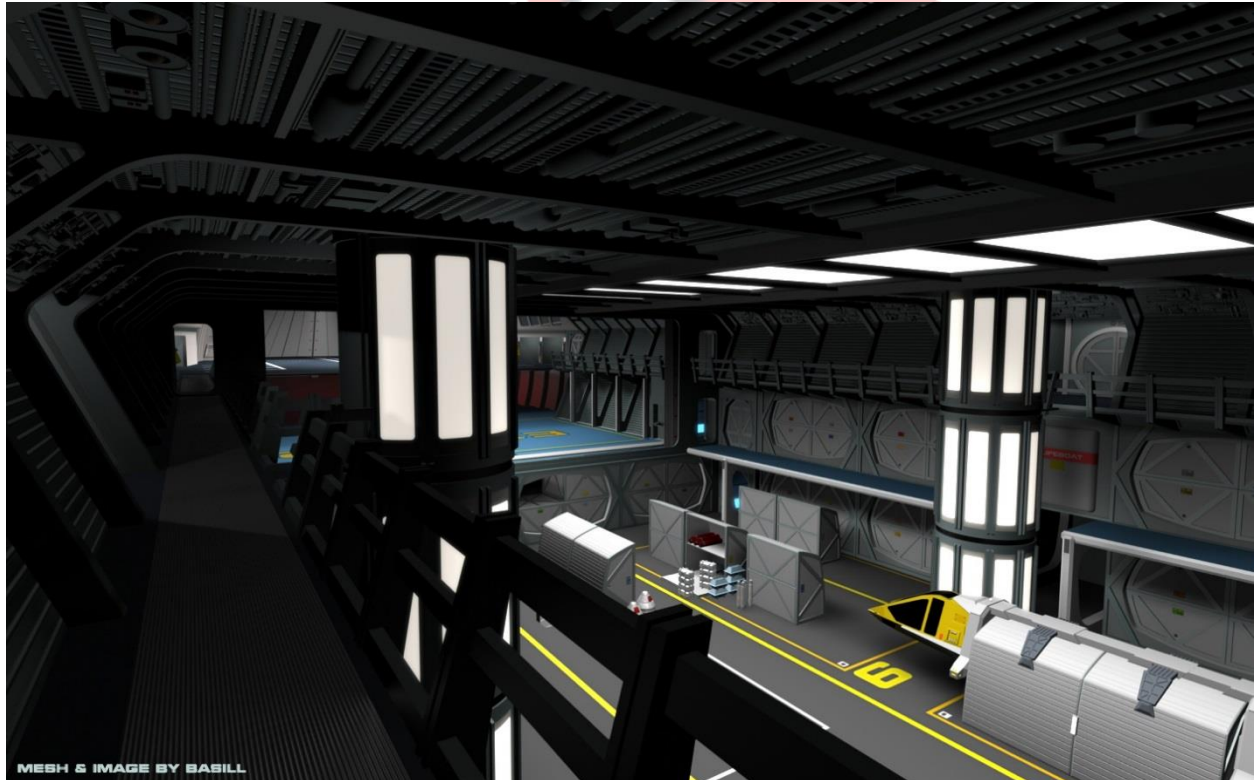


A level of Engineering just above Main Engineering

Deck 17, nicknamed “the Engineer’s hangout”, has a recreation room with a pool table and mini-bar which replicates synthehol. Also located are a mess hall with the same accommodations as the main mess hall, a lounging area, crewmember quarters, the Chief Engineer’s office (with the same accommodations as the XO’s ready room), a mechanic shop for maintenance/repair of various equipment & ROBs, a ROB storage/recharging area, and the shuttlebay control room. The shuttlebay control room is usually manned by 5 crewmembers at all times. Tractor beams to tow small craft, shuttlebay doors, landing mechanisms, magnetic clamps, transporter buffer storage of shuttlecrafts, force field activation, pressurizing, and gravity are controlled from there. Communication between the control room and small craft is common during landing and departure procedures.

Deck 18, which also a hangout for engineers, contains more crewmember quarters, lounging areas, and a card game room (Engineer's poker night is often held there). The last two transporter rooms in the Enterprise are also located in this deck.

Decks 19-22



A large segment of the cargo bay

Decks 19 through 22 house the primary cargo bay, a large area just behind the shuttlebay. With both standard and transporter buffer storages, the ship can carry up to 500,000,000,000,000 gigatons of cargo. Some cargo is usually carried aboard the Enterprise, including water and equipment. The entire cargo bay is manned by 25 crewmembers and also attended by ROB's. Each section of cargo is secured and fully protected, and any containers with hazardous materials are placed in special compartments that prevent spills and leaks. There are also large transporters for cargo. Decks 19 to 22 also contain the last of the crewmember quarters. Also contained in

Deck 19 are another mess hall and lounge. Located also in Deck 20 are the personnel airlocks on both port and starboard sides of the secondary hull, as well as airlock controls rooms that partially act the same as the shuttlebay control room.



A travel pod docking at one of the stardrive airlocks, note the torpedo bay airlock above

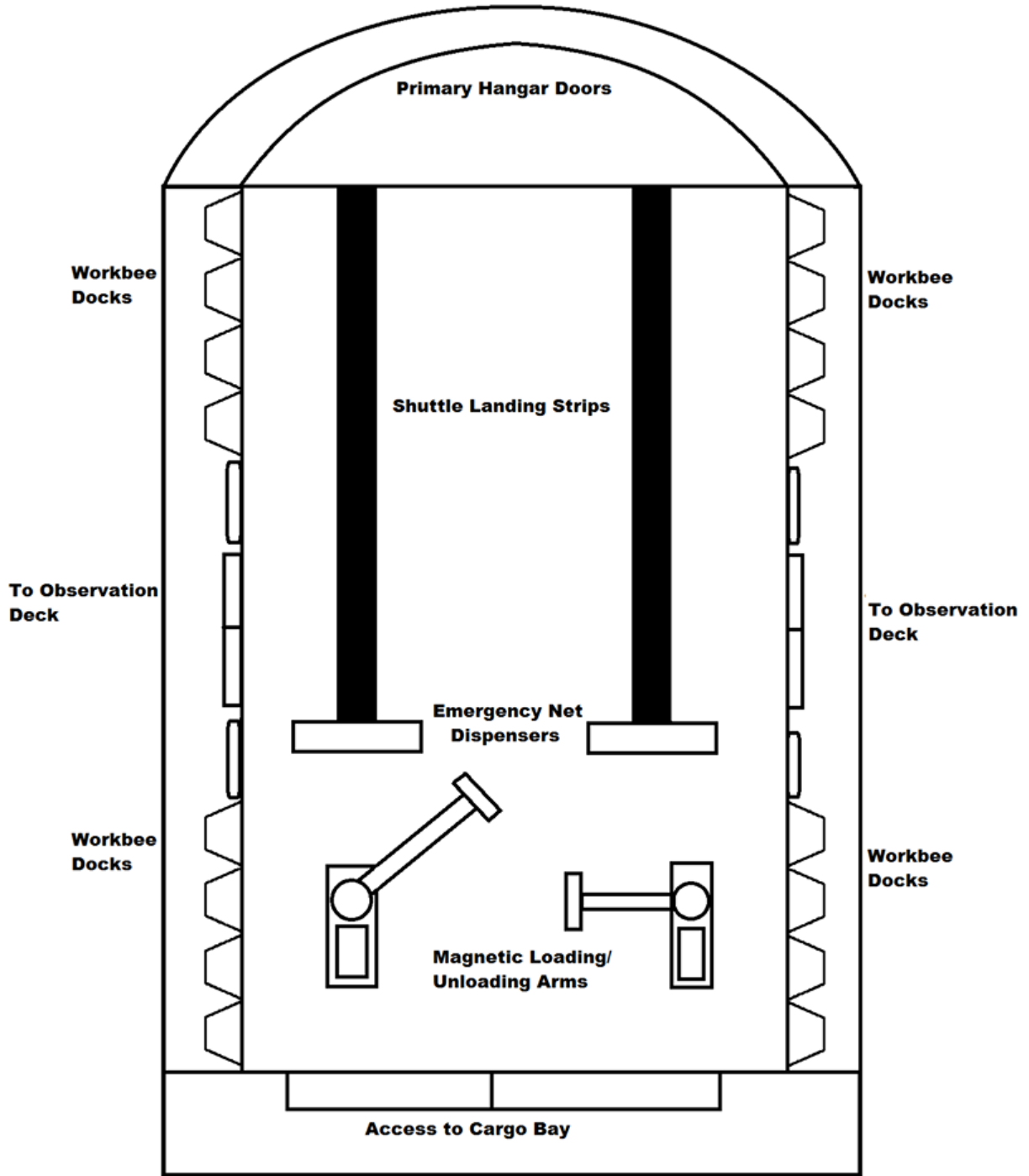
Deck 21 also contains the shuttlecraft storage bay, which usually houses at least 15 shuttlecrafts of varying types at a time. All other shuttlecrafts are stored via transporter buffer. While loading mechanisms and tractor beams are used to transport shuttlecrafts to the shuttlebay, shuttlecrafts in transporter buffer storage can simply be teleported to the shuttlebay. It is also where shuttlecraft maintenance can be conducted. The last mess hall and lounge area are also located in this deck.

The two vital areas in Deck 20 are the shuttlebay and deflector control. The shuttlebay is where three shuttlecrafts can depart at a time. There are also slots on each side of the area for workbees to dock and depart (the ship does contain a compliment of 50 workbees, which are mainly used for cargo loading and external maintenance/repairs). Whenever a shuttlecraft is about to

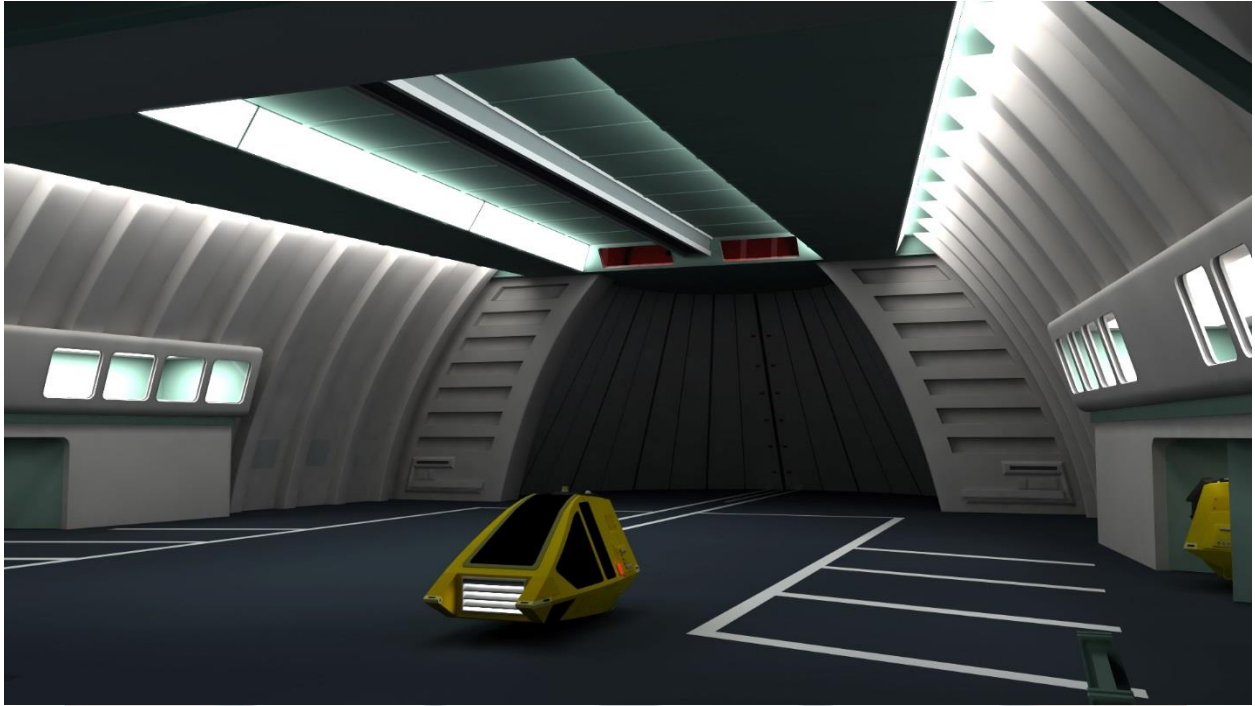
depart or enter the bay, any and all individuals in the shuttlebay are warned to clear the area while the cargo bay is sealed either by force fields or blast doors. Once the departure/return procedure starts, the force field is released and the doors are opened. Once the shuttle is at least 3 feet above the floor in landing, magnetic docking clamps are activated to complete the procedure. When a shuttle is about to depart, these same clamps are released. At least four shuttlecrafts can be stationed at the bay at a time. In the event that a shuttle must make an emergency landing, emergency net dispensers are activated to prevent the shuttle from crashing into various areas of the ship, and to also cushion the impact.



A shuttlecraft departing from the Enterprise

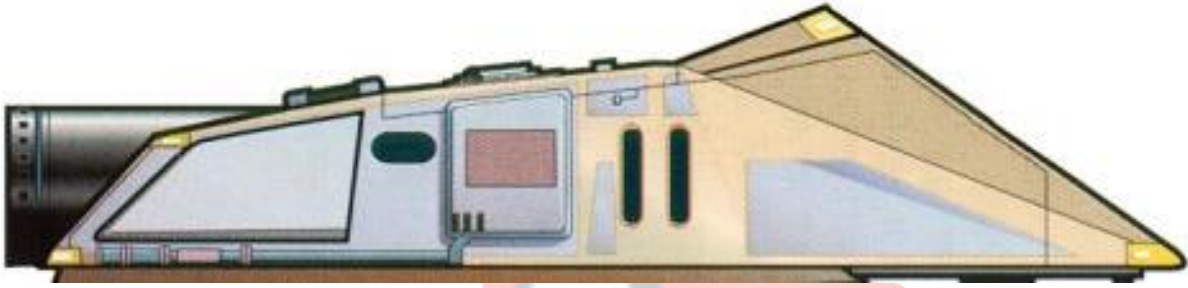


Basic layout of the shuttlebay



Shuttlebay

Shuttle Specifications

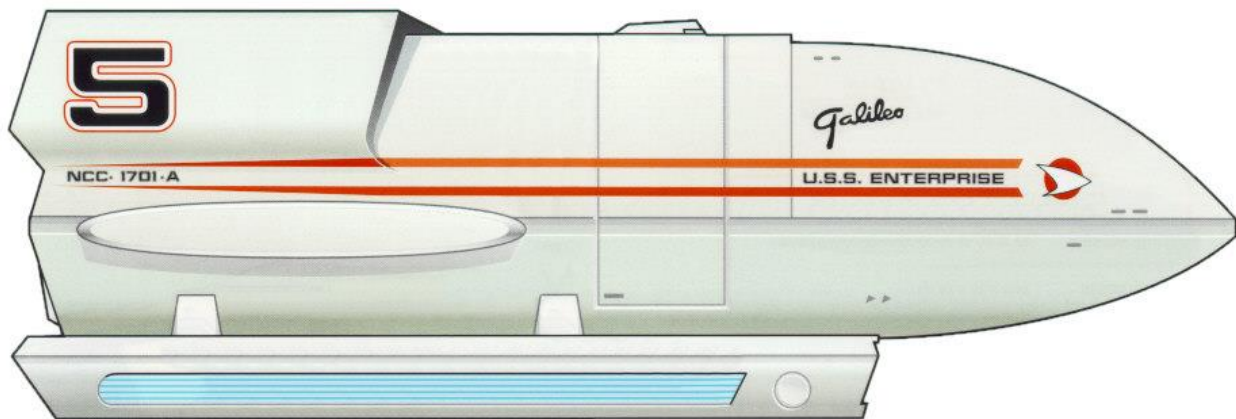


Probert class

Crew capacity: 8 (2 pilots and 6 passengers)

Maximum speed: 777,000 kph, Warp 10 (if attached to a warp sled)

Weapons: 12 phaser emitters

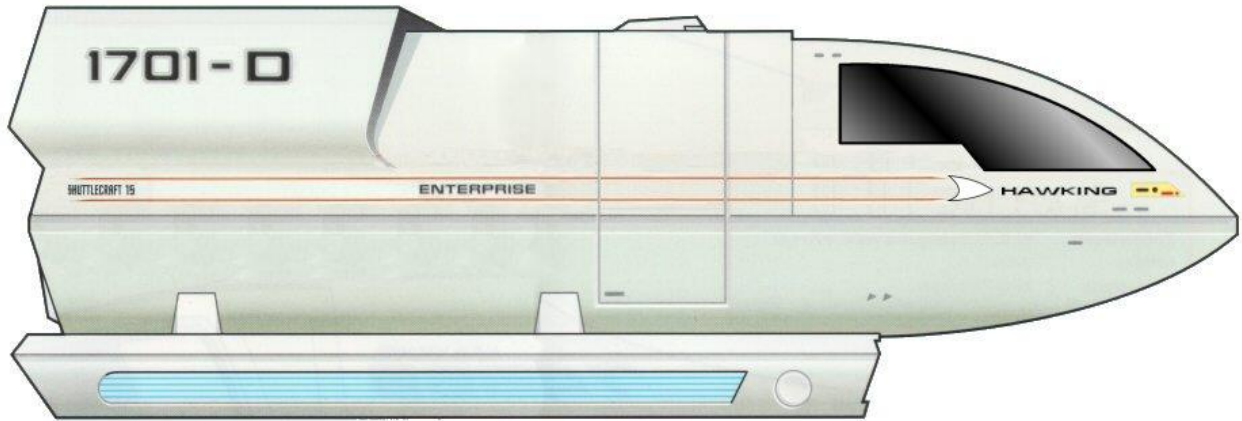


Galileo Five class

Crew capacity: 7

Maximum speed: 850,000 kph, Warp 5

Weapons: Two phaser emitters

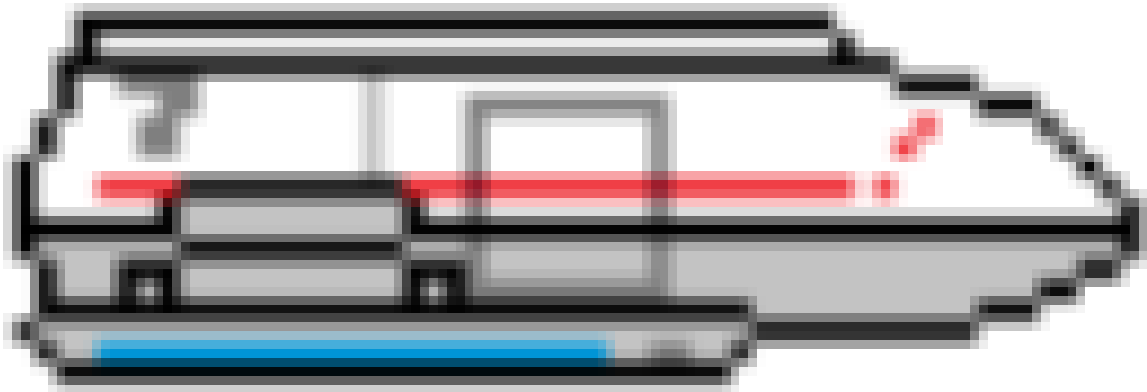


Hawking class

Crew capacity: 7

Maximum speed: 875,000 kph, Warp 5

Weapons: 4 phaser emitters

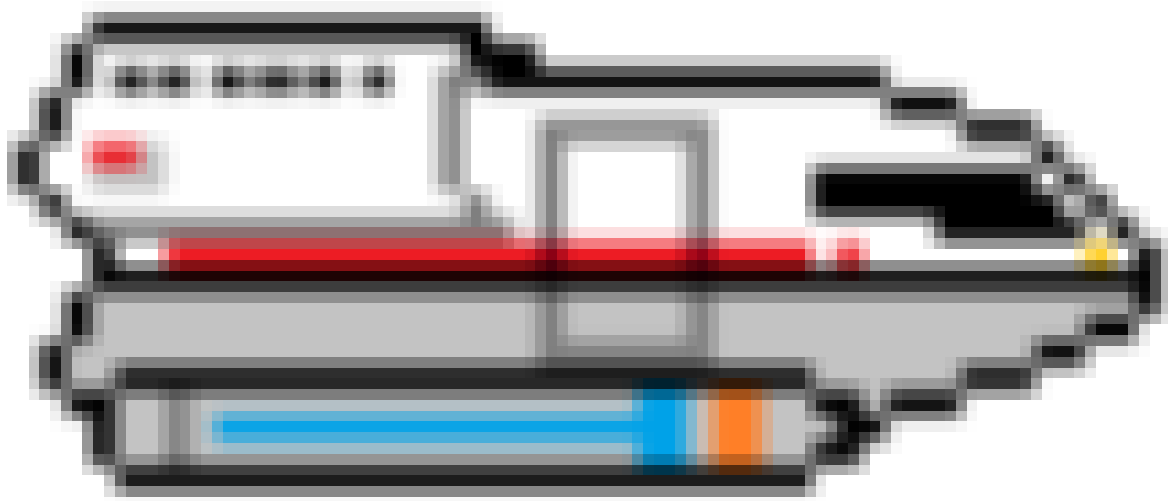


Type 5/B class

Crew capacity: 10

Maximum speed: 814,560 kph, Warp 7

Weapons: 6 phaser emitters



Type 6 class

Crew capacity: 7

Maximum speed: 800,000 kph, Warp 5.8

Weapons: 5 phaser emitters



Type 6D class

Crew capacity: 7

Maximum speed: 830,530 kph, Warp 7

Weapons: 4 phaser emitters

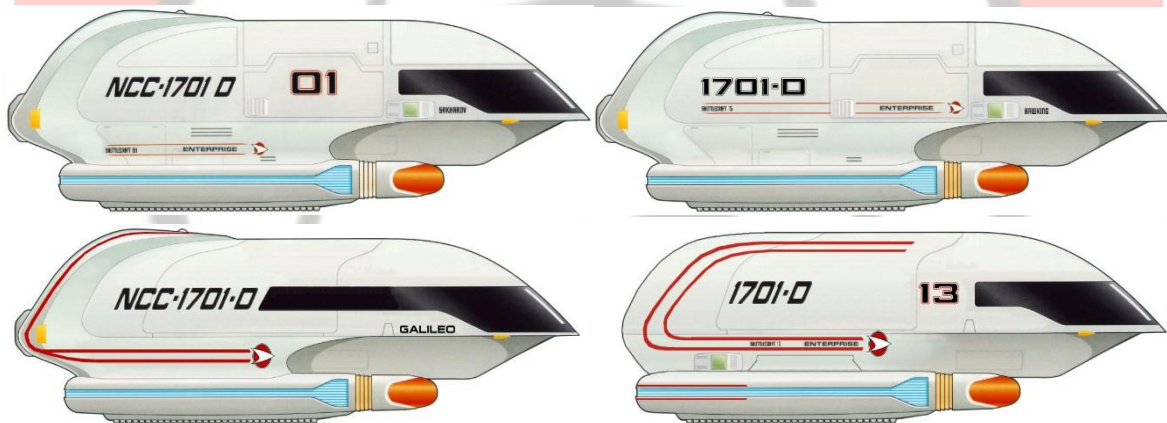


Type 9 class

Crew capacity: 14 (including passenger)

Maximum speed: 800,000 kph, Warp 7.6

Weapons: 7 phaser emitters

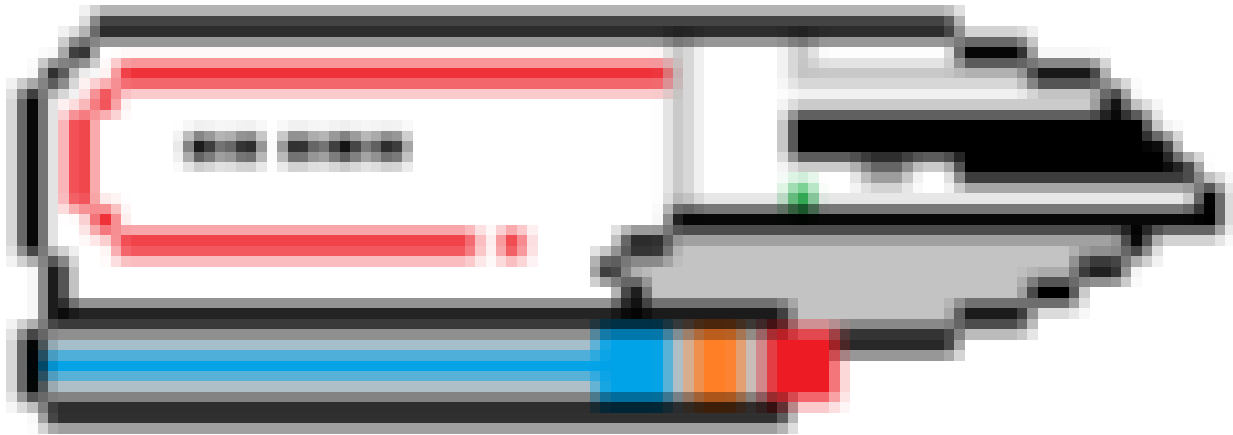


Type 7/7A/7B/7C classes

Crew capacity: 5-7

Maximum speed: 855,000 kph, Warp 4 (Warp 5 for type 7B)

Weapons: 5 phaser emitters

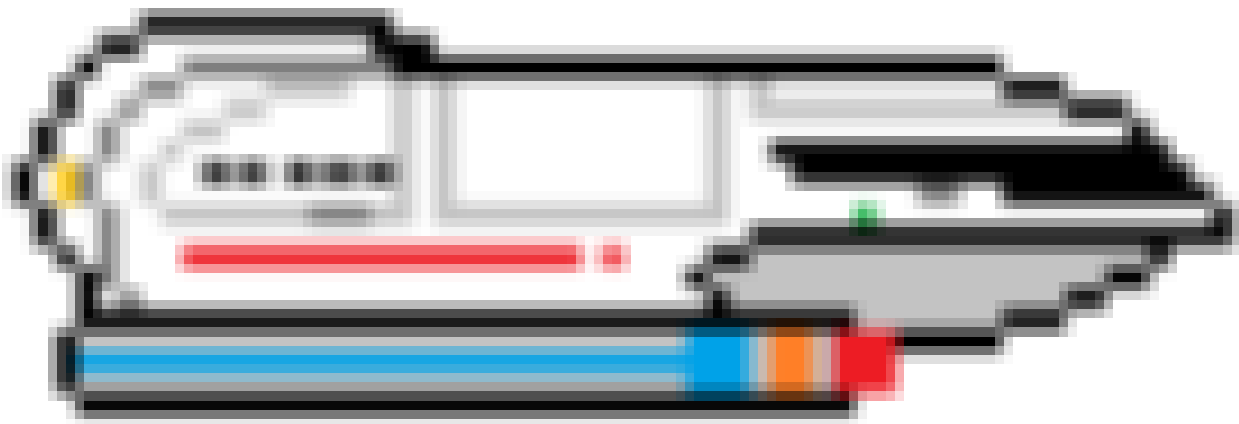


Type 7D class

Crew capacity: 9

Maximum speed: 890,000 kph, Warp 7

Weapons: 3 phaser emitters

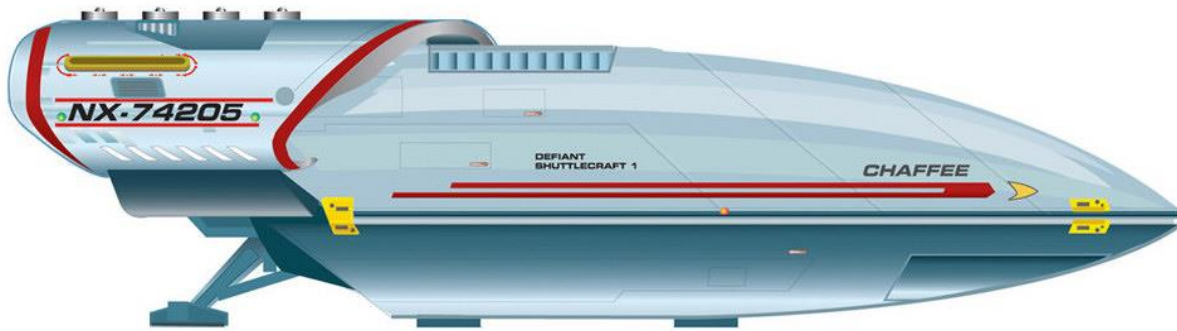


Type 7E class

Crew capacity: 14 (including passengers)

Maximum speed: 835,000 kph, Warp 7.7

Weapons: 10 phaser emitters

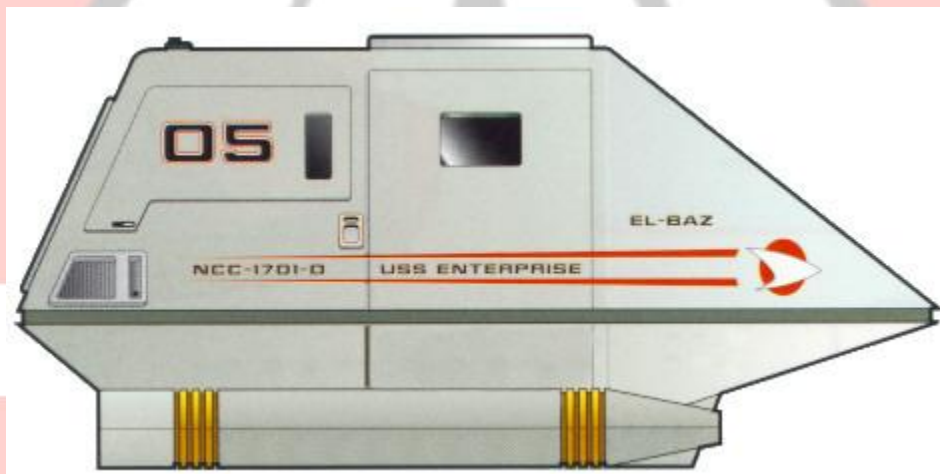


Chaffee class

Crew capacity: 4

Maximum speed: 955,000 kph, Warp 4

Weapons: 6 phaser emitters and 2 phaser strips



Type 7 Shuttlepod

Crew Capacity: 4

Maximum speed: 959,000 kph, Warp 3.43

Weapons: 8 point phaser emitters



Type 98A Short Range Science Shuttle

Crew capacity: 5

Maximum speed: 950,000 kph, Warp 4

Weapons: 4 phaser emitters

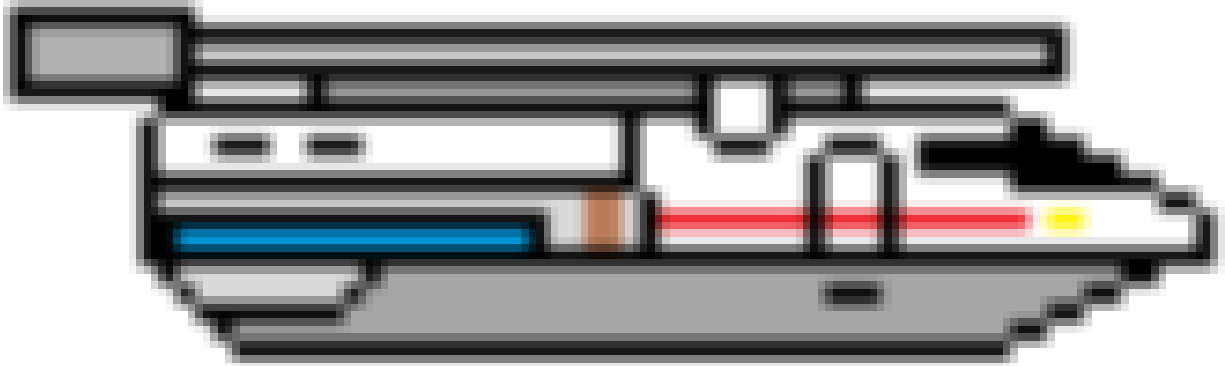


Type 98B Medium Range Science Shuttle

Crew capacity: 7

Maximum speed: 950,000 kph, Warp 4

Weapons: 7 phaser emitters



Type 98C Long Range Science Shuttle

Crew capacity: 9

Maximum speed: 950,000 kph, Warp 9

Weapons: 7 phaser emitters



Type 74 Medium Range Shuttle

Crew capacity: 5

Maximum speed: 974,000 kph, Warp 7

Weapons: 4 phaser emitters, 4 phaser strips, and 2 phaser cannons

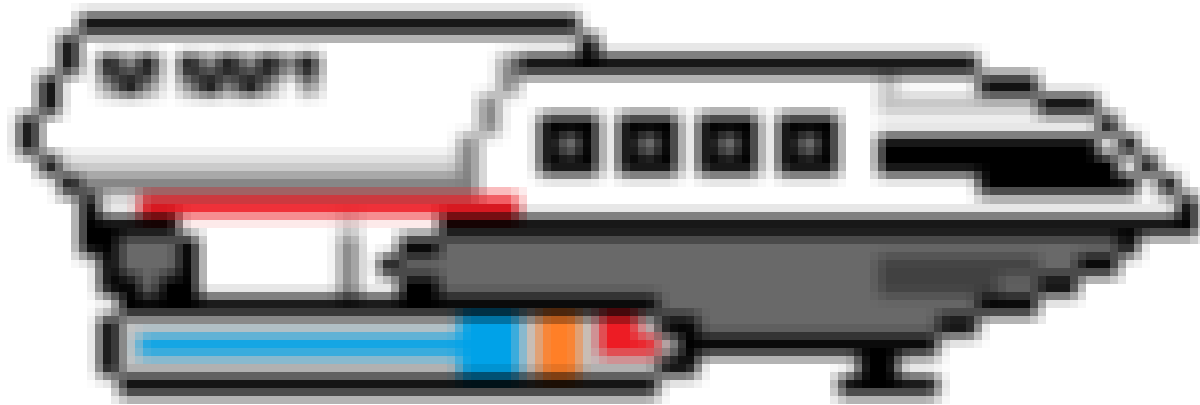


Transport Shuttle

Crew/passenger capacity: 18 passengers and 4 pilots

Maximum speed: 865,000 kph, Warp 2

Weapons: 2 phaser cannons and 2 phaser emitters



Type 8 Passenger shuttle

Crew capacity: 2 pilots, 14 passengers

Maximum speed: 856,000 kph, Warp 9

Weapons: 8 phaser emitters

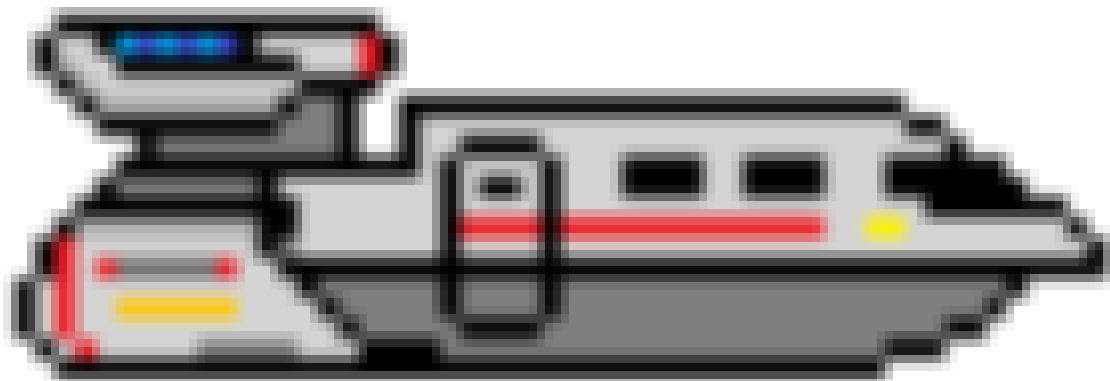


Catria-class sensor shuttle

Crew capacity: 12

Maximum speed: 755,000 kph, Warp 5

Weapons: 4 phaser emitters (and four auto micro plasma turrets for SSTF variants)



Kitana-class SSTF Attack shuttle

Crew capacity: 5 (including a gunner)

Maximum speed: 765,340 kph, Warp 6

Weapons: 7 phaser emitters, 2 forward torpedo launchers, 1 aft torpedo launcher, and one heavy plasma turret



Seitz-class SSTF transport shuttle

Crew capacity: 15 passengers and 2 pilots

Maximum speed: 800,000 kph, Warp 5.6

Weapons: 4 auto plasma turrets and 5 anti-projectile phaser emitters

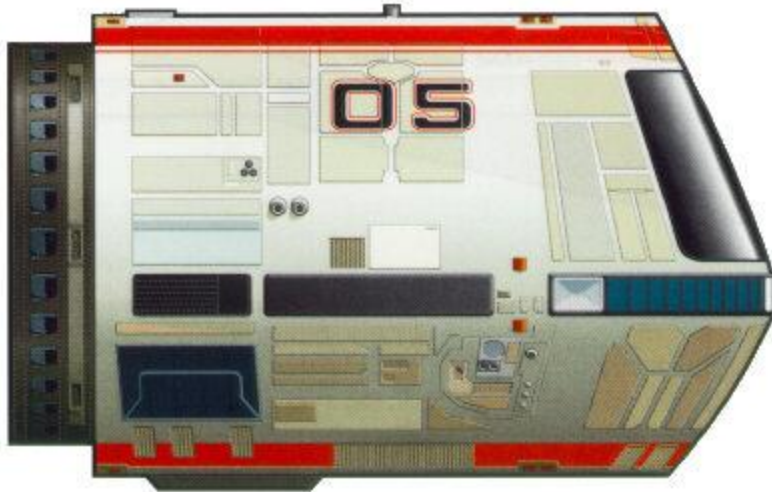


SSTF Epsilon Fighter

Crew capacity: 1

Maximum speed: 1,500,000 kph, Warp 17

Weapons: 4 hyper plasma cannons, 1 forward firing single plasma cannon with charging and lock-on capabilities, 5 aft firing point-defense phaser emitter, three micro torpedo launchers (two forward and one aft), and one forward firing nova bomb launcher

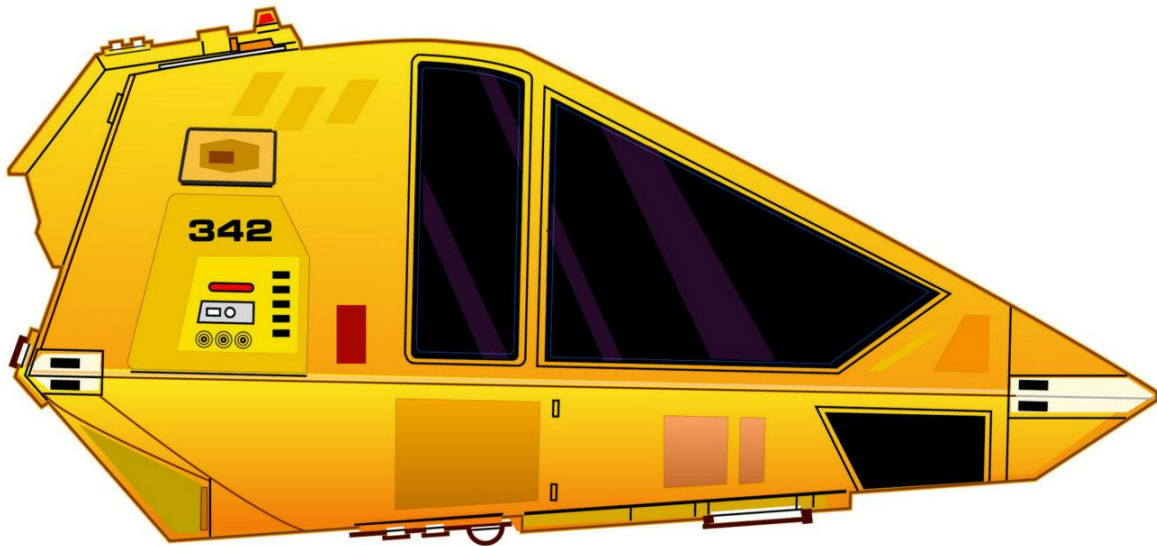


Travel pod

Crew capacity: 7

Maximum speed: 50,000 kph, no warp capabilities

Weapons: 2 topside and 2 underside light phaser emitters

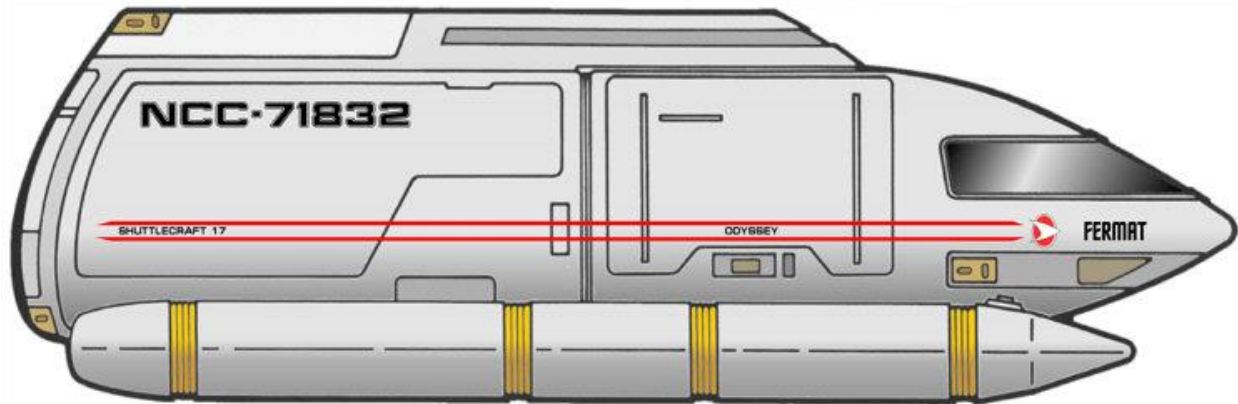


Workbee

Crew capacity: 1

Maximum speed: 100,000 kph, no warp capabilities

Weapons: 8 light phaser emitters



Type 17 Cargo Shuttle

Crew/passenger capacity: 8 passengers, 2 pilots

Cargo capacity: 25 tons in standard storage; 450 tons in transporter buffer storage

Maximum speed: 450,000 kph, Warp 7

Weapons: 6 phaser emitters

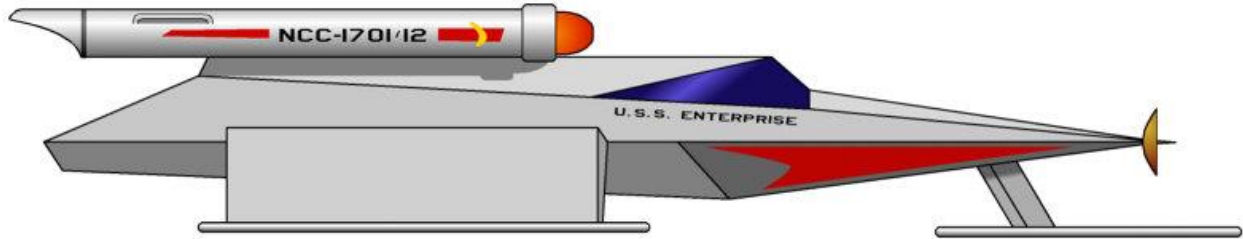


Aqua Shuttle

Crew capacity: 8

Maximum speed: 585,000 kph, 7 knots when over or underwater, no warp capabilities

Weapons: 2 phaser emitters (can be used underwater), two aquatic photon torpedo launchers



Type 12 Long Range shuttle/skimmer

Crew capacity: 4

Maximum speed: 850,000 kph, Warp 5.55, 88 mph when riding on snowy/icy surfaces

Weapons: 4 phaser emitters

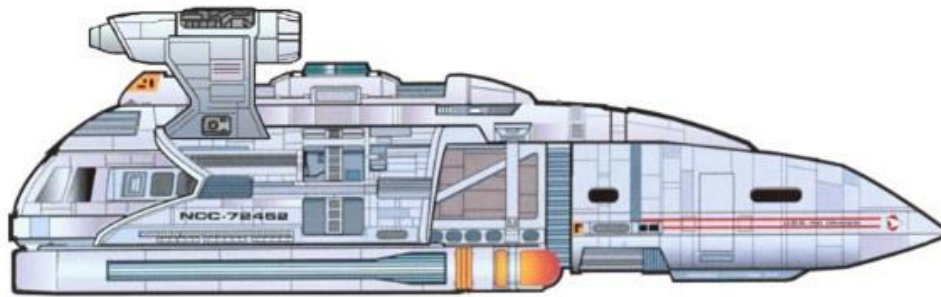
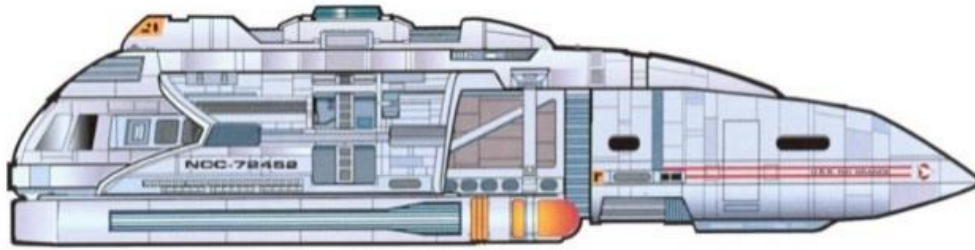


Scouter gig

Crew capacity: 5

Maximum speed: 8 knots; not capable of space travel, must be tractor beamed or beamed down into a planet before it can be used

Weapons: An optional phaser turret attachment



Danube class Runabout

Crew capacity: 8

Maximum speed: 877,000 kph, Warp 15

Weapons: 7-10 phaser emitters and two forward torpedo launchers; also 3 forward and 2 aft photon torpedo launchers if equipped with a rollbar attachment



Libman-class Runabout

Crew capacity: 7

Maximum speed: 854,000 kph, Warp 15

Weapons: 8 phaser emitters and 3 torpedo launchers firing photon micro-torpedoes



Charendoff-class Runabout

Crew capacity: 8

Maximum speed: 865,300 kph, Warp 16

Weapons: 12 phaser emitters and 4 (2 forward and 2 aft) torpedo launchers firing photon micro-torpedoes



Rainbow-Dash-Class Combat Runabout

Crew capacity: 8

Maximum speed: 987,000 kph, Warp 17

Weapons: 4 hyper plasma cannons, 2 forward torpedo launchers, 1 aft torpedo launcher, 5 phaser emitters, and 12 point defense phasers

Shuttles and Other Small Craft (except travel pods,
workbees, and SSTF Epsilon Fighters) currently in Service
aboard the Enterprise

Probert class

Probert

Yeager

Mikasa

Arlert

Ackenman

Leonhardt

Kirschtein

Hange

Braus

Reiner

Bertolt

Springer

Kirstein

Ymir

Historia

Galileo Five

Galileo

Copernicus

Justman

Fontana

Theiss

Jefferies

Bennett

Meyer

Roddenberry

Berman

Horner

Goldsmith

Zimmerman

Okuda

Okrand

Hawking class

Mendez

Keranen

Vincent

Cabanos

Mercer

Tang

Seitz

George

Cannen

Williams

Sheh

Post

Valenzuela

Buzz Aldrin

Neil Armstrong

Type 5/B

Celestia

Luna

Cadance
Cassiopeia
Artemis
Edison
Babbage
Gates
Orion
Hermia
Io
Hermes
Mimas
Charon
Triton

Type 6

Mt. Seleya
Sarek
Gorkon
Surak
Opaka
Shenandoah
Hudson
Kuskokwim
Cimarron
Cumberland
Cheyenne
Wabash
Trinity
Sabine
Cedar

Type 6/D

Sioux
Lakota
Iroquois
Chief Eagle Cloud
Little Bear
Daniel Boone
Kentucky
Cherokee
Lotus
Hashimoto
Akira
Shigeru
Atrus
Catherine
Lafayette

Type 9

Vega
Conway
Midway
Pacific
Valentia
Archanea
Rigel
Anthiese
Albain
Rudolf
Mycen
Centauri
Proxima

Crockett

Norfair

Type 7

Descartes

Euclid

Archimedes

Einstein

Type 7A

Tyson

Sagan

Von Braun

Kranz

Type 7B

James Lovell

Fred Haise

Jack Swigert

Ken Mattingly

Type 7C

John Glenn

Alan Shepard

Yuri Gagarin

Type 7D

Martin Luther King, Jr.

Coretta Scott King

John F. Kennedy

Bobby Kennedy

Jimmy Carter

Ronald Reagan

Jerry Lewis

James Garner

Jane Wyman

Mark Lenard

Mark Twain

Ray Bradbury

Issac Asimov

Charlie Duke

Michael Collins

Type 7E

Mandela

Argentum

Lightbringer

Starblazer

Siddhartha

Govinda

Chakra

Iris

Brynhildr

Valkyrie

Ithaca

Lewis

Clark

Sacagawea

Crusoe

Chaffee class

Chaffee

Grumman

Gumdrop
Spider
Charlie Brown
Snoopy
Columbia
Eagle
Yankee Clipper
Odyssey
Aquarius
Kitty Hawk
Endeavor
Casper
America

Type 7 Shuttlepod

El-Baz
Applegate
Lindbergh
Earhart
Noonan
Wright
Melonville
Caballero
Robertson
Camembert
Heatherton
Maudlin
Larue
Green
Prickley

Type 98A Short Range
Science Shuttle

Ceres
Nix
Hydra
Dysnomia
Namaka
Larissa
Thalassa
Despina
Galatea
Umbriel
Belinda
Cressida
Desdemona
Portia
Stephano

Type 98B Medium Range
Science Shuttle

Barnard
Jewitt
Nicholson
Kleyna
Perrine
Fernandez
Magnier
Synnott
Kowal
Roemer
Smith

Walker
Gladman
Danielson
Terrile

Type 98C Long Range
Science Shuttle

Cassini
Herschel
Atlas
Europa
Ganymede
Himalia
Io
Janus
Hyperion
Narvi
Prometheus
Rhea
Bianca
Ophelia
Proteus
Sao

Type 74 Medium Range
Shuttle

McCloud
Lombardi
Toad
Hare
Grey

Monroe
O'Donnell
Powalski
Dengar
Oikonny

Faraway
Bernstein
Logan
Mason
Richthofen

Transport Shuttle

Boeing
Amtrak
Henry Ford
Mary Anderson
Henry Bell
Karl von Drais de
Sauerbrun
Thomas Davenport
Robert Goddard
Elijah McCoy
Montgolfier
Garrett Morgan
Saint Bernard (medical
transport)
Louis Pasteur (medical
transport)
Sun Tzu (SSTF transport)
Douglas MacArthur (SSTF
transport)

Type 8 Passenger Shuttle

Concord

Argentina

Andrea Doria

Ile de France

Mauretania

Scythia

Laconia

Arcadia

Carinthia

Etruria

Arundel Castle

Umbria

Majestic

Viceroy of India

Giulio Cesare

Catria-class Sensor
Shuttle

Comanche

Bell

Ouachita

Tuckahoe

Thumper

Benes

Chicago

St. Paul

Denver

Daihiryu

Albatross

Falcon

Hertz

Watson-Watt

Hulsmeyer

Kitana-class Combat
Shuttle

Hornet

Scorpion

Wasp

Panther

Lion

Jaguar

Mantis

Viper

Cobra

Python

Raptor

Tiger

Alligator

Dragon

Longhorn

Seitz-class SSTF
Transport Shuttle

Pelican

Heron

Seagull

Manta

Stork

Ostrich

Emu

Buffalo
Mustang
Palomino
Wagon Train
Ox
Remora
Jackhammer
Pony Express

Type 17 Cargo Shuttle

John Henry
Paul Bunyan
Davidson
Panama
Suez
India
Cullen
Welker
Hopper
Stephenson
Harper
Jefferson
Haig
Hayden
Manhattan

Aqua Shuttle

Jacques Cousteau
Emile Gagnan
Drebbel
Nathaniel Symons

Robert Fulton
Julius H. Kroehl
Plongeur
Robert Whitehead
John Philip Holland
Blue Marine
Ferdinand Magellan
Jonah
Christopher Columbus
Nautilus
Yves Parlier

Type 12 Long Range
shuttle/skidder

Mae Jemison
Guy Bluford
Sally Ride
Lindsey Vonn
Maria Hofl-Riesch
Gemini
Mercury
Pathfinder
Sojourner
John Masefield
Discovery
Toto
Euripides
Plato
Alexander

<u>Scouter gig</u>	VGSS Tsumugu Kinagase NCC-103113
Orca	
Dolphin	VGSS Uzu Sanageyama NCC-110713
Ecco	
Porpoise	VGSS Ira Gamagori NCC- 112113
Quint	
Brody	VGSS Houka Inumuta NCC- 120513
Hooper	VGSS Nonon Jakuzure NCC-121213
George	
Gracie	VGSS Nimoy NCC- 3261931
Gillian	
Galapagos	VGSS Kelley NCC- 1201920
Jonathan Jones	
Frogfucius	VGSS Lara Croft NX- 12251996
Ruto	
Shantae	<u>Libman-class Runabout</u> VGSS Libman NCC- 493000
<u>Danube class Runabout</u>	VGSS Argus NCC-493001
VGSS Satoru Iwata NCC- 120659	VGSS Aurum NCC- 493002
VGSS Ralph Baer NCC- 308922	VGSS Francis NCC- 493003
VGSS Ryuko Matoi NCC- 102313	VGSS Faust NCC-493004
VGSS Satsuki Kiryuin NCC-100313	VGSS Ashleigh Ball NCC- 493005
VGSS Senketsu NCC- 101013	VGSS St. Germain NCC- 493006
VGSS Junketsu NCC- 101713	VGSS Oliver NCC-493007
VGSS Mako Mankanshoku NCC-111413	VGSS de Lancie NCC- 493008
	VGSS Strong NCC- 493009

VGSS Strand NCC-
493010

VGSS Sheridan NCC-
493011

VGSS Miller NCC-493012

VGSS Barr NCC-493013

VGSS McKillip NCC-
493014

Charendoff-class
Runabout

VGSS Twilight Sparkle
NCC-201123

VGSS Pinkie Pie NCC-
201124

VGSS Fluttershy NCC-
201125

VGSS Rarity NCC-201126

VGSS Applejack NCC-
201127

VGSS Rainbow Dash NCC-
201128

VGSS Starlight Glimmer
NCC-201129

VGSS Sweetie Belle NCC-
201130

VGSS Scootaloo NCC-
201131

VGSS Apple Bloom NCC-
201132

VGSS McIntosh NCC-
201133

VGSS Celestia NCC-
201134

VGSS Luna NCC-201135

VGSS Cadence NCC-
201136

VGSS Spike NCC-201137

Rainbow-Dash-class
Combat Runabout

VGSS Bi Han NCC-810000

VGSS Kuai Liang NCC-
810001

VGSS Hanzo Hasashi NCC-
810002

VGSS Leif Erikson NCC-
810003

VGSS Ulysses Grant NCC-
810004

VGSS Eisenhower NCC-
810005

VGSS Hercules NCC-
810006

VGSS Taurus NCC-
810007

VGSS James McCloud
NCC-810008

VGSS Gladiator NCC-
810009

VGSS Olympus NCC-
810010

VGSS Paarthurnax NCC-
810011

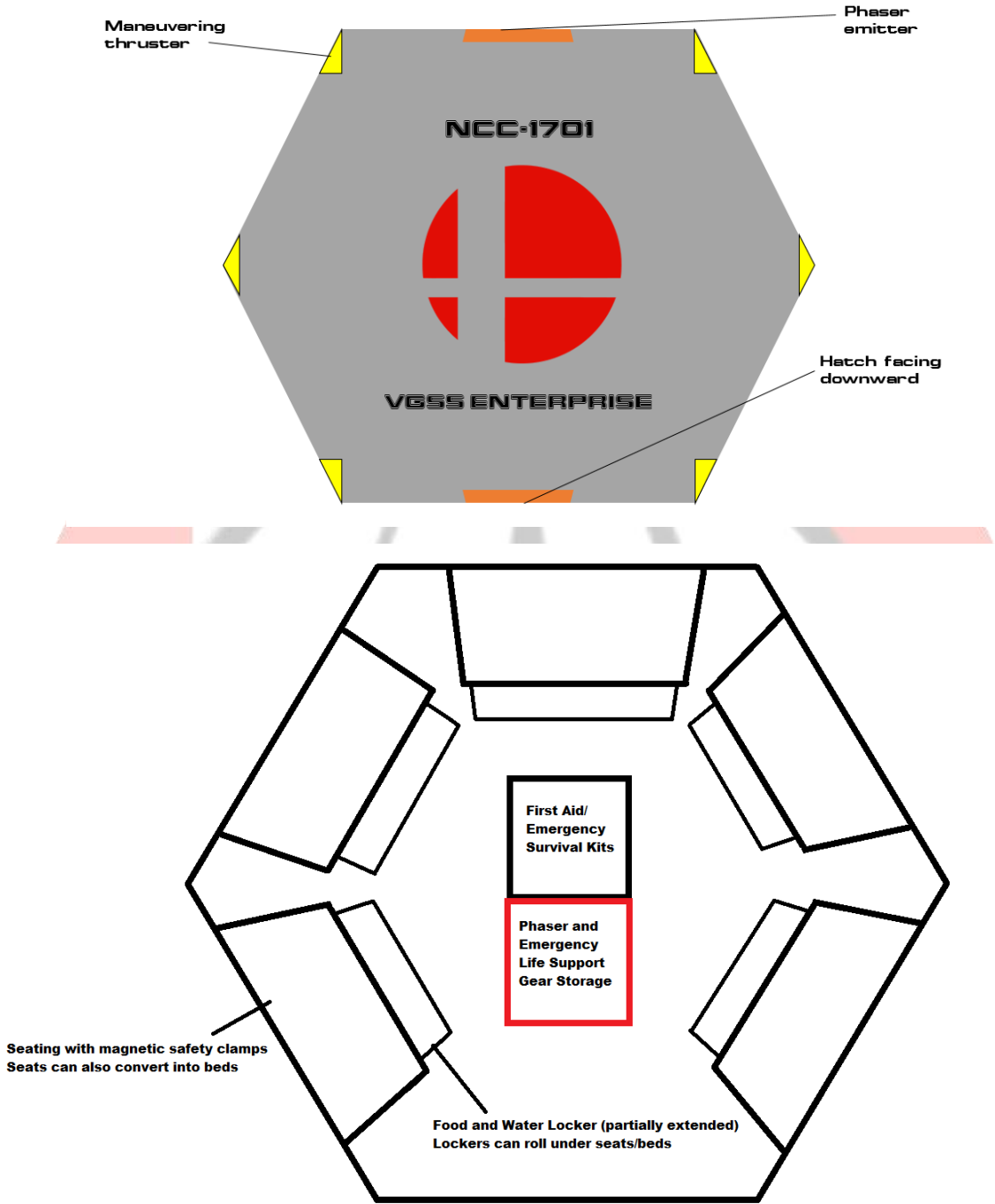
VGSS Uriel Septim NCC-
810012

VGSS Martin Septim
NCC-810013

VGSS Tyrus Flare NCC-
810014

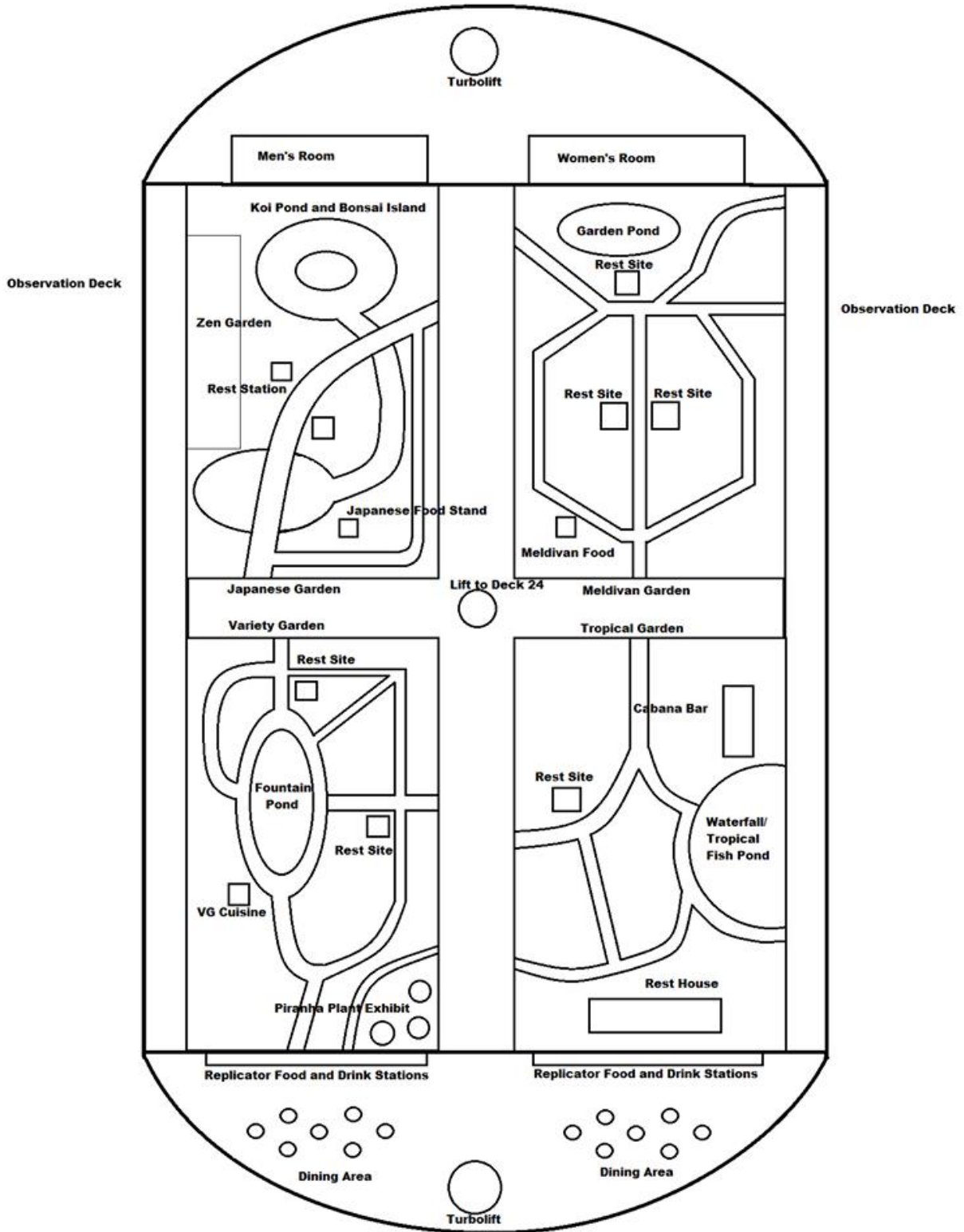
Deflector control, the second vital area in Deck 20, has consoles that control and maintain various power levels for the ship's main deflector. The main deflector is an important component of the ship as it helps to prevent objects from hitting the ship whilst it is moving. Also at deflector control are an isolinear chip circuit board, a console for modulation and preparation of beams for the deflector to fire, and a console for power regulation.

Also contained in Decks 19-22 are entrances to escape pods, which are used for evacuation procedures. This is especially vital in the event that crewmembers cannot get to the shuttles, beam out of the ship, or get to the saucer before separation occurs. Each escape pod (55 in total) has a five-man seating capacity, enough for all pods to evacuate at least 275 people. The escape pods also contain lockers for emergency water/food rations, first aid equipment, survival gear, emergency life support gear, and phasers. Each escape pod is programmed to automatically send out distress beacons that can only be detected by Federation and VG Starfleet (as well as any alien faction deemed friendly such as the Klingons, Romulans, Cardassians, Jem Hadar, Gorn, Tholians, Galadinians, Krenim, Kazon sects other than the Nistrim, and Milonians). These same pods are also equipped with auto-shields and auto-phasers for defense, and are equipped with an up-to-date IFF system. The pods can be set to either launch at a high rate of speed away from the ship (to avoid being destroyed or damaged by its explosion) or launch gently otherwise. They are also programmed to head to the nearest habitable planet. Once the pods approach a planet, depending on the trajectory, they will land on a ground surface or end up floating in the ocean thanks to their special buoyancy system. If the pods do land in the ocean, special motion systems can allow them to either proceed to shore or head to any underwater structure that is habitable. Most importantly, the pods will only land in planets that are not in enemy territory or that are not in the range of a ship's explosion if the Enterprise should ever be set to a Destruct 1 sequence.

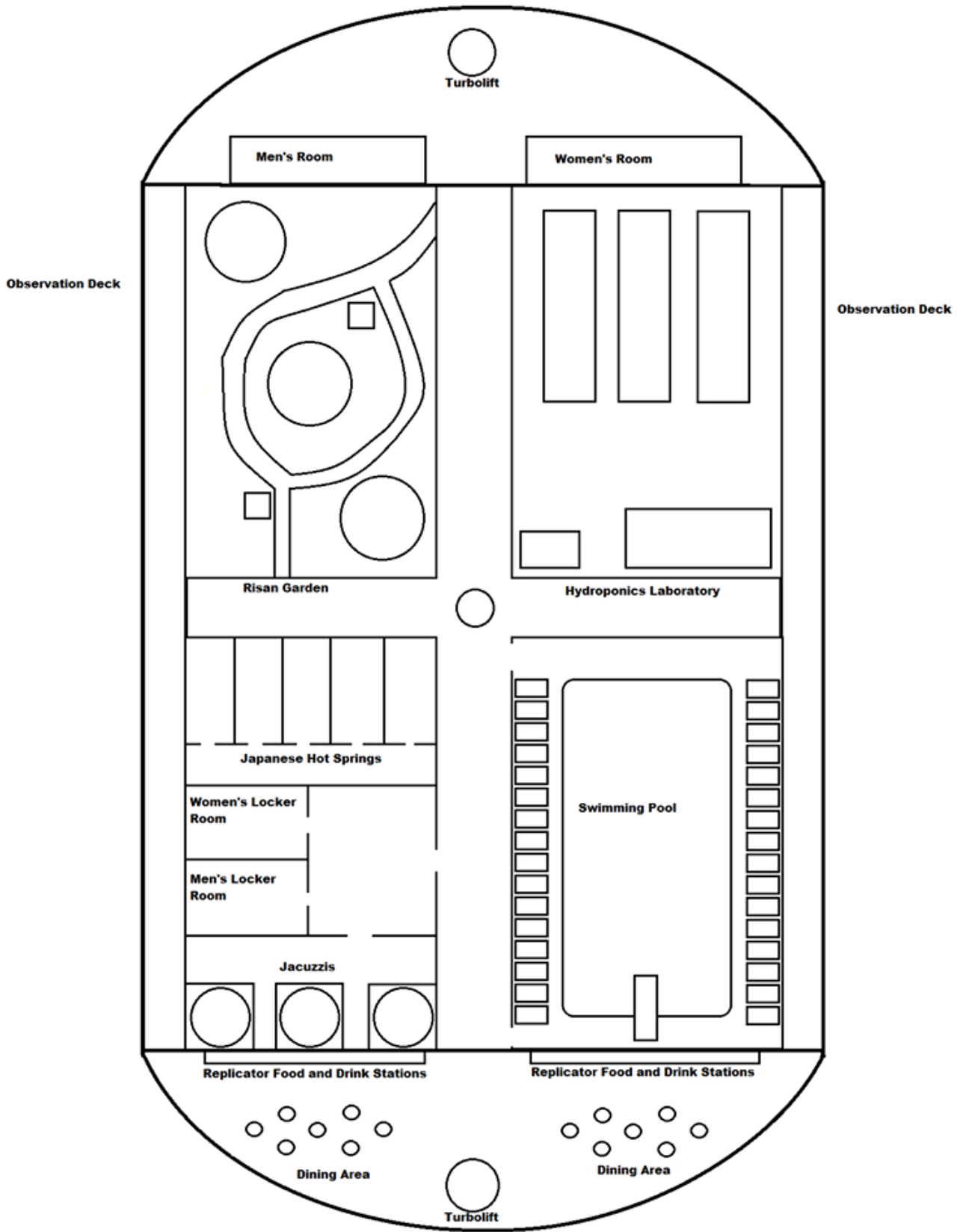


Top: Top view of escape pod; Bottom: Basic layout of escape pod interior

Deck 23-26



Basic layout of the arboretum



Basic layout of Deck 24

Decks 23 and 24 contain the arboretum, where crewmembers and visitors alike can enjoy a naturally created atmosphere of trees, plants, and ponds. In fact, a special sound system can generate the nature ambience from countless known worlds. There is also a lighting system that perfectly recreates morning, daytime, and nighttime settings to ensure an amazing experience of nature. There are also kiosks where crewmembers and visitors can rest, lounge, and even dine. This is especially a must for those that love the occasional dining in areas that are more natural than artificial. In fact, a special environmental system can also safely replicate the seasons, especially for anyone who prefers certain settings from certain times of the year. While the layout shown above shows the type of environments available, transporter buffer systems and holographic projectors make it possible to show the varying natural settings from various worlds.

Deck 24 is home to the large swimming pool area which is also enjoyed by crewmembers and visitors alike. While the aesthetic interior design is artificial by default, special holo-systems can turn the pool area into various relaxing and luxurious atmospheres. The area can also be converted into a blitzball playing field for those who enjoy the popular game originating from the VG Republic world Spira. Lockers and shower rooms for both genders can be found there where one can change between swimming clothes (one-piece swimsuits, bikinis, wetsuits, etc.) and their uniforms. An adjacent Jacuzzi room where crewmembers and visitors can relax in state-of-the-art hottubs is also located there. A botany/hydroponics lab, where plant life is examined and plants (edible and decorative) are naturally grown, is also located in Deck 24. This same area also doubles as a state-of-the-art greenhouse.

The last areas of the ship are the maintenance room in Deck 24 (which acts the same as the maintenance room in Deck 8), the bulk storage in Deck 25, antimatter bottles and probe storage in Deck 25, and deuterium storage in Decks 23-26. Deck 26 is the only deck on the ship that cannot be accessed via a turbolift; it is accessed via ladder and the Jefferies Tube instead.

The Computer Cores

Located in the very center of the saucer section is perhaps one of several vital parts of the ship as a whole; the computer core. Located in the stardrive section is the secondary computer core, which is especially vital in the event of saucer separation. Whilst advanced and superior to previous computer core models, the DSi707 ultra computer cores are more narrow and compact. These computer cores' sizes have also allowed more space for additional rooms in the ship. They also have other distinctive features that include (but are not limited to):

- A processing speed of 950,000,000,000,000,000,000,000,000,000,000,000 decisions/calculations per nanosecond.
- A memory of 850,000,000,000,000,000,000,000,000,000,000,000 terabytes
- Enhanced failsafe protocols that prevent hacking and viruses from affecting the system, including a 200-layer firewall.
- Several backup systems in both the saucer and stardrive sections for special situations. For instance, when saucer separation occurs, a backup system is activated that allows the backup computer core to compensate significantly.
- Emergency safeguards such as protection from potentially dangerous hazards and auto-reboot in case of computer failure.

In addition to these features, Decks 5 through 7 and Deck 21 have a central area where maintenance of the computer cores can be conducted. These areas include consoles for assessing the status of the core, a large isolinear chip circuit board, and an access area to assess the internal areas of the core in critical situations. These rooms are usually manned by a team of five specially designed ROB's and three crewmembers.



II
UNIFORMS &
EQUIPMENT

Crew Uniforms and Gear

While the VGSS Enterprise was extensively refitted, another thing that has changed is the clothing that crewmembers wear. Perhaps paying homage to the Federation Starfleet uniforms of the mid-2270s, the uniforms worn by crewmembers aboard the Enterprise consist of several variants.





Examples of some of the uniforms worn by Federation Starfleet crewmembers in the mid-2270s, especially by the crew of the USS Enterprise NCC-1701 under Captain James T. Kirk. Note the Admiral's uniform worn by Kirk in the first picture

Uniform Variants

All variants of the uniforms are color coded:

- Blue-gray: Command staff, senior officers, and bridge command specialists (who can also wear beige)
- Blue: Science officers
- Beige: Operations and security officers (some technicians can also wear uniforms of this color)
- Peach: Engineering staff
- White: Medical officers and engineering technicians
- Dark-gray: Non-commissioned officer (NCO)
- Orange: Enlisted

All uniforms variants also have built-in foot coverings; and are also fitted with a vital signs device/belt buckle at the center front on or near the waist area. This device is designed to transmit in a way that is only detectable to friendly units. The VG Starfleet patch (with the appropriate department colors) is placed on the left breast. Medical officers will have the caduceus symbol on the right breast (though some variants have it on the left breast in place of the patch).

The first variant is the standard two-piece with the long-sleeved shirt and matching pants. Rank stripes placement and insignia are the same as in previous uniforms worn aboard the Enterprise (silver for commissioned officers and bronze for enlisted officers). Some variants can also have rank pip epaulets on the shoulders. Other variants can include either a black turtleneck or mock-turtle neck shirt underneath it. Medical uniforms of this variant can have green turtleneck or mock-turtle neck shirts underneath. Other sub-variants can also have flat or flared v-neck collars.

The second variant is also a two-piece uniform, but with a short-sleeved shirt replacing the long-sleeved shirt. Instead of rank stripes on the sleeves, the shoulders have rounded-rectangular epaulets in which narrow rectangular rank pips are placed (some long-sleeve two-piece uniforms and Admiralty/Commodore uniforms can have those in addition to rank stripes). The short-sleeved shirts also have a v-neck collar, which is usually more flat than flared. Certain versions of this variant such as the

Captain and Chief Medical Officer's variants will consist of a white short-sleeved tunic and blue-grey pants.

The third variant is the long-sleeved jumpsuit. This variant can have both rank stripes at the end of the sleeves and rank pip epaulets at the shoulders (some jumpsuits only have rank stripes and no epaulets, and vice versa). Some versions of the jumpsuits have side pockets at the thigh areas for wearers to store equipment, which is essential especially for the Engineering staff and technicians aboard the ship.

In addition to the long-sleeved jumpsuit, there is also a short-sleeved version. The insignia placements are the same as that of the two-piece short sleeve. Rank insignia is located strictly on the epaulets on the shoulders as with the short-sleeve two-piece uniforms. Some versions of the short-sleeved jumpsuit can also have side pockets at the thighs.

Other uniforms worn aboard the ship include surgical scrubs, dress uniforms for formal functions, uniforms for flag officers (when visiting the ship, as they actually have their own uniform designs outside those worn aboard the ship), and security armor for security officers. The armor provides extra protection in combat from energy and melee weapons, and also includes helmets with sonic-proof shielding. There is also clothing for the chefs and formal attire for the ship's servers.

Finally, there is also green and brown coveralls and overalls for engineering and maintenance staff. There is also a variant of the overalls for recovering patients in Sickbay. All coveralls and overalls come with black short-sleeve undershirts, pants, and boots.

(NOTE: The uniforms and other clothing/gear in the following illustrations are for humanoid and insectanoid (insect/humanoid) races. For many races of differing body shapes such as Xindi insectoids, Dimurians, Waddle Dees, Turians, Krogan, Tholians, Shy Guys, Koopas, Goombas, Chozo, Zebesians, Phylosians, and Elcor; the uniforms and other clothing/gear are tailored accordingly.)

Command Uniforms



Captain's Variants



Science Uniforms



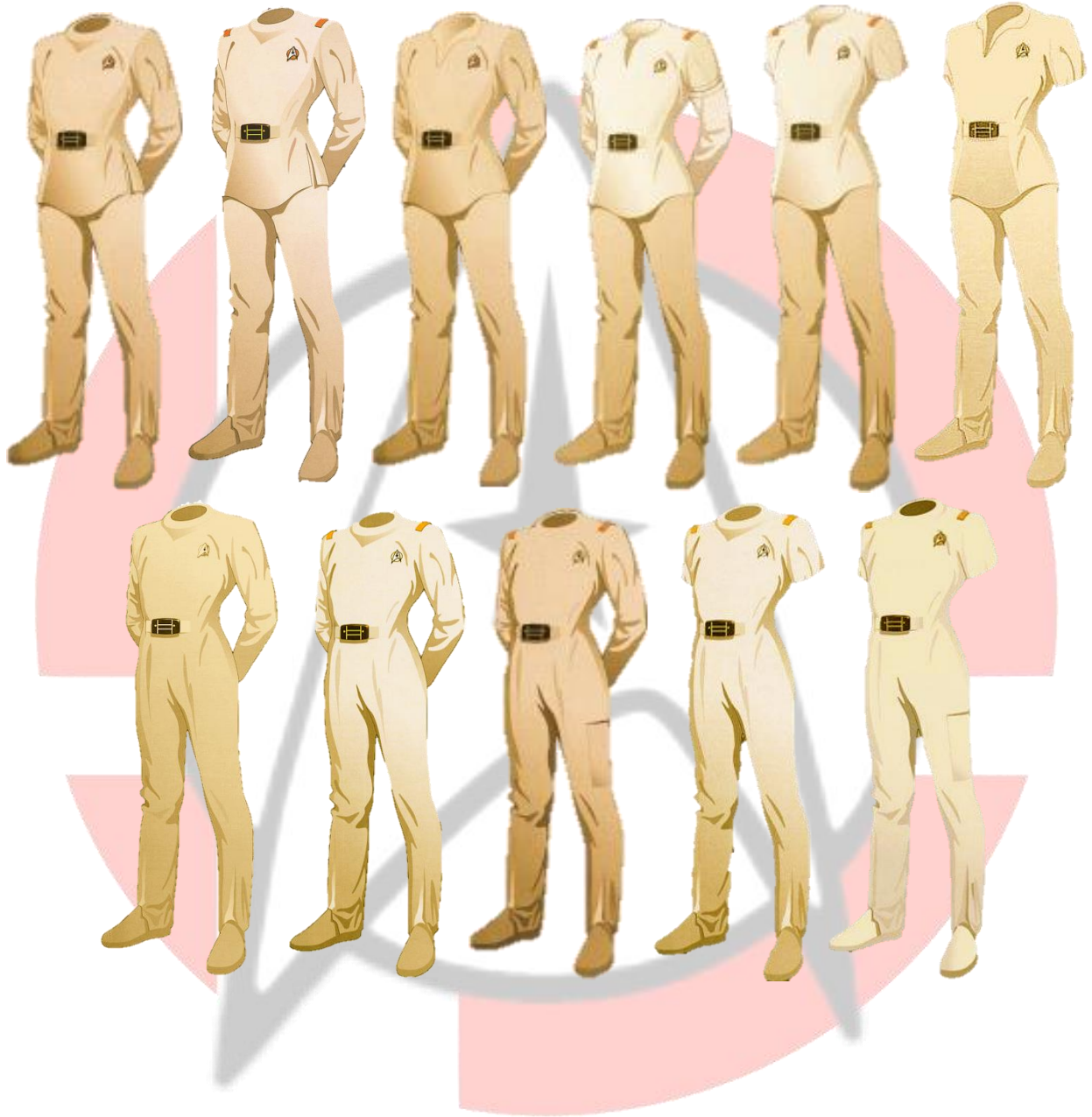
Operations and Security Uniforms



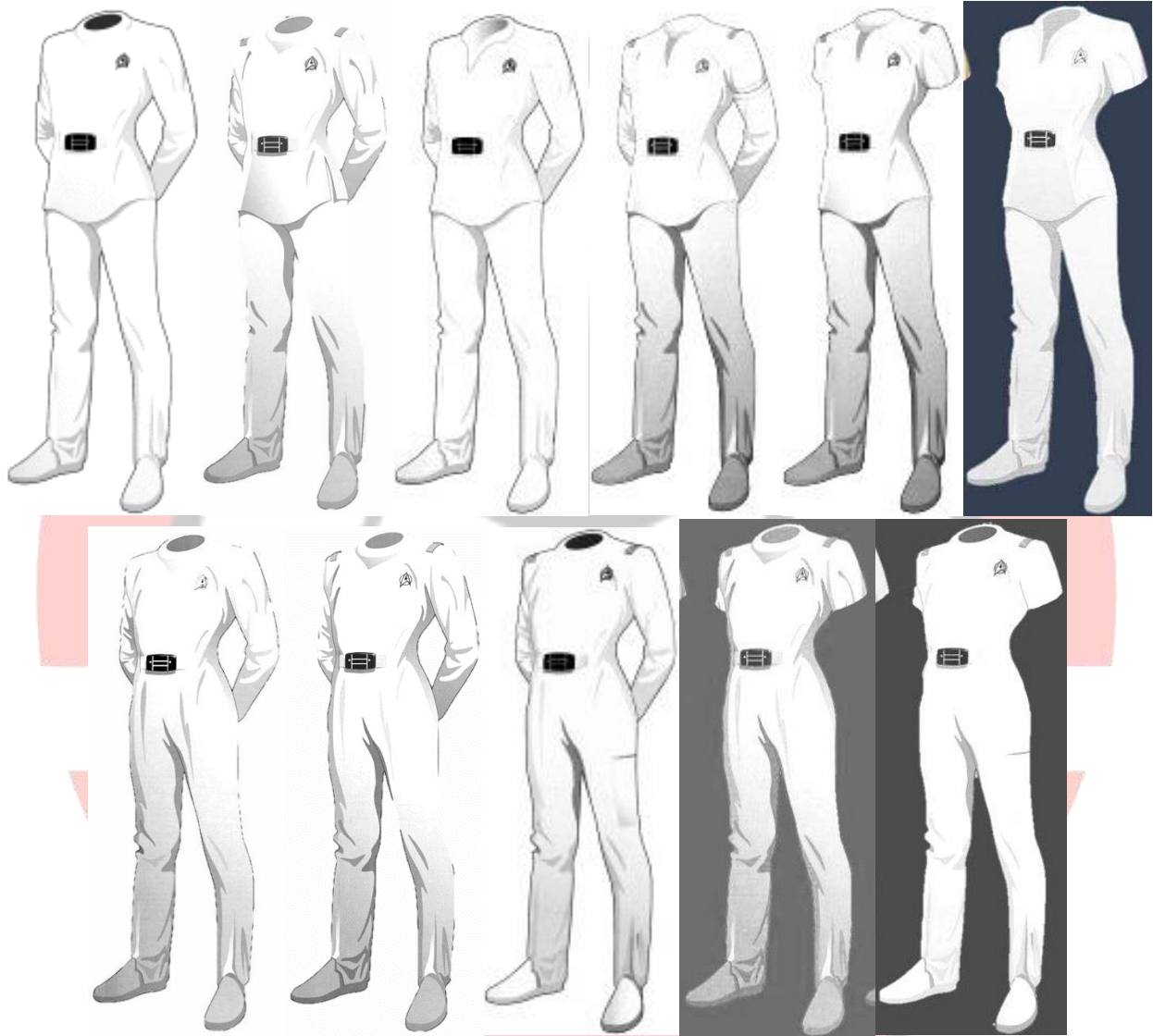


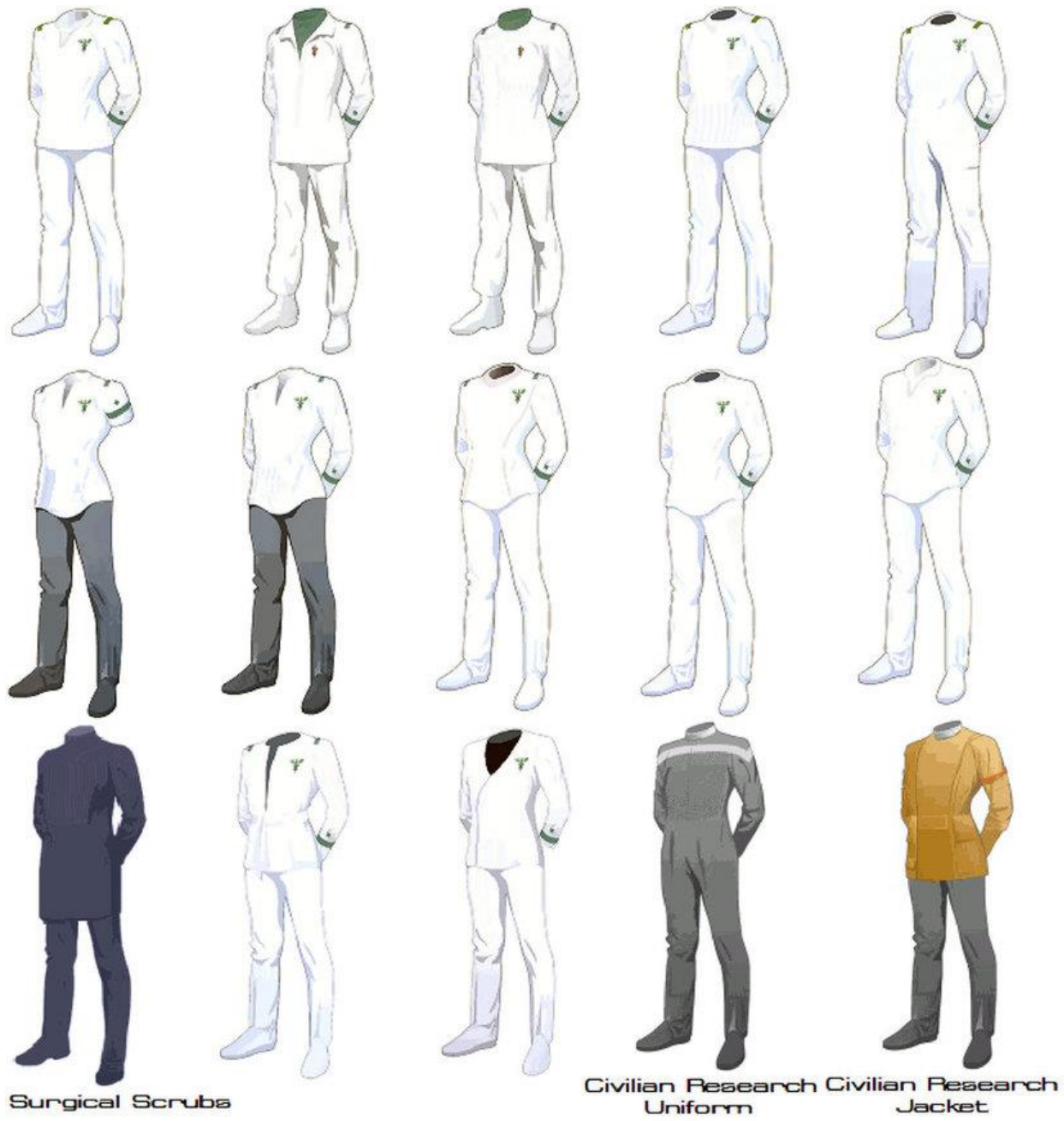
Security armor

Engineering Uniforms



Medical and Technician Uniforms

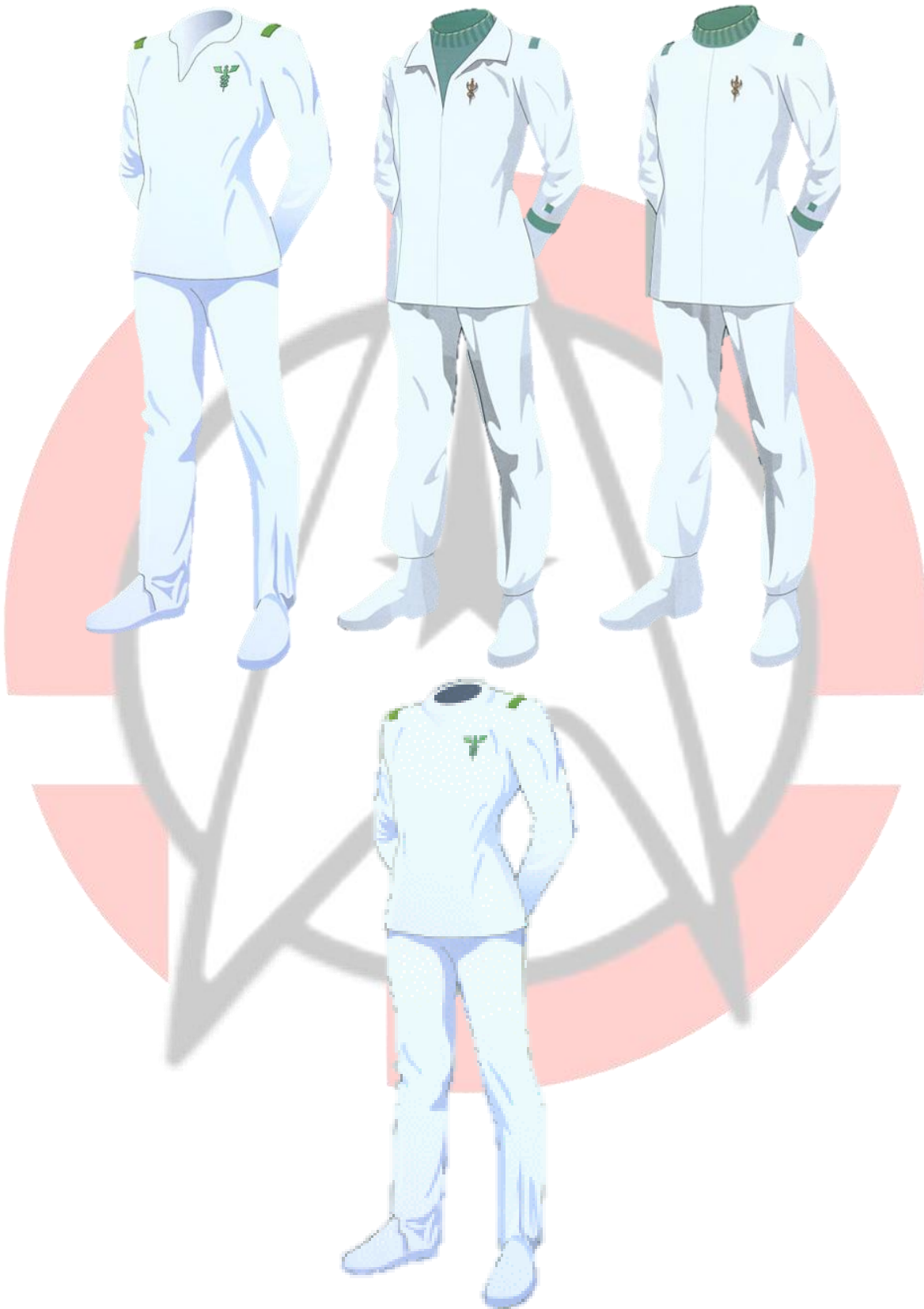


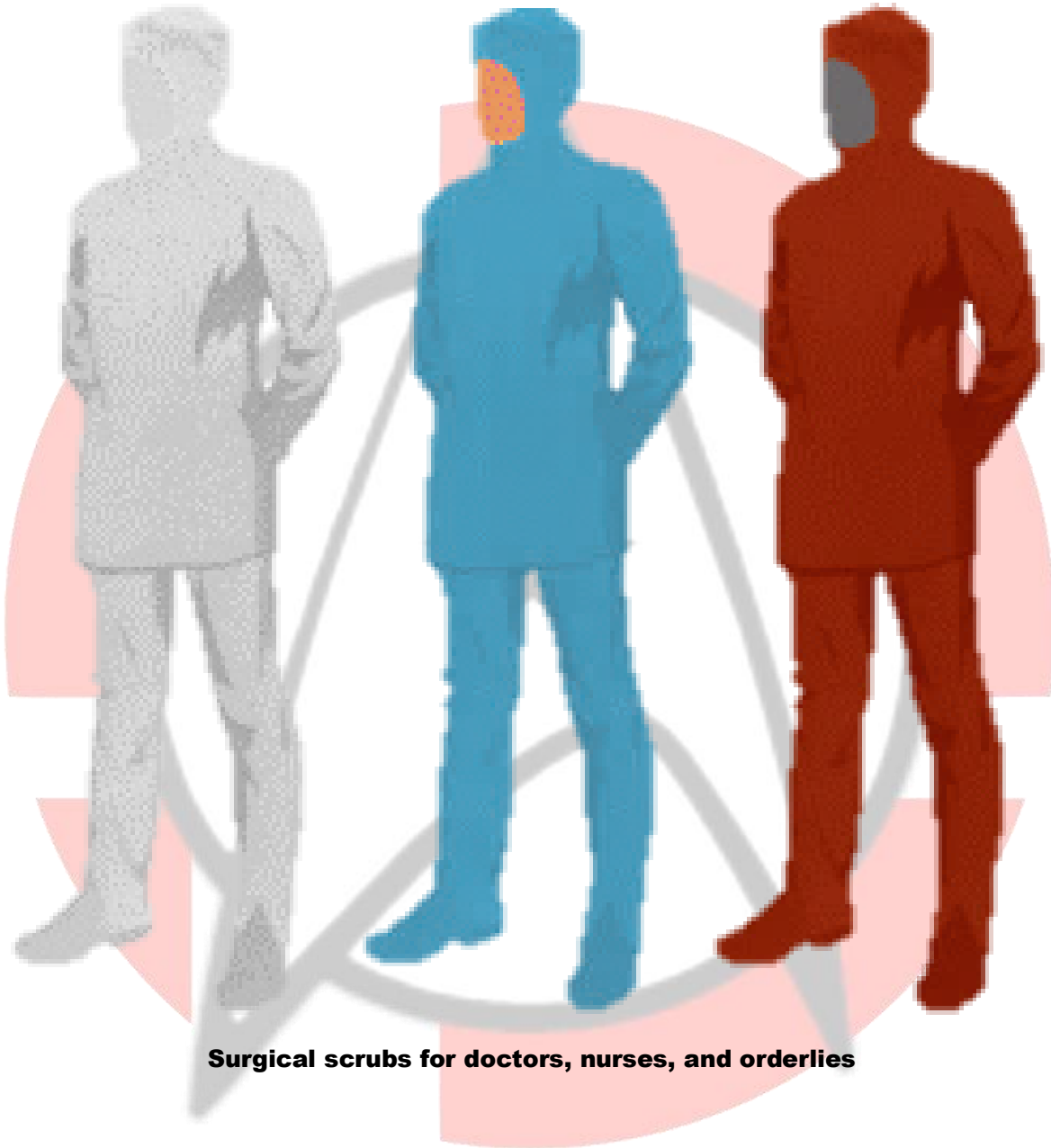


Medical Uniforms / Unisex

Various types of medical uniforms. Though not shown, there are also short-sleeve medical jumpsuits

Other Medical Uniforms





Surgical scrubs for doctors, nurses, and orderlies

Enlisted Uniforms



NCO Uniforms



Dress Uniforms

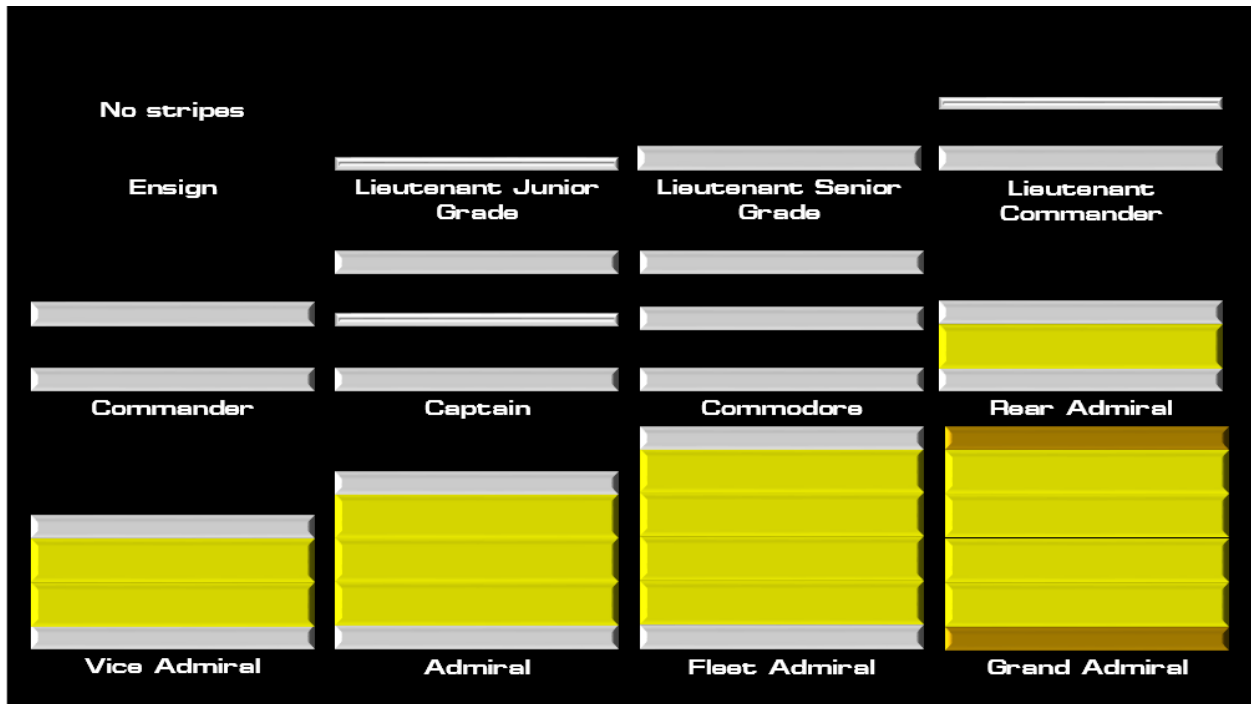


Flag Uniforms

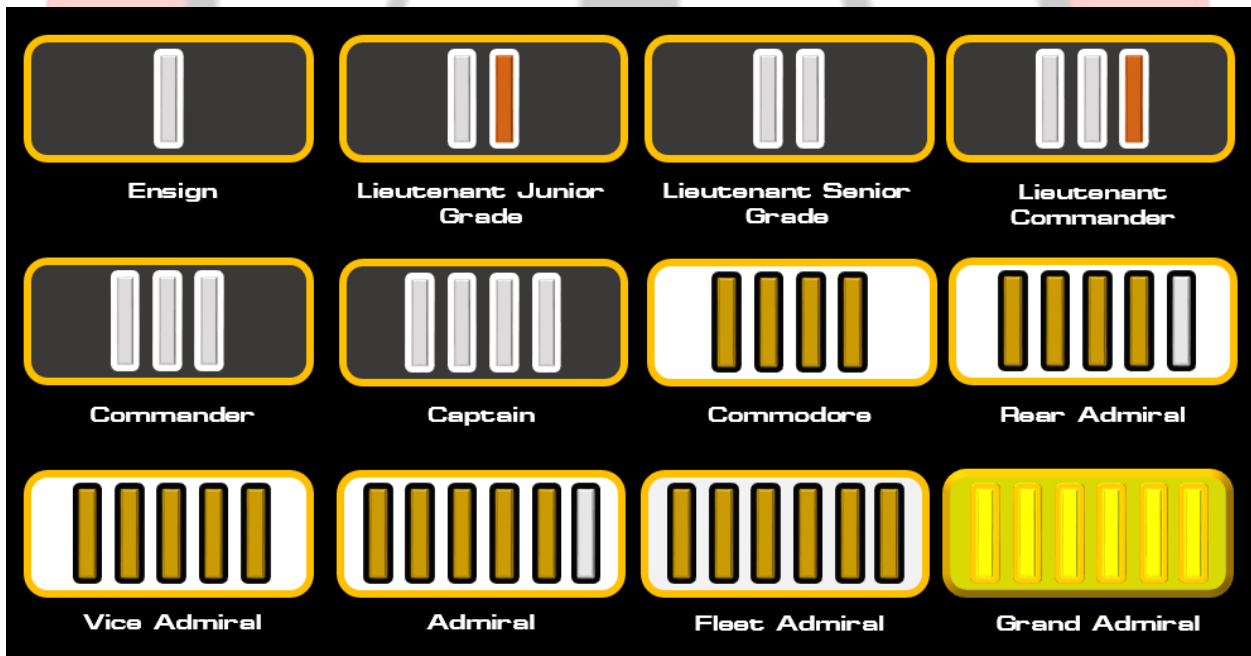


Commodore

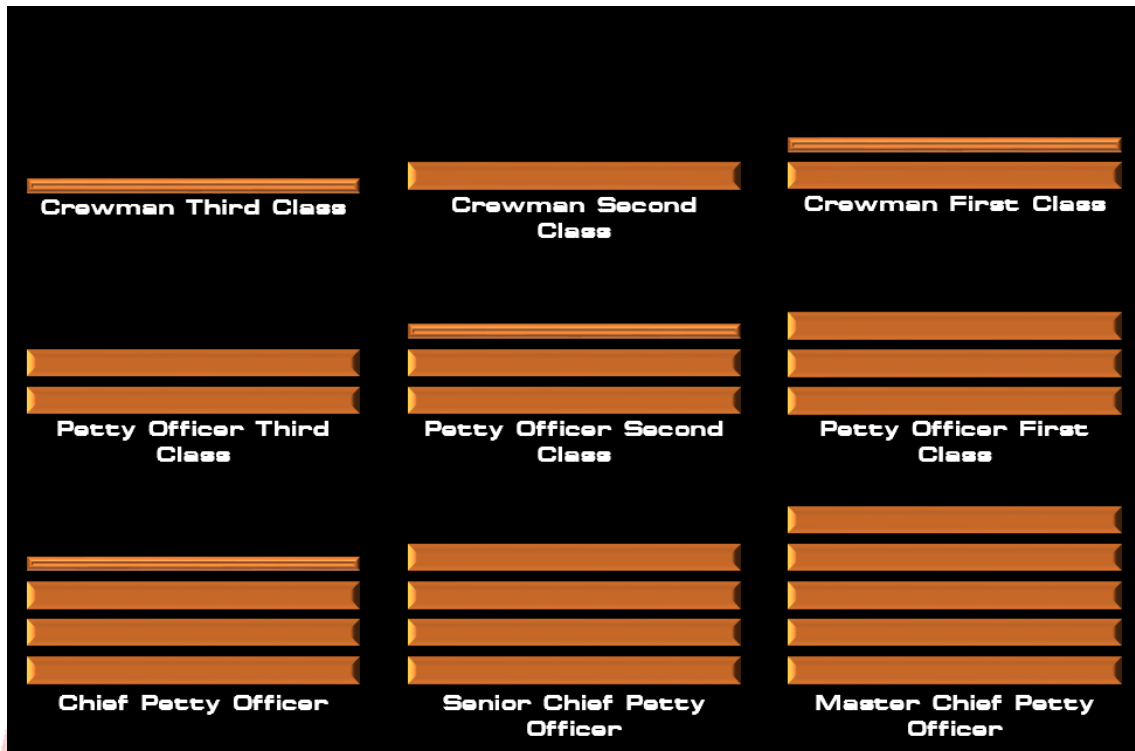
Admirals (including Grand Admiral)



Rank stripes for long-sleeved tunics and jumpsuits (commissioned officers)



Rank pips for the epaulets on short-sleeved tunics and both short & long-sleeved jumpsuits (commissioned officers)



Rank stripes for long-sleeved tunics and jumpsuits (enlisted and NCOs)



Rank pips for epaulets on short-sleeved tunics and both short & long-sleeved jumpsuits (enlisted and NCOs)



Command Division



Science Division, Research and Technical Branches



Science Division, Medical Branch



Operations Division, Engineering and Maintenance Branches



**Operations Division, Communications Branch
Command Division, Helm & Navigation Branches**



Operations Division, Security and Services Branches

The assignment patch insignia with different colors symbolizing different departments

Outfits for Ship's Servers



Head Waiter

Waiter

Host

Outfits for Ship's Chefs



Head Chef

Sous-Chef

Chef



Coveralls and overalls for engineering and maintenance staff (including technicians), and white overalls for patients

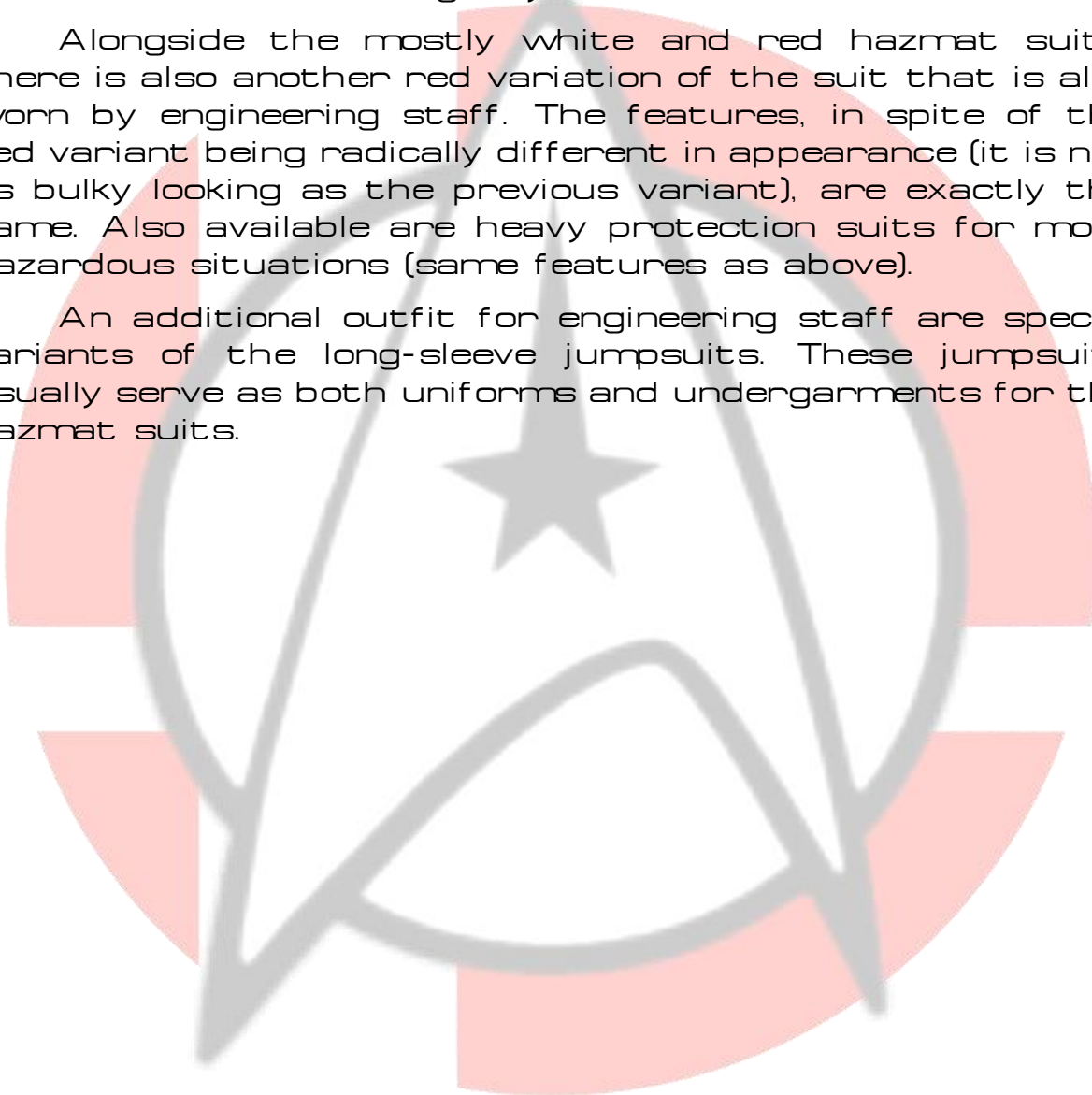
Additional gear for starship-related duties include a radiation (or hazmat) suit with an accompanying helmet, usually worn by Engineering staff in certain situations that especially warrant radiation protection. These suits are designed to especially withstand heavy radiation leaks (except those brought about by the ship on a Destruct O sequence), and also provide enough oxygen and intravenous nourishment to last a person for at least 10 months in the most critical of emergencies. These same suits are also worn in the phaser control rooms and in the impulse engineering area (though the former is usually in extreme conditions such as deadly radiation leaks). The suit, in theory, can also protect the wearer from plasma coolant leaks (though further simulations and tests are needed to confirm or debunk the theory). Features that accompany the hazmat suit include, but are not limited to:

- A built-in forearm communicator
- Optional gravity boots
- Transporter buffer unit for storing equipment,
- HUD display for the helmet to help the wearer see in conditions that hinder vision.

Rank insignia is located on both shoulder tops, with the appropriate VG Starfleet patch on the upper arms. Special breathing helmets that help the wearer survive hazardous airborne substances are also available with the same features as the aforementioned standard helmet. There are also hazmat suits of this design that are colored in red for emergency service crews.

Alongside the mostly white and red hazmat suits, there is also another red variation of the suit that is also worn by engineering staff. The features, in spite of the red variant being radically different in appearance (it is not as bulky looking as the previous variant), are exactly the same. Also available are heavy protection suits for more hazardous situations (same features as above).

An additional outfit for engineering staff are special variants of the long-sleeve jumpsuits. These jumpsuits usually serve as both uniforms and undergarments for the hazmat suits.





Left: Hazmat suit with standard helmet; Right: Red-colored version for emergency service crews



Left: Hazmat suit; Right: Hazmat suit with special helmet and optional gravity boots



A minor variant of the hazmat suit, also worn by Engineering staff



Heavy protection suits for major emergencies or any form of maintenance that requires additional protection (ex. Nacelle maintenance and matter/antimatter reactor maintenance)



Special jumpsuit uniforms for engineering officers and technicians respectively



Engineering jumpsuit uniforms for NCOs and enlisted crewmen

For external inspections or any situation that requires being outside the ship, crewmembers can wear one of three variants of EVA suits. All three variants are equipped with heavy-duty armor that provides protection from energy weapons and explosions. Each suit is also equipped with enough oxygen and emergency intravenous nourishment to last the wearer for at least 5 years. All helmets are equipped with an optional HUD display that helps wearers see in the most blinding conditions, as well observe and diagnose a variety of problems in the wearer's immediate surroundings. One of the variants can be fitted with an optional emergency evacuation thruster pack. When activated, a 10-second countdown is initiated as the thruster pack prepares to initiate a 10-second boost that boosts the wearer up to 55,000,000 kilometers away from the initial position. This sequence cannot be aborted, but the countdown can be aborted by simply lifting the control arm up. Two of the other variants have holsters to store equipment and phasers, but all variants are equipped with transporter buffer storage units.

Additional features for all three variants of the EVA suits include, but are not limited to:

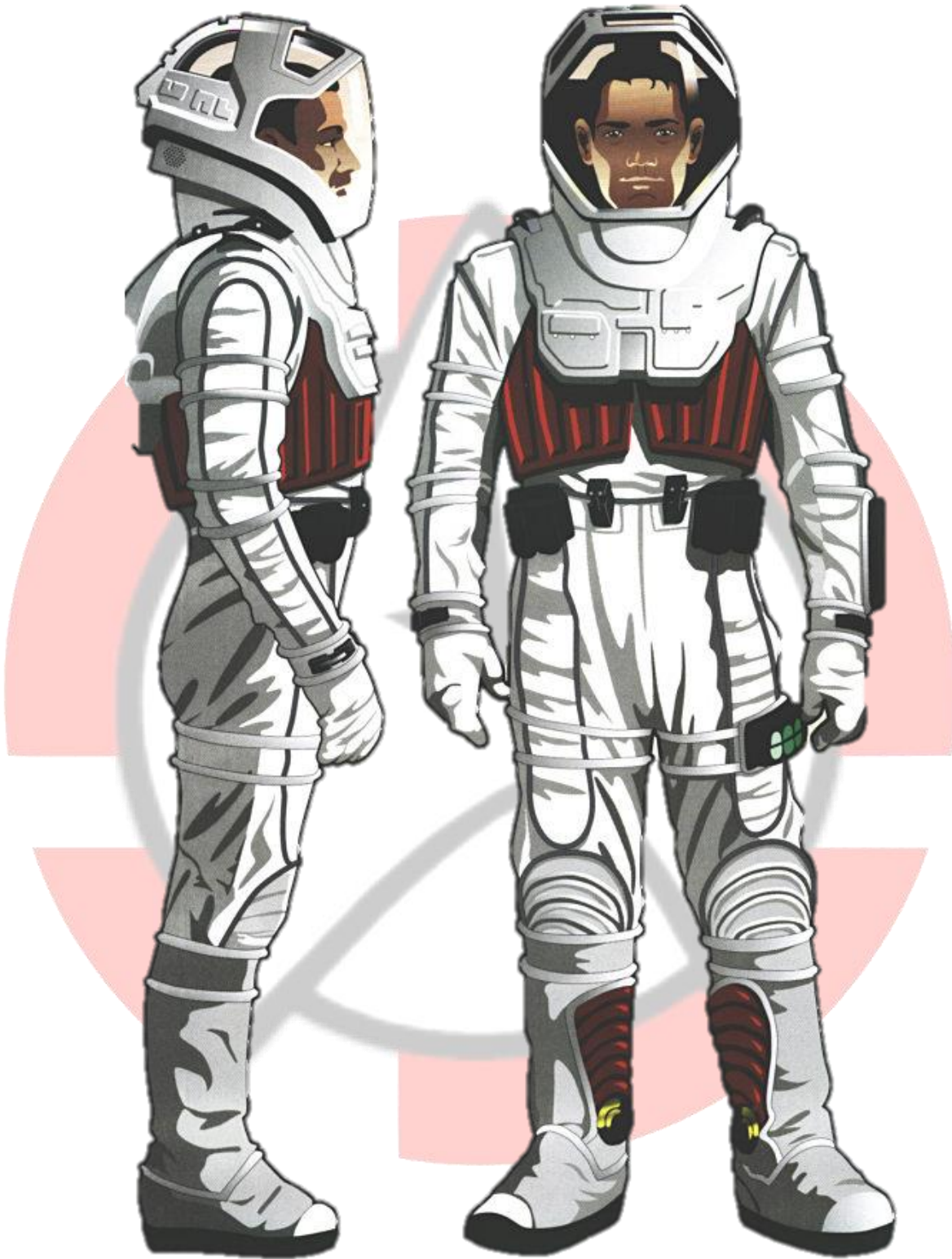
- Auto-gravity boots
- Personal inertial dampers that can allow the wearer to basically “swim” in a zero gravity environment
- An emergency stop system that the wearer can activate in the event that he/she drifts away from the ship, a station, or a shuttlecraft.
- Re-entry shielding in the event that the wearer cannot avoid falling into a planet's atmosphere, as well as safe-landing and buoyancy systems for such cases.
- Built-in recording system to record mission logs or data
- Built-in tricorder, which incorporates into the helmet's HUD display
- Auto-resuscitation unit
- Built-in communicator
- A special signaling system that automatically activates to ensure the wearer can be rescued in emergency situations.
- Anti-decompression protocols



First variant of EVA suit. Note the phaser holstered on the wearer's right leg



Second variant of EVA suit with optional thruster pack



Third variant of EVA suit

Phasers and Field Gear

All crewmembers aboard the Enterprise can carry one of three types of standard-issue hand phasers. All three phasers are identical to those from the 23rd. Century (the Phaser IV and IIB units, and a prototype phaser that was never produced), but with more modern enhancements such as energy efficiency and longer battery life (up to 12 years).

The Type 2 phaser, originally designed by Atalskes Phaser Corporation and redeveloped by Ekos Industries, is designed with simplicity in mind. Whereas most phaser models have complex settings systems, this phaser's setting system is simple. The settings are heat, stun, kill, and disintegrate. The stun setting of this weapons can effectively stun most organisms and individuals, and also non-lethally subdue Galadinians (which can be killed by the heavy stun settings of older phaser models prior to 2903). This phaser also has a detachable Type 1 phaser, with the settings and power levels working the same as the Type 2. This phaser was already issued to crewmembers of the Enterprise and other vessels that were of the Constitution Endeavor class in 2917.

The Type 3 phaser, originally developed by Sestra Weapons and also redeveloped by Ekos Industries, is similar to one of the previous phasers used on the Enterprise and in the 2260s by Federation Starfleet. This unit was also implemented in Constitution Endeavor class vessels in 2917. The settings are complex: low heat, medium heat, high heat, light stun, moderate stun, heavy stun (which also non-lethally subdues Galadinians), kill, and disintegrate. Like the Type 2, it also has a detachable phaser (the cricket phaser) that has the same power level and settings.

Alongside the Type 2 and 3 phasers, there is also the Type 2B phaser, which is based on a prototype phaser design from the 2270s. Originally conceived by Atalskes Phaser Corporation and realized by Ekos Industries, the Type 2B phaser is similar to the Type 2. However, its settings are as complex as the Type 3. Like both phasers, it also has a detachable phaser (Type 2BB).

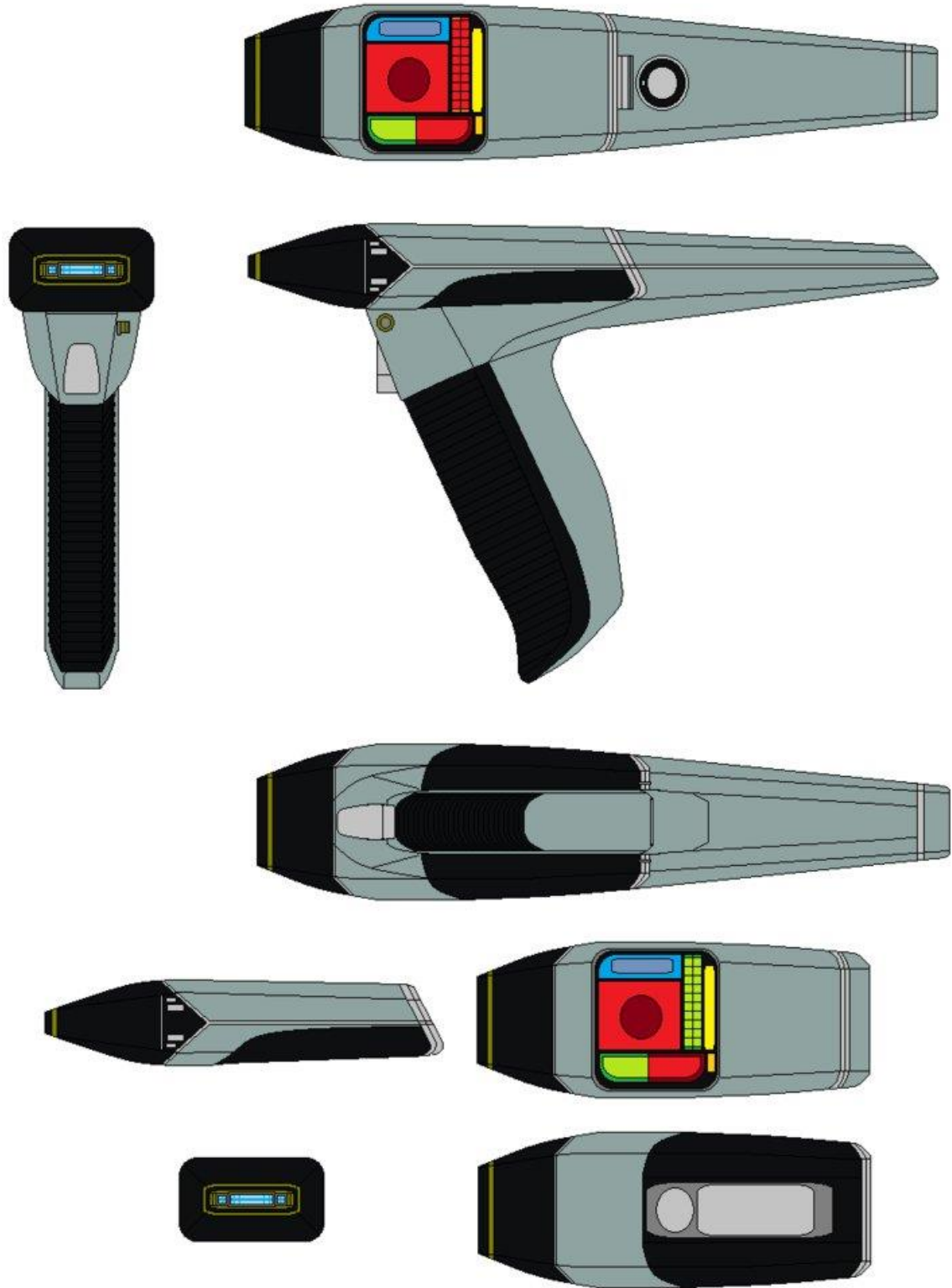


Type 2 Phaser (originally the Phaser IV unit)



Type 3 Phaser (originally the Phaser IIB unit)

STAR FLEET PHASER TYPE 2 PROTOTYPE

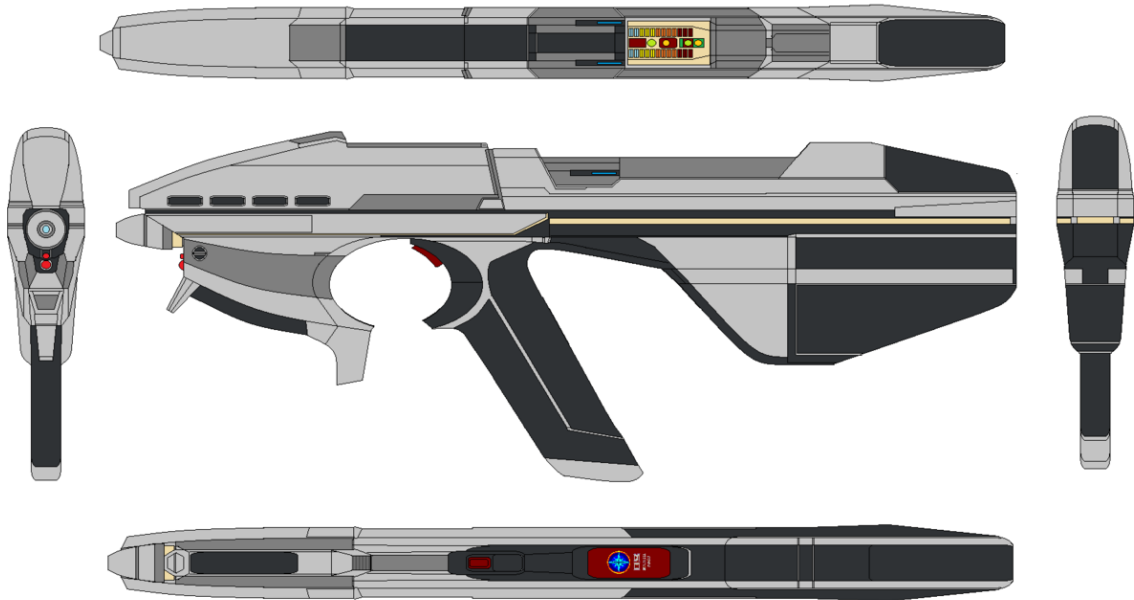


Type 2B phaser

In addition to hand phasers, crewmembers can also carry four types of phaser rifles. The design of the Type X phaser rifle is similar to that of the Type 2 phaser unit described earlier, and also identical to the Phaser V unit made by the same company behind the Phaser IV. The settings are also simple like the Type 2 phaser. The phaser rifle also features a detachable phaser pistol (which does not contain a detachable Type 1 phaser), an optional sling attachment, and an optional wide-shot setting where up to 6 additional beams can also fire (3 on each front side). The second phaser rifle is Ekos Industries' more enhanced version of the Assault Phaser Mark 8 weapon (called Mark 8X). This phaser features a clip-magazine loading system, the option of firing pulse or beams, rapid fire mode, and a state-of-the-art cooling system to prevent overheating and burnouts. The third and fourth phaser rifles carried aboard the Enterprise are Ekos Industries's redeveloped versions of the Assault Phaser Rifle Marks 9 and 9A, which operate the same as the 8X.

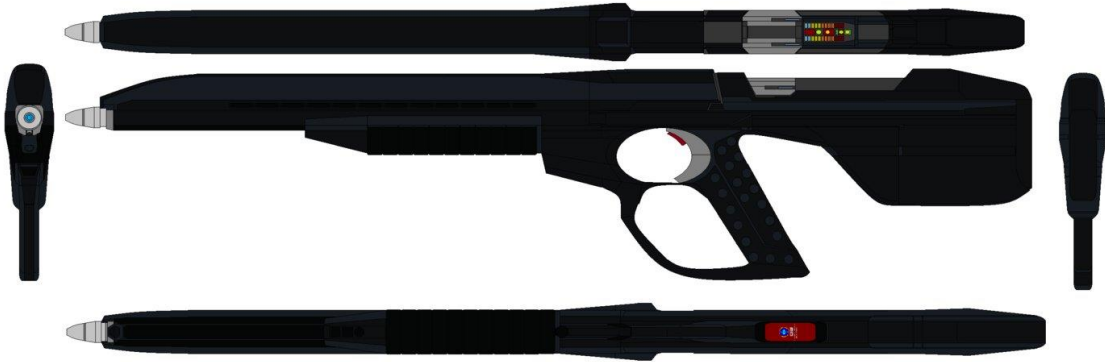


Type X phaser rifle



Assault Phaser Mark 8X

ASSAULT PHASER RIFLE MK 9



ASSAULT PHASER RIFLE MK 9A



Assault Phaser Rifle Marks 9 and 9A

An extremely important component found in all phaser weapons (and all SSTF weapons) is the anti-Borg auto-modulation system. Based on the designs of the Infinity Modulator (a weapon designed by Seven of Nine and used firsthand by the Hazard Team aboard the USS Voyager), it allows every phaser weapon to modulate in such a way that Borg drones can never adapt to them. This enhancement, which had been previously implemented on Federation weapons in the past, has proven to be effective in repelling Borg invasions. In fact, all companies that make weapons are mandated by law to implement this system in all weapons to ensure that both officers and civilians alike can effectively repel Borg invasions on ships, stations, and planets. This type of system is also present on shipboard and station-board weapons (including unmanned weapons platforms). It is also present in all non-Federation weapons.

All crewmembers, both on the ship and on away missions, wear wrist communicators. These communicators are made to be durable to avoid accidental damage. The features of these communicators include, but are not limited to:

- Ability to compensate for interference
- Broadcast distress signals
- Visual communicator
- Contact range from person to ship of 750,000,000,000,000,000 kilometers (at least 79,275 light years)
- An up-to-date automatic two-way translator
- Ability to send encoded communications
- Frequency settings that can prevent communications from being detected or decrypted by hostile forces
- The ability to lock-on and track other communicators, which is especially helpful to find shipmates
- Time indicator, which is helpful in determining daytime and nighttime. It also helps crewmembers to be on time for their shifts.



Wrist communicator

Another important piece of equipment used by crewmembers is the tricorder. Since the main mission involves exploration and studying new discoveries, the tricorder is essential. The tricorder is capable of scanning countless known and unknown elements of various forms. It also can scan geological formations, life signs, cellular structures, anatomy, mechanical objects, and many other objects and anomalies. It is also able to record up to 500,000,000,000 terabytes of data.



Three variants of tricorders, all used for standard missions and operations. Each variant also has geological and medical subvariants

Whilst there are medical sub-variants of the three tricorders shown above, one particular type of tricorder that is most often used and is designed strictly for medical purposes is the newly developed Mark 50 medical tricorder developed by Ocean Medical Industries. Designed after a popular 21st. Century pre-Federation Earth gaming device, this tricorder is especially designed to carefully examine patients of countless known (and even unknown) races. It is equipped with two separate cards that contain 500,000,000,000,000 terabytes of data each, a stylus-like medical scanner with multiple capabilities, advanced medical display, a vertical two-screen display with touchscreen capabilities, a thumbstick and buttons to control the view of the anatomical display of the patient (which is similar to that used for the exam beds in sickbay), and advanced diagnostic scanners. It is also equipped with a camera-like apparatus to scan and diagnose any visible ailments or anomalies. In addition to being a scanner, the stylus-like apparatus also has these following features:

- Safely obtaining samples of bone, brain, organ, muscle, and spinal tissue for scanning (the stylus's tip must touch the bottom screen in order for the samples to be scanned)
- Safely obtaining blood samples (the operation for scanning is the same as for tissue samples)
- Injecting a nano-medical drone that can probe into organs and bones to scan for any anomalies that may not be ordinarily scanned by the tricorder. The movement can be automatic or controlled manually on the tricorder
- A one-second self-sterilization protocol that is initiated immediately after obtaining of a sample or injecting the nano-drone; this is can be initiated either when the tip has touched the bottom screen or the stylus is placed back into the stylus slot
- Emergency treatment of eye ailments/injuries
- Emergency dermal regeneration abilities

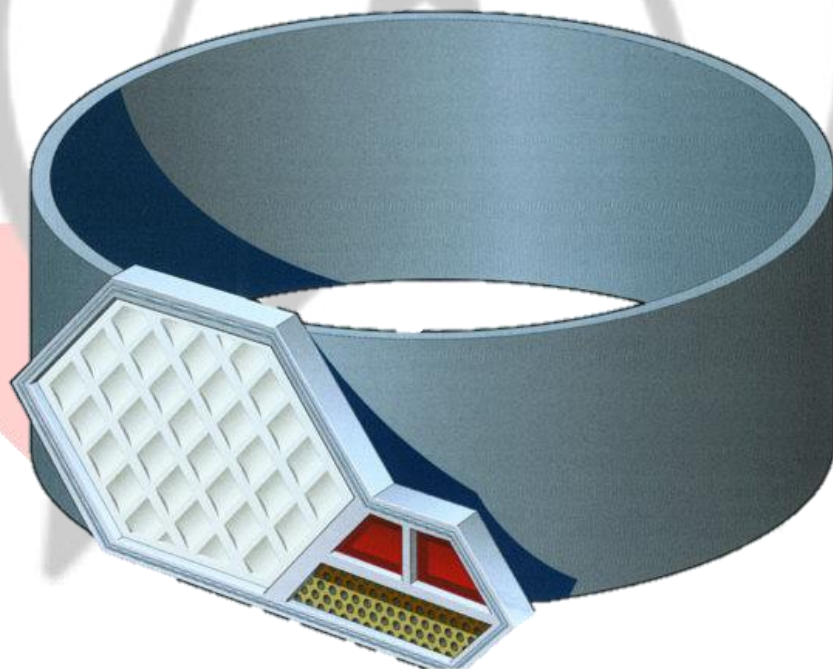


Mark 50 Medical Tricorder

In all field missions, all away team members have the option of either wearing a standard utility belt with optional transporter buffer capabilities or a specially designed holster that can carry both their phasers, tricorders, and other equipment such as medical kits. The holster is also equipped with several attachment hooks for when the crewmember wearing it must climb, bungee jump, or otherwise scale certain areas such as mountains and trees. A special addition implemented on the utility belt and the holster is a grapple feature in which a micro-piton grapple gun fires a hook that is able to hook on to most materials and objects. The wearer can either scale up to the hook's location either fast or slowly (which is

most preferred). The grapple hook and cord can easily hold up to 50 times any person's weight, making it invaluable for the completion of an away mission.

The evolution of transporter technology over the course of nine centuries has made it possible for individuals and objects to be beamed through even the heaviest of interference or hazards. Transporter beaming through shields is also common and safer than in past centuries (though usually done in certain circumstances). However, it is still possible for situations to occur where beaming is hindered, impossible, or otherwise ill-advised. Because of this, all away team members in such situations must wear transporter armbands. These armbands are easily detectable by the Enterprise, and allow individuals to be beamed aboard when needed. Away teams wearing these armbands usually travel to their mission destination via shuttle or docking, with beaming team members back to the ship only done when no other method of returning is available (ex. A shuttlecraft being severely damaged or destroyed).



Transporter armband, worn by away team members in areas where ordinary transporter beaming is hindered or impossible. This is usually worn by crewmembers when they must head to their destination via shuttlecraft or docking. Transporting in this situation is used if no other option is available.

In away missions on cold weather climates and icy planets, away team members are required to wear winter clothing. This consists of a heavy parka which includes several exterior pockets to store phasers, tricorders, and other essential equipment. The parka is fitted with a special heating system that conforms to any species, and also helps the wearer to easily adapt to the cold weather to prevent any negative effects of the cold (frostbite, hypothermia, etc.). Also included in the winter parka are a tight-fitting hood, a mouth-and-nose mask to protect the wearer from being smothered in the most severe weather conditions, heavy boots, and an enhanced visor with a basic HUD display that helps the wearer see perfectly even in the harshest of blizzards. This same HUD display can also zoom in on areas, which is essential for exploration, scouting, and rescue missions.

In away missions on volcanic worlds, especially worlds where breathing volcanic fumes is dangerous, all away team members must wear specially made volcanic gear. This gear consists of specially made excursion suit with a built-in hood, breather mask, and visor with enhanced HUD display. The suit is especially designed to also protect the wearer from excessive heat and lava.

For desert climate missions, crewmembers can wear one of three variants: the first is a sand-colored tactical uniform with built-in cooling systems to prevent heat-based ailments. The second variant is a tucked-in short-sleeve shirt with breathable pants and a covering poncho with a hood. The third variant is a short-sleeved t-shirt and pants. The last two variants come with tennis shoes instead of boots.

For aquatic missions, away team members wear neoprene-made underwater suits equipped with helmets that allow wearers to breathe and communicate verbally underwater. These same masks have the same type visors as for the volcanic and winter gear. The suit is especially designed to also protect the wearer from bites from dangerous creatures and deadly energy weapons. The suit and mask are both layered with specialized nanobots that absorb the pressure from deep underwater levels. This helps the wearer to explore in even the deepest of levels

with ease, and prevents any potential fatality (such as the wearer being affected by decompression sickness (“the bends”) or arterial air embolism). For aquatic combat and self-defense, team members carry the aqua phaser pistols and rifles. These weapons operate the same as the aforementioned phasers, but are specifically designed to be effective underwater.



Winter parka



Winter pants



Winter gloves and visor



Winter mask



Winter boot



Volcanic mission outfit



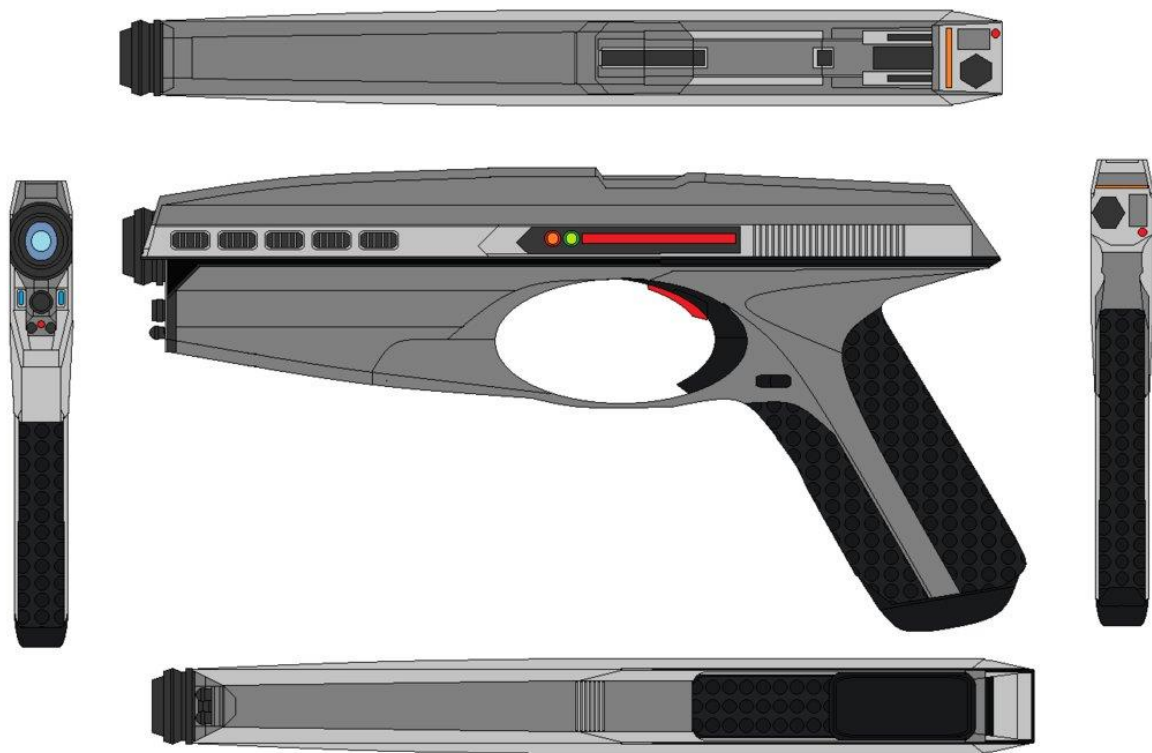
The three variants of desert outfits for away missions, all of which are unisex. One of the variants of utility holsters worn across all types of away mission can be seen on the variant on the left



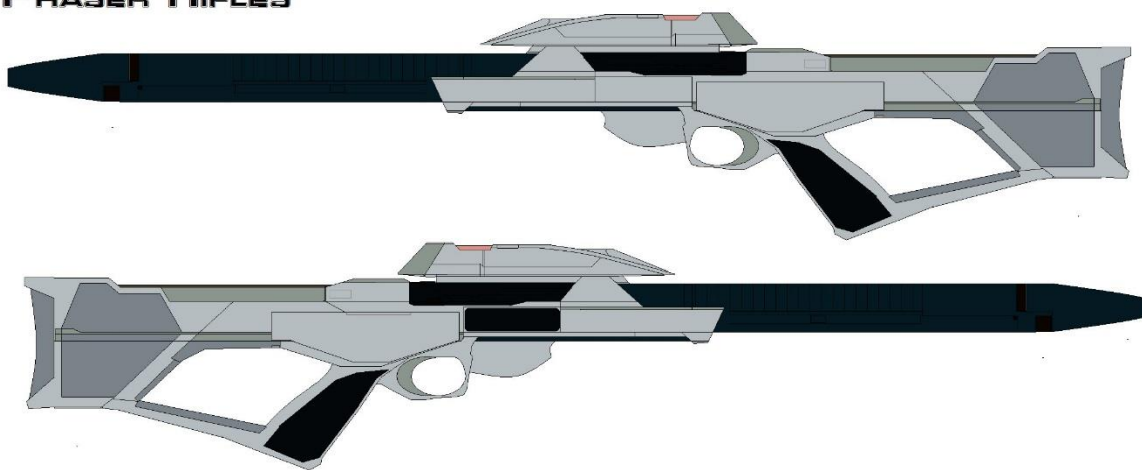
Aquatic suit



Breather helmet for aquatic missions (there is a similar variant for SSTF members for aquatic, winter, volcanic, and outer space environments)



PHASER RIFLES



Aqua phaser pistol and rifles

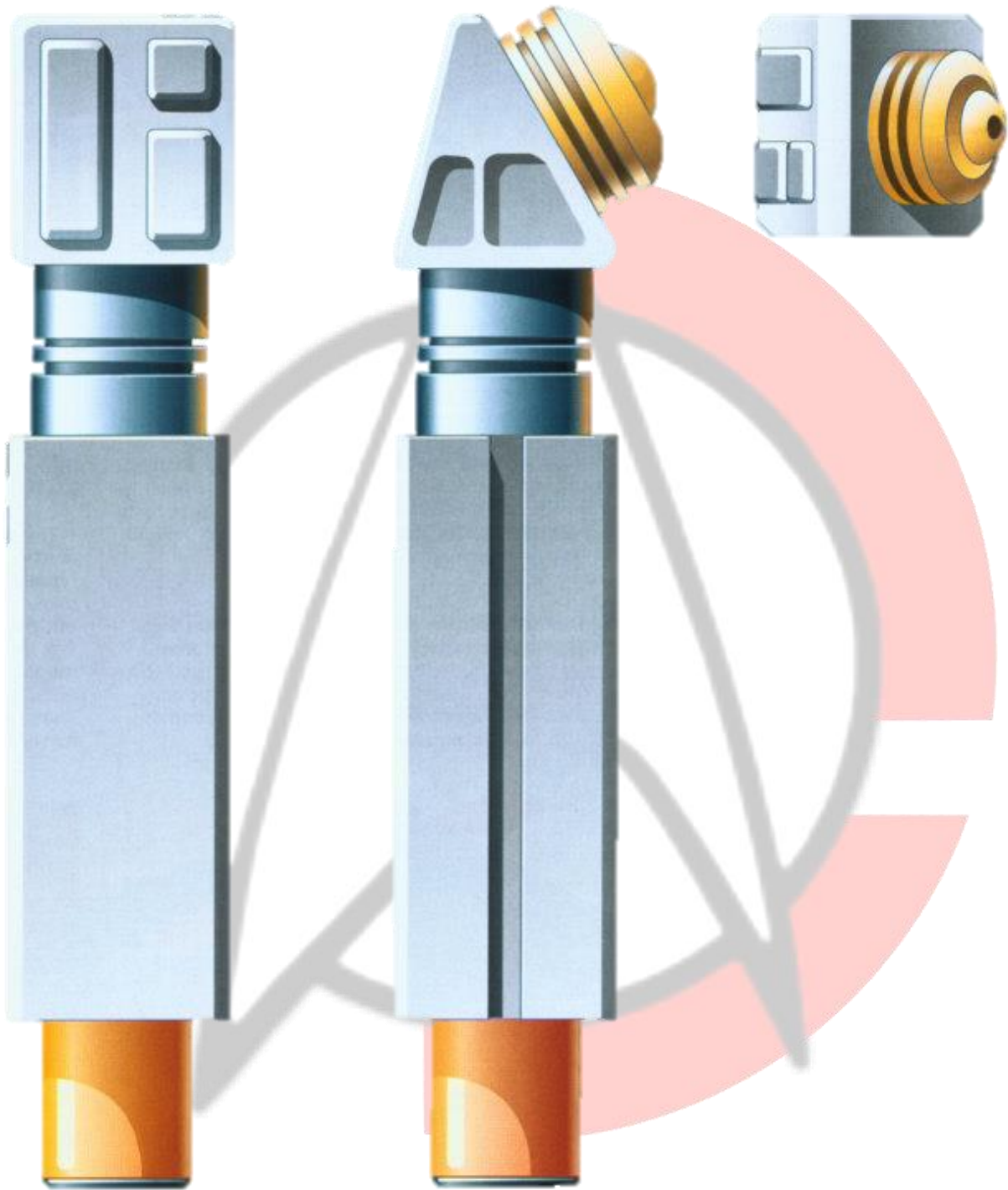
Medical Equipment and Gear

In spite of the enhancements in technology that ensure the safety and preservation of life throughout the centuries, the mission of exploration can still warrant known and unknown dangers. These dangers can especially take the form of harmful anomalies and deadly contagions. Some dangers can even be hostile alien forces. For this reason, medical staff and facilities are a crucial part of every Federation and VG Republic starship, station, colony, and outpost. The medical staff and facilities here on the VGSS Enterprise are state-of-the-art, further surpassing the capabilities of its already exemplary facilities previously on board.

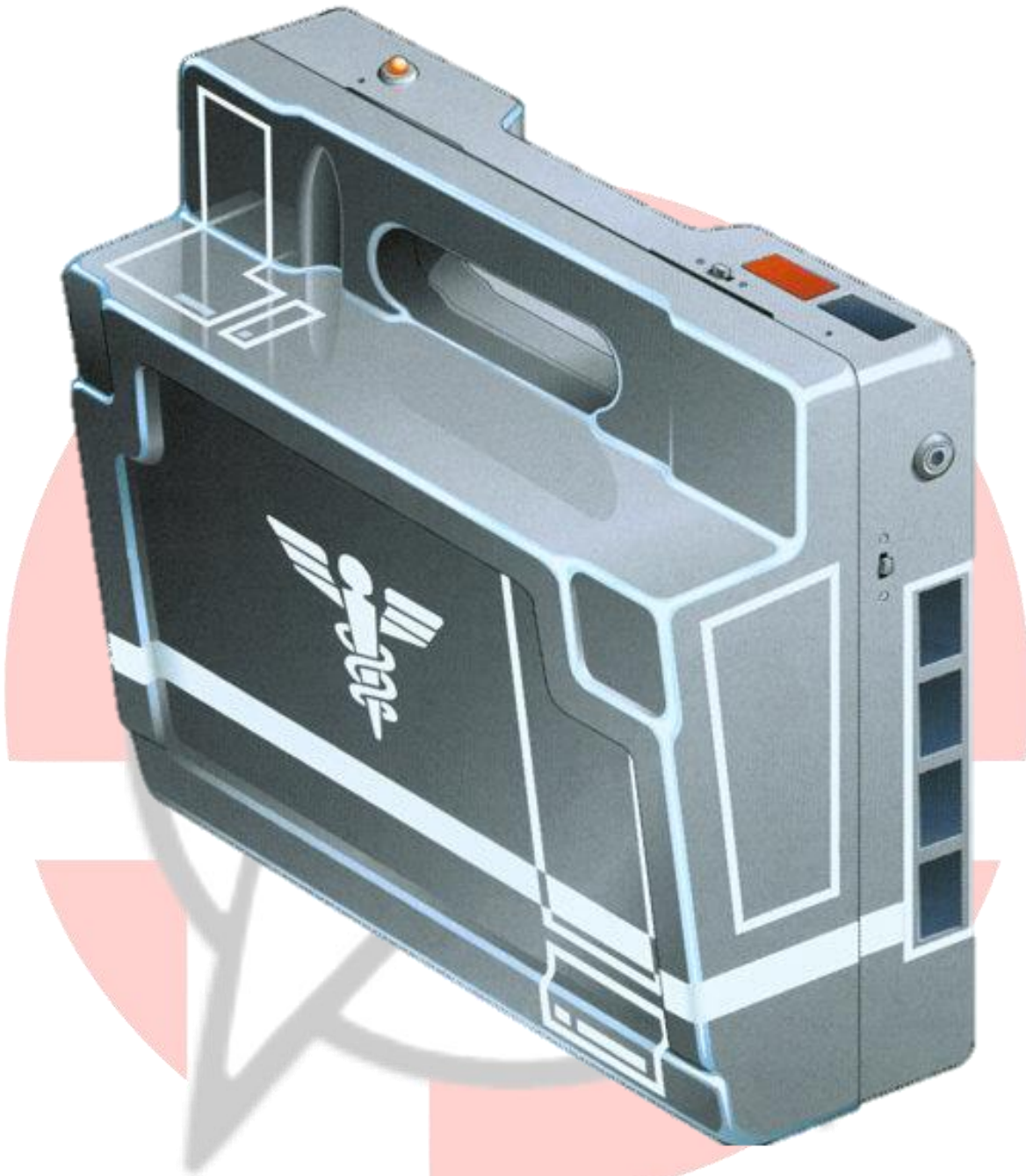
One basic yet important piece of medical equipment is the hypospray. This is used to inject various drugs into the patient depending on the situation at hand. It can be injected through many types of clothing, and into multiple patients without the risk of contamination. Drugs loaded into the hypospray are usually injected through the neck or the shoulder. Loading the hypospray is simple: the vial with the appropriate drug is snapped into place on the underside of the handle.

For shipboard medical emergencies and away missions, medical officers carry a medical kit. The contents of the kit include, but are not limited to:

- Four hyposprays
- 25 vials of essential drugs (some vials include cordrazine, hyperzine, hypodytoxin, analgesic cream, sedatives, a tri-ox compound for certain atmospheres such as on Vulcan, and a special antivenom that cures almost every known venom from countless venomous animals, including bites from a Mugato.)
- A dermal regenerator
- A multi-stimulator for cardiac arrest, synaptic failure, and/or respiratory arrest
- Medical tricorder (usually outside the kit)
- Disinfectant spray
- Emergency respirator
- Bag valve mask for mouth-to-mouth resuscitation
- Cauterizer



Hypospray



Medical kit carried by medical officers for away missions and shipboard medical emergencies



Dermal regenerator



Anti-gravity gurney to transport patients. While often used to transport patients in shipboard emergencies and rescue missions, the most critical patients are transported directly to Sickbay.

Other important pieces of medical equipment include a multi-stimulator and a dermal regenerator. A multi-stimulator replaces the cortical and cardio stimulators of previous centuries, which have been used to treat synaptic failure and cardiac arrest respectively. It is also capable of treating respiratory failure. The dermal regenerator is capable of repairing 99% of all burns and wounds, and also laces the area with temporary nanobots that fend off any occurring or potential infections. The dermal regenerator is used not only in treating wounds/burns, but can also be used to seal up incisions during emergency surgeries.

In special cases where a patient is infected with a severe contagion, medical staff (as well as any visitors if allowed) are required to wear special quarantine suits that are laced with thousands upon thousands of nanobots that continuously sterilize the suit and protect the wearer from contamination. Each suit is also fitted with a built-in forearm communicator to contact medical staff outside the quarantined area. The helmet segment of the suit is also designed to continuously filter the air to protect the wearer from all known airborne diseases and bacteria. In the extremely rare event that the wearer

is somehow contaminated, the nanobots laced in the suit automatically initiate an emergency decontamination protocol that attempts to combat the contamination within the wearer. However, this protocol is currently in the experimental stage, which means there is no guarantee as of yet that this protocol will be successful. Therefore, further tests and improvements may be needed.



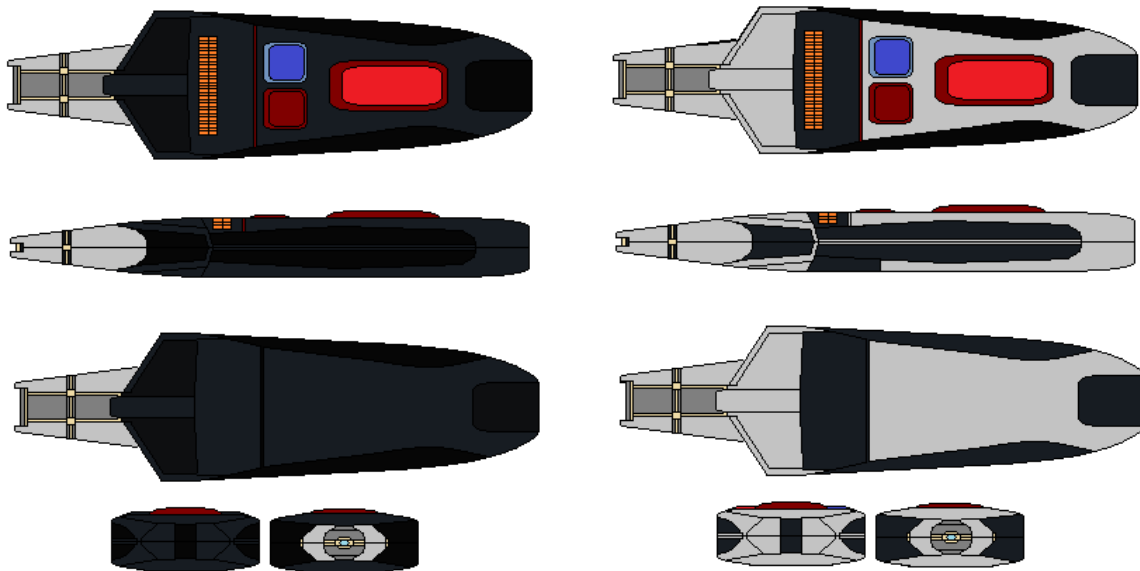


Biohazard/quarantine suit

Engineering Gear

Engineering staff aboard the Enterprise also have their own equipment for differing situations on and off the ship. The engineering equipment is usually used for repair and maintenance of different areas around the ship (as well as other areas during away missions, such as boarding a damaged ship to affect repairs). Like medical officers with their medical kits, engineering officers are also required to carry equipment kits with them at all times except when the mission dictates otherwise.

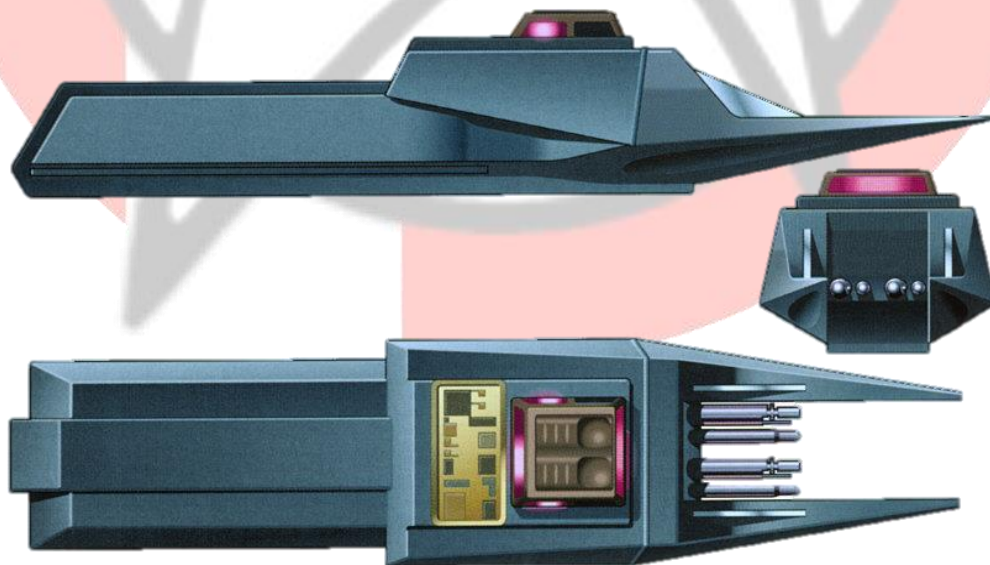
Aside from carrying a tricorder to diagnose various problems, an important piece of equipment for engineering staff is the quantum-plasma torch from Amstrad Electronics. Utilizing a special quantum-plasma technology that can adapt to various molecular structures and safely cut areas/elements that would be dangerous with standard plasma torches, it is used for 95% of repairing jobs. It is also able to repair every single known material and can also fuse damaged wires, circuits, consoles, panels, and equipment. The plasma torch also has power setting levels slightly similar to phasers, with the energy output that depends on such settings. Major repairs are usually conducted at higher settings, and must be done with additional equipment for peak performance.



Quantum-plasma torch

Although the quantum-plasma torch is sufficient for most repairs, some jobs (including those that do not involve repairs) require different sorts of equipment. In Main Engineering and impulse engineering, one such item is the MPD (Multi-Purpose Diagnostic) tool. This tool has many specific functions, but the most important features of them all include:

- The latest in quantum entanglement technology to diagnose problems and relay them to computers, tricorders, and ROBs. This same type of technology can also repair damages that cannot be repaired by a quantum-plasma torch, such as damaged auxiliary power circuits.
- Emergency decoupling of dilithium matrix whenever the console for doing so is inaccessible or damaged. This is especially essential to prevent a warp core breach.
- Emergency repairing of dilithium crystals (NOTE: This is only a short-term solution, and NOT meant to take place of replacing damaged/burned out dilithium crystals. In addition, it is only done when replacement crystals are depleted (the Enterprise usually carries a ten-year supply of replacement crystals, both in standard and transporter buffer storages)).
- Emergency cutting of power relays in the event of preventing a warp core breach.



MPD Device

Another important piece of engineering equipment is the circuit regenerator, which operates slightly like the quantum-plasma torch. However, it is used mainly to attend to various consoles throughout the ship (it is often used to repair and conduct maintenance on the transporters). Using the same quantum entanglement technology in previous equipment, it tends to any type of technical problem that cannot be repaired by other equipment.



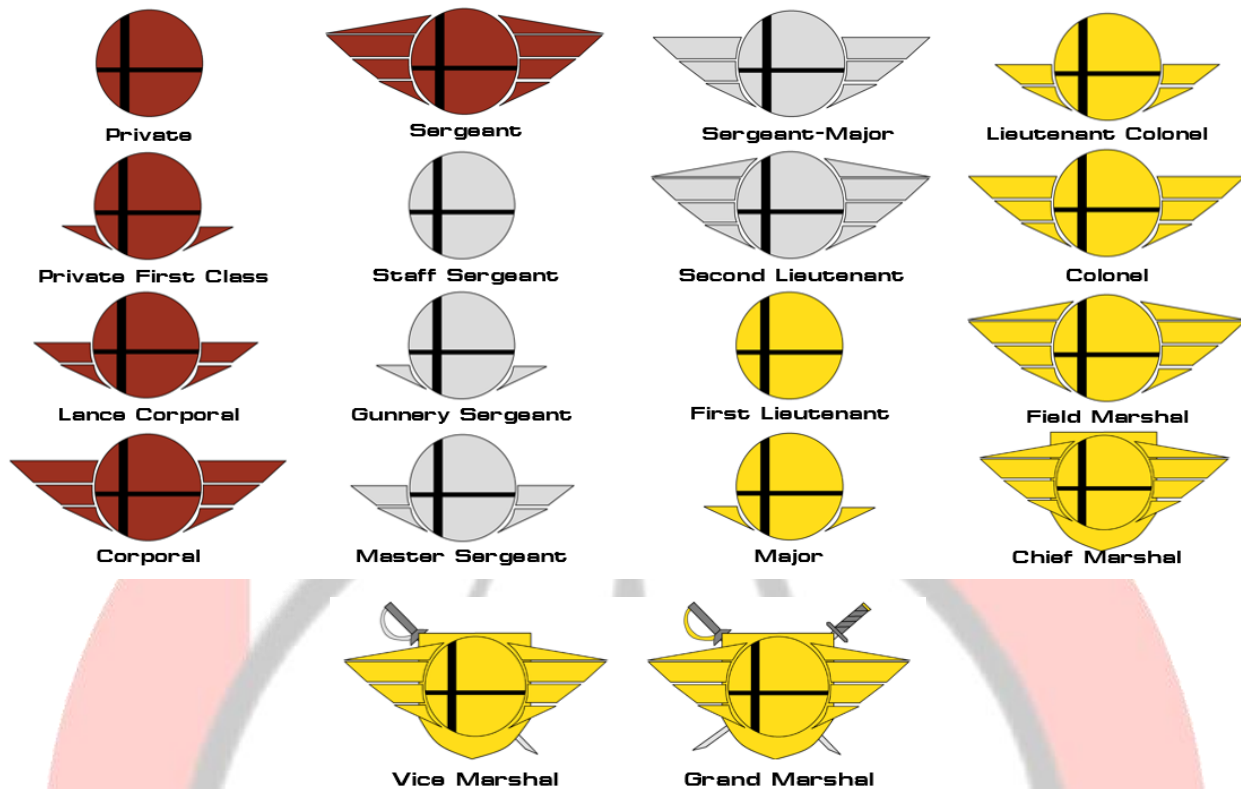
Circuit regenerator

Special Security and Tactical Force

The Special Security and Tactical Force (SSTF) is a special security unit that was formed in 2898 immediately after the Galadonian takeover of the VGSS Enterprise during what was meant to be its very first mission. All SSTF members, both full-time and part-time, are specially trained soldiers who are assigned to protect their assigned ship, station, colony, and planetary base. The military structure, ranking system, and method of operation for the SSTF are inspired by that of the United States Marine Corps, Navy SEALs, British Special Air Service (SAS), British Army, British Royal Marines, and the Japanese Maritime Self-Defense Force (JMSDF) of pre-Federation Earth. All SSTF members receive rigorous and advanced training in firearm usage, hand-to-hand combat, hostage negotiation skills, protection protocols, zero gravity combat, threat assessing skills, demolition, emergency medical/rescue protocols, non-lethally subduing hostile targets, non-violent interrogation procedures, investigation protocols, physical exercise, operating in various atmospheric conditions, and vehicle operations. Each ship, station, base, installation, and colony has either a sergeant, major, lieutenant colonel, or colonel as the leader of its SSTF department (this usually depends on the size and/or importance of the assigned area). It should be noted that SSTF teams are NOT meant to replace security officers or law enforcement; both can actually work alongside the teams in very critical situations.



SSTF Emblem, which is placed on the left breast of SSTF armor and off-duty uniforms



SSTF rank insignia, which is placed on the right breast of all SSTF armor and off-duty uniforms

All SSTF members are easily recognizable due to their more armored version of the armor for standard security officers. The SSTF armor is designed to withstand many types of beam weapons, even those set on kill or disrupt, thanks to the special combination of personal shields and armor developed by Geth Armory and Kassa Fabrication. The armor is also equipped to broadcast an SSTF member's vital signs in both sickbay and the bridge. Each member also wears a special sonic-proof helmet with a visor equipped with the latest in advanced HUD display. With such display, SSTF members can easily distinguish between friendly and hostile. The HUD display also has night vision, infrared vision, Prometheus vision, heartbeat/vital signs sensor, communication, and target analysis capabilities. SSTF members also wear specialized boots with auto-magnetism whenever they enter an area without gravity. These same boots are also designed to help SSTF members perform smoothly in certain conditions such as in icy climates or steep mountains. A new modification to the armor is the ability to cloak; members

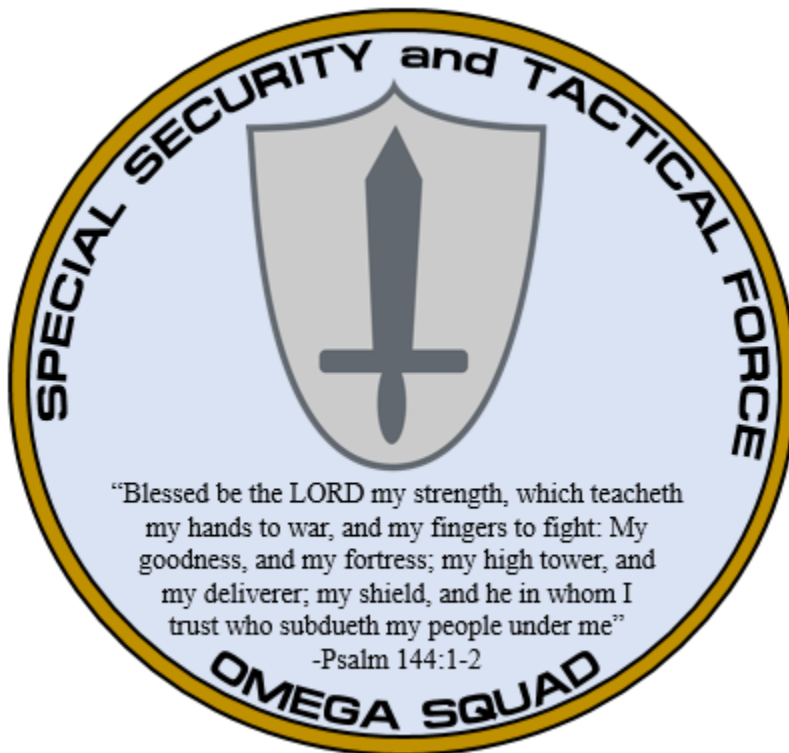
can operate controls on the left forearm section of the armor to render themselves invisible. This feature is especially helpful in stealth missions. In addition, there is also clothing for off-duty full-time SSTF members (see below).

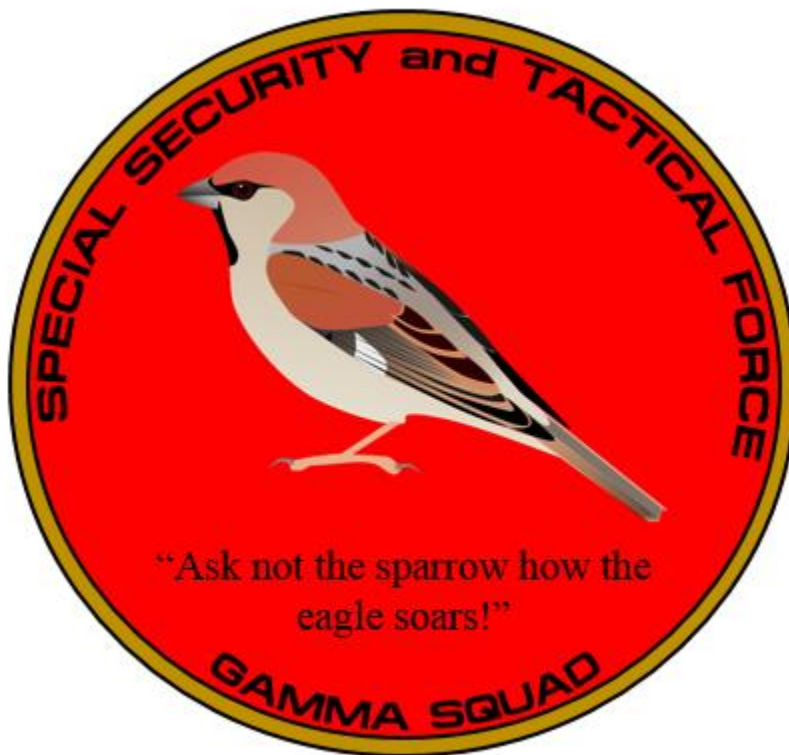
In addition to rank insignia and the SSTF emblem on the right and left breasts of both the armor and off-duty uniforms; there are also squad patches that are on the right and left shoulders of both outfits. The SSTF department here on the Enterprise contains 10 squads with 12 members each (usually full-time members). They are Alpha (usually headed by the SSTF commander), Omega, Beta, Gamma, Delta, Sigma, Epsilon, Lambda, Zeta, and Iota. Each squad usually contains a squad leader, a demolition specialist, a weapons specialist, a medic, a communications specialist, a tech specialist, two scouts, a vehicle operator/pilot, a reconnaissance specialist, and two snipers. All SSTF squads work as a whole aboard the ship, only working in separate squads during away missions and in certain situations on the ship such as protecting visiting diplomats and high-ranking officials.



SSTF armor and off-duty uniform

SSTF Squad Patches







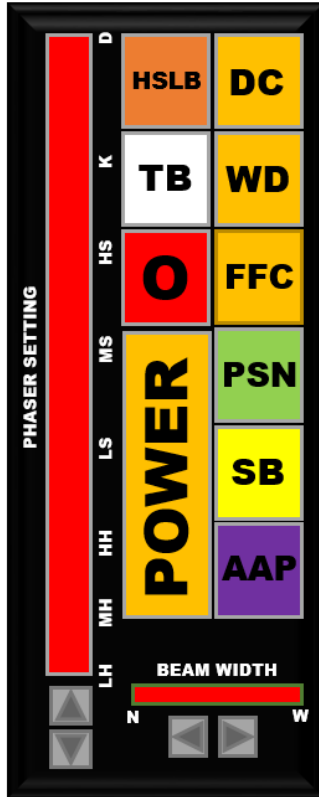




SSTF weapons are perhaps the most unique weaponry assigned to any crewmember. Aside from being used by standard crewmembers and civilians in very critical situations in which standard weapons are not available, only SSTF members are allowed to carry and use SSTF weapons. The standard issue phaser pistol for SSTF, developed by Sinclair Tech Systems' Weapons Division in collaboration with Chaotix Weapons Ltd., is different from standard hand phasers. The SSTF phaser pistol is not only equipped with the same settings of a hand phaser, but also has additional settings: anti-armor plasma mode, tranquilizer beams for potentially dangerous/volatile targets, personal shield neutralizer beam, door cutter mode, weapon disabling, safe beam mode (for areas where firing beam weapons can be dangerous), force field cutter, and heat seeking laser bolts. There are two variants of the phaser; Mark VII and Mark VIII. Aside from minor differences in appearance and size, the mode of operation and features are the same for both variants.



Left: SSTF Phaser Mark VII; Right: SSTF Phaser Mark VIII



HSLB: Heat seeking laser bolts
TB: Tranquilizer beam
DC: Door cutter
WD: Weapon disabling
FFC: Force field cutter
PSN: Personal shield neutralizer
SB: Safe beam
AAP: Anti-armor plasma
O: Overload (hold for seven seconds to activate)
LH: Low heat
MH: Medium heat
HH: High heat
LS: Light stun
MS: Moderate stun
HS: Heavy stun
K: Kill
D: Disrupt (vaporize)
N: Narrow beam
W: Wide beam

SSTF Phaser setting control pad with guide

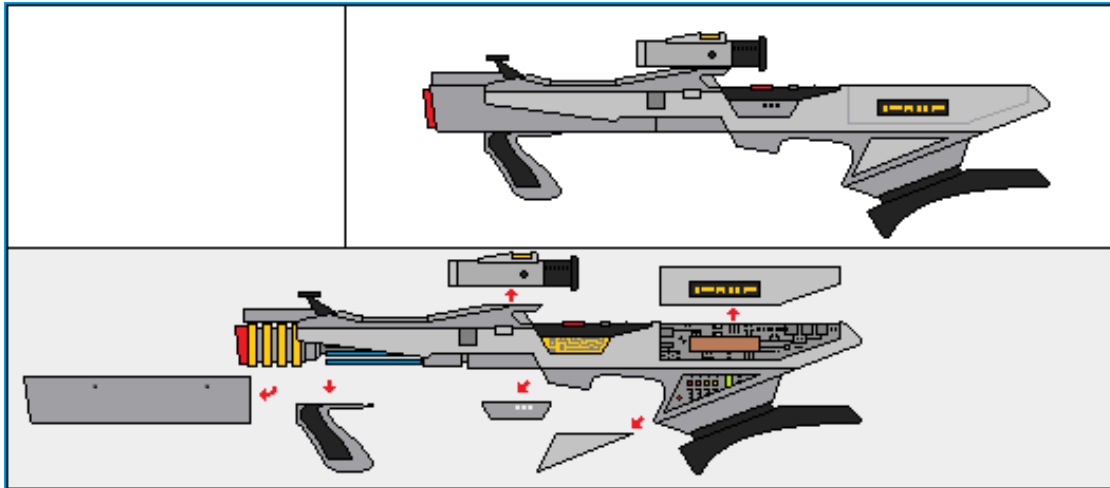
The SSTF rifle (developed by the same two companies that developed the pistols) has the same exact settings as the pistol, but also has several unique features; a targeting scope that can zoom up 850 times, a sniper mode, an anti-overheat system, options of either single shot or rapid fire, and a silent mode for covert operations. The scope also has infrared, x-ray, and night vision capabilities.



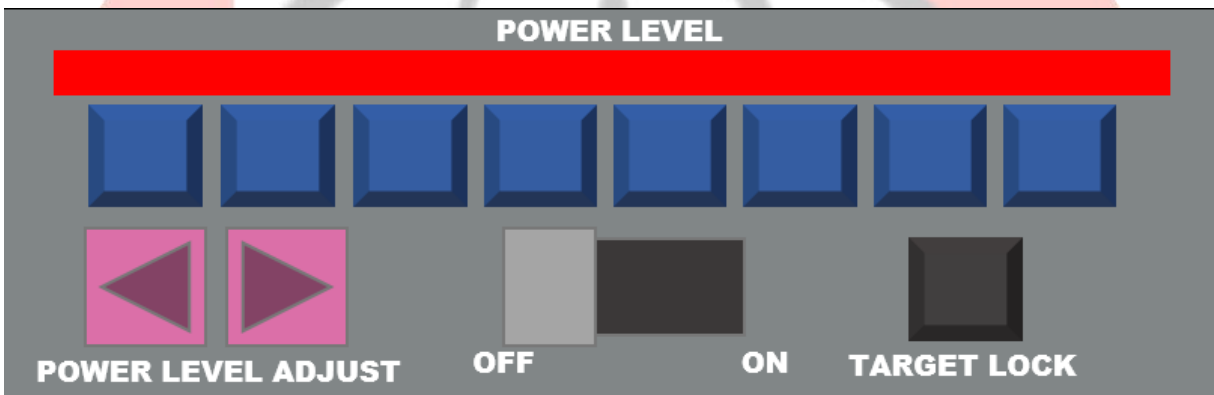
SSTF Phaser rifle

SSTF members that specialize in heavy weapons can carry the Super Scope X; developed by VG Starfleet's Research & Development 1 in collaboration with Sakamoto Combat Ltd., Kano Weapon Corporation, Hirasawa Plasma Tech Industries, Yoshitomi Electronics, Kanki Lasers, Izushi Energy Enterprises, and the Gunpei Plasma Research Institute. Originally developed as a top-secret weapon project to counter Galadonian threats from 2898 to 2903, it is a bazooka-like weapon that fires plasma bolts and beams. The scope on the weapon zooms up to 900 times and also has an auto-lock on feature. The settings for this weapon are different from phasers; these weapons cannot be set to stun, kill, or disrupt. Instead, plasma fire from a Super Scope X can either injure or kill a target depending on plasma power levels and where the target is shot at. The settings on this weapon are as follows:

- Anti-craft mode
- Anti-armor mode
- Door destroyer mode
- Heat seeking plasma bolts
- Rapid fire
- Charge beam (hold the fire button for 3 seconds minimum and 7 seconds maximum)
- Super plasma bolts
- Door cutter beam



SSTF Super Scope X



Super Scope X settings panel



Super Scope X's scope view



III
CREW PROFILES

Officer Departments

Command department: Usually consists of the Captain and the First Officer (also called Executive Officer or XO), as well as Second and Third Officers (even if they are in different departments). Department heads and other officers that have the rank of Lieutenant Commander or Commander may also be a member of the department while still being members of their assigned departments (as illustrated with “also Command” in parenthesis on the Officer Listings subsection; and assuming the officers also have command training).

Science department: Usually consists of officers involved in both general science and specific areas of scientific research (such as exobiology, geology, botany, astrophysics, and archaeology). Some officers in this department may not cover general science, but can cover more than one department depending on their academic majors and minors (such as an officer being an astrophysicist and a botanist). Depending on rank and seniority (as well as the appropriate training if needed), the head of the Science department may also assume command of the ship should the Captain and First Officer be either incapacitated, killed, or otherwise off the ship. Chief Science Officers may either be Second or Third Officers.

Engineering department: Consists of officers and technicians who are involved in the repair and maintenance of ship’s systems. These officers may operate from either the Engineering station on the Bridge or the Main Engineering deck. Depending on rank, seniority, and training; the Chief Engineer can also assume command in the absence of the Captain and First Officer. Chief Engineers may be either Second or Third Officers.

Medical department: The most important department in maintaining the health and well-being of the entire crew. This department consists of doctors, nurses, surgeons, psychiatrists, the ship's counselor, neurologists, pathologists, dentists, medics, trauma teams, neurosurgeons, midwives, cardiologists, and many other medical professions. This department is also responsible for monthly health evaluations of the entire crew, as well as full examinations every year. While not very common, Chief Medical Officers can assume command of the ship if the need arises. They also have the ability to relieve any officer if the situation warrants it, including the Captain.

Security department: This department is responsible for the protection and safety of both the Captain and the crew. Their roles usually involve monitoring the ship for intruders, guarding prisoners or visitors, defending the ship from intruders, apprehending intruders, subduing hostile threats, protecting away teams during away missions, and the protection of diplomats and high-ranking officers. The Chief of Security can also assume command of the ship if all of the aforementioned officers that can do such are absent.

Operations department: The most versatile department, this division consists of officers with varying roles aboard the ship. These include (but are not limited to) helmsmen, navigators, communications officers, tactical officers, transporter personnel, cargo bay personnel, logistics officers, yeomen, technicians that are not part of the Engineering department (and have major training in operation-related areas), shuttlecraft pilots, historians, and bridge command specialists. There are also operations managers and operations officers who operate from the ops station to regulate general functions. Heads of specific divisions of this department (i.e. the primary and secondary helmsmen, primary and secondary navigators, chief communications officer, operations manager, and chief tactical officer) may assume command of the ship if the situation should ever arise.

SSTF department: The roles of this department are identical to those of the Security department. However, they are fully utilized in the most critical situations (or if the Security department is unable to effectively neutralize the situation). They can also be utilized during certain missions such as covert operations, protection of political leaders and high-ranking officers, preventing terrorist attacks, and engaging certain hostile forces that are considered a Level 1 threat (which is the highest and most dangerous level to classify any threat). SSTF departments can assume command of the ship only if SSTF members are the only individuals aboard. SSTF departments, while having their own commanders and structure, also answer to the Captain and other senior officers aboard the ship.

Additional info; Bridge command specialist: These are operations department officers that can fill more than two positions on the Bridge. While a majority of the crew can fill at least one or two relief positions on the Bridge depending on their training, Bridge Command Specialists can fill in any position on the Bridge.

Officer Listings

NOTE: This is a list of notable officers aboard the Enterprise; it does not include all officers stationed on this ship

**** denotes officers no longer on the ship as of 02/17/2922**

Command Department

Captain Kasumi Tenshin

Captain William Erlichmann**

Commander Ayane Tenshin

Science Department

Commander Karvin (also Command)

Lieutenant Ashley Harrison

Lieutenant Herin

Lieutenant Naemen

Lieutenant Laveia

Lieutenant Lihe Eelkea

Lieutenant Shelby Ackerman

Lieutenant Yinn

Lieutenant Alran Korthin

Lieutenant Shemos Muus

Ensign T'Shal

Medical Department

Commander Jo'Sthar Kabaldan, M.D.

Lieutenant Commander J'Tharr Kabaldan, M.D.

Lieutenant Commander Linda Traynor, M.D.

Lieutenant Commander Christina Lee, PhD.

Lieutenant Drebin Kalma, M.D.

Lieutenant Michelle Lambert, M.D.

Lieutenant Srukador Dekara, M.D.

Lieutenant Richard Grant, M.D.

Ensign Viaya Utavi, R.N.

Engineering Department

Commander Cid Highwind (also Command)

Lieutenant Glenn Brian Gardner

Lieutenant Sharon Evans-Gardner

Lieutenant Gregory Dallas
Lieutenant Norman Sanders
Lieutenant Marcus Gunther
Lieutenant Filippa Aristova

Security Department

Lieutenant Commander Garoro
(also Command)
Lieutenant Plitt Akinn
Lieutenant Howard “Howie”
Schwarz
Lieutenant Keezin
Lieutenant Brianna Cavanaugh

Operations Department

Lieutenant Commander Leifang
Fong (also Command)
Lieutenant Commander Hitomi
Buchfink (also Command)
Lieutenant Commander Robert
James Kooper (also Command)
Lieutenant Commander Jacob
“Jake” Kompton (also
Command)
Lieutenant Commander Cindy
Lennox (also Command)
Lieutenant Commander Gaduro
(also Command)

Lieutenant Lilelle Ashara**
Lieutenant Momiji (also
Command)
Lieutenant Mila Morales
Lieutenant Keeby
Lieutenant Dee
Lieutenant Jennifer Gates
Lieutenant Stephanie Lambert
Lieutenant Linda Vasquez
Lieutenant Elijah Alexanderson
Lieutenant Drik Y’Ula
Lieutenant Drek Y’Ula
Lieutenant Sara Dawson
Lieutenant Alexis Daalen
Lieutenant Theodore “Ted”
Newton
Lieutenant Brandon West
Lieutenant Rebecca Korman
Lieutenant James “Jack”
Korman
Lieutenant Christine Cabanos
Lieutenant Elizabeth “Lizzie”
Andrews
Lieutenant Nomak T’Set
Lieutenant Tatok Kocil
Lieutenant Crius
Lieutenant Elkan

**Lieutenant Lilia'Naris nar
Rannoch**

Lieutenant Kaelus Verimus

Lieutenant Eveline Bruneau

Lieutenant Gordon Flynn

Lieutenant Paul Jackson

Lieutenant Joseph Weiss

Lieutenant Luigi Carpani

Lieutenant Nihvraeh De Sjera

Ensign Vazzak

Ensign Malcolm Green

Ensign Caiman Andrews

SSTF Department

Colonel Aivya Dax

**Second Lieutenant Brittany
Anders**

**Master Sergeant Banim
Gegdaba**

**Master Sergeant Damian
Algernon**

Master Sergeant Jel De Sjera

**Master Sergeant Jashezi De
Sjera**





Name: Kasumi Tenshin

Rank: Captain

Serial Number: DX3342443

DOB: 02/23/2882

Race: VG Human

Birthplace: Mugen Prefecture; VG Earth

Relations:

- **Father: Shiden**
- **Mother: Ayame**
- **Brother: Capt. Hayate Tenshin**
- **Half-Sister: Commander Ayane Hajin**

Position: Commanding Officer

Notes of Distinction:

- **Graduated with honors from the VG Academy. Noted as an exceptional student.**
- **Awarded the Video Game Republic Medal of Honor (2 times), the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, the James T. Kirk Medal of Exemplary Service, the Jean-Luc Picard Medal of Diplomacy (twice), and the Algo Ribbon of Courage (5 times)**
- **Played a key role in the second & third Galadinian Wars, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**
- **Helped initiate friendly relations with forty-seven newly encountered alien races; most of which have since become members of the Federation**
- **Made an arbiter by the Galadinian and Klingon Empires**
- **The second non-Galadinian to be ceremoniously made a blood sibling (blood sister of General Kalika), the first being former VGSS Enterprise Executive**

Officer David Anthony Ewing Collins (blood brother of General Dalrok)

Previous Assignments:

- **VGSS Farragut: 2898-2908; Lieutenant to Commander. Second officer and later First Officer under the command of Captain Talaria Vishur**
- **VGSS Enterprise: 2907-2918; Commanding Officer; recommended for the position by Captain Rinoa Heartilly**
- **VG Starfleet Operations: 2919-2922; Commodore in charge of special operations**

Medical History: Underwent rejuvenation therapy for three weeks in 2916 after suffering from a weakened immune system, suffered internal trauma from a transporter accident in 2917, and underwent major therapy and surgery following the Black Spartans incident. Also received psychiatric therapy to recover from psychological trauma brought by the aforementioned incident. Recent checkups show physical and mental health in perfect condition.

Hobbies and Interests: Fitness, swimming, equestrian sports, mountain climbing, poetry, tennis, volleyball, basketball, squash, fishing, practicing martial arts (expert in ninjutsu).

Favorite food: Strawberries, strawberry mille-feuille, iced cafe au lait, seafood, steamed vegetables, herbal tea

Languages: English, Klingon, Japanese, Vulcan, and Dinosaur Planet language



Name: William Erlichmann

Rank: Captain

Serial Number: TK1181157

DOB: 01/23/2868

Race: Federation Human

**Birthplace: Düsseldorf, Germany;
Federation Earth**

Relations:

- **Father: Frederick**
- **Mother: Greta**
- **Brother: Thomas**

Position: Commanding Officer

Notes of Distinction:

- **Graduated valedictorian from Federation Starfleet Academy and Federation Starfleet Command School**
- **Double major in command studies and engineering, minor in navigation studies**
- **Recipient of the Christopher Pike scholarship award**
- **Class S certified technician**

Previous Assignments:

- **USS Palermo: 2888-2895; Ensign and later Lieutenant Junior Grade; engineering officer under Captains Robert Ironside and Lewis Erskine**
- **Betazed, Starbase 3423: 2896-2905; Lieutenant and operations officer**
- **Transferred to VG Starfleet in 2906**
- **VGSS Junon: 2906-2913; Lieutenant Commander to Commander; Chief Engineer and later First Officer under Captain Rachel Cook**
- **Tobias Shipyards: 2914-2918; administrator**
- **VG Starfleet Operations: 2919-2922; head of the refitting project to refit the VGSS Enterprise and technically commanding officer (was slated to command the vessel prior to the Oner crisis), recommended for the position by Commodore Kasumi**

Tenshin, Fleet Admiral Charles Martinet, and Fleet Admiral Shigeru Miyamoto

Hobbies and Interests: All forms of Federation Earth and VG Earth fine arts, studying starship designs, table tennis, laser hockey, boxing, sky gliding, Federation Earth Irish folk music, Rhenish Carnival (an event celebrated at the river Rhine on Federation Earth in Germany), German Christmas decoration, wine tasting (has family members who own vineyards), countryside traveling, lodging inns (has relatives who are innkeepers), cooking, and sailing

Favorite foods: Various forms of Earth European cuisine, Betazoid cuisine, and Earth Japanese cuisine

Languages: English, German, Japanese, Dutch, and Klingon

*****CURRENT STATUS: MISSING AS OF FEBRUARY 17, 2922 FOLLOWING ONEER CRISIS; ASIDE FROM REPORTS OF HAVING PARTICIPATED IN A MERGE BETWEEN ONEER AND ORGANIC LIFE, SPECIFIC WHEREABOUTS CANNOT BE SUBSTANTIATED****



Name: Ayane Hajin

Rank: Commander

Serial Number: DZ754302

DOB: 08/05/2883

Race: VG Human

Birthplace: Mugen Prefecture; VG Earth

Relations:

- **Father: Unknown**
- **Mother: Ayame**
- **Half-Brother: Capt. Hayate Tenshin**
- **Half-Sister: Captain Kasumi Tenshin**

Position: Executive Officer

Notes of Distinction:

- **Graduated with honors from the VG Academy**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (5 times)**
- **Played a key role in the second Galadinian War, third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Triton: 2899-2901; Lieutenant; SSTF Corporal and also communications officer under the command of Captain James McCloud; SSTF Commander: Lt. Colonel Lauren Anderson, service ended when Triton was destroyed.**
- **VGSS Farragut: 2901-2908; Lieutenant to Lieutenant Commander; SSTF Sergeant, SSTF Major, communications officer, and later security chief under the command of Captain Talaria Vishur; SSTF Commander: Colonel Gol K'mpannug**

- **VGSS Enterprise: 2908-2918; Lieutenant Commander to Commander; second and later first officer under the command of Captain Kasumi Tenshin, recommended for the position by Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; oversaw refitting of VGSS Enterprise**

Medical History: Received extensive skin regeneration therapy and underwent three major surgeries after being rescued following the VGSS Triton's destruction; later underwent three months of physical therapy after sustaining injuries from the end of the Black Spartans incident. Recent checkups show overall health in perfect condition.

Hobbies and Interests: Fitness, swimming, beauty aesthetics, equestrian sports, mountain climbing, poetry, tennis, volleyball, basketball, squash, fishing, practicing martial arts (expert in ninjutsu).

Favorite food: Marrons glaces, cream soda, seafood, steamed vegetables, herbal tea

Languages: English, Klingon, Japanese, Vulcan, and Dinosaur Planet language



Notes of Distinction:

- Graduated with highest honors from Federation Starfleet Academy, from the Vulcan Institute of Technology, and from the Meldivan Science and Master Academies
- Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, the Algo Ribbon of Courage (5 times), the Star Cross, the Spock Award for Exemplary Research, the Montgomery Scott scholarship award for Exemplary Engineering Academic Studies, the Richard Daystrom scholarship award, the James T. Kirk scholarship award, the Geordi LeForge Scholarship award, the Sarek Scholarship Award, the Christopher Pike Medal of Valor, the T'Plana Hoth scholarship award, the

Name: Karvin

Rank: Commander

Serial Number: DH78557372

DOB: 10/07/2863

Race: Meldivan

Birthplace: Sinar, Meldiva

Relations:

- **Grandfather: Ridal**
- **Grandmother: Riliia**
- **Father: Givan**
- **Mother: Eliesh**
- **Brothers: Aldo, Rudin, Foron, Meevan**
- **Sisters: Liisea, Vilsa, Vasheel, Livonia, Ishia**
- **First Wife: Teresa Harrison (deceased)**
- **Second Wife: Veelia**
- **Sons: Maridon, Murin, Ratrin, Lieutenant Herin, Lieutenant Naemen, Parne, Kelvic**
- **Daughters: Lieutenant Ashley Harrison, Varea, Asiwa, Leslie, Lieutenant Laveia, Alieera**

Position: Chief Science Officer; Second Officer

Vulcan Institute of Technology degree, the Meldivan Science Academy degree

- **Played a key role in the first, second, and third Galadinian Wars; the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**
- **Wrote fifty-five essays on advanced engineering (all published by the Montgomery Scott University of Engineering), thirty-five essays on human anatomy and the human brain (all published by the Leonard McCoy Medical University), fifty essays on alien biology/anatomy/physiology (all published by the Julian Bashir Medical Institute), seventy essays on dimensional/time travel (all of which are published by the Meldivan and Vulcan Science communities), eighty-five proposals on the major enhancements of ship systems (all published by the Geordi LeForge Engineering Institute), fifty essays on molecular biology (all published by the Julian Bashir Medical Institute), seventy essays on improving diplomatic relations (all published by Federation Starfleet Academy's Diplomatic Studies department), fifty essays on ancient Terran Earth culture from the 1st. to 21st. Centuries (all published by Starfleet Academy and by the Meldivan Master Academy), seventy essays & proposals on improving terraforming & planetary revivification (all published by Starfleet Academy, VG Republic Starfleet Academy, and the Meldivan Science Academy), and eighty essays on the records of unwritten history (all published by Starfleet Academy and the Meldivan History Preservation Directorate)**

Previous Assignments:

- **USS Washington: 2893-2898; Lieutenant; science officer under Captain Vidar Korrin.**
- **VGSS Enterprise: 2898-2918; Lieutenant Commander to Commander; Chief Science Officer under the command of Captains Laura Parton, Samus Aran, Akira Yuki, Jonathan Raymond Walt, Ryo Kusanagi, Kazuya Mishima, Jun Kazama, Rinoa Heartilly, and Kasumi Tenshin.**

- **Hiatus: 2919-2922; wrote several major research papers on the improvements of warp drive and dimensional travel**

Medical History: Was in a 5 day coma in 2910 following contact with a non-corporeal lifeform. Underwent physical therapy on Meldiva after sustaining injuries during the end of the Black Spartans incident

Hobbies and Interests: Federation Earth culture, ancient Federation Earth literature & entertainment, studying alien cultures, studying alien techniques (expert in the Vulcan mind meld and nerve pinch techniques from Vulcan and several other Federation races), expert in hypnotism, studying geology, outdoor activities, card games, chess (Grand Master in both standard and three-dimensional chess), studying engineering and technology, studying the anatomy of countless races

Favorite food: All forms of fruit, Earth Asian cuisine, Earth European cuisine, Earth American cuisine, all forms of herbal tea, and all forms of health foods

Languages: English, Klingon, Al Bhed, Japanese, Chinese (in all dialects), Korean, Thai, Dutch, Spanish, French, German, Russian, Hindi, Afrikaans, Haitian Creole, Romulan, Sanghelli, Andorian, Vulcan, Dinosaur Planet language, Greek, Hebrew, ancient Galadinian language, Vietnamese, Laotian, Native American languages, and various other languages



Name: Jo'Sthar Kabaldan

Rank: Commander

Serial Number: DM2111382

DOB: 11/25/2858

Race: Khajiit

Birthplace: Elsweyr, Cyrodill

Relations:

- **Father: J'Karr (deceased)**
- **Mother: Asita (deceased)**
- **Brothers: Husbar and Husgh (deceased)**
- **Sisters: Zaraya, Shomara, Tsabhi, and Ubaasi**
- **Wife: Tsiya (deceased)**
- **Son: Dr. J'Tharr Kabaldan**

Position: Chief Medical Officer

Notes of Distinction:

- **Graduated with high honors from the VG Medical University**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (2 times), the Leonard McCoy Award for Exemplary Service in Medicine (twice), the VG Medical Excellence Award**
- **Played a key role in the second Galadinian War, third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, curing the Karria plague on Delvis VII, curing the Rudarin virus epidemic on Duvar IV, curing the Elche plague on Keranen Gamma XII, curing several other viruses during his service aboard the VGSS Enterprise, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VG Hospital ship Meriwether: 2876-2878; Intern, orderly, and trauma nurse.**

- **VG Hospital ship Hollingshead: 2878-2892; trauma team doctor, assistant surgeon, and later assistant chief medical officer**
- **VG Medical University: 2893-2899; instructor**
- **VGSS Florence Nightingale: 2900-2908; chief medical officer**
- **VGSS Enterprise: 2908-2918; Commander; chief medical officer under Captain Kasumi Tenshin**
- **Hiatus: 2919-2922, technically retired from VG Starfleet.**

Medical History: Suffered a myocardial infarction and underwent major heart surgery in 2916. Received three weeks of extensive heart regeneration therapy. Recent checkup shows heart functions are excellent.

Hobbies and Interests: Fitness, fishing, chess, blackjack, poker, hiking, camping, horseback riding, cooking

Favorite food: Herbal tea, brandy, seafood, beef, fruit, cheese, Elsweyr cuisine

Languages: English, Klingon, and Vulcan



Name: Cid Highwind

Rank: Commander

Serial Number: TW7155387

DOB: 11/25/2875

Race: VG Human

Birthplace: Rocket Town, VG Earth

Relations:

- **Father: Deceased**
- **Mother: Deceased**
- **Wife: Shera (married 2916)**
- **Daughter: Cidney**

Position: Chief Engineer, Third Officer

Notes of Distinction:

- **Graduated with high honors from the VG Academy**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (2 times), and the Montgomery Scott Medal of Engineering Excellence (twice)**
- **Played a key role in the third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Saladin: 2898-2899; Ensign and part of engineering staff under Captain Arrious Katarn**
- **VGSS Star League: 2899-2908; Lieutenant and assistant chief engineer under Commodore Daniel Troop**
- **VGSS Enterprise: 2908-2918; Lieutenant Commander and Commander; chief engineer under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Medical History: Underwent major physical therapy for two months following severe injuries and several broken bones from the end of the Black Spartans incident

Hobbies and Interests: Poker, space flight, engineering, studying technical manuals, ship building, studying technology and previous ship designs, upgrading devices, air racing, billiards, and bowling

Favorite food: Beer, whiskey, beef, barbecue cooking

Languages: English, some Klingon





Name: Leifang Fong

Rank: Lieutenant Commander

Serial Number: ZS11261996

DOB: 04/23/2884

Race: VG Human

Birthplace: Lanshiang, VG Earth

Relations:

- **Father: Chang**
- **Mother: Mei**

Position: Primary Helmsman

Notes of Distinction:

- **Graduated with high honors from the VG Starfleet Academy; IQ of 137**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (2 times).**
- **Played a key role in the third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Miranda: 2904-2907; Lieutenant and secondary helmsman under Captain David Ford**
- **VGSS Enterprise: 2907-2918; Lieutenant and Lieutenant Commander; physicist and primary helmsman under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Medical History: Suffered internal trauma from a transporter accident in 2917. Underwent two weeks of physical therapy while recovering from injuries sustained in the Black Spartans incident

Hobbies and Interests: Tai chi chuan (currently an expert), aroma therapy, swimming, fitness, volleyball, tennis, blitzball (currently part of the ship's blitzball team), squash, acrobatics, and bicycling

Favorite food: Almond tofu, Earth Chinese cuisine, Romulan cuisine

Languages: English, Chinese, Japanese, Klingon





Name: Hitomi Buchfink

Rank: Lieutenant Commander

Serial Number: ER11152001

DOB: 05/25/2885

Race: VG Human

Birthplace: Germany; VG Earth

Relations:

- **Father: Karl**
- **Mother: Yui**

Position: Primary Navigator, Operations Manager

Notes of Distinction:

- **Graduated with high honors from the VG Starfleet Academy**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (2 times).**
- **Played a key role in the third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Miranda: 2905-2908; Lieutenant and secondary navigator under Captain David Ford**
- **VGSS Enterprise: 2908-2918; Lieutenant and Lieutenant Commander; primary navigator under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Medical History: Was in a four-day coma after being affected by non-corporeal life on Sirrus 9 in 2916. Suffered internal trauma from a transporter accident in 2917. Underwent two months of physical therapy while recovering from injuries sustained in the Black Spartans incident

Hobbies and Interests: Karate (currently an expert and a seventh degree black belt), cooking, bicycling, roller skating, skiing, swimming, fitness, volleyball, tennis, blitzball (currently part of the ship's blitzball team), violin music, and aquatic sports

Favorite food: Earth German cuisine, seafood, tangerines, sachertorte

Languages: English, German, Japanese, Klingon





Name: Robert James Kooper

Rank: Lieutenant Commander

Serial Number: KP240164

DOB: 05/12/2883

Race: Koopa

Birthplace: Koopa Beach Village, VG Earth

Relations:

- **Father: Admiral Samuel Jefferson Kooper**
- **Mother: Alice**
- **Sister: Kylie**
- **Cousin: Lt. Cmdr. Jacob Kompton**
- **Uncle: Admiral James Kompton**

Position: Secondary Helmsman

Notes of Distinction:

- **Class S certified pilot**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (2 times)**
- **Played a key role in the third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Kirkhope: 2904-2907; Ensign and relief helmsman under Captain Erica Mendez.**
- **VGSS Enterprise: 2907-2918; Lieutenant and later Lieutenant Commander; secondary helmsman under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Medical History: Was in a four-day coma after being affected by non-corporeal life on Sirrus 9 in 2916.

Suffered internal trauma from a transporter accident in 2917.

Hobbies and Interests: Shell surfing, flying, kart racing, soccer, baseball, golf, tennis, laser hockey, and blitzball (part of the ship's blitzball team)

Favorite food: Mushroom cuisine, Delfino Isle cuisine, Earth American barbecue cooking

Languages: English





Name: Jacob “Jake” Kompton

Rank: Lieutenant Commander

Serial Number: KP777782

DOB: 06/02/2884

Race: Koopa

Birthplace: Koopa Beach Village, VG Earth

Relations:

- **Father: Admiral James Kompton**
- **Mother: Alexis**
- **Sisters: Ellie and Lily**
- **Cousins: Lt. Cmdr. Robert Kooper and Kylie**
- **Uncle: Admiral Samuel Jefferson Kooper**
- **Aunt: Alice**

Position: Secondary Navigator

Notes of Distinction:

- **Class S certified pilot**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service (3 times), the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage (2 times)**
- **Played a key role in the third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Kirkhope: 2905-2908; Ensign and relief helmsman under Captain Erica Mendez.**
- **VGSS Enterprise: 2908-2918; Lieutenant and later Lieutenant Commander; secondary navigator under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Hobbies and Interests: Shell surfing, flying, kart racing, soccer, baseball, golf, tennis, laser hockey, blitzball (part of the ship’s blitzball team), F-Zero racing

**Favorite food: Mushroom cuisine, Delfino Isle cuisine,
Earth American barbecue cooking**

Languages: English





Name: Cindy Lennox

Rank: Lieutenant Commander

Serial Number: JB11881909

DOB: 09/28/2887

Race: VG Human

Birthplace: Raccoon City, VG Earth

Relations:

- **Father: James**
- **Mother: Michelle**
- **Brother: Andrew**

Position: Chief Communications Officer

Notes of Distinction:

- **Graduated from VG Starfleet Academy with honors.**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service, the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage**
- **Played a key role in the third Galadinian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGSS Saladin: 2907-2911; Lieutenant and communications officer under Captain Arrious Katarn.**
- **VGSS Enterprise: 2911-2918; Lieutenant and later Lieutenant Commander; chief communications officer under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Medical History: Was in a four-day coma after being affected by non-corporeal life on Sirrus 9 in 2916. Suffered internal trauma from a transporter accident in 2917. Underwent three weeks of physical therapy following the Black Spartans incident

Hobbies and Interests: Collecting stuffed animals, volleyball, waterskiing, rollerblading, poetry, hiking, camping, kayaking, bowling, tennis, and card games

Favorite foods: Barbecue cooking, Earth Chinese cuisine, Vulcan cuisine, Romulan cuisine

Languages: English, Klingon, Vulcan, Andorian, Sanghelli, Dinosaur Planet language, Chinese, Haldarian





Name: Momiji

Rank: Lieutenant Senior Grade

Serial Number: KH4211138

DOB: 09/20/2885

Race: VG Human

Birthplace: Kyoto Prefecture, VG Earth

Relations:

- **Father: Deceased**
- **Mother: Deceased**
- **Sister: Kureha (deceased)**

Position: Assistant chief communication officer and assistant operations manager

Notes of Distinction:

- **Graduated from VG Starfleet Academy with honors**
- **Class S certified communications specialist**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service, the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage**
- **Played a key role in the third Galadinian War, the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VGGS Starbase 707: 2905-2908; Lieutenant and communications officer.**
- **VGSS Defiant: 2908-2914; Lieutenant and operations officer under Captain Hayate Tenshin**
- **VGSS Enterprise: 2915-2918; Lieutenant; assistant chief communications officer. Recommended for the position by Commander Ryu Hayabusa**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Hobbies and Interests: Reading, knitting, poetry, singing, volleyball, tennis, ninjitsu (an expert), fitness, stretching exercises, aquatic sports, and opera

Favorite foods: Earth Japanese cuisine, Vulcan cuisine, Romulan cuisine

Languages: English, Japanese, Klingon, Vulcan, Andorian, Sanghelli, Dinosaur Planet language, Chinese, Haldarian





Name: Mila Morales

Rank: Lieutenant Senior Grade

Serial Number: JD9252012

DOB: 10/04/2892

Race: VG Human

Birthplace: Spain; VG Earth

Relations:

- **Father: Marcus**
- **Mother: Isabella**
- **Sister: Vanessa**

Position: Chief Tactical officer, operations officer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and VG Starfleet Command School**
- **Class S combat specialist**
- **Class S tactical specialist**
- **Won five championships as a mixed martial artist**

Previous Assignments:

- **VGSS Enterprise: 2914-2918; Lieutenant and operations officer under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Mixed martial arts, fitness, jogging, hiking, mountain climbing, laser hockey, blitzball, squash, tennis, volleyball, VG Earth rock music, swimming, wrestling, and poker

Favorite foods: Seafood paella, Earth Spanish cuisine, Earth American cuisine, and Earth organic cuisine

Languages: English, Spanish, and moderate Klingon



Name: Garoro

Rank: Lieutenant Commander

Serial Number: GS819921000

DOB: 08/03/2866

Race: Draco Shokan

Birthplace: Kuatan

Relations:

- **Father: Admiral Gorbak**
- **Mother: Mai**
- **Brother: Duroc**
- **Adopted brother: Lieutenant Commander Gaduro**

Position: Chief of security

Notes of Distinction:

- **Graduated from VG Academy with honors; a Class S-rated combat specialist**
- **Awarded the Atari Ribbon of Meritorious Service, the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage**
- **Played a key role in the first, second, and third Galadinian Wars; the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VG Earth Capital City: 2890-2898; Security officer**
- **VG Starbase 707: 2898-2910; Lieutenant and security officer**
- **VGSS Enterprise: 2910-2918; Lieutenant; security chief under Captain Kasumi Tenshin. Recommended for the position by Admiral Henry Sarton.**
- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Medical History: Underwent three weeks of physical therapy following the Black Spartans incident

Hobbies and Interests: Martial arts (an expert in Shokan-based fighting), mountain climbing, combat sport, camping, and melee combat (currently an expert)

Favorite foods: Shokan cuisine, Skyrim cuisine

Languages: English, Klingon, Sanghelli, and Shokan





Name: Gaduro

Rank: Lieutenant Commander

Serial Number: R06251993

DOB: 06/25/2869

Race: Tigrar Shokan

Birthplace: Kuatan

Relations:

- **Father: Deceased**
- **Mother: Deceased**
- **Adoptive Father: Admiral Gorbak**
- **Adoptive Mother: Mai**
- **Adoptive brothers: Lieutenant Commander Garoro and Duroc**

Position: Transporter chief, engineering technician

Notes of Distinction:

- **Graduated from VG Academy with honors**
- **Class S-rated technician and engineering specialist**
- **Awarded the Video Game Republic Medal of Honor, the Atari Ribbon of Meritorious Service, the Federation Medal of Honor, Order of the Warrior, and the Algo Ribbon of Courage**
- **Played a key role in the first, second, and third Galadinian Wars; the second Milonian War, the Milonian Peace Crisis, the Milonian Anarchist Crisis, the Hamaron conflict, and the war with the Black Spartans**

Previous Assignments:

- **VG Shipyards: 2893-2898; Lieutenant and technician, later chief technician.**
- **VGSS Enterprise: 2898-2918; Lieutenant; transporter chief and engineering technician under the command of Captains Laura Parton, Samus Aran, Akira Yuki, Jonathan Raymond Walt, Ryo Kusanagi, Kazuya Mishima, Jun Kazama, Rinoa Heartilly, and Kasumi Tenshin. Recommended for the position by Admiral Kenneth Wolfbane.**

- **VG Starfleet Operations: 2919-2922; supervised the refitting of the VGSS Enterprise.**

Hobbies and Interests: Martial arts (an expert in Shokan-based fighting), mountain climbing, combat sport, camping, melee combat (currently an expert), and winter sports

Favorite foods: Shokan cuisine, Skyrim cuisine

Languages: English, Klingon, Sanghelli, and Shokan





Name: Lilelle Ashara

Rank: Lieutenant Senior Grade

Serial Number: AJ41510485

DOB: 05/16/2877

Race: Betazoid

Birthplace: Betazed

Relations:

- **Father: Besal**
- **Mother: Jeve (deceased)**
- **Sisters: Neyeva and Listrira**
- **Fiancé (former): Captain William Erlichmann (engaged in 2905, ended in 2906)**

Position: Primary Navigator

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy and the University of Betazed**
- **Double major in navigation and psychology**
- **Recipient of the Deanna Troi scholarship award**

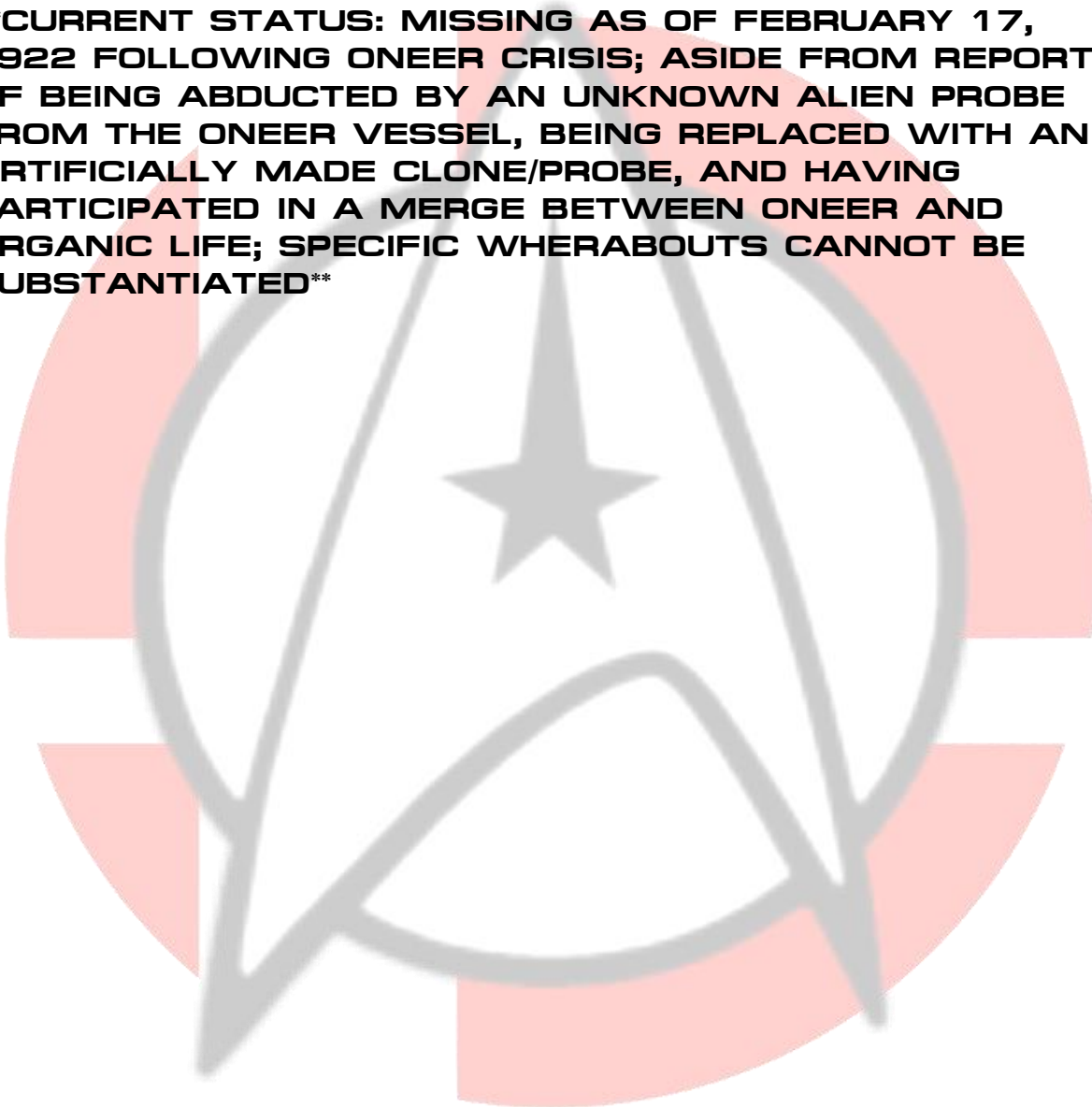
Previous Assignments:

- **USS Horatio-T: 2898-2901; Ensign and later Lieutenant Junior Grade, navigator under Captain Ev'ek Trokarr**
- **Left Federation Starfleet to attend the University of Betazed in 2902; graduated in 2904**
- **Betazed, Starbase 3423: 2904-2909; Lieutenant junior grade and operations officer**
- **USS Detroit-Y: 2910-2921; Lieutenant junior and senior grades; navigator under Captain Wallace Stevens**
- **Transferred to VG Starfleet in 2922**

Hobbies and Interests: Fitness, swimming, poetry, psychology (an expert), hologames, chess (Level 1 master

in three-dimensional chess), space flight, ancient Earth fictional literature, and ancient Earth European culture
Favorite foods: Betazoid cuisine and Earth English cuisine
Languages: English, Vulcan, and Andorian

*****CURRENT STATUS: MISSING AS OF FEBRUARY 17, 2922 FOLLOWING ONEER CRISIS; ASIDE FROM REPORTS OF BEING ABDUCTED BY AN UNKNOWN ALIEN PROBE FROM THE ONEER VESSEL, BEING REPLACED WITH AN ARTIFICIALLY MADE CLONE/PROBE, AND HAVING PARTICIPATED IN A MERGE BETWEEN ONEER AND ORGANIC LIFE; SPECIFIC WHEREABOUTS CANNOT BE SUBSTANTIATED****





Name: J'Tharr Kabaldan

Rank: Lieutenant Commander

Serial Number: VM5890076

DOB: 10/10/2890

Race: Khajiit

Birthplace: Elsweyr, Cyrodill

Relations:

- **Grandfather: J'Karr (deceased)**
- **Grandmother: Asita (deceased)**
- **Uncles: Husbar and Husgh (deceased)**
- **Aunts: Zaraya, Shomara, Tsabhi, and Ubaasi**
- **Mother: Tsiya (deceased)**
- **Father: Dr. Jo'Stharr Kabaldan**

Position: Assistant Chief Medical Officer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and VG Medical Academy**
- **Helped cure several plagues during his service aboard the VGSS Enterprise**
- **Awarded the Leonard McCoy Award for Exemplary Service in Medicine**

Previous Assignments:

- **VGHS Ecco: 2910-2913; intern and later doctor under Captain Vincent Peterson**
- **VGSS Enterprise: 2914-2918; medical doctor under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Blitzball, laser hockey, golf, tennis, squash, kayaking, equestrian sports, and poetry.

Favorite foods: Elsweyr cuisine, Vulcan cuisine, Kaferian cuisine, Meldivan cuisine

Language: English and Klingon



Name: Linda Traynor

Rank: Lieutenant Commander

Serial Number: OM1212007

DOB: 12/01/2892

Race: VG Human

Birthplace: Sunshine Isles, VG Earth

Relations:

- **Father: Bill**
- **Mother: Leslie**
- **Brother: Dr. Steve Traynor**

Position: Assistant Chief Medical Officer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Medical Academy**
- **Recipient of the Robert Hoffman scholarship award**
- **Helped treated several major epidemics during her original service aboard the VGSS Enterprise**
- **Played a key role in the Milonian Anarchist crisis and the war with the Black Spartans**

Previous Assignments:

- **Leonard McCoy University of Medicine, Federation Earth: 2912-2916, intern and later resident nurse**
- **VGSS Enterprise: 2916-2918, Nurse and later medical doctor under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Medical History: Underwent three weeks of physical therapy and major surgery following the Black Spartans incident

Hobbies and Interests: Skiing, yoga, fitness, kickboxing, stretching exercises, breathing techniques, dancing, relaxation methods, tai chi (an expert), New Age music, swimming, and tennis

Favorite foods: Steamed vegetables, Earth vegetarian cuisine, seafood, Vulcan cuisine, Delfino cuisine, Kaferian cuisine

Languages: English, Japanese, Vulcan, and Kaferian





Name: Aivya Dax

Rank: SSTF Colonel

Serial Number: SW1986125

DOB: 09/27/2891

Race: Trill (joined)

Birthplace: Trill

Relations:

- **Father: Yajul**
- **Mother: Minu**
- **Twin sister: Vaulu**
- **Previous hosts (Dax symbiont): Lela, Tobin, Emony, Audrid, Torias, Joran, Curzon, Jadzia, Ezri, Avalon, Elgar, Edra, Maleen, Sobo, and Aldor**

Position: Leader of VGSS Enterprise's SSTF Branch

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and SSTF Academy**
- **High score in security, tactical, and science aptitude tests**
- **Noted as exceptional by the SSTF Commission, her predecessor SSTF Colonel Kenji Miyamoto, and the Trill Symbiosis Commission**

Previous Assignments:

- **VGSS Elizabeth: 2911-2915, Lieutenant, second officer, and part-time SSTF member under Captain Elliott Edward; SSTF Commander: Colonel Alpha-343**
- **2915: Became full-time SSTF member**
- **VG Starfleet Command starbase: 2915-2918, leader of the starbase's SSTF branch. Underwent the zhian'tara, a Trill rite of closure, in 2916.**
- **VG Starfleet Operations: 2919-2922, Assisted in refitting the VGSS Enterprise, also trained crewmembers and SSTF members on updated protocols**
- **Replaced SSTF Colonel Kenji Miyamoto as commander of the Enterprise's SSTF department two months after the Oneer crisis**

Medical History: Underwent the symbiosis transplant to receive the Dax symbiont in 2915

Hobbies and Interests: Poetry, reading, fantasy fiction, Klingon opera, Klingon mok'bara (an expert), Klingon history, swimming, card games, jogging, mountain climbing, hiking, camping, fishing, hover-racing, ancient Federation history, blitzball (part of the ship's blitzball team), and holo-games

Favorite foods: Klingon cuisine, Bajoran cuisine, Betazoid cuisine, Haldarian cuisine, and Vulcan cuisine

Languages: English, Bajoran, Vulcan, and Klingon





Name: Ashley Harrison

Rank: Lieutenant Senior Grade

Serial Number: RFS8511345

DOB: 12/16/2890

Race: Federation Human-Meldivan

Birthplace: Seattle, Washington, United States of America; Federation Earth

Relations:

- **Human Grandfather: George**
- **Human Grandmother: Ellen**
- **Meldivan Great-Grandfather: Ridal**
- **Meldivan Great-Grandmother: Riliia**
- **Meldivan Grandfather: Givan**
- **Meldivan Grandmother: Eliesh**
- **Uncles: Aldo, Rudin, Foron, Meevan, Henry, James, Richard**
- **Aunts: Liisea, Vilsa, Vasheel, Livonia, Ishia, Amanda**
- **Mother: Teresa Harrison (deceased)**
- **Father: Commander Karvin**
- **Stepmother: Veelia**
- **Stepbrothers: Maridon, Murin, Ratin, Lieutenant Herin, Lieutenant Naemen, Parne, Kelvic**
- **Stepsisters: Varea, Asiwa, Lesie, Lieutenant Laveia, Alieera**

Position: Secondary science officer, biologist, astrobiologist, chief botanist, historian, and computer technician

Notes of Distinction:

- **Graduated with high honors from VG Starfleet Academy and Meldivan Master Academy**
- **Recipient of the Richard Daystrom and John Gill scholarship awards.**
- **Wrote several published essays on temporal science, biology, and astronomy**
- **High score in computer, science, biology, astrobiology, geology, botany, engineering, and medical aptitude tests**

Previous Assignments:

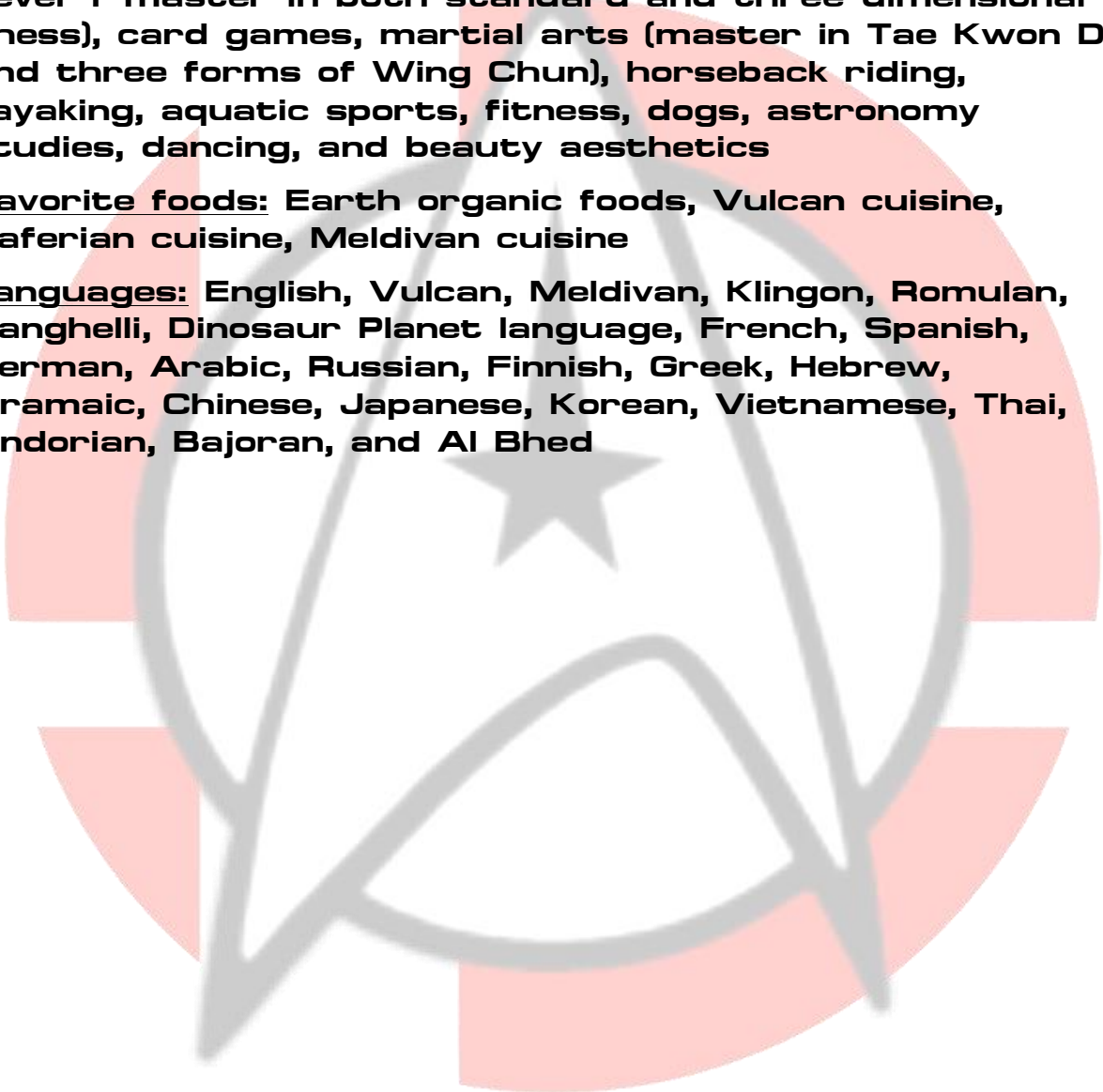
- **VGSS Miyamoto: 2916-2918; astrobiologist, geologist, and botanist under Captain Gaius Terris**

- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise, recommended for the position by Commander Karvin**

Hobbies and Interests: Ancient Earth entertainment and literature, ancient Earth history, plants, gardening, holographic simulations, laser hockey, chess (currently a Level 1 master in both standard and three-dimensional chess), card games, martial arts (master in Tae Kwon Do and three forms of Wing Chun), horseback riding, kayaking, aquatic sports, fitness, dogs, astronomy studies, dancing, and beauty aesthetics

Favorite foods: Earth organic foods, Vulcan cuisine, Kaferian cuisine, Meldivan cuisine

Languages: English, Vulcan, Meldivan, Klingon, Romulan, Sanghelli, Dinosaur Planet language, French, Spanish, German, Arabic, Russian, Finnish, Greek, Hebrew, Aramaic, Chinese, Japanese, Korean, Vietnamese, Thai, Andorian, Bajoran, and Al Bhed





Name: Keeby

Rank: Lieutenant Senior Grade

Serial Number: M09211994

DOB: 09/21/2889

Race: Kirby

Birthplace: Pop Star

Relations: Not on file

Position: Relief helmsman, engineering officer, science officer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Played a key role in the war with the Black Spartans**

Previous Assignments:

- **VGSS Enterprise: 2911-2918; relief helmsman, engineering technician, and science officer under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Baseball, blitzball, laser hockey, golf, tennis, kart racing, sky gliding, swimming, cooking, martial arts, botany, gardening, and board games

Favorite foods: All forms of Earth and VG Earth cuisine, Romulan cuisine, Vulcan cuisine, Andorian cuisine, Talaxian cuisine, Cardassian cuisine, Ferengi cuisine, Jem Hadar cuisine, Betazoid cuisine, Morassian cuisine, and many other alien cuisines

Language: Kirby (but does know some English)



Name: Dee

Rank: Lieutenant Junior Grade

Serial Number: WD4271992

DOB: 04/27/2889

Race: Waddle Dee

Birthplace: Pop Star

Relations: Not on file

Position: Relief navigator, engineering officer, science officer

Notes of Distinction:

- Played a key role in the war with the Black Spartans

Previous Assignments:

- VGSS Enterprise: 2917-2918; relief navigator, engineering technician, and science officer under Captain Kasumi Tenshin
- VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise

Hobbies and Interests: Baseball, blitzball, laser hockey, golf, tennis, kart racing, sky gliding, swimming, cooking, martial arts, botany, gardening, cleaning, chess (currently a Level 1 master), and board games

Favorite foods: All forms of Earth and VG Earth cuisine, Klingon cuisine, Romulan cuisine, Vulcan cuisine, Andorian cuisine, Talaxian cuisine, Cardassian cuisine, Ferengi cuisine, Jem Hadar cuisine, Betazoid cuisine, Morassian cuisine, and many other alien cuisines

Language: None (not capable of verbal speech)



Name: Naemen

Rank: Lieutenant Senior Grade

Serial Number: LD11461

DOB: 05/01/2893

Race: Meldivan

Birthplace: Sinar, Meldiva

Relations:

- **Great-Grandfather: Ridal**
- **Great-Grandmother: Riliia**
- **Grandfather: Givan**
- **Grandmother: Eliesh**
- **Uncles: Aldo, Rudin, Foron, and Meevan**
- **Aunts: Liisea, Vilsa, Vasheel, Livonia, and Ishia**
- **Father: Commander Karvin**
- **Mother: Veelia**
- **Brothers: Maridon, Murin, Ratrin, Lieutenant Herin, Parne, Kelvic**
- **Sisters: Varea, Asiwa, Lesie, Lieutenant Laveia, Alieera**
- **Half-sister: Lieutenant Ashley Harrison**

Position: Science officer, biologist, astrobiologist, geologist, botanist, reserve medic, archaeologist, and computer technician

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Recipient of the Richard Croft scholarship award**
- **Wrote several papers on recent archaeological findings on Achaia Alpha 3, published by the Lara Croft Archaeological Institute**
- **Went on several successful archaeological expeditions at Achaia Alpha 3, Stavro 7, and a lost Klingon colony on Shaphan Kappa 12**

Previous Assignments:

- **VGSS Yamatai: 2915-2918, Lieutenant and science officer under Captain Robin Downes**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise, recommended for the position by Commander Karvin**

Hobbies and Interests: Ancient Federation Earth literature and entertainment, studying mating rituals from various cultures, voice acting, dancing, fencing, laser hockey, Federation Earth Italian opera, Federation Earth pipe organ music, skiing, spelunking, cave exploration, swimming, diving, and poetry

Favorite foods: Traditional Meldivan cuisine and various forms of Earth cuisine

Languages: English, Vulcan, Meldivan, Klingon, Romulan, Sanghelli, Dinosaur Planet language, French, Spanish, German, Arabic, Russian, Finnish, Greek, Hebrew, Aramaic, Chinese, Japanese, Korean, Vietnamese, Thai, Andorian, Bajoran, and Al Bhed





Name: Herin

Rank: Lieutenant Senior Grade

Serial Number: MM84522523

DOB: 07/16/2892

Race: Meldivan

Birthplace: Sinar, Meldiva

Relations:

- **Great-Grandfather: Ridal**
- **Great-Grandmother: Rillia**
- **Grandfather: Givan**
- **Grandmother: Eliesh**
- **Uncles: Aldo, Rudin, Foron, and Meevan**
- **Aunts: Liisea, Vilsa, Vasheel, Livonia, and Ishia**
- **Father: Commander Karvin**
- **Mother: Veelia**
- **Brothers: Maridon, Murin, Ratrin, Lieutenant Herin, Parne, Kelvic**
- **Sisters: Varea, Asiwa, Lesie, Lieutenant Laveia, Alieera**
- **Half-sister: Lieutenant Ashley Harrison**

Position: Science officer, chief biologist, astrobiologist, geologist, botanist, and relief helmsman

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy**
- **Wrote several theses on exobiology, published by the Vulcan Science Directorate**
- **Recipient of the Jean-Luc Picard scholarship award**

Previous Assignments:

- **USS Amanda Grayson: 2914-2918; Lieutenant and science officer under Captain Jane Wyman**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying geological formations, Meldivan art, ancient pre-Federation Earth artwork, poetry, Shakespeare, sky gliding, laser hockey, and poker

Favorite foods: Meldivan cuisine and various forms of Earth cuisine

Languages: English, Klingon, Spanish, Italian, French, German, Russian, Afrikaan, Swahili, Japanese, Chinese, Korean, Vietnamese, Vulcan, Romulan, Bajoran, and Dinosaur Planet Language





Name: Laveia

Rank: Lieutenant Senior Grade

Serial Number: XZ55596543

DOB: 12/05/2899

Race: Meldivan

Birthplace: Sinar, Meldiva

Relations:

- **Great-Grandfather: Ridal**
- **Great-Grandmother: Riliia**
- **Grandfather: Givan**
- **Grandmother: Eliesh**
- **Uncles: Aldo, Rudin, Foron, and Meevan**
- **Aunts: Liisea, Vilsa, Vasheel, Livonia, and Ishia**
- **Father: Commander Karvin**
- **Mother: Veelia**
- **Brothers: Maridon, Murin, Ratrin, Lieutenant Herin, Lieutenant Naemen, Parne, Kelvic**
- **Sisters: Varea, Asiwa, Lesie, Alieera**
- **Half-sister: Lieutenant Ashley Harrison**

Position: Science officer, exobiologist, and relief helmsman

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Recipient of the Jonathan Archer scholarship award**

Previous Assignments:

- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying anatomy, studying various alien cultures, ancient Earth literature and entertainment, various forms of Earth music, ancient pre-Federation Earth 1980s New Wave culture, baseball, hockey, pre-Federation Earth 1980s arcade & pinball games, roller skating, ice skating, ice hockey, laser hockey, blitzball, snowboarding, skiing, skateboarding, surfing, dancing, singing, and F-Zero racing

Favorite foods: Various forms of Earth cuisine, Vulcan cuisine, Meldivan cuisine, and vegan cuisine

Languages: English, Klingon, Spanish, Japanese, French, German, Russian, Greek, Hebrew, Chinese, Korean, Klingon, Vulcan, Romulan, and Haldarian





Name: Jennifer Gates

Rank: Lieutenant Senior Grade

Serial Number: EM683832

DOB: 05/12/2892

Race: Federation Human

Birthplace: Los Angeles, California; United States of America; Federation Earth

Relations:

- **Grandfather: Fleet Admiral Stephen Gates**
- **Grandmother: Elaine**
- **Father: Alvin**
- **Mother: Admiral Christine Gates**
- **Sisters: Carrie and Lisa**

Position: Chief computer technician, Relief Navigator for Lt. Cmdr. Everhart

Notes of Distinction:

- **Graduated as a valedictorian from VG Starfleet Academy and from Federation Starfleet Command School**
- **Major in computer technology and minor in navigational studies**
- **Recipient of the Richard Daystrom Scholarship award**
- **Received commendations for enhancing computer systems on board the VGSS Yamato and the VGSS Ranger**
- **Wrote a highly regarded thesis on enhancing computer functions and efficiency under critical situations, which has been published by the Meldivan Master Academy and the Richard Daystrom Institute**
- **Achieved a record-breaking high score in Engineering and Navigation Aptitude tests**
- **Won two wrestling championships for the VG Starfleet Academy wrestling team.**
- **Won champion standing in the VG Starfleet-hosted Intergalactic Martial Arts Tournament**
- **Worked alongside Binars, computer experts, and assistant chief computer technician Lieutenant**

Joseph Weiss in performing major upgrades on the Enterprise computers; received commendations from Commander Ayane Hajin and Captains Kasumi Tenshin and William Erlichmann for her effort in enhancing the computer systems

Previous Assignments:

- **VGSS Yamato: 2912; Intern during her senior year at VG Starfleet Academy, also participated in a three-month training cruise**
- **VGSS Ranger: 2913-2918; Ensign and later Lieutenant Junior Grade, relief navigator and computer technician under Captain Karr'Thor nar Rannoch.**
- **VG Starfleet Operations: 2919-2922; assisted in the refitting of the VGSS Enterprise, recommended for the position by Commander Ayane Hajin and Captain William Erlichmann.**

Hobbies and Interests: Space flight, martial arts (currently a 3rd. degree black belt in Judo, and also an expert in wrestling), luchador wrestling, computer studies, Earth Japanese animation entertainment, laser hockey, three-dimensional art, and studying 20th. Century Earth computers

Favorite food: Earth vegan cuisine, Vulcan cuisine, Kaferian cuisine

Languages: English, moderate Klingon, Vulcan



Name: Stephanie Lambert

Rank: Lieutenant Senior Grade

Serial Number: CK7083559

DOB: 08/14/2881

Race: Federation Human

Birthplace: Martian Colony 3, Mars

Relations:

- **Father: Dr. Charles Lambert**
- **Mother: Anna**
- **Twin Sister: Lt. Michelle Lambert**

Position: Bridge command specialist and reserve emergency medic

Notes of Distinction:

- **Graduated with high honors from Federation Starfleet Academy and VG Starfleet Command School**
- **High score in Medical and Communication aptitude tests**

Previous Assignments:

- **USS Abraham: 2905-2916; Lieutenant, relief helmsman under Captain Dennis Wykoff**
- **Transferred to VG Starfleet in 2917**
- **VG Starbase 2236: 2917-2918; communications officer**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Relaxation methods, ancient Federation Earth comedy from the 20th. and 21st. Centuries, swimming, tennis, card games, ancient Federation Earth fantasy novels, and ancient Federation Earth music

Favorite foods: Earth organic foods, Earth American cuisine, Earth Italian cuisine, Bajoran cuisine, lemonade
Languages: English, Vulcan





Name: Michelle Lambert

Rank: Lieutenant Senior Grade

Serial Number: CK7895434

DOB: 08/14/2881

Race: Federation Human

Birthplace: Martian Colony 3, Mars

Relations:

- **Father: Dr. Charles Lambert**
- **Mother: Anna**
- **Twin Sister: Lt. Stephanie Lambert**

Position: Medical doctor and reserve medic, assistant surgeon

Notes of Distinction:

- **Graduated with high honors from VG Starfleet Academy and Leonard McCoy University of Medicine**
- **High score in Medical aptitude test, as well as three essays on improving surgical procedures (two of them published by the Leonard McCoy University of Medicine)**

Previous Assignments:

- **VG Hospital Base 342: 2908-2918; intern, nurse and later medical doctor**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Relaxation methods, swimming, tennis, studying anatomy, studying ancient Federation Earth medicine & medical procedures, tai chi.

Favorite foods: Earth organic foods, Earth American cuisine, Vulcan cuisine, Earth vegan cuisine, Kaferian cuisine, Meldivan cuisine

Languages: English, Vulcan



Name: Linda Vasquez

Rank: Lieutenant Senior Grade

Serial Number: CV22421382

DOB: 07/11/2892

Race: Federation Human (NOTE: has one-eighth of Orion blood)

Birthplace: San Diego, California; United States of America; Federation Earth

Relations:

- **Father: Charles**
- **Mother: Elena**
- **Great-Grandfather (Orion): Geguh**
- **Great-Grandmother (Human): Elaine**
- **Brother: Leon**
- **Sister: Marie**

Position: Relief helmsman for Lt. Cmdr. Kooper, relief communications officer

Notes of Distinction:

- **Graduated at the top of her class from VG Starfleet Academy**
- **Recipient of the Hikaru Sulu Scholarship award.**

Previous Assignments:

- **VG Starfleet Academy: 2913-2915; assistant flight instructor**
- **VGSS Reliant: 2916-2919; Lieutenant and helmsman under Captain Beta-12**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interest: Singing, dancing, swimming, aquatic sports, fitness, tennis, laser hockey, and kickboxing

Favorite foods: Earth organic and vegan cuisine, Vulcan cuisine, Kaferian cuisine

Languages: English, Vulcan, Spanish, and Orion



Name: Vazzak

Rank: Ensign

Serial Number: ZR48855

DOB: 05/03/2897

Race: Yar

Birthplace: Planet 3, Razak Solar System

Relations:

- **Father: Druz**
- **Mother: Clizz**
- **Sisters: Seliz, Rusa, and Vayazz**
- **Brothers: Drazak, Kayzak, and Graza**

Position: Relief Helmsman for Lt. Cmdr.

Leifang, relief tactical officer for Lt.

Morales

Notes of Distinction:

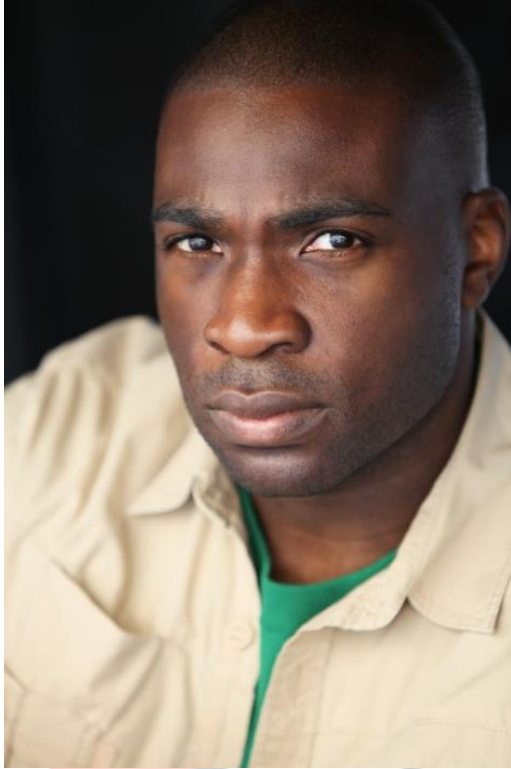
- **Received the VG Starfleet Academy Award for Meritorious Service**
- **Helped win three championships during his time as part of the VG Starfleet Academy's blitzball team**

Previous Assignment: None (first tour of duty, but did participate in refitting the VGSS Enterprise)

Hobbies and Interests: Studying various alien cultures, space flight, studying entomology, blitzball (currently part of the ship's blitzball team), table tennis, studying various weapon systems

Favorite foods: Earth Australian cuisine, traditional Yar cuisine, Klingon cuisine, Goron cuisine, dextro-amino acid foods, Meldivan fruits and vegetables

Language: English



Name: Elijah Alexanderson

Rank: Lieutenant Senior Grade

Serial Number: IA1143330

DOB: 03/18/2887

Race: Federation Human

Birthplace: Vega Colony

Relations:

- **Father: Captain Edward Alexanderson**
- **Mother: Captain Elaine Alexanderson**
- **Sisters: Laura and Karen**
- **Brother: Ensign Bruce Alexanderson**

Position: Bridge command specialist

Notes of Distinction:

- **Class S tactical specialist**
- **Graduated with honors from Federation Starfleet Academy**
- **Recipient of the Pavel Chekov scholarship award**
- **High score in Navigational aptitude test**
- **Major in space flight, minor in engineering**

Previous Assignments:

- **VG Starbase 1103: 2908-2915; Lieutenant and shuttlecraft pilot. Also spent time as a technician for starbase operations**
- **Miyamoto Shipyards: 2916-2918; Lieutenant, workbee pilot and repair team leader**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Kickboxing, laser hockey, blitzball (part of the ship's blitzball team), piano music, studying starship and starbase technical manuals (expert in starship and starbase designs), snowboarding, Earth Italian opera, Earth pipe organ music, and ancient Earth

classical music (a fan of Beethoven, Bach, Chopin, Tchaikovsky, and Mozart)

Favorite foods: Earth Irish cuisine, Earth Polish cuisine, Cardassian cuisine, Vulcan cuisine

Languages: English, Vulcan, and Cardassian





Name: Drik Y'Ula

Rank: Lieutenant Senior Grade

Serial Number: DMR1748950

DOB: 03/23/2891

Race: Calrissian

Birthplace: Yansa, Calrissia

Relations:

- **Father: Captain Druik Y'Ula**
- **Mother: Hilie**
- **Uncles: Drel, Delm, and Captain Dyom (deceased)**
- **Brother: Daer and Lieutenant Drek Y'Ula**

Position: Relief helmsman for Lt. Cmdr.

Kooper, relief tactical officer for Lt.

Morales

Notes of Distinction:

- **Class A tactical specialist**
- **Graduated with honors from VG Starfleet Academy**
- **High score in Navigational aptitude test**
- **Double major in helm studies and Federation Starfleet history, minor in tactical studies**

Previous Assignments:

- **VGSS Daytona: 2909-2918, Intern and later Lieutenant and helmsman under Captain Christine Henri**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Laser hockey, blitzball (part of the ship's blitzball team), studying starship and starbase technical manuals (expert in starship and starbase designs), studying Federation legends, studying historical events (often called upon as an expert during battles with rogue Galadinians altered to look like legendary Federation officers), trying different foods, cooking, Earth jazz music, Earth tropical music, Earth Japanese music, Earth Chinese music, bicycling, space racing, F-Zero

racing, arcade games, pinball games, bowling, baseball, beach-going, shopping, relaxation methods

Favorite foods: Earth Irish cuisine, Earth Polish cuisine, Klingon cuisine, Galadinian cuisine, seafood, Earth American cuisine, Earth Italian cuisine, Earth organic cuisine, Earth Japanese cuisine, Earth Chinese cuisine, Earth English cuisine, Earth Greek cuisine, Earth vegan cuisine, steamed vegetables, grilled vegetables, barbecue cooking, Earth American holiday cuisine, Earth Mediterranean cuisine, Earth Mexican cuisine, traditional Calrissian cuisine, Romulan cuisine, Vulcan cuisine, Cardassian cuisine, Bajoran cuisine, Talaxian cuisine, Andorian cuisine, dextro-amino acid foods, Krogan cuisine, Meldivan cuisine, Kaferian cuisine, and Betazoid cuisine

Languages: English, Vulcan, and Cardassian





Name: Drek Y'Ula

Rank: Lieutenant Senior Grade

Serial Number: NS362436

DOB: 03/23/2891

Race: Calrissian

Birthplace: Yansa, Calrissia

Relations:

- **Father: Captain Druik Y'Ula**
- **Mother: Hilie**
- **Uncles: Drel, Delm, and Captain Dyom (deceased)**
- **Brother: Daer and Lieutenant Drik Y'Ula**

Position: Relief helmsman for Lt. Cmdr. Fong, relief operations officer

Notes of Distinction:

- **Class A pilot**
- **Graduated with honors from VG Starfleet Academy**
- **High score in Navigational aptitude test**
- **Double major in navigation and Federation Starfleet history, minor in engineering**

Previous Assignments:

- **VGSS Daytona: 2909-2918, Intern and later Lieutenant and helmsman under Captain Christine Henri**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Laser hockey, blitzball (part of the ship's blitzball team), studying starship and starbase technical manuals (expert in starship and starbase designs), singing, cooking, Earth jazz music, Earth tropical music, Earth Japanese music, Earth Chinese music, bicycling, space racing, F-Zero racing, arcade games, pinball games, bowling, baseball, beach-going, shopping, relaxation methods, and swimming (expert swimmer and diver)

Favorite foods: Seafood, Earth Italian cuisine, Earth organic cuisine, Earth Japanese cuisine, Earth Chinese cuisine, Earth Greek cuisine, Earth vegan cuisine, steamed vegetables, grilled vegetables, Earth American holiday cuisine, Earth Mediterranean cuisine, traditional Calrissian cuisine, Romulan cuisine, Vulcan cuisine, Bajoran cuisine, Meldivan cuisine, Kaferian cuisine, and Betazoid cuisine

Languages: English, Vulcan, and Cardassian





Name: Drebin Kalma

Rank: Lieutenant Senior Grade

Serial Number: RK70200023

DOB: 04/10/2890

Race: Haldarian

Birthplace: Satellite Planet 4, Haldarian Solar System

Relations:

- **Father: Dr. Dimar Kalma**
- **Mother: Dr. Via Kalma**
- **Sister: Dr. Saal Kalma**
- **Brother: Dr. Payet Kalma**

Position: Medical doctor and surgeon

Notes of Distinction:

- **Graduated with high honors from Federation Starfleet Academy, Leonard McCoy University of Medicine, and the Haldarian Intergalactic Studies Institute**
- **An expert in countless forms of medicine from countless alien worlds**
- **Wrote a highly regarded essay on understanding the brain, published by the Julian Bashir Medical Institute**
- **Recipient of the Julian Bashir scholarship award**

Previous Assignments:

- **Hospital ship Nightingale: 2912-2914, intern and later trauma team doctor**
- **USS Dallas: 2914-2918, Lieutenant and medical doctor under Captain Daidar**
- **Transferred to VG Starfleet in 2919**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interest: Studying anatomy, ancient Earth classic literature, Minarian opera, horticulture, studying biology, reading, poetry, VG Earth orchestral music

Favorite foods: Traditional Haldarian cuisine, Vulcan cuisine, steamed vegetables, Andorian cuisine

Languages: English, Haldarian, Vulcan, Romulan, Klingon





Name: Plitt Akinn

Rank: Lieutenant Senior Grade

Serial Number: NJ34394234

DOB: 02/10/2887

Race: Saurian

Birthplace: Sauria

Relations:

- **Father: Neko**
- **Mother: Captain Naezan Akinn**
- **Brother: Nenz**
- **Sister: Maiyole**

Position: Assistant Chief of Security

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Level 1 Anti-assassin training**
- **Level 1 Close combat training**
- **Level 1 Advanced firearm training**
- **Double major in security/tactical and engineering, minor in transporter operations**

Previous Assignments:

- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Laser hockey, blitzball (part of the ship's blitzball team), karate (currently a 2nd. Degree black belt), swimming, poetry, sky gliding, tennis, Wagarian water dancing, and Moogle opera

Favorite foods: Modern Saurian cuisine and Wagarian cuisine

Languages: English and Saurian



Name: Howard "Howie" Schwarz
Rank: Lieutenant Senior Grade
SSTF Rank: Corporal
Serial Number: DV3943293
DOB: 06/02/2877
Race: Federation Human
Birthplace: El Paso, Texas, United States of America; Federation Earth
Relations:

- **Father:** George
- **Mother:** Barbara
- **Sister:** Edna
- **Brother:** John

Position: Relief tactical officer for Lt. Morales, security officer, part-time SSTF member

Notes of Distinction:

- **Graduated valedictorian from Federation Starfleet Academy**
- **Class-A tactical specialist**
- **Received SSTF training during junior and senior years at Federation Starfleet Academy**
- **Noted by both Federation Starfleet Academy and SSTF as an exceptional student**

Previous Assignments:

- **USS Seoul: 2900-2901; Ensign and both security officer and part-time SSTF member under Captain Narun N'set, SSTF Commander: Colonel Amy Chan; service ended when the Seoul was destroyed**
- **Transferred to VG Starfleet Academy on 2903 following a two-year rehabilitation program after suffering from injury and trauma during the destruction of the Seoul during the second Galadinian War.**
- **VGSS Carpathians: 2903-2908; Lieutenant, tactical officer and part-time SSTF member under Captain Patricia Lee, SSTF Commander: Lt. Colonel Harold Holloway**

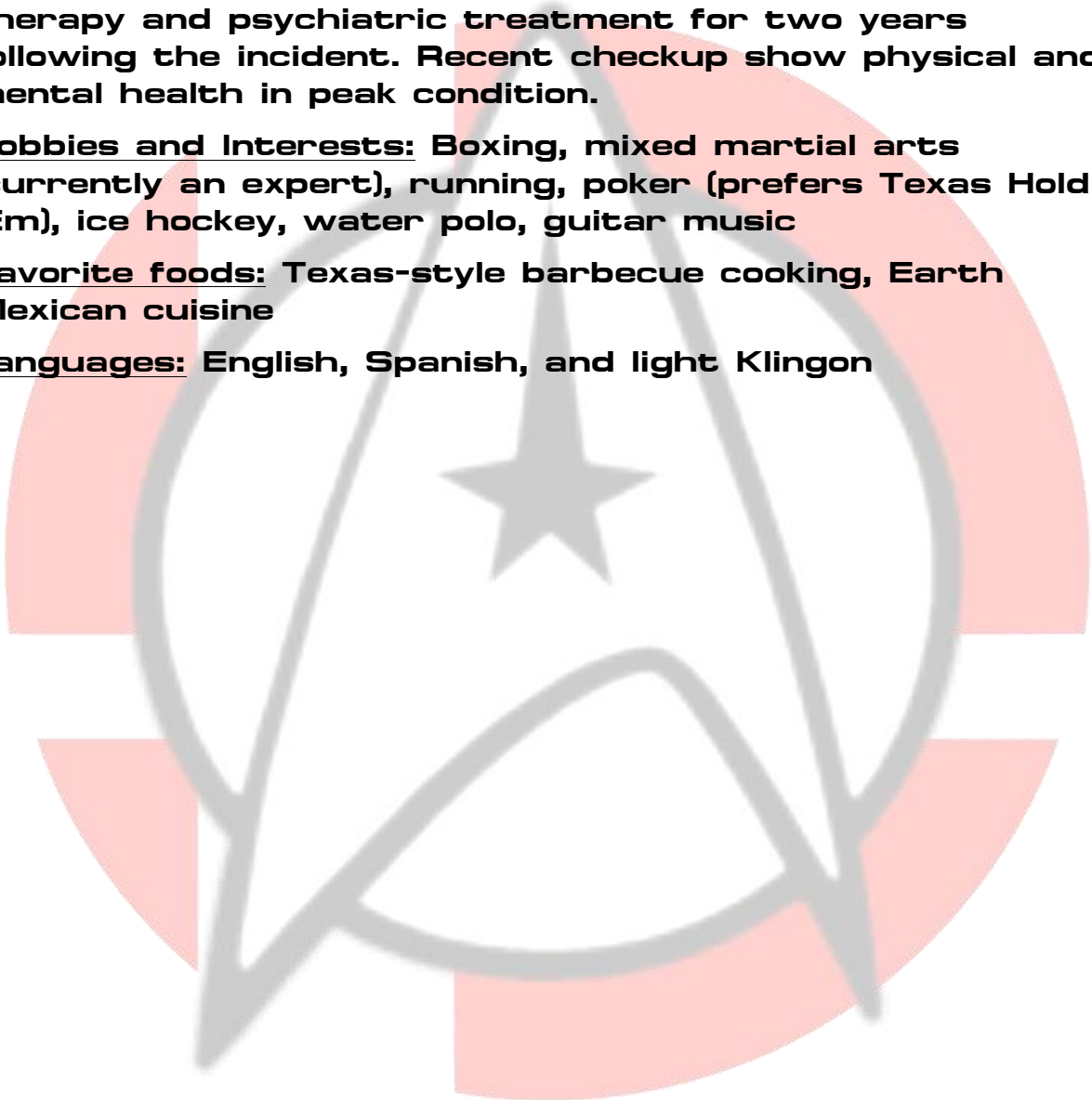
- **VG Republic's President's office: 2909-2918; SSTF member charged with protecting the President**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Medical History: Suffered internal injuries in 2901 during the destruction of the Seoul. Underwent physical therapy and psychiatric treatment for two years following the incident. Recent checkup show physical and mental health in peak condition.

Hobbies and Interests: Boxing, mixed martial arts (currently an expert), running, poker (prefers Texas Hold 'Em), ice hockey, water polo, guitar music

Favorite foods: Texas-style barbecue cooking, Earth Mexican cuisine

Languages: English, Spanish, and light Klingon





Name: Sharon Evans-Gardner

Rank: Lieutenant Senior Grade

Serial Number: LB555010

DOB: 06/02/2886

Race: Federation Human

Birthplace: Baltimore, Maryland, United States of America; Federation Earth

Relations:

- **Father: Alex**
- **Mother: Admiral Krystle Evans**
- **Husband: Lieutenant Glenn Gardner (married in 2915)**

Position: Engineering officer and technician

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy and Montgomery Scott University of Engineering**
- **Recipient of the Federation Starfleet Academy Cadet Award for Meritorious Service**

Previous Assignments:

- **USS Samuel Adams: 2908-2914; Lieutenant and engineering officer under Captain David Martin**
- **Transferred to VG Starfleet in 2915**
- **Miyamoto Shipyards: 2915-2918; specialist in advanced engineering; helped install enhanced warp drives on several starships**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Tennis, studying starship designs, comedy, ancient Earth Italian opera, skiing, aquatic exploration, ancient Earth fantasy entertainment, sword fighting, martial arts (expert in karate)

Favorite foods: Earth Italian cuisine, ice cream, seafood

Languages: English, Sanghelli, Klingon, Vulcan



Name: Glenn Brian Gardner

Rank: Lieutenant Senior Grade

Serial Number: TW4839232

DOB: 08/03/2886

Race: Federation Human

Birthplace: Dallas, Texas, United States of America; Federation Earth

Relations:

- **Father: Captain Charles Gardner**
- **Mother: Captain Susan Gardner**
- **Wife: Lieutenant Sharon Evans-Gardner (married in 2915)**

Position: Engineering officer and technician

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and the Montgomery Scott University of Engineering**
- **Recipient of the Montgomery Scott Scholarship Award**

Previous Assignments:

- **VGSS Sunshine: 2908-2909; Lieutenant and engineering officer under Captain Thomas Kampbell, service ended when Sunshine was destroyed**
- **Returned to duty in 2911 after spending two full years rehabilitating and recovering from injuries sustained during the destruction of the VGSS Sunshine**
- **Miyamoto Shipyards: 2911-2918; refit technician and engineering advisor**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the Enterprise**

Medical History: Underwent major surgery and later physical therapy for two years after the destruction of the Sunshine. Recent physical checkup shows physical health in peak condition.

Hobbies and Interests: Horseback riding, cattle driving, desert racing, hiking, mountain climbing, swimming,

skydiving, studying starship designs, ancient Earth guitar music

Favorite foods: Earth American cuisine, Texas-style barbecue cooking, Cardassian cuisine, Earth Chinese cuisine





Name: Gregory Dallas
Rank: Lieutenant Senior Grade
Serial Number: RCS20092012
DOB: 04/10/2880
Race: Federation Human
Birthplace: Lansing, Michigan, USA;
Federation Earth
Relations:

- **Father:** Chris
- **Mother:** Jill
- **Brother:** Barry
- **Sister:** Claire

Position: Engineering officer

Notes of Distinction:

- **Graduated with honors from the Montgomery Scott University of Engineering**
- **Recipient of the Geordi LeForge scholarship award**
- **Devised an experimental transwarp engine for newly refitted Excelsior class vessels that was deemed an absolute success**
- **Participated in a previous refitting of the VGSS Enterprise (refitting it to a Constitution Endeavor class)**

Previous Assignments:

- **Utopia Planitia shipyards: 2903-2905; refitting technician and engineer**
- **USS Yangtze: 2906-2915; engineering officer under Captain Seymour Whitley**
- **Transferred to VG Starfleet in 2916**
- **Miyamoto Shipyards: 2916-2918, engineer**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise, recommended for the position by Commander Cid Highwind**

Hobbies and Interests: Baseball, bowling, ice hockey, laser hockey, Texas-style rodeo, studying starship designs,

mixed martial arts, poker, blackjack, checkers, studying Klingon starship designs, and American football

Favorite Foods: Earth barbecue cooking, Earth Jamaican cuisine, Earth Italian cuisine

Language: English and Klingon





Name: Norman Sanders

Rank: Lieutenant Senior Grade

Serial Number: BK686952

DOB: 03/12/2879

Race: Federation Human

Birthplace: Cheyenne, Wyoming, United States of America; Earth

Relations:

- **Father: Alexander**
- **Mother: Edith**
- **Brothers: Brandon, Mark, and Raphael**

Position: Engineering officer, nacelle technician

Notes of Distinction:

- **Class A certified engineer**
- **Created a successful experimental nacelle system that led to improvements in nacelle energy output**
- **Graduated with honors from VG Starfleet Academy**

Previous Assignments:

- **Montgomery Scott Engineering Yards: 2894-2910, nacelle refit specialist and technician**
- **Graduated from VG Starfleet Academy in 2914**
- **VGSS Yamauchi: 2915-2918, Lieutenant and engineering officer under Captain Paul Brooks**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying energy weapon designs, target shooting, studying various warp nacelle designs, model building, ice hockey, baseball, and ancient Earth spy thrillers

Favorite foods: Earth American cuisine, Earth barbecue cooking, Earth Mexican cuisine, Kaferian cuisine

Languages: English



Name: Lihe Eelkea

Rank: Lieutenant Junior Grade

Serial Number: CL41328

DOB: 07/25/2893

Race: Bajoran

Birthplace: New Kendra Province, Bajor

Relations:

- **Father: Vedek Lihe Raimm**
- **Mother: First Minister Lihe Okea**
- **Brother: Gakir**
- **Sister: Joyia**
- **Fiancé: Lofu Kahem (engaged in 2917)**

Position: Relief navigator for Lt. Cmdr. Kompton, chief geologist

Notes of Distinction:

- **Graduated Valedictorian from VG Starfleet Academy**
- **Class A certified pilot**
- **Major in geology and minor in navigational studies**
- **Received schooling in Bajoran religion**
- **Received the James McCloud Flight Excellence Award for navigating through treacherous space during a skirmish at the height of the Milonian Anarchist Crisis**

Previous Assignments:

- **VGSS Maycomb: 2913-2918, Ensign and navigator under Captain Atticus Finch**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Racquet ball, skating, swimming, fitness, ancient Earth entertainment, Bajoran religion, space racing, volleyball, mountain climbing, camping, blitzball (currently part of the ship's blitzball team), and studying geographical formations

Favorite foods: Bajoran cuisine and Betazoid cuisine

Languages: English and Bajoran



Name: Sara Dawson

Rank: Lieutenant Senior Grade

Serial Number: ACM8498247

DOB: 09/10/2892

Race: Federation Human

**Birthplace: Toronto, Ontario, Canada;
Federation Earth**

Relations:

- **Father: Dr. Anthony Dawson**
- **Mother: Admiral Susan Dawson**
- **Sisters: Whitney and Lita**

Position: Relief navigator for Lt. Cmdr. Kompton, robotics specialist, technician, shuttle pilot, workbee pilot, shuttle maintenance technician

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy and Federation Starfleet Command School**
- **Double major in robotics and engineering, minor in navigation**
- **Recipient of the Noonien Soong and Josef Meclanti scholarship awards**

Previous Assignments:

- **Utopia Planitia shipyards: 2914-2918; repair and refit technician**
- **Transferred to VG Starfleet in 2919**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying robotics, improving ship systems and machines, space racing, ancient Federation Earth Japanese animation, laser hockey, holo-games, volleyball, hover-bike racing, ancient Federation Earth comic books, and studying android designs

Favorite foods: Earth Japanese cuisine, Earth French cuisine, Haldarian cuisine, Mushroom cuisine, Hylian cuisine
Languages: English, Japanese, and French





Name: Christina Lee

Rank: Lieutenant Commander

Serial Number: SH4569278

DOB: 04/10/2882

Race: Federation Human

Birthplace: Detroit, Michigan, United States of America; Federation Earth

Relations:

- **Father: Thomas**
- **Mother: Dr. Alice Lee, PhD**
- **Brother: Ed**

Position: Ship's Counselor

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and the University of Betazed**
- **Double major in psychiatry and psychology, minor in history**
- **Recipient of the Elise McKennah Scholarship Memorial award**
- **Counseled approximately 856,156 victims of attacks by rogue Galadinians and the rogue Galadinians' infamous "Dark Legends" force.**
- **Counseled 205 victims of the Black Spartans terrorist attacks, and also relatives of those killed in such attacks**

Previous Assignments:

- **VG Starfleet Command starbase: 2900-2922; medical intern and later counselor**

Hobbies and Interests: Fitness, tennis, bowling, karaoke, group counseling (an expert), comedy, ancient Federation Earth entertainment, laser hockey, and relaxation methods

Favorite foods: Earth American cuisine, Vulcan cuisine, Mushroom Kingdom cuisine

Languages: English, Klingon, Spanish, Japanese, Vulcan, Sanghelli, and Dinosaur Planet language





Name: Brittany Anders
SSTF Rank: Second Lieutenant
Serial Number: EL81791510
DOB: 04/10/2897
Race: Federation Human
Birthplace: Pompano Beach, Florida, United States of America; Federation Earth
Relations:

- **Father: SSTF Field Marshal Scott Anders**
- **Mother: Captain Lorelai Anders**
- **Brothers: Caleb and Lucas**
- **Sister: Cassie**

Position: SSTF Weapons Specialist, second-in-command of Enterprise's SSTF department, leader of the SSTF department's Sigma Squad

Notes of Distinction:

- **Graduated with highest honors from SSTF Academy, also one of the youngest members of the SSTF**
- **Awarded the Seth Adams Medal of Valor for going beyond the call of duty in saving 50 VG Starfleet officers and 35 civilians during the Black Spartans terrorist bombing of the VG Starfleet HQ and Capital City**
- **Youngest SSTF member to reach Second Lieutenant ranking**
- **Descendant of ancient pre-Federation Earth military legend and American president Dwight David Eisenhower**

Previous Assignments:

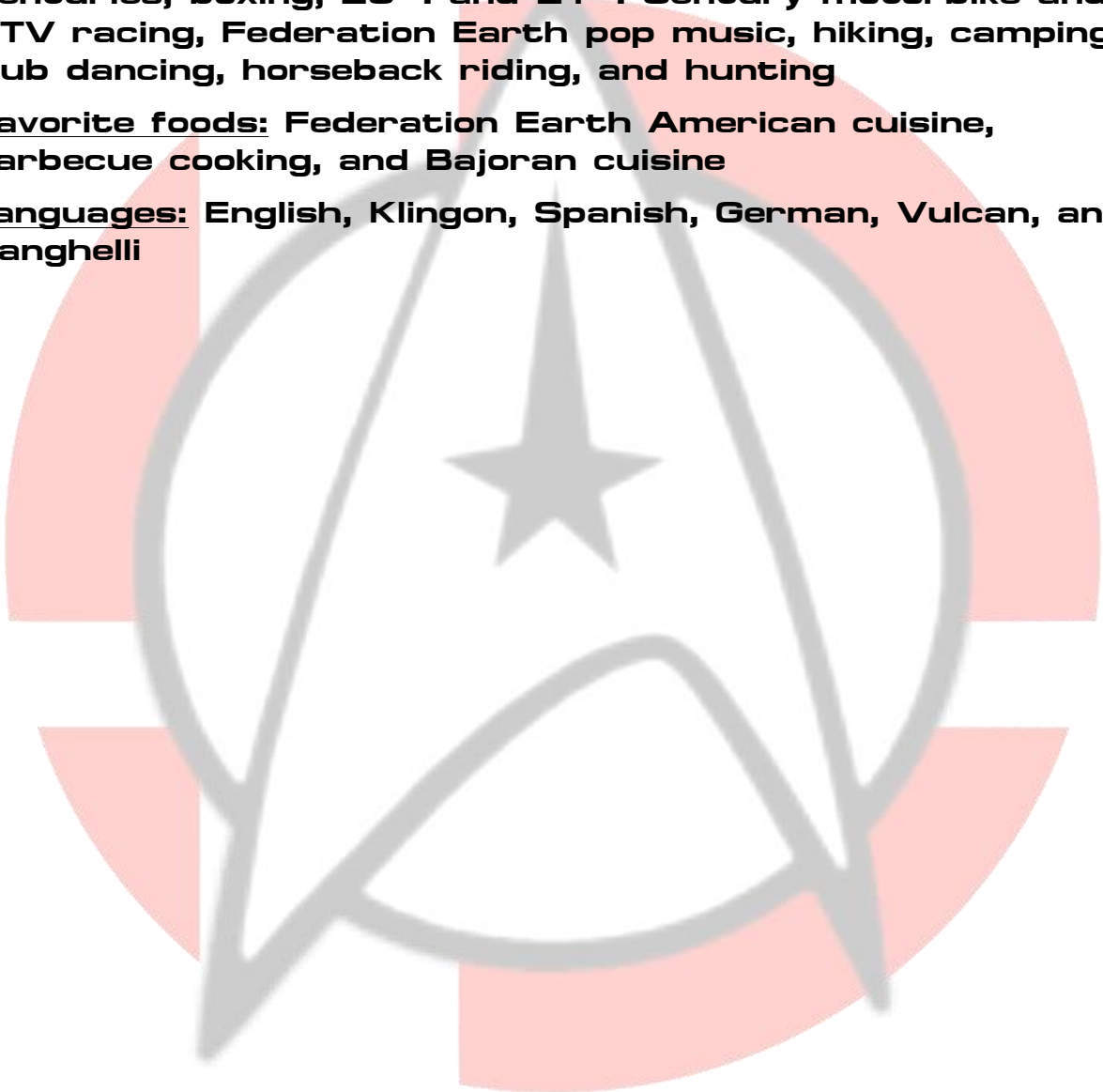
- **VG Capital City: 2917-2918; Corporal, SSTF security guard involved with homeland security**
- **VG Starfleet HQ: 2918-2922; Master Sergeant, leader of SSTF Lambda Squad within the HQ's SSTF department; charged with protecting higher ranking officers in VG Starfleet Operations**

Medical History: Received extensive surgery and underwent three weeks of physical therapy following the VG Starfleet HQ and Capital bombing incident

Hobbies and Interests: Target shooting, skiing, Muay Thai (an expert), mixed martial arts, kayaking, ancient Federation Earth entertainment from the 20th. and 21st. Centuries, boxing, 20th. and 21st. Century motorbike and ATV racing, Federation Earth pop music, hiking, camping, club dancing, horseback riding, and hunting

Favorite foods: Federation Earth American cuisine, barbecue cooking, and Bajoran cuisine

Languages: English, Klingon, Spanish, German, Vulcan, and Sanghelli





Name: Shelby Ackerman

Rank: Lieutenant Senior Grade

Serial Number: KS584065415

DOB: 08/19/2886

Race: Federation Human

Birthplace: Carson City, Nevada, United States of America; Federation Earth

Relations:

- **Father: Kyle**
- **Mother: Diana**
- **Sister: Carla**

Position: Chief astrophysicist, relief helmsman, and relief communications officer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and VG Starfleet Command School**
- **Class S communication specialist**
- **Class S navigation specialist**
- **Double major in astrophysics and navigation, minor in communication**
- **Recipient of the Robert T. April and Hikaru Sulu scholarship awards**

Previous Assignments:

- **VGSS Gainsborough: 2907-2910 and 2912-2918; Lieutenant and communications officer under Captain Paul Haddad**
- **Attended VG Starfleet Command School in 2911; graduated in 2912**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying pre-Republic history, Meldivan music, pre-Republic literature, fitness, laser

hockey, singing, studying various alien histories, camping, and mountain climbing

Favorite foods: Earth Mediterranean cuisine and Vulcan cuisine

Languages: English, Vulcan, Klingon, and Haldarian





Name: Alexa Daalen

Rank: Lieutenant Senior Grade

Serial Number: SF9012015

DOB: 02/19/2892

Race: Federation Human

**Birthplace: Eindhoven, the Netherlands;
Federation Earth**

Relations:

- **Father: Adam**
- **Mother: Andrea**
- **Sister: Carla**

**Position: Relief helmsman and relief
communications officer**

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Class A communications specialist**

Previous Assignments:

- **VGSS Paris: 2914-2922; Lieutenant and
communications officer under Captain Abin Galji**

**Hobbies and Interests: Swimming, tennis, billiards, Earth
Japanese popular culture, Klingon opera, Meldivan pod
music, Vulcan literature, backgammon, and mountain
climbing**

**Favorite Foods: Earth Japanese cuisine, Earth
Mediterranean cuisine, Vulcan cuisine, and Kaferian
cuisine**

Languages: English, Dutch, Klingon, Vulcan, and Japanese



Name: Viaya Utavi

Rank: Ensign

Serial Number: CMZ921962

DOB: 07/19/2895

Race: Betazoid

Birthplace: Betazed

Relations:

- **Father: Ostrun**
- **Mother: Keho**
- **Brothers: Imreh and Acin**

Position: Nurse and medical psychologist

Note of Distinction:

- **Graduated valedictorian from VG Starfleet Academy and the Leonard McCoy University of Medicine**
- **Major in medicine and minor in psychology**

Previous Assignments: None, first tour of duty, but was an intern and later a nurse at the Gabriel Cunningham Memorial Hospital on VG Earth from 2914-2922

Hobbies and Interests: Poetry, ancient Federation Earth opera, gardening, Vulcan music, Meldivan relaxation music, studying the brain structure of various alien races, psychology studies, studying psychiatry, and swimming

Favorite foods: Federation Earth American desserts, Betazoid cuisine, Vulcan cuisine, Meldivan cuisine

Languages: English and Vulcan



Name: Theodore "Ted" Newton

Rank: Lieutenant Senior Grade

Serial Number: TH70778834

DOB: 03/23/2887

Race: Federation Human

Birthplace: Virginia Beach, Virginia, United States of America; Earth

Relations:

- **Father: Jackson**
- **Mother: Shelby**
- **Sister: Lynn**
- **Brother: Andrew**

Position: Computer technician, bridge engineering officer

Notes of Distinction:

- **Graduated with honor from VG Starfleet Academy and the Richard Daystrom Computer Institute**
- **Class-S computer specialist**
- **Major in computer programming and minor in engineering**
- **Wrote an essay on enhancing computer functioning, which was published by the Richard Daystrom Computer Institute**

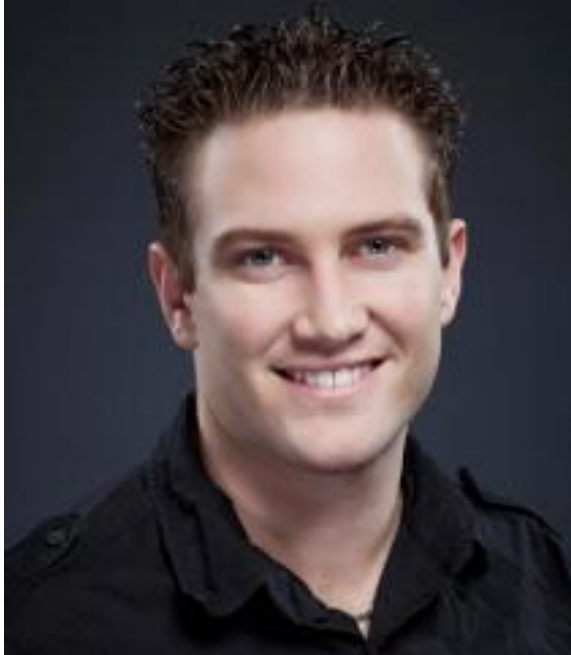
Previous Assignments:

- **VG Starfleet Command starbase: 2910-2918; computer specialist and computer programmer**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Laser hockey, Earth Japanese animated entertainment, studying computers, ancient Earth computer designs, F-Zero racing, and Earth Japanese manga

Favorite foods: Earth Japanese cuisine, Earth American cuisine, Romulan cuisine, and Vulcan cuisine

Languages: English and Vulcan



Name: Brandon West

Rank: Lieutenant Senior Grade

Serial Number: BP1103347

DOB: 09/10/2892

Race: Federation Human

Birthplace: Manhattan, New York, United States of America; Federation Earth

Relations:

- **Father: Bruce**
- **Mother: Emily**

Position: Relief helmsman for Lt. Cmdr. Fong, shuttlecraft pilot

Notes of Distinction:

- **Class A certified pilot**
- **Recipient of Tom Paris scholarship award**

Previous Assignments:

- **VGSS Washington: 2912 and 2913-2917; intern during senior year at VG Starfleet Academy and later Ensign and helmsman under Captain Terri Hawkes, participated in four-month training cruise; service ended when Washington was destroyed**
- **VGSS Panama: 2918-2922; Lieutenant Junior Grade and helmsman under Captain Eric Richard**

Hobbies and Interests: Bowling, blitzball (part of the ship's blitzball team), card games, board games, holographic games, racing, hiking, camping, and ancient Federation Earth motion pictures

Favorite foods: Earth American cuisine, Earth Italian cuisine, Klingon cuisine

Language: English, Italian, and moderate Klingon



Name: Rebecca Korman

Rank: Lieutenant Senior Grade

Serial Number: DV3943293

DOB: 06/02/2877

Race: Federation Human

Birthplace: Bozeman, Montana, United States of America; Earth

Relations:

- **Father: Craig**
- **Mother: Jane**
- **Sister: Shauni**
- **Brother: Kyle**
- **Husband: Lieutenant James Korman (married in 2905)**

Position: Relief communications officer for Lieutenant Momiji

Notes of Distinction:

- **Recipient of the Nyota Uhura scholarship award**
- **An expert in translating different languages**

Previous Assignments:

- **USS Melbourne-G: 2897-2900, Ensign and communications officer under Captain Staurik**
- **Transferred to VG Starfleet in 2901**
- **VGSS Excalibur: 2902-2918; Lieutenant Junior Grade and communications officer under Captain William Gannon**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Tennis, squash, voice acting, stage acting, singing, opera, poetry, fantasy novels, and Earth guitar music

Favorite foods: Earth vegan cuisine and Vulcan cuisine

Language: English



Name: James "Jack" Korman
Rank: Lieutenant Senior Grade
Serial Number: DV3943293
DOB: 06/02/2877
Race: Federation Human
Birthplace: Tiverton, Rhode Island, United States of America; Earth
Relations:

- **Father:** Raymond
- **Mother:** Cora
- **Sister:** Alexandria
- **Brother:** Peter
- **Wife:** Lieutenant Rebecca Korman (married in 2905)

Position: Engineer and relief helmsman for Lt. Cmdr. Kooper

Notes of Distinction:

- **Class A certified technician**
- **Wrote three essays on impulse propulsion, one of them which is published by the Geordi LeForge Engineering Institute**

Previous Assignments:

- **USS Melbourne-G: 2897-2900; Ensign and engineering technician under Captain Staurik**
- **Transferred to VG Starfleet in 2901**
- **VGSS Excalibur: 2902-2918; Lieutenant Junior Grade and engineering officer under Captain William Gannon**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Fishing, sailing, ancient Federation Earth comedy, ancient Federation Earth animated entertainment, Judo (3rd. degree black belt), baseball, golf, dancing, ancient Federation Earth jazz music, and Mardi Gras (a holiday celebrated in Louisiana on Federation Earth)

Favorite foods: Maine seafood cuisine, Earth Canadian cuisine, Tennessee-style barbecue cooking, Earth Creole cuisine

Languages: English, Japanese, and Spanish





Name: Christine Cabanos

Rank: Lieutenant Junior Grade

Serial Number: CC7023343

DOB: 05/17/2893

Race: Federation Human

Birthplace: Miami, Florida, United States of America; Federation Earth

Relations:

- **Father: Alexander**
- **Mother: Eloise**
- **Sisters: Briana and Luciana**
- **Brother: Alex Jr.**

Position: Transporter technician, relief communications officer, and engineering officer

Notes of Distinction:

- **Graduated valedictorian from Federation Starfleet Academy**
- **Class-AA technician**
- **Double major in transporters and engineering, minor in communications**
- **Helped win two championships for Federation Starfleet Academy's volleyball team**

Previous Assignments:

- **USS Taggart: 2914-2918; Ensign, transporter technician, and relief communications officer under Captain Michael Burns**
- **Transferred to VG Starfleet in 2918**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Surfing, swimming, volleyball, blitzball, basketball, tennis, squash, laser hockey, poker, Earth Japanese animation, pop music, singing, skiing, and rock climbing

Favorite foods: Earth American cuisine, Earth organic cuisine, Earth macrobiotic cooking, and Vulcan cuisine

Languages: English and Hawaiian



Name: Elizabeth "Lizzie" Andrews

Rank: Lieutenant Senior Grade

Serial Number: CM9026863

DOB: 05/17/2888

Race: Federation Human

Birthplace: New Orleans, Louisiana, United States of America; Federation Earth

Relations:

- **Father: Captain Patrick Andrews**
- **Mother: Cassandra**
- **Sisters: Erika and Cristina**
- **Brothers: Bryce and Matthew**
- **Husband: Stanley (married 2915)**

Position: Relief helmsman and shuttlecraft pilot

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy and Federation Starfleet Command School**
- **Class AA certified pilot**

Previous Assignments:

- **USS Seattle: 2912-2915; intern and later Lieutenant, relief helmsman under Captain Samuel Baldwin**
- **Transferred to VG Starfleet in late 2915**
- **VGSS Richard Croft: 2916-2918, Lieutenant and helmsman under Captain Atlas de Mornay**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Skiing, baseball, softball, soccer, tennis, squash, billiards, beauty treatments, ancient Federation Earth animated entertainment, water sports, karate (7th. degree black belt), studying ancient Federation Earth airplanes, pop music, singing, dancing, horseback riding, skygliding, ancient Federation Earth fantasy literature, and Bajoran culture

Favorite foods: Earth American cuisine, Earth Japanese cuisine, Earth Chinese cuisine, Earth organic cuisine, Earth Mexican cuisine, Andorian cuisine, Bajoran cuisine

Languages: English and moderate Bajoran





Name: Marcus Gunther
Rank: Lieutenant Senior Grade
Serial Number: VC395235
DOB: 07/27/2885
Race: Venomian (reptilian variant)
Birthplace: Venom, Lylatian System

Relations:

- **Father:** Andrew
- **Mother:** Lela
- **Brother:** Joseph

Position: Engineering officer, nacelle technician, shuttlecraft maintenance technician, shuttlecraft pilot

Notes of Distinction:

- **Class AA certified pilot**
- **Class AA certified technician**
- **Class AA certified engineer**

Previous Assignments:

- **VGSS Sunburst: 2909-2918; Ensign and later Lieutenant Junior Grade, technician and shuttlecraft pilot under Captain Michael West**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Baseball, bowling, boxing, hiking, water racing, air racing, studying various starship designs, and F-Zero racing

Favorite foods: Earth American cuisine, Earth barbecue cooking, Mushroom cuisine, and Delfino cuisine

Language: English



Name: Malcolm Green

Rank: Ensign

Serial Number: MB0200654

DOB: 01/16/2885

Race: Venomian (primate variant)

Birthplace: Macbeth, Lylatian System

Relations:

- **Father: Jack**
- **Mother: Kate**
- **Sister: Mary**

Position: Shuttlecraft maintenance technician, shuttlecraft pilot

Notes of Distinction:

- **Class AA certified pilot**
- **Class AA certified technician**
- **Class AA certified mechanic**

Previous Assignments:

- **VG Starbase 33: 2905-2914; petty officer and shuttlecraft mechanic**
- **Graduated from the VG Starfleet Accelerated Officer's program in 2915**
- **VG Outpost 64 at Pressman 8: 2916-2919; Ensign and shuttlecraft pilot**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Baseball, trains, studying various vehicles from different time periods on Federation and VG Earths, studying train designs (an expert on locomotive engines), and driving vehicles

Favorite foods: Earth American cuisine, Earth barbecue cooking, Mushroom cuisine, and Delfino cuisine

Language: English



Name: Caiman Andrews

Rank: Ensign

Serial Number: BJ687175

DOB: 09/16/2899

Race: Venomian (reptilian variant)

Birthplace: Venom, Lylatian System

Relations:

- **Father: Brian**
- **Mother: Anna**
- **Brother: Kyle**

Position: Shuttlecraft maintenance technician, shuttlecraft pilot

Notes of Distinction:

- **Class S certified pilot**
- **Class AA certified technician**

Previous Assignments: None, first tour of duty, but did assist in refitting the VGSS Enterprise

Hobbies and Interests: Space flight, dogfight simulations, baseball, laser hockey, studying various small craft designs, space racing, F-Zero racing, poker, billiards, VG Earth rock music, and water racing

Favorite foods: Mushroom Kingdom cuisine, Delfino cuisine, Earth American cuisine, and Kaferian cuisine

Language: English



Name: Damian Algernon

SSTF Rank: Master Sergeant

Serial Number: JG6468820

DOB: 01/16/2888

Race: Venomian (reptilian variant)

Birthplace: Venom, Lylatian System

Relations:

- **Father: Jay**
- **Mother: Lysse**
- **Brother: Jock**

**Position: Leader of SSTF Iota Squad,
fourth-in-command of SSTF Department**

Notes of Distinction:

- **Graduated with honors from the SSTF Academy**
- **Class S combat expert**
- **Awarded the SSTF Award for Meritorious Service for his performance in protecting civilians from the Black Spartans terrorist during the attack on VG Deep Space Nine**

Previous Assignments:

- **VGSS Anderson: 2912-2914; SSTF corporal under Captain Andrea Romano**
- **VG Deep Space Nine: 2914-2918; SSTF Corporal and later Staff Sergeant under Commander Aya Brea; SSTF Commander: Colonel Bayman**
- **SSTF Academy: 2919-2922; instructor**

Hobbies and Interests: Fitness, baseball, bowling, boxing, target shooting, jogging, SSTF training drills, comic books, and shopping

Favorite foods: VG Earth traditional cuisine, Mushroom Kingdom cuisine, Krogan cuisine, and Tellarite cuisine

Language: English



Name: Nomak T'Set

Rank: Lieutenant Senior Grade

Serial Number: TN3952304

DOB: 01/16/2888

Race: Romulan

Birthplace: New Romulus

Relations:

- **Father: Rumair (deceased)**
- **Mother: Torauna (deceased)**
- **Sister: Vuna**

Position: Tactical officer and relief helmsman

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and Federation Starfleet Command School**
- **Recipient of the VG Starfleet Academy Cadet Award for Meritorious Service**
- **Class A tactical specialist**
- **Certified expert in shipboard weapons**

Previous Assignments:

- **VGSS Valenzuela: 2915-2918; Lieutenant and tactical officer under Captain Ryan Weller**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying history, swimming, laser hockey, squash, chess (currently a Level 1 Master), nature walks, hiking, mountain climbing, and sailing

Favorite foods: Romulan cuisine, Vulcan cuisine, and Delfino cuisine

Languages: English, Vulcan, and Romulan



Name: Tatok Kocil

Rank: Lieutenant Senior Grade

Serial Number: EG7349218

DOB: 03/12/2888

Race: Cardassian

Birthplace: Cardassia

Relations:

- **Father: Gujutr**
- **Mother: Detua**
- **Brother: Gutokk**

Position: Bridge Command Specialist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**

Previous Assignments:

- **VGSS Landale: 2912-2918; Lieutenant and helmsman under Captain Hal Baldwin**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Cardassian music, Cardassian poetry, Cardassian fictional works, studying various weapons from various worlds and various time periods, laser hockey, blitzball, and squash

Favorite foods: Cardassian cuisine, Andorian cuisine, Romulan cuisine, Tellarite cuisine, and Bajoran cuisine

Language: English



Name: Keezin

Rank: Lieutenant Junior Grade

Serial Number: ZH8987865

DOB: 01/19/2888

Race: Gorn

Birthplace: Gornar

Relations:

- **Father: Glid**
- **Mother: Dezakah**
- **Brothers: Hin, Molak, and Hratezs**
- **Sisters: Fem and S'shakah**

Position: Security officer and relief helmsman

Notes of Distinction:

- **Class A combat specialist**
- **Level 1 weapons training**
- **Level 2 anti-assassin training**

Previous Assignments:

- **VGSS Ranger: 2909-2918; intern and later Ensign and Lieutenant Junior Grade, security officer under Captain Karr'Thor nar Rannoch.**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Fitness, target shooting, martial arts (an expert in wrestling), studying various weapons designs, and strategy games

Favorite foods: Gorn cuisine and Klingon cuisine

Languages: English and Gorn



Name: Yinn (real name is not pronounceable)

Rank: Lieutenant Junior Grade

Serial Number: HB1844349

DOB: 09/28/2914 (age of this officer is at least 18 by human standards; Dimurians reach maturity in 4 years)

Race: Dimurian

Birthplace: Dimur

Relations: Does not technically have a family as defined by common standards; Dimurian life cycle, mating, and relations are similar to that of Earth honeybees (except their life expectancy is at least 450 years)

Position: Relief navigator, chief botanist, and science officer

Notes of Distinction:

- Graduated with honors from the VG and Federation Starfleet Accelerated Officer's Exchange program
- IQ of 4247
- The first Dimurian in VG Starfleet

Previous Assignments:

- VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise; recommended for the position by Captain William Erlichmann and Commander Ayane Hajin

Hobbies and Interests: Studying various alien cultures, computer engineering, ancient literature from various worlds, and astronomy

Favorite foods: Dimurian processed nourishment

Language: English and Dimurian



Name: Crius

Rank: Lieutenant Senior Grade

Serial Number: SM5626272

DOB: 02/01/2888

Race: Kaijian

Birthplace: Kaiji

Relations:

- **Grandfather: Iswrick**
- **Grandmother: Emnora**
- **Father: Duyrin**
- **Mother: Ekxea**
- **Brothers: Ebin, Uvharad, Cenitor, and Izrhan**
- **Sisters: Eqxone, Ezlune, Clarihan, Oqlyn, and Zebinr**

Position: Relief navigator

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy.**
- **Recipient of the Pavel Chekov scholarship award**

Previous Assignments:

- **USS Christopher Pike: 2910-2918; Lieutenant and navigator under Captain John Tesh**
- **Transferred to VG Starfleet in 2919**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Kaijian poetry, Kaijian literature, Kaijian music, water sports, Wagarian water dancing, and studying various alien histories

Favorite Foods: Traditional Kaijian cuisine

Languages: English, Kaijian, Klingon, and Vulcan



Name: Alran Korthin

Rank: Lieutenant Senior Grade

Serial Number: WD1977148

DOB: 11/08/2898

Race: Flurrian

Birthplace: Flurria

Relations:

- **Father: Ambassador Andan Korthin**
- **Mother: Kaei**
- **Brother: Relin**

Position: Relief helmsman and chief physicist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**

Previous Assignments: None, first tour of duty aboard the Enterprise

Hobbies and Interests: Flurrian poetry and literature, Flurrian string music, hiking, camping, outdoor sports, blitzball, various forms of fictional stories from various alien cultures, visiting libraries, zero gravity activities, ice hockey, and squash

Favorite foods: Traditional Flurrian cuisine, all forms of vegetarian cuisine, all forms of vegan cuisine

Languages: English and Flurrian



Name: Elkan

Rank: Lieutenant Senior Grade

Serial Number: VI6574864

DOB: 01/16/2899

Race: Prothean

Birthplace: Eden Prime

Relations:

- **Father: Jukan**
- **Mother: Jeela**

Position: Relief navigator for Lt. Cmdr. Kompton

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and Federation Starfleet Command School**
- **Awarded the Federation Starfleet Cadet Award for Meritorious Service**

Previous Assignments: None, first tour of duty aboard the Enterprise

Hobbies and Interests: Studying Prothean history, studying the history of various alien races, studying various melee combat techniques, and ancient literature from Federation worlds

Favorite foods: Modern Prothean cuisine, Vulcan cuisine, and Kaferian cuisine

Language: English, Vulcan, Andorian, Klingon, and Romulan



Name: Shemos Muus

Rank: Lieutenant Senior Grade

Serial Number: TK34930249

DOB: 02/04/2888

Race: Drell

Birthplace: The Citadel

Relations:

- **Father: Tano (deceased)**
- **Mother: Edrisla**
- **Brother: Reme**

Position: Relief helmsman, astrophysicist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Recipient of the James T. Kirk scholarship award**

Previous Assignments:

- **VGSS Tikopai: 2911-2918; Lieutenant and astrophysicist under Captain Michael Davidson**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Martial arts (an expert in Tae Kwon Do), fitness, swimming, laser hockey, blitzball (part of the ship's blitzball team), squash, table tennis, poker, billiards, checkers, jigsaw puzzles, tai chi, and gymnastics

Favorite foods: Drell cuisine, Earth Chinese cuisine, Earth Japanese cuisine, Earth Korean cuisine, Romulan cuisine, and various forms of vegetarian cuisine.

Language: English



Name: Srukador Dekara

Rank: Lieutenant Senior Grade

Serial Number: UB567893345

DOB: 10/21/2878

Race: Krogan

Birthplace: Tuchanka

Relations:

- **Father: Konak**
- **Mother: Praski**
- **Sisters: Rikara, Magari, and Banka**

Position: Medical doctor, surgeon, and neurologist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and the Leonard McCoy University of Medicine**
- **Recipient of the Katherine Pulaski scholarship award and the Beverly Crusher Award for Medical Excellence**
- **Wrote several essays on improving surgical techniques, published by the Leonard McCoy University of Medicine**

Previous Assignments:

- **Derek Stiles Memorial Hospital on VG Earth: 2898-2904; intern and later nurse**
- **VGHS Algo: 2905-2918; nurse and later doctor under Captain Robert J. Franklin**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying anatomy, studying various medical procedures from different time periods, chess (currently a Level 1 master), bridge, solitaire, mathematics, studying various rehabilitation techniques, and ancient literature

Favorite foods: Modern Krogan cuisine, Vulcan cuisine, Kaferian cuisine

Languages: English and modern Krogan



Name: Banim Gegdaba

SSTF Rank: Master Sergeant

Serial Number: SG4894159

DOB: 01/16/2885

Race: Batarian

Birthplace: Illium

Relations:

- **Father: Khafin**
- **Mother: Cay**
- **Brother: Bachi**

Position: Third-in-command of SSTF Department, leader of Gamma Squad

Notes of Distinction:

- **Graduated with honors from the SSTF Academy**

Previous Assignments:

- **VGSS Excelsior: 2909-2922; SSTF Corporal and later Sergeant under Captain Cloud Strife; SSTF Commander: Colonel Nanaki**

Hobbies and Interests: Laser hockey, martial arts, poker, blackjack, Elcor poetry, target shooting, and strength training

Favorite Foods: All forms of vegan cuisine

Language: English



Name: Lilia’Naris nar Rannoch

Rank: Lieutenant Senior Grade

Serial Number: ZV3235608

DOB: 05/09/2891

Race: Quarian

Birthplace: Rannoch

Relations:

- **Father: Reen’Naris**
- **Mother: Safu’Naris**
- **Sister: Nuni’Naris**

Position: Relief navigator and cartography specialist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Played a key role in the war with the Black Spartans**

Previous Assignments:

- **VGSS Enterprise: 2914-2918; relief navigator and cartography specialist under Captain Kasumi Tenshin**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Astronomy, space flight, Fleet and Flotilla (a popular Citadel soap opera series), swimming, horseback riding, poetry, blitzball, poker, laser hockey, and F-Zero racing

Favorite foods: Dextro-amino acid foods, Earth vegan cuisine, Vulcan cuisine, Kaferian cuisine, Meldivan cuisine, Morassian cuisine

Language: English



Name: Kaelus Verimus

Rank: Lieutenant Senior Grade

Serial Number: JG6468820

DOB: 01/16/2888

Race: Turian

Birthplace: Palaven

Relations:

- **Father: Captain Septirius Verimus**
- **Mother: Maridia**
- **Sisters: Runia, Equinia, Qutia, and Tuldia**

Position: Bridge command specialist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Recipient of the Pavel Chekov scholarship award**
- **Class A rated tactical officer**
- **Class A certified pilot**

Previous Assignments:

- **VGSS Norfair: 2911-2913; Lieutenant and tactical officer under Captain Sigma-33. Service ended when Norfair was destroyed.**
- **VGSS Subcon: 2914-2922; Lieutenant and tactical officer under Captain James Martinet**

Hobbies and Interests: Flying, sky gliding, sky racing, Turian literature and poetry, Elcor versions of pre-Federation Earth Shakespeare, Mushroom Kingdom music (a fan of the works of Toadofsky), table tennis, and hiking

Favorite foods: Traditional Turian cuisine

Language: English



Name: Eveline Bruneau

Rank: Lieutenant Junior Grade

Serial Number: SB9131999

DOB: 06/03/2892

Race: Federation Human

Birthplace: Martinique, France; Federation Earth

Relations:

- **Father: Phillippe**
- **Mother: Mala**
- **Sister: Angelique**
- **Brother: Rene**

Position: Sensor technician, relief helmsman, and operations officer

Notes of Distinction:

- **Graduated valedictorian from Federation Starfleet Academy**
- **Recipient of the Pavel Chekov scholarship award**
- **Class A certified technician**

Previous Assignments:

- **USS Chandler: 2913-2918; Ensign and operations officer under Captain Etathaa Zh'irhyrris**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Medical History: Received major optical regenerative therapy after being blinded during an away mission on Keranen Lambda 12 in 2916

Hobbies and Interests: Romantic literature, wine tasting, laser hockey, swimming, dancing, Capoeira, singing, sailing, sky gliding, poetry, marathon running, acrobatics, blitzball, hologames, and climbing

Favorite foods: Earth French and Mediterranean cuisines, Vulcan cuisine, and Andorian cuisine

Languages: English, Andorian, Vulcan, French, and Greek



Name: Gordon Flynn

Rank: Lieutenant Senior Grade

Serial Number: PM2511937

DOB: 03/20/2886

Race: Federation Human

Birthplace: Somerset, England; Federation Earth

Relations:

- **Father: Cuthbert**
- **Mother: Rachel (deceased)**
- **Sister: Shirley**
- **Brother: Richard**

Position: Engineering officer, relief helmsman, and operations officer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and VG Starfleet Command School**
- **Class A technician**
- **Double major in engineering and helm studies, minor in command studies**
- **Recipient of the David Forrester scholarship award**

Previous Assignments:

- **VGSS Lexington: 2906-2910; Lieutenant and operations officer under Commodore Daniel Briggs**
- **Attended VG Starfleet Command School in 2911; graduated in 2912**
- **Hiatus from 2913-2915 to take care of family at Federation Earth**
- **VGSS Grissom: 2916-2918; Lieutenant and operations officer under Captain Arthur Matthews**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Guitar music (owns a guitar), rugby, tennis, Wagarian water dancing, squash, fisticuffs, poker, blackjack, 20th/21st. Century Earth board games, checkers, mountain climbing, hiking, soccer, volleyball, Earth jazz music, and Earth Irish folk music

Favorite foods: Earth English cuisine, Earth Irish cuisine, Earth American cuisine, Earth French cuisine, and Andorian cuisine

Languages: English and French





Name: Paul Jackson

Rank: Lieutenant Senior Grade

Serial Number: AC1740507

DOB: 07/30/2883

Race: Federation Human

Birthplace: Brisbane, Australia; Federation Earth

Relations:

- **Father: Alan**
- **Mother: Victoria**
- **Sister: Michelle**

Position: Shuttlecraft pilot, bridge command specialist

Notes of Distinction:

- **Graduated valedictorian from VG Starfleet Academy**
- **Class AA certified pilot**
- **Recipient of the Hikaru Sulu scholarship award**

Previous Assignments:

- **VGSS Yevon: 2904-2909; Ensign and later Lieutenant junior grade; relief helmsman under Captain Leonardo Capriati**
- **VGSS Albatross: 2910-2918; Lieutenant junior and senior grades, operations officer under Captain Robert Milne**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Space flight, racing, sky gliding, ATV racing and riding, swimming, sailing, squash, tennis, laser hockey, boxing, Meldivan pod music, diving, sailing, and Earth acoustic music (a fan of coffeehouse guitar music)

Favorite foods: Traditional Australian cuisine, Earth Italian cuisine, and Earth English cuisine

Languages: English and light Klingon



Name: Richard Grant

Rank: Lieutenant Senior Grade

Serial Number: AP43895309

DOB: 02/17/2884

Race: Federation Human

**Birthplace: Port Antonio, Jamaica;
Federation Earth**

Relations:

- **Father: Brantley**
- **Mother: Caralyn**

**Position: Medical doctor, surgeon,
psychiatrist, and chief pathologist**

Notes of Distinction:

- **Graduated with honors from the Leonard McCoy University of Medicine**
- **Recipient of the Leonard McCoy scholarship award**
- **Wrote several highly regarded essays on pathology, all published by the Leonard McCoy University of Medicine**

Previous Assignments:

- **New Mercy Hospital; San Francisco, California, Federation Earth: 2906-2918; intern, nurse, pathologist, and doctor**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Laser hockey, Mushroom Kingdom music (a fan of the works of Toadofsky), studying religion, studying anatomy, swimming, Andorian literature, martial arts (an expert in Klingon mok'bara), yoga, tai chi, studying pathology, Wagarian water dancing, horseback riding, and botany

Favorite foods: Earth French cuisine, Earth Mediterranean cuisine, Earth Japanese cuisine, Vulcan cuisine, and Meldivan cuisine

Languages: English, Swahili, Klingon, Vulcan, Greek, and French





Name: Joseph Weiss

Rank: Lieutenant Senior Grade

Serial Number: CJ9141999

DOB: 02/17/2882

Race: Federation Human

Birthplace: Salzburg, Austria; Federation Earth

Relations:

- **Father: Alexander**
- **Mother: Adele**
- **Sister: Alida**

Position: Assistant chief computer technician

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and Federation Starfleet Command School**
- **Recipient of the Noonien Soong scholarship award**
- **Class S certified technician**
- **Record breaking high score in computer technician aptitude test**
- **The first recipient of experimental cybernetic implants developed by Dr. Kailin of the Meldivan Science Academy**
- **Worked alongside Binars, computer experts, and Lieutenant Jennifer Gates in performing major upgrades on the Enterprise computers; received commendations from Commander Ayane Hajin and Captains Kasumi Tenshin and William Erlichmann for his effort in enhancing the computer systems**

Previous Assignments:

- **VGSS Excalibur: 2902-2912; Intern, Lieutenant and computer technician under Captain William Gannon**
- **VG Starbase 2491: 2913-2918; computer technician**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the Enterprise, recommended for the position by Captain William Gannon, Commander**

Ayane Hajin, Captain William Erlichmann, and Admiral Charles Martinet

Medical History: Received cybernetic brain and muscle implants upon suffering brain damage and other injuries sustained from a science lab accident during freshman year at VG Starfleet Academy

Hobbies and Interests: Tennis, squash, laser hockey, ancient Earth romantic and fantasy literature, Earth Japanese animation, studying computers, space flight, studying robot designs (an expert in cybernetics), climbing, obstacle courses, fencing, and studying various alien cultures

Favorite foods: Earth German cuisine, Earth Japanese cuisine, Vulcan cuisine, Kaferian cuisine, and Haldarian cuisine





Name: Luigi Carpani

Rank: Lieutenant Senior Grade

Serial Number: TV9142000

DOB: 09/13/2887

Race: Federation Human

**Birthplace: Emilia-Romagna, Italy;
Federation Earth**

Relations:

- **Father: Salvatore**
- **Mother: Sophia**
- **Sister: Gloria**

**Position: Shuttlecraft pilot, bridge
command specialist**

Notes of Distinction:

- **Graduated with honors from Federation Starfleet Academy**
- **Recipient of the Tom Paris scholarship award**
- **Class S certified pilot**

Previous Assignments:

- **USS Curzon Dax: 2908-2912 and 2915-2918; Lieutenant and relief helmsman under Captain Kyle Gage**
- **Hiatus from 2913-2915 while undergoing therapy following a major accident**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the VGSS Enterprise**

Medical History: Suffered major injuries and a broken vertebrae following an accident in the shuttlebay of the Curzon Dax. Underwent two major surgeries and physical therapy to recover from the accident

Hobbies and Interests: Space flight, laser hockey, sailing, Muay Thai (an expert), fencing, squash, swimming, diving, spelunking, ancient Earth Shakespeare, ancient Earth fantasy fiction, Dungeons & Dragons (an ancient board

game from 20th. Century Earth), poker, ancient VG Earth art, and kayaking

Favorite foods: Traditional Italian cuisine, Earth Middle Eastern cuisine, Earth Korean cuisine, Bolian cuisine, and Romulan cuisine

Languages: English, Italian, moderate Romulan, and Dinosaur Planet language





Name: Filippa Aristova
Rank: Lieutenant Senior Grade
Serial Number: TZV20062013
DOB: 12/05/2890
Race: Federation Human
Birthplace: Ryazan, Russia; Federation Earth
Relations:

- **Father:** Arkady
- **Mother:** Xenia
- **Sister:** Natalya
- **Brother:** Boris
- **Uncles:** Dimitri and Valentin

Position: Engineering officer and technician

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and the Geordi LeForge Engineering Institute**
- **Recipient of the Montgomery Scott and Geordi LeForge scholarship awards**
- **Class S certified technician**
- **Expert in warp and impulse propulsion systems**
- **Received commendations for developing a successful and energy efficient impulse power generator**

Previous Assignments:

- **VGSS Enterprise-F: 2914-2918; Lieutenant, engineering officer and technician under Captain Nihlus Kryik**
- **VG Starfleet Operations: 2919-2922, assisted in refitting the Enterprise, recommended for the position by Captain William Erlichmann, Commander Ayane Hajin, and Fleet Admiral Wiser Than Many**

Hobbies and Interests: Horseback riding, tennis, fitness, basketball, laser hockey, swimming, traditional Russian folk music, studying Hebrew, Tae Kwon Do (an expert), target shooting (a firearms expert), mountain climbing, skiing, snowboarding, and camping

Favorite foods: Earth Russian cuisine, Earth Ukrainian cuisine, Earth Mediterranean cuisine, and Bolian cuisine

Languages: English, Russian, Ukrainian, Greek, Hebrew, moderate Klingon, and modern Quarian





Name: Brianna Cavanaugh

Rank: Lieutenant Senior Grade

Serial Number: CS6234267

DOB: 08/05/2885

Race: Federation Human

Birthplace: Cork, Ireland; Federation Earth

Relations:

- **Father: Byrne**
- **Mother: Bridget**
- **Sisters: Caitriona, Ciara, Colleen, and Fallon**
- **Twin Brother: Brian**
- **Brothers: Domnall, Finian, Kelly, and Keiran**
- **Uncles: Rowan, Ryan, and**
- **Aunts: Viona, Sine, and Kyra**
- **Cousins: Leary, Kyran, Neve, Moira, Keira, Keavy, and Jannon**

Position: Security officer, relief helmsman

Notes of Distinction:

- **Graduated valedictorian from Federation Starfleet Academy**
- **Seventh degree black belt in Aikido**
- **Level 1 weapons training**
- **Level 1 anti-assassin training**

Previous Assignments:

- **USS Kaplan: 2906-2911; Ensign and security officer under Captain Gabriel Kotter, service ended when Kaplan was decommissioned.**
- **USS Amadeus: 2912-2916; Lieutenant junior grade and security officer under Captain Girvfod Qjave Sava**
- **Transferred to VG Starfleet in 2917**
- **VGSS Kalm: 2917-2922; Lieutenant junior and senior grades, security officer under Captain Ilono Nodo Wismo**

Hobbies and Interests: Cooking, baking, Tae Kwon Do (fifth-degree black belt), swimming, fitness, hiking, mountain climbing, and yoga.

Favorite foods: Traditional Irish cuisine, Earth English cuisine, Bajoran cuisine, and Earth Middle Eastern cuisine
Languages: English, French, Latin, and Andorian





Name: Nihvraeh De Sjera

Rank: Lieutenant Senior Grade

Serial Number: AK1127723

DOB: 03/05/2897

Race: Angara

Birthplace: Havarl

Relations:

- **Father: Captain Kadh De Sjera**
- **Mother: Ishraa**
- **Brother: SSTF Master Sergeant Jel De Sjera**
- **Sister: SSTF Master Sergeant Jashezi De Sjera**

Position: Historian and Bridge Command Specialist

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Double major in history and communications, minor in engineering**

Previous Assignments: None, first tour of duty

Hobbies and Interest: Studying the history of various alien races (including Federation and VG Republic members), encyclopedias, gardening, chess (Level 1 master in three-dimensional chess), horticulture, and Canopian poetry

Favorite foods: Traditional Angara cuisine

Languages: English, Klingon, Angara, Sanghelli, modern Quarian, Vulcan, Bajoran, Romulan, modern Quarian, and Andorian



Name: Jel De Sjera

SSTF Rank: Master Sergeant

Serial Number: JAD7233211

DOB: 01/10/2888

Race: Angara

Birthplace: Havarl

Relations:

- **Father: Captain Kadh De Sjera**
- **Mother: Ishraa**
- **Brother: SSTF Master Sergeant Jel De Sjera**
- **Twin Sister: SSTF Master Sergeant Jashezi De Sjera**
- **Sister: Lieutenant Nihvraeh De Sjera**

Position: SSTF Weapons Specialist, leader of the SSTF Omega Squad

Notes of Distinction:

- **Graduated with honors from SSTF Academy**
- **Recipient of the SSTF Academy Award for Meritorious Service**
- **Level 1 weapons training**
- **Class AAA firearms expert**
- **Class AAA melee combat specialist**

Previous Assignments:

- **VGSS Enterprise-B: 2910-2918; SSTF Corporal and later SSTF Gunnery Sergeant under Captain Hildegard von Krone; SSTF Commander: Colonel Kevin Ryman**
- **VG Starfleet Operations: 2918-2922; assisted in refitting the VGSS Enterprise**

Medical History: Received an optic implant on his right eye after receiving injury sustained during a combat mission during his tenure aboard the VGSS Enterprise-B

Hobbies and Interests: Martial arts, target shooting, mountain climbing, VG Earth techno music, F-Zero racing, laser hockey, and marathon running

Favorite foods: Traditional Angara cuisine

Languages: English and Angara



Name: Jashezi De Sjera

SSTF Rank: Master Sergeant

Serial Number: MS32111127

DOB: 01/10/2888

Race: Angara

Birthplace: Havarl

Relations:

- **Father: Captain Kadh De Sjera**
- **Mother: Ishraa**
- **Twin Brother: SSTF Master Sergeant Jel De Sjera**
- **Sister: Lieutenant Nihvraeh De Sjera**

Position: SSTF Tech Specialist, leader of the SSTF Delta Squad

Notes of Distinction:

- **Graduated with honors from SSTF Academy**
- **Level 1 close-quarter combat training**
- **Level 1 tech combat training**
- **Class S tech expert**

Previous Assignments:

- **VGSS Brimstar: 2910-2918; SSTF Corporal and later Gunnery Sergeant under Captain Craig Smith; SSTF Commander: Major Keith Dawes**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying various forms of technology, computers, ancient VG Earth theatre, strength training, marathon running, martial arts, sky gliding, and obstacle course exercises

Favorite foods: Traditional Angara cuisine and all forms vegan cuisine

Languages: English, Angara, and moderate Klingon



Name: T'Shal
Rank: Ensign
Serial Number: JA39909940
DOB: 07/10/2895
Race: VG Human-Vulcan
Birthplace: VG Capital City, VG Earth
Relations:

- **Father: David Stapleton**
- **Mother: T'marrel**
- **Stepbrother: Joseph**
- **Stepsister: Julie**

Position: Geologist and relief operations officer

Notes of Distinction:

- **Recipient of the Harry Kim Scholarship award**
- **Double major in geology and navigation, minor in general science**
- **Class A geology specialist**
- **Received commendations for developing an efficient energy source in enhancing terraforming**

Previous Assignments:

- **VGSS Pacifica: 2916-2918; Ensign and geologist under Captain Matthew Paisley**
- **VG Starfleet Operations: 2919-2922; assisted in refitting the VGSS Enterprise**

Hobbies and Interests: Studying geological formations, chess (currently a Grand Master in three-dimensional chess), Medusan photonic puzzles (currently a Level 1 Master), swimming, hiking, yoga, ancient pre-Federation Earth literature, and blitzball (currently part of the ship's blitzball team)

Favorite foods: Vulcan cuisine and all forms of VG Earth cuisine

Languages: English, Vulcan, and Klingon



IV
BONUS SECTION:
VGSS ENTERPRISE
NCC-1701; 2930
and 2932

For the last ten years since her last refit, the VGSS Enterprise NCC-1701 under Captain Kasumi Tenshin has seen an excellent service. Her Captain and extraordinary crew have performed impossible feats, saved the galaxy on certain occasions, worked alongside Federation legends from the distant past (including Captains Gabriel Lorca, Christopher Pike, James T. Kirk, John Thomas Carter, Hikaru Sulu, and Jean-Luc Picard), cured several deadly plagues, helped forge friendly relations with new alien races, explored several different dimensions, helped repel enemy invasions, charted many new areas of the universe, and even lend a helping hand to many in need. For this reason, it was decided that the ship receive some minor changes.

The most significant of these minor changes is the computer systems aboard the Enterprise. While the placement of consoles and rooms are still the same as they were from ten years ago, the computers have received a significant cosmetic change. Instead of physical instrumentations such as buttons and levers, every single computer consists strictly of touchpad controls (somewhat similar to those utilized in Federation vessels in the late 23rd. Century and all of the 24th. and 25th. Centuries). In fact, the screens that display the buttons are smooth and reinforced. These consoles, when deactivated, are simply blank. These touchpad controls are designed to conform to any hand or finger of any size, as well as accommodate crewmembers who have hands or fingers larger or smaller than the buttons. The safety protocols in the previous models act the same for these new consoles.

Two other significant changes made are to the uniforms and field equipment (including phasers), with the uniform change having occurred two years ago. First of all, the uniforms are now replaced with red double-breasted tunics with a turtleneck undershirt. The inside flap of the uniform is either white or tan in color (usually depends on the wearer's department). The shoulder strap is where rank insignia is placed, and a smaller version of the rank insignia is placed on an area on the left sleeve just above the service bar. Department colors are indicated in the undershirt, shoulder strap, service bar,

and the colored stripes on the side of the uniform pants (or skirt for the optional female variant). The service bar usually contains round pips for the amount of years (each pip means 5 years) and oblong pips for commendations. The outer flap lining for regular officers is black, and also an additional gold lining for those with the rank of Commodore and above. For enlisted crewmembers, cadets, and trainees; there is also a jumpsuit with rank epaulets and a service bar at the left sleeve like the uniform. Security officer body armor is also slightly modified with additional protection from energy weapons, and can be worn over the uniforms. In addition to the new uniforms, duty officers can also wear two types of vests (there is also a black vest for the Chief Engineer) and a bomber jacket. The vests usually do not display rank insignia. There is also a field jacket for away missions that has several different pockets to store equipment, as well as extreme weather variants. There is also a tactical outfit for officers and enlisted for certain away missions. For more details, please see the Uniform Specifics subsection.

Secondly, while the phasers previously mentioned in this guide are still in use, several new models are also in use and even becoming prominent. The late 23rd. Century assault and compression phaser pistols redeveloped by Ekos Industries rely on a clip-magazine system (similar to the aforementioned assault phaser rifles). The settings for the assault phasers are simple; stun, kill, and disintegrate. There are also smaller phasers and different variants of the assault phaser with differing features but similar modes of operation. There is also the assault phaser rifles Mark 9B and 9A4. In addition to new phasers, two of the three models of tricorders have been replaced with the enhanced versions of the late 23rd. Century tricorders (the Game-Boy style variant and the Mark 50 medical tricorder are still commonly used). The wrist communicators have also been replaced; communicators similar in design to those used in the late 23rd. Century and those previously used aboard the VGSS Enterprise are now used. The features and abilities of the wrist communicators also apply to these new models.

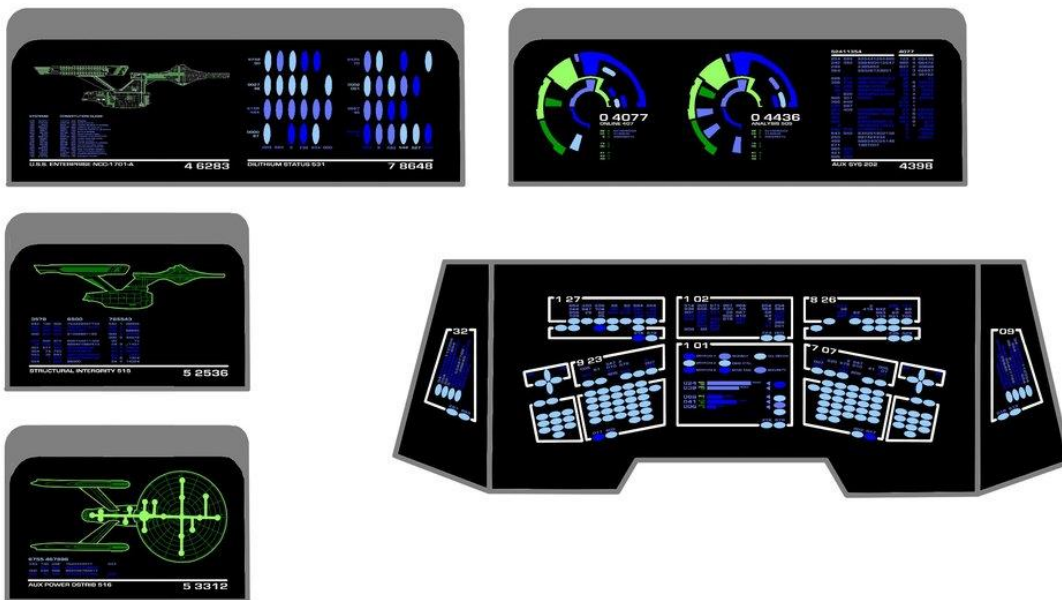
SSTF clothing has also undergone some changes. There are now several variants of off-duty uniforms; most

of which are variants of the vests and bomber jacket. A dark grey version of the tactical uniform is available for SSTF members as an off-duty uniform. The SSTF armor remains unchanged, albeit with some minor additions such as extra protection and energy. The SSTF rank pins and squad patches, as well as their placement, also remain unchanged. The new additions involving SSTF weapons are the new SSTF phaser pistols, rifle, and the plasma rail gun. The Super Scope X is only aforementioned SSTF weapon still in use.

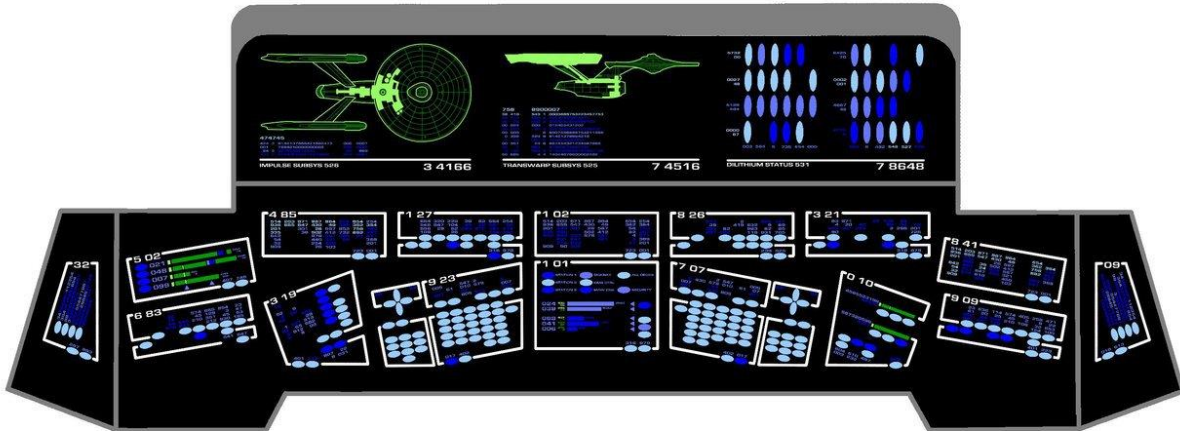
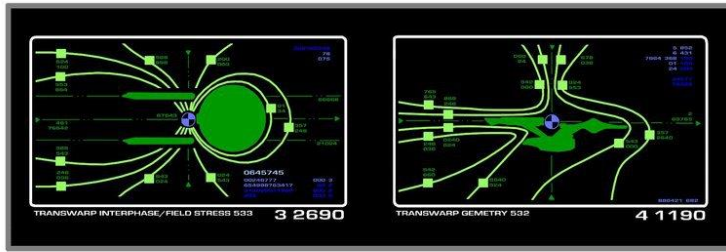
Finally, there are also three new crewmembers whose bios are worth mentioning here; Leon Scott Kennedy, Claire Redfield, and Marvin Branagh.



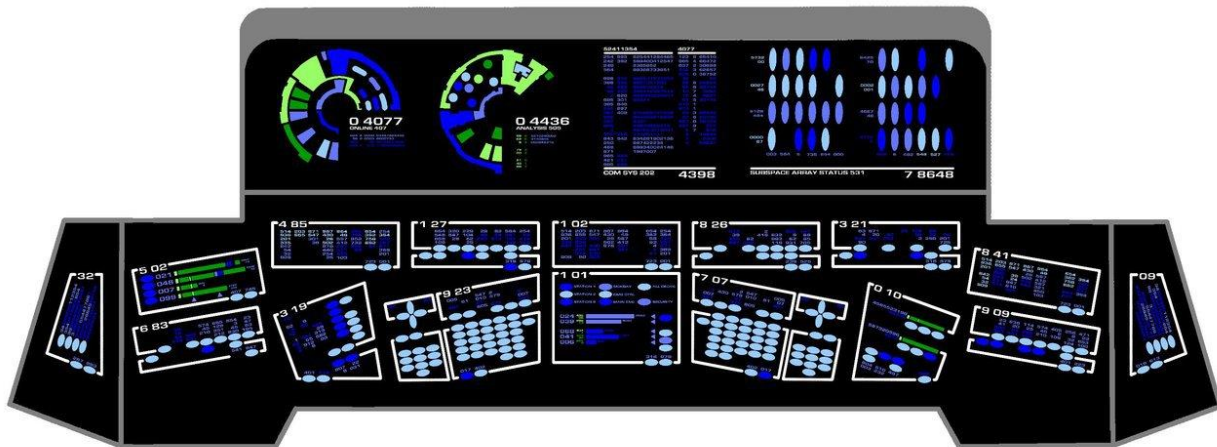
New helm and nav console



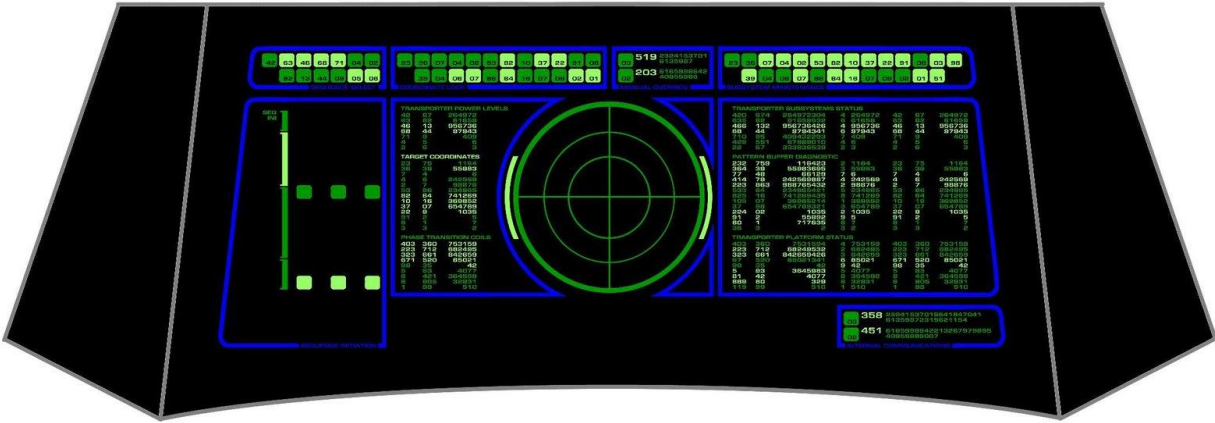
New environmental engineering console with integrated damage control systems



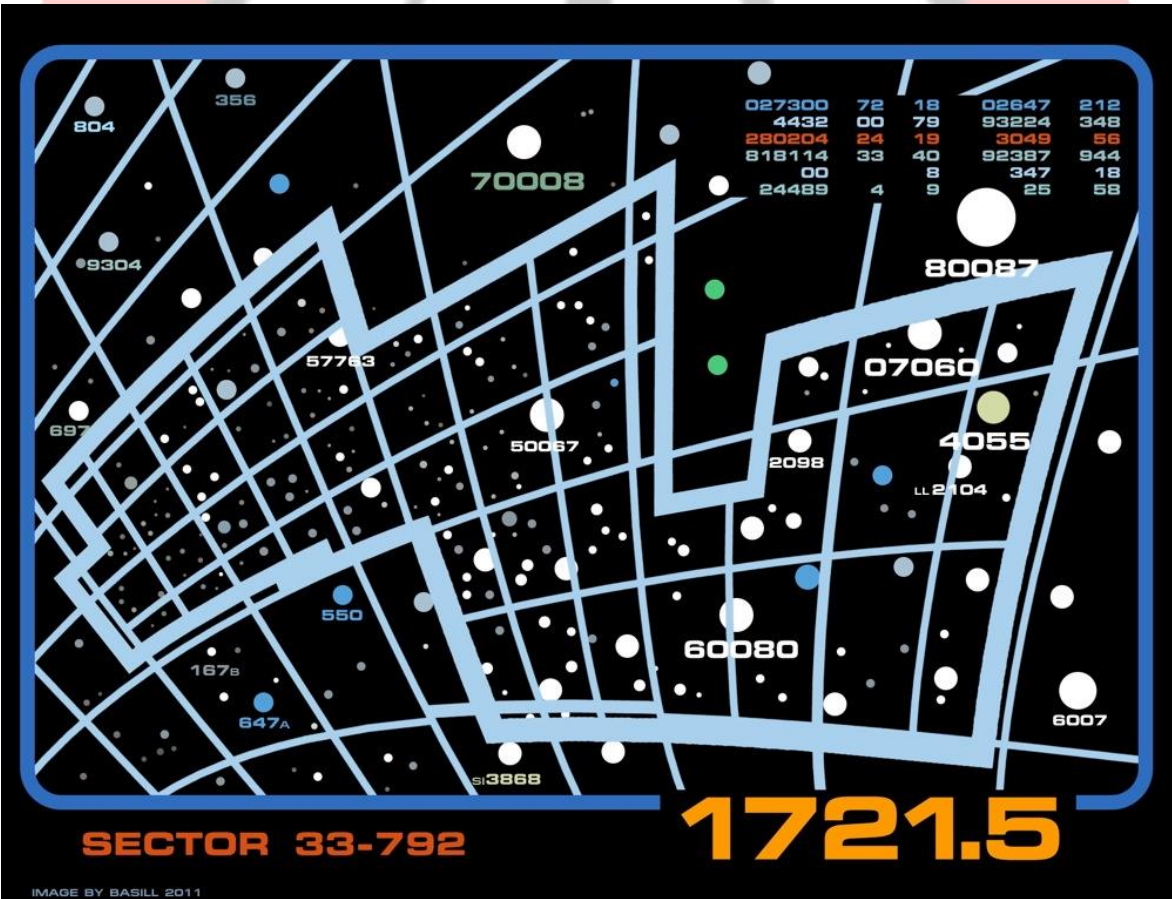
New Engineering console



New communications console



New transporter console



An example of the some of the displays on the new consoles



The new uniforms and mock-turtleneck undershirt (the color of the undershirt and certain parts of the uniform depend on the wearer's department; the gold lining on the uniform on the left and the sleeve band above the service bar are for Commodores and Admirals only)



Vests, bomber jacket, and Engineer's vest



Jumpsuit and uniform for cadets, trainees, and enlisted crewmembers



Field jacket



Off-duty uniform variants for SSTF members

Flag officers rank pin-on device

(worn on both the right shoulder and left sleeve)



Fleet Admiral



Admiral



Vice Admiral



Rear Admiral



Commodore

Line officers rank pin-on device

(worn on both the right shoulder and left sleeve)



(unseen)

Fleet Captain



Captain



Commander



Lt Commander
(corrected)



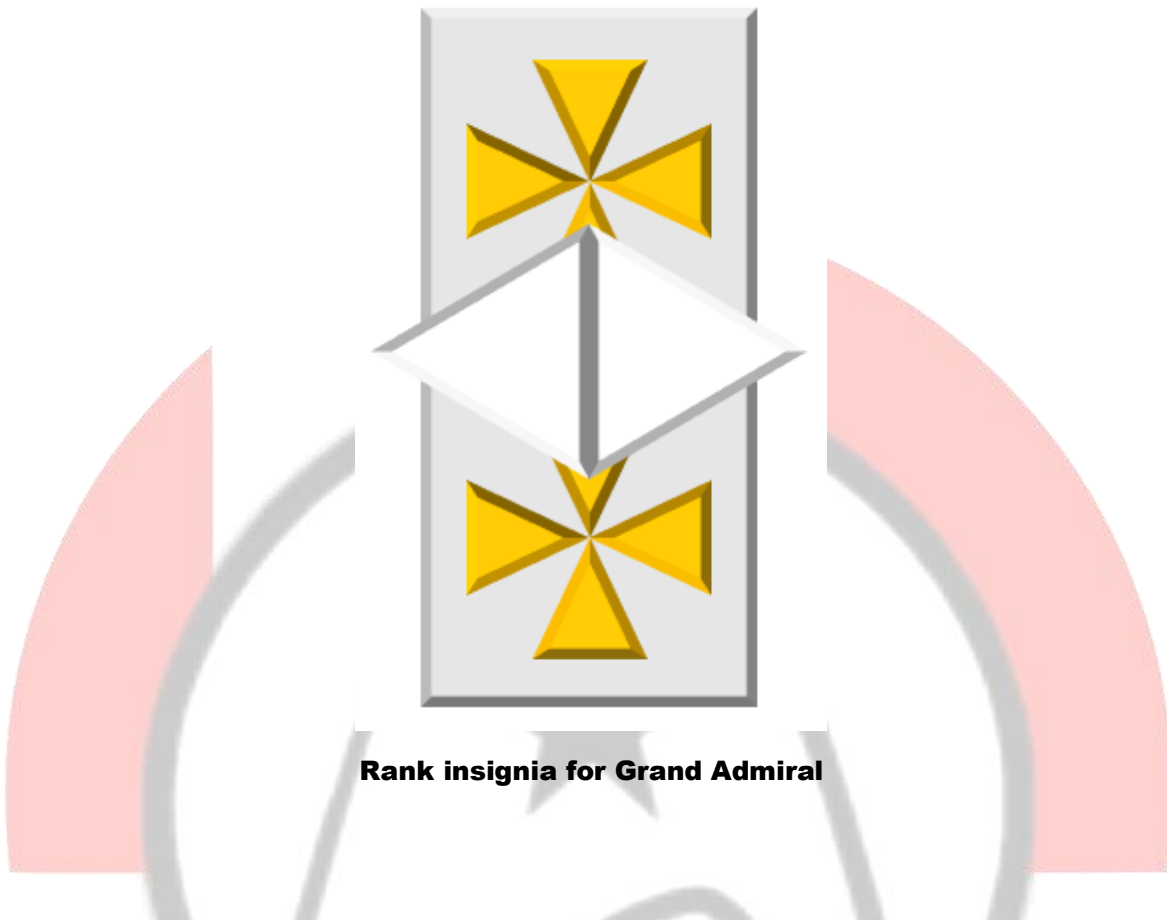
Lieutenant

Ensign



Lieutenant (J.G.)

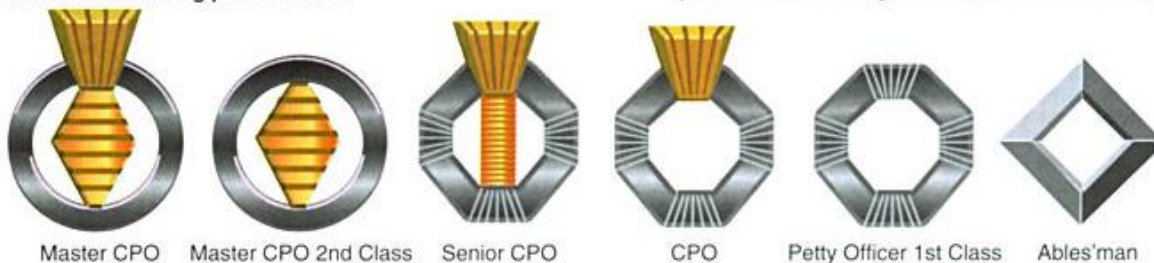
Ranking pins for duty officers



Rank insignia for Grand Admiral

Enlisted crew rating pin-on device

(worn on both the right shoulder and left sleeve)



Master CPO

Master CPO 2nd Class

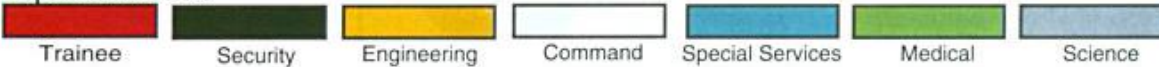
Senior CPO

CPO

Petty Officer 1st Class

Ables'man

Departmental colors



Trainee

Security

Engineering

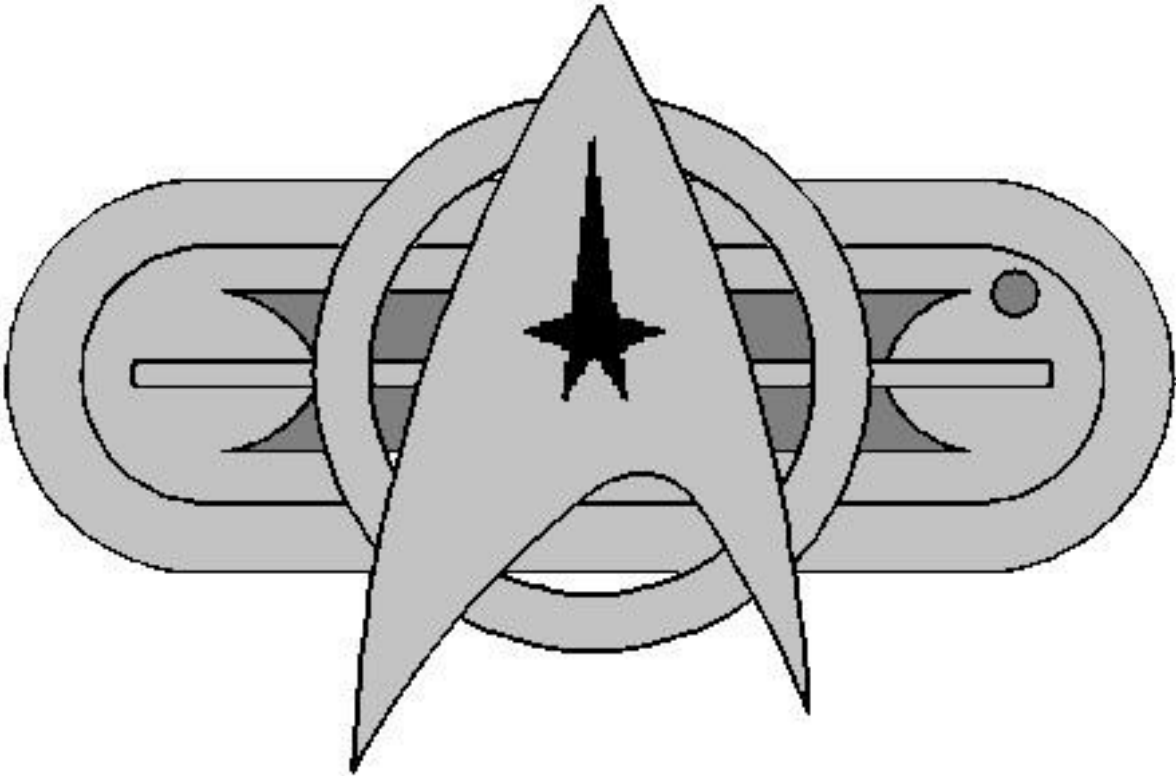
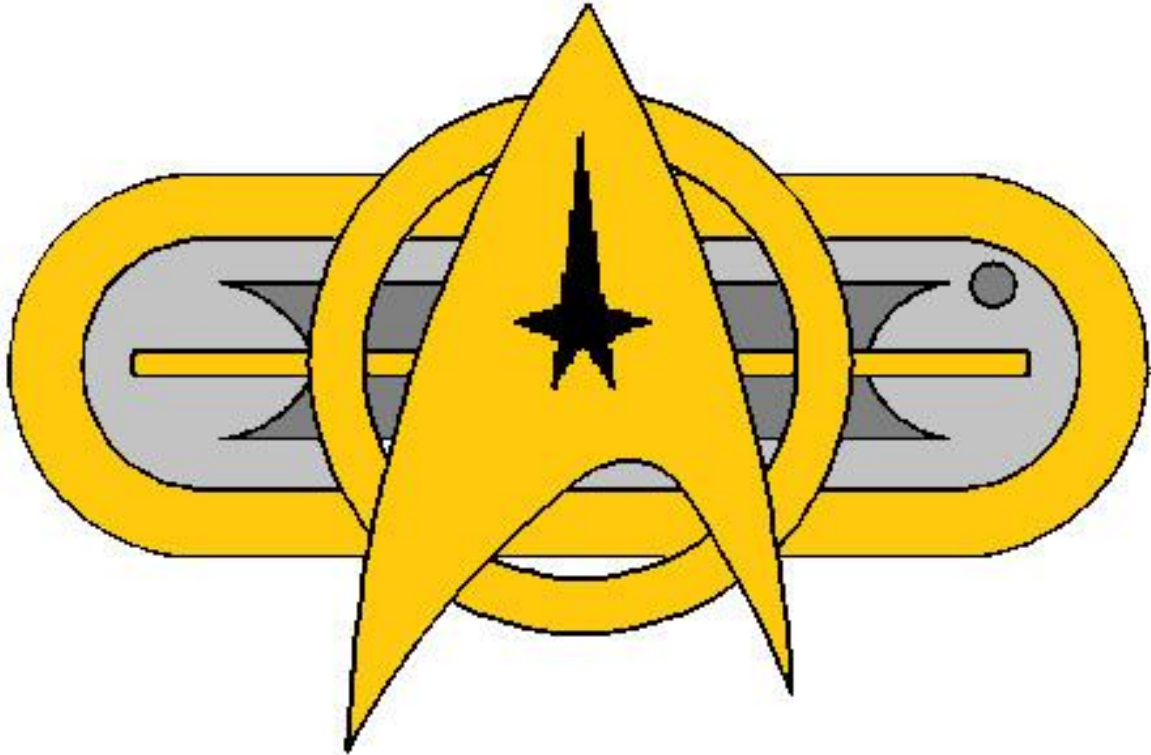
Command

Special Services

Medical

Science

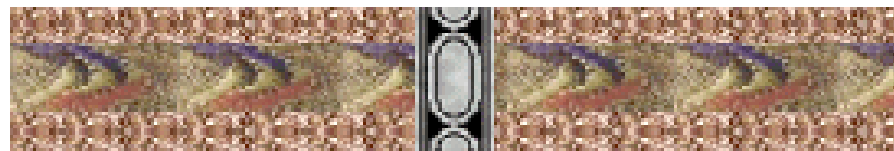
Ranking pins for enlisted (noncommissioned crewmembers) and also the departmental colors for all crewmembers (these colors apply to the undershirts and parts of the uniform; operations department members have the same color as the science department; senior officers can also have the command color if they wish)



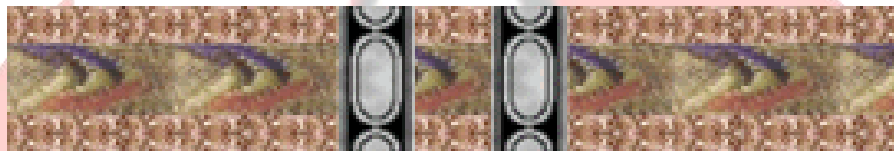
Badges placed on the left breast of the uniform for both duty and enlisted crewmembers respectively



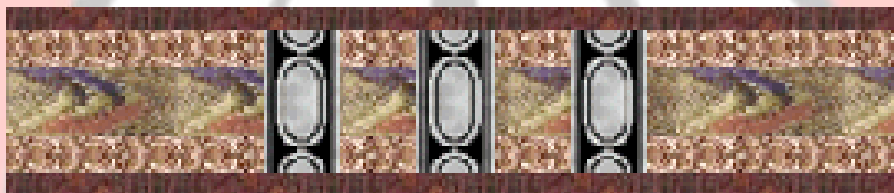
Commodore



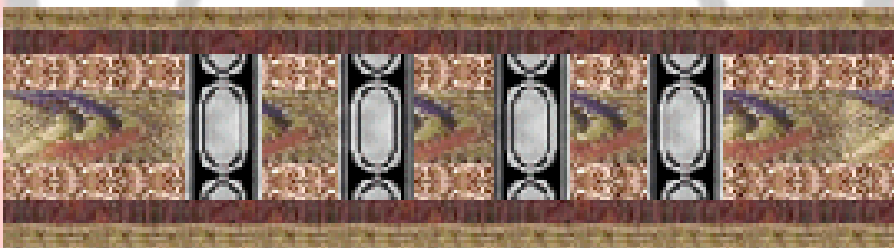
Rear Admiral



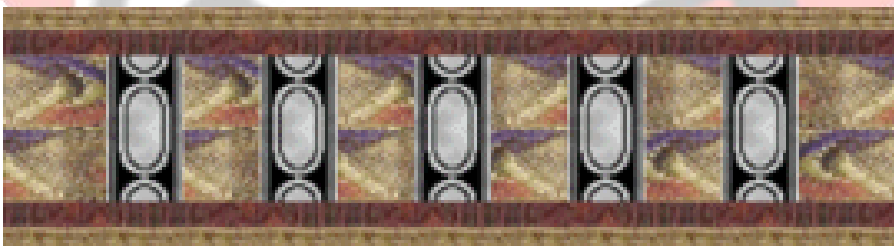
Vice Admiral



Admiral



Fleet Admiral



Grand Admiral and VG Starfleet C-in-C

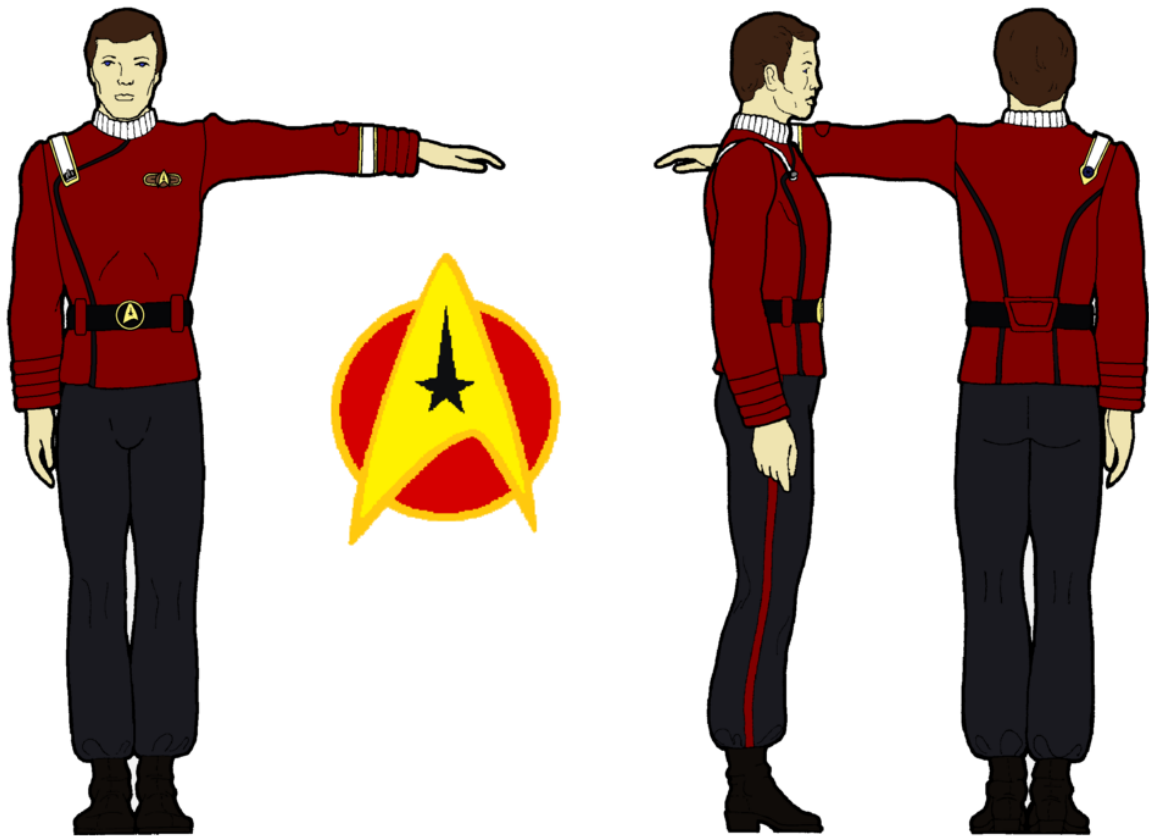
Sleeve stripes for flag officers (Commodore and above), including one for Grand Admiral (Commander-in-Chief of VG Starfleet Command). These stripes are located between the service bar and the rank insignia

Uniform Specifics (Command
Department)

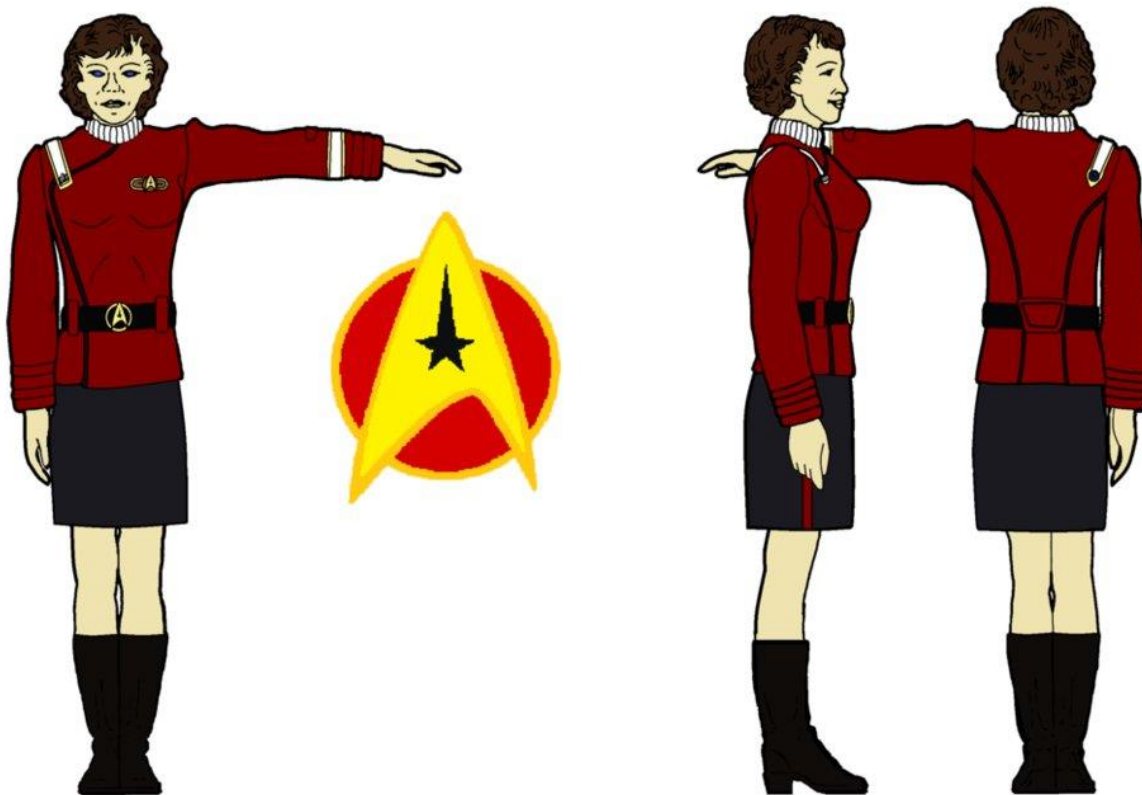
STARFLEET MALE OFFICER

2273 - 2317

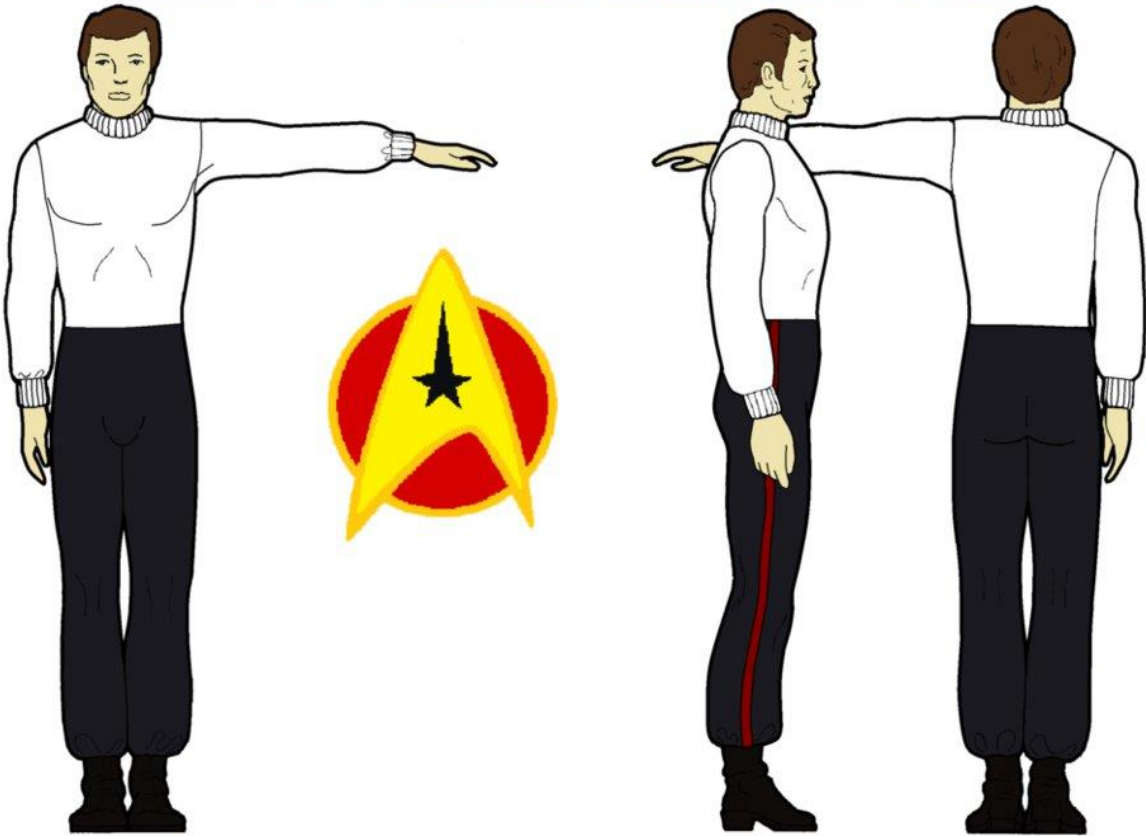
DUTY UNIFORM COMMAND



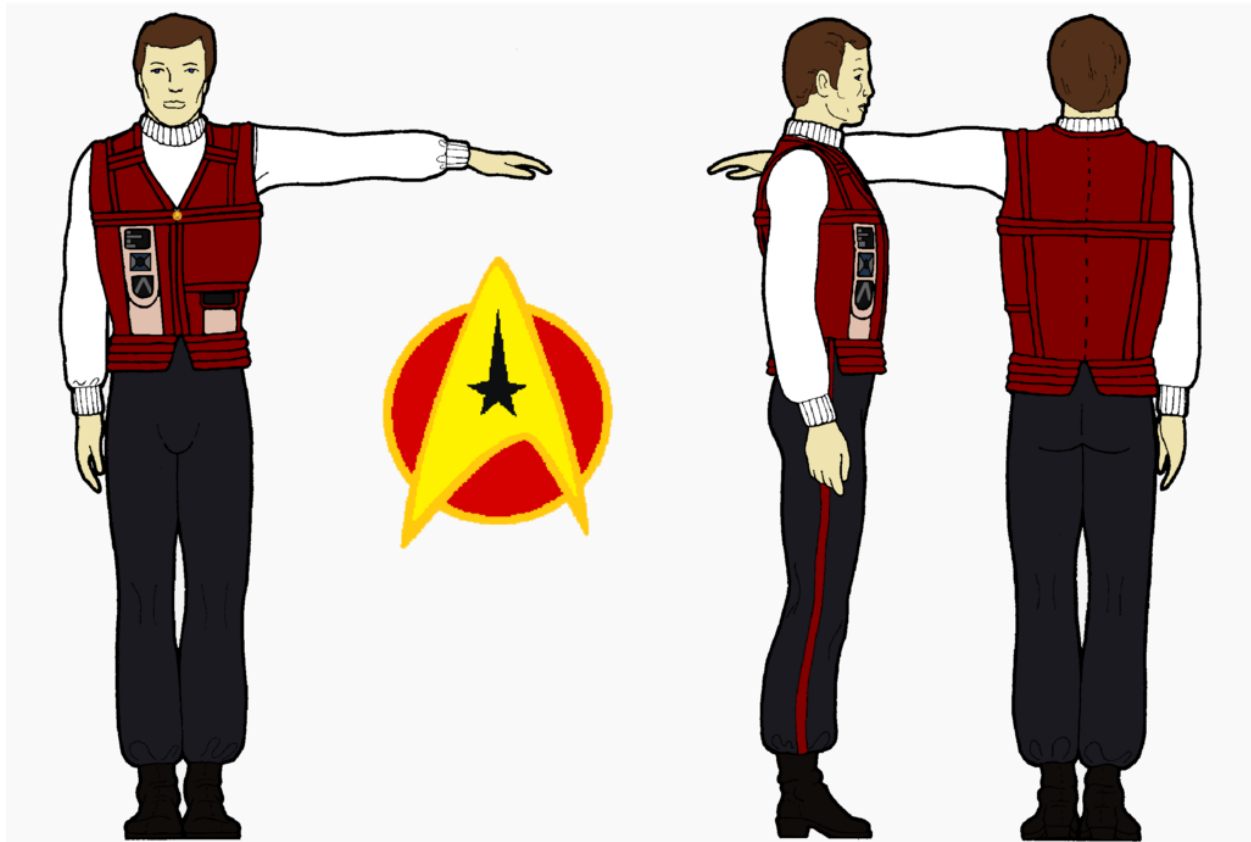
**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM COMMAND**



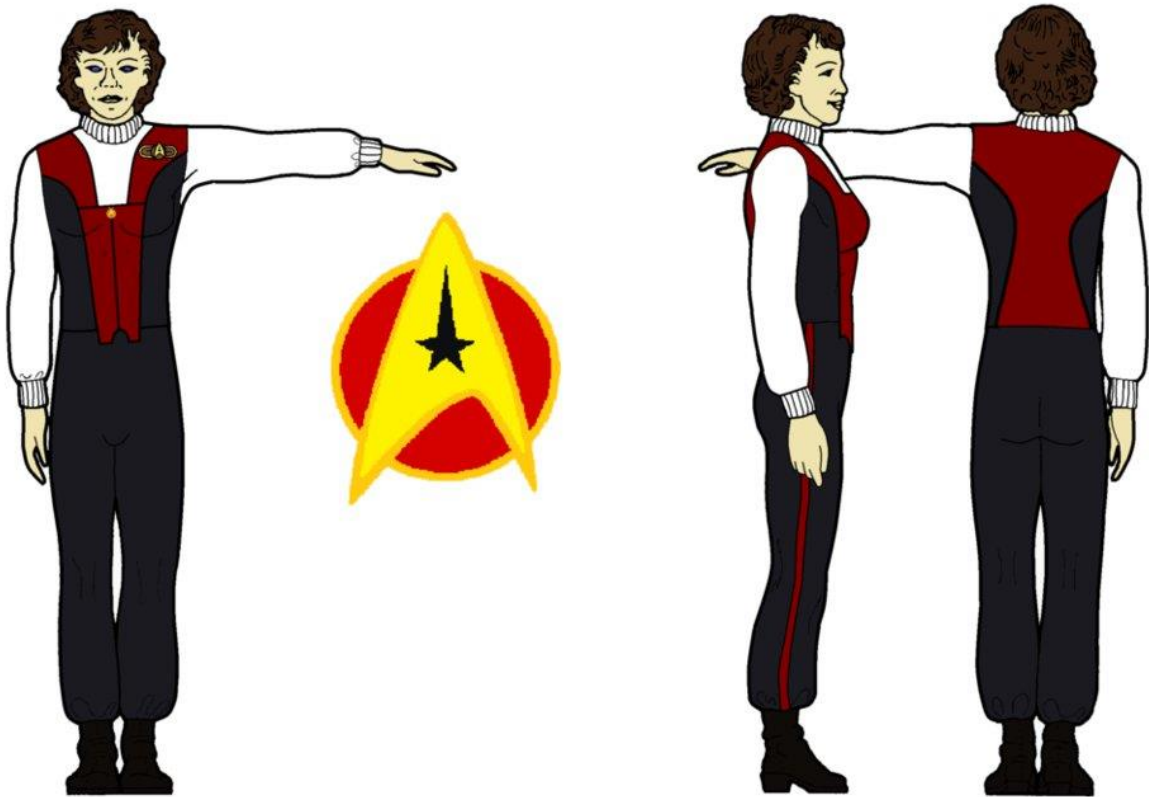
**STARFLEET MALE OFFICER
2273 - 2317
DUTY TUNIC COMMAND**



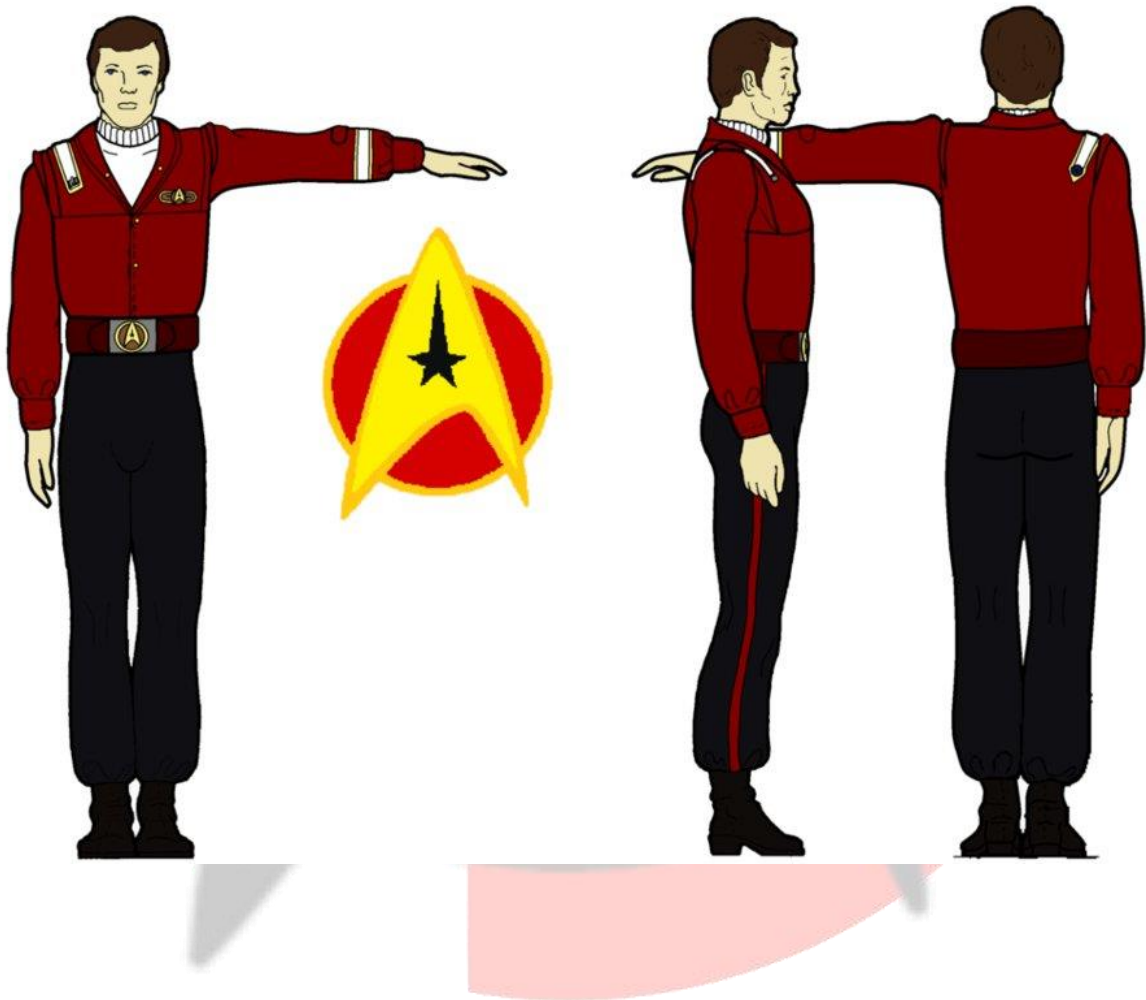
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2273 - 2317
DUTY JACKET UNDERVEST COMMAND**



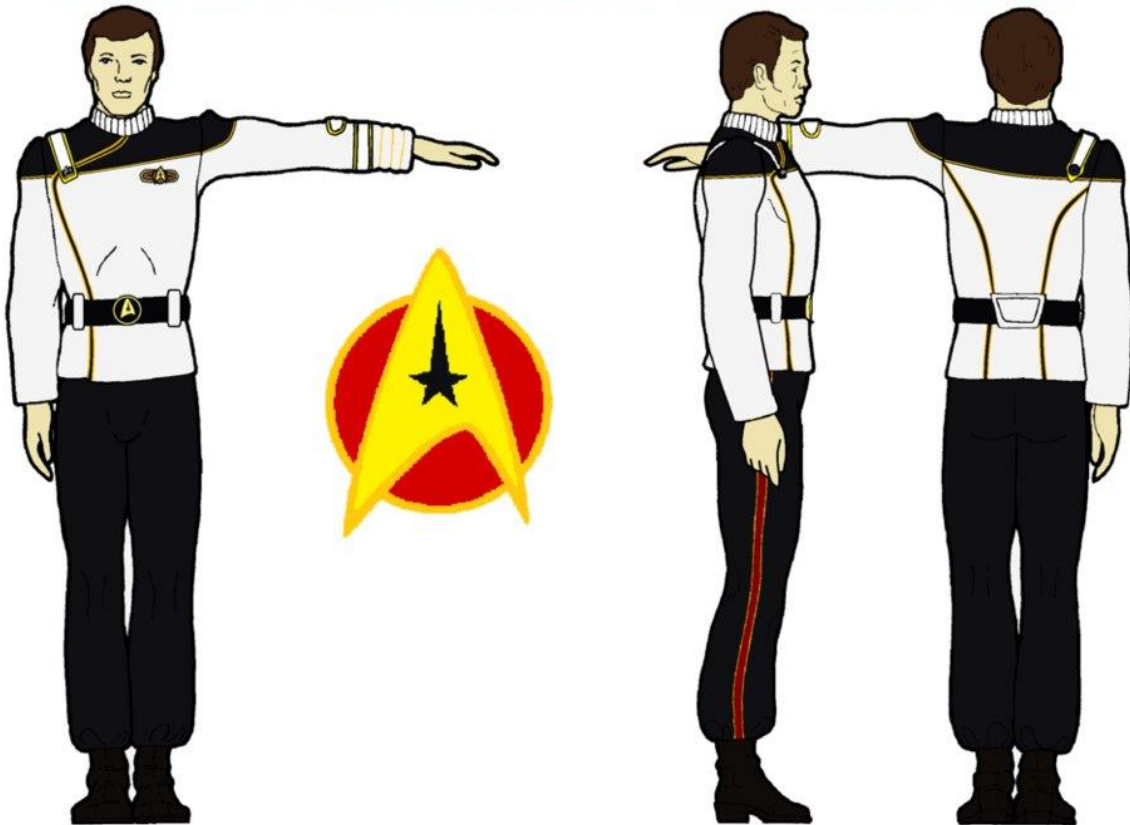
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2273 - 2317
RELAXED DUTY VEST COMMAND**



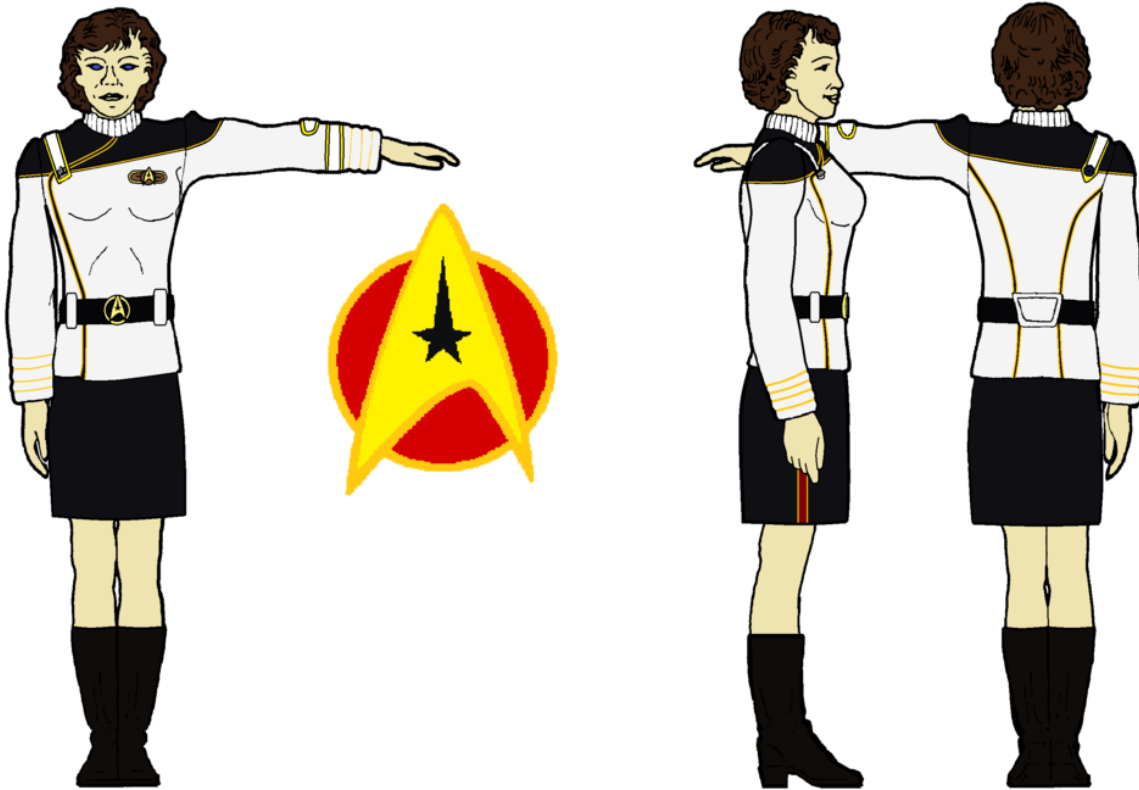
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2273 - 2317
DUTY BOMBER JACKET COMMAND**



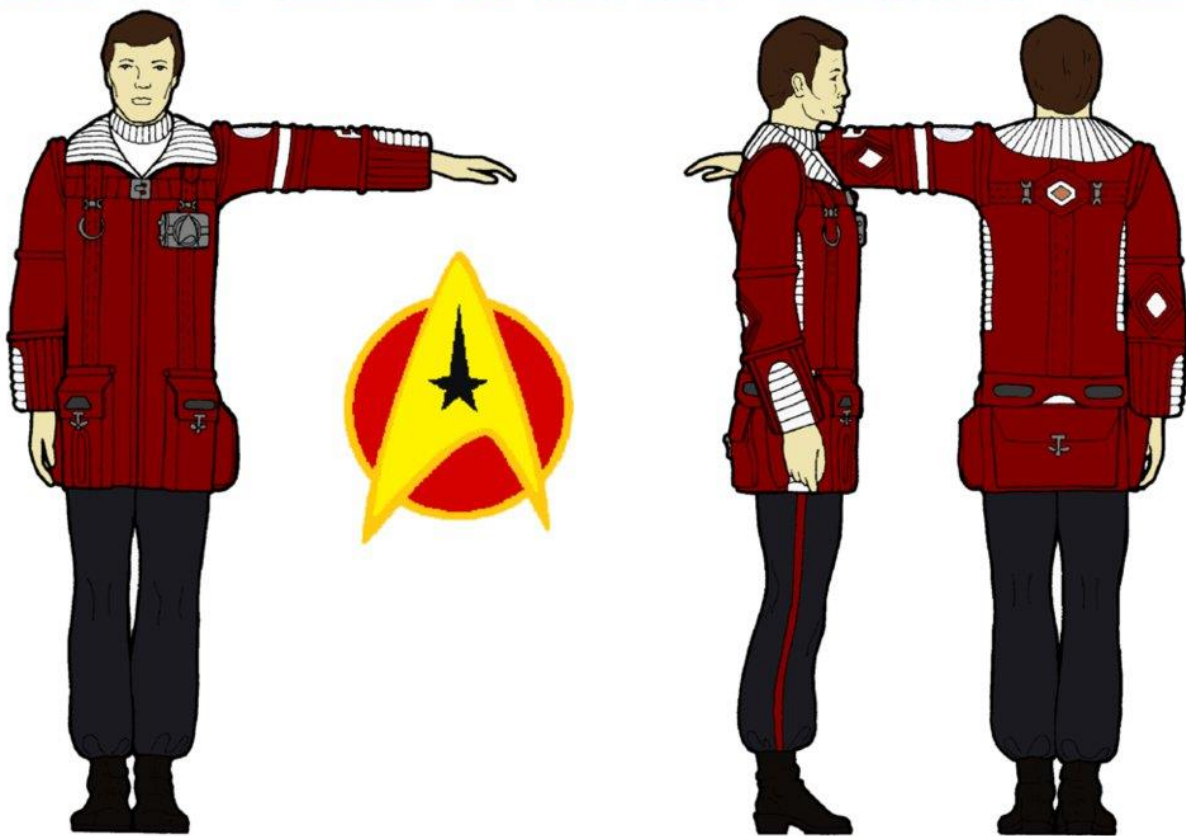
**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS COMMAND**



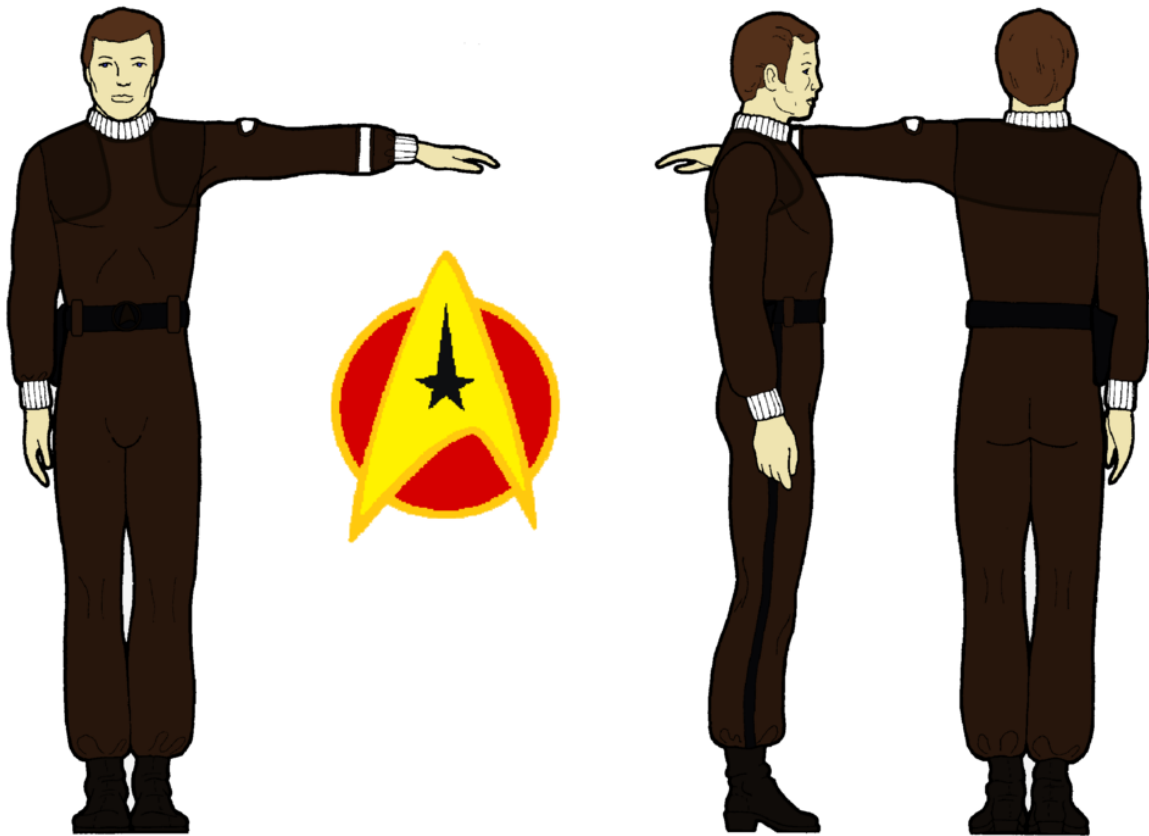
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FORMAL DRESS COMMAND**



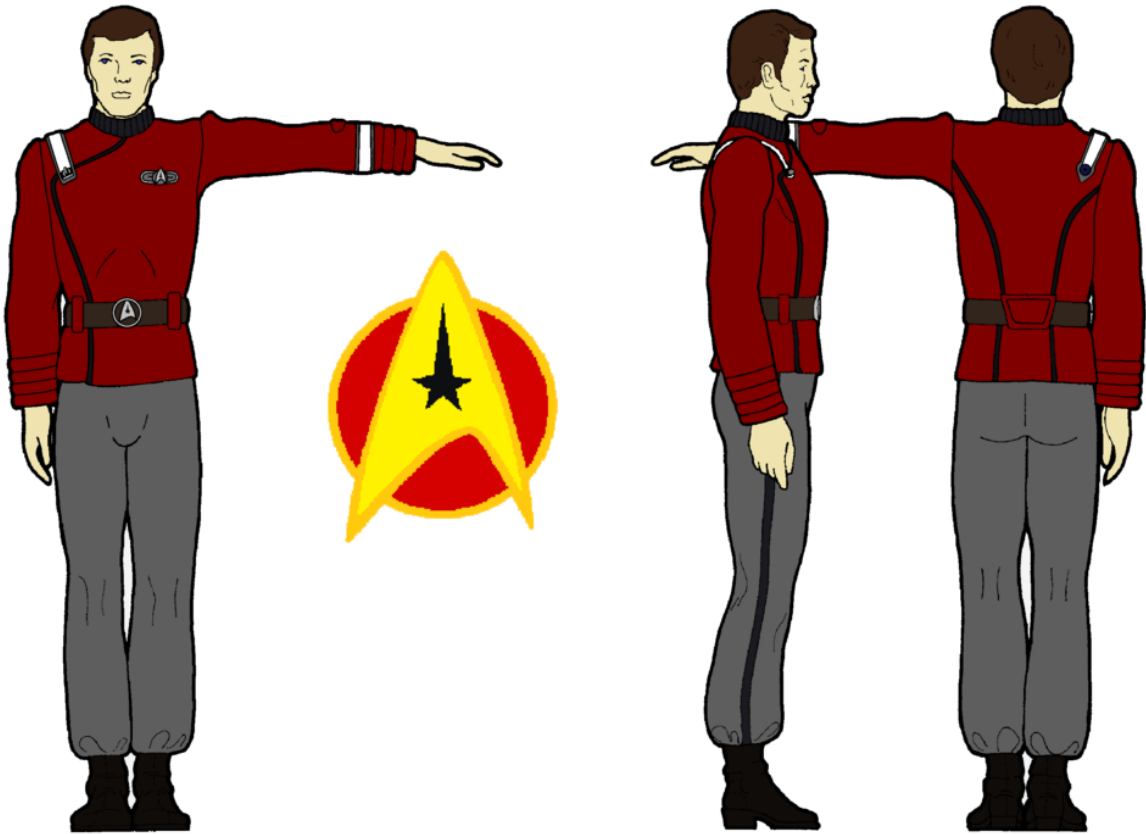
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2273 - 2317
DUTY FIELD JACKET COMMAND**



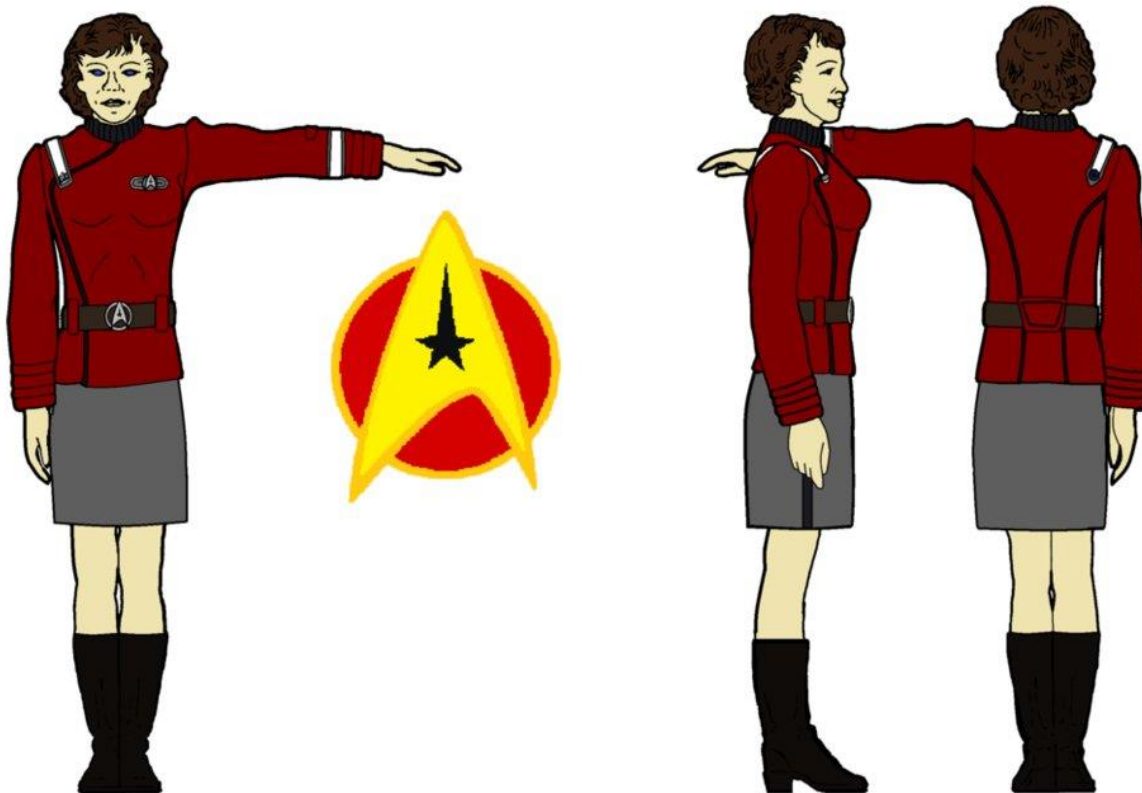
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2273 - 2317
TACTICAL UNIFORM COMMAND**



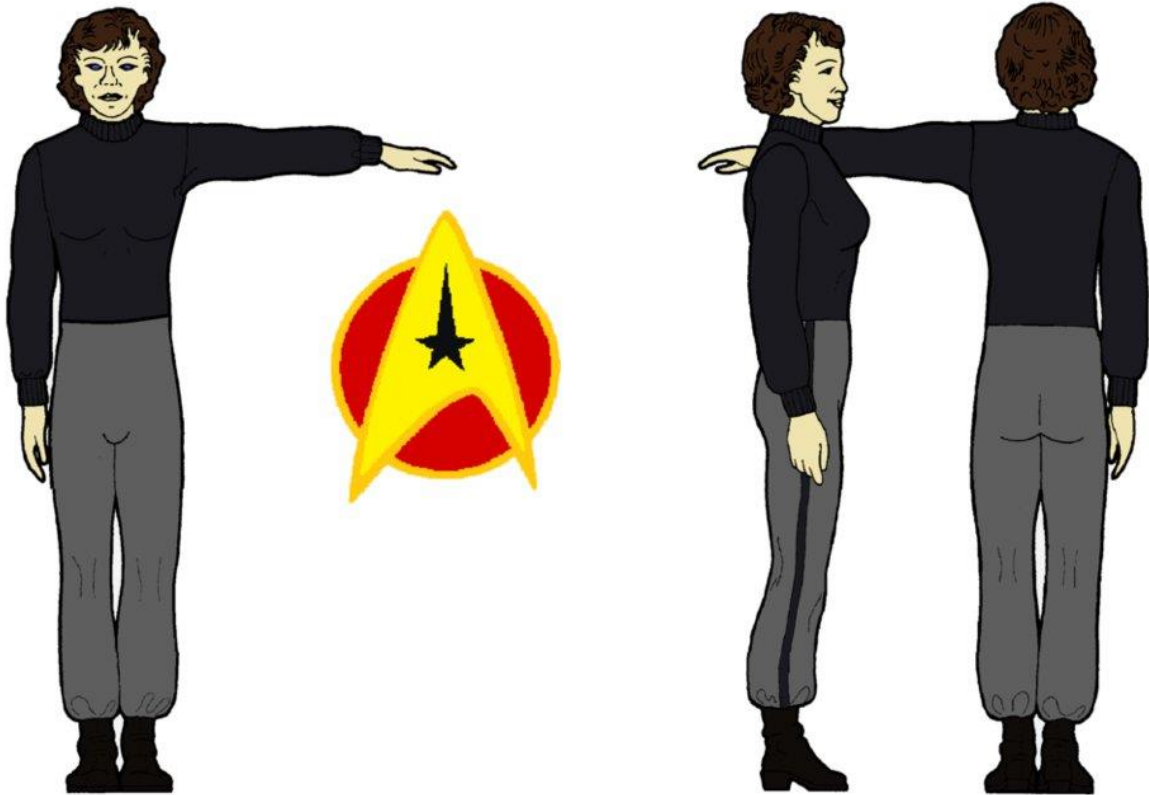
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2273 - 2317
DUTY UNIFORM COMMAND**



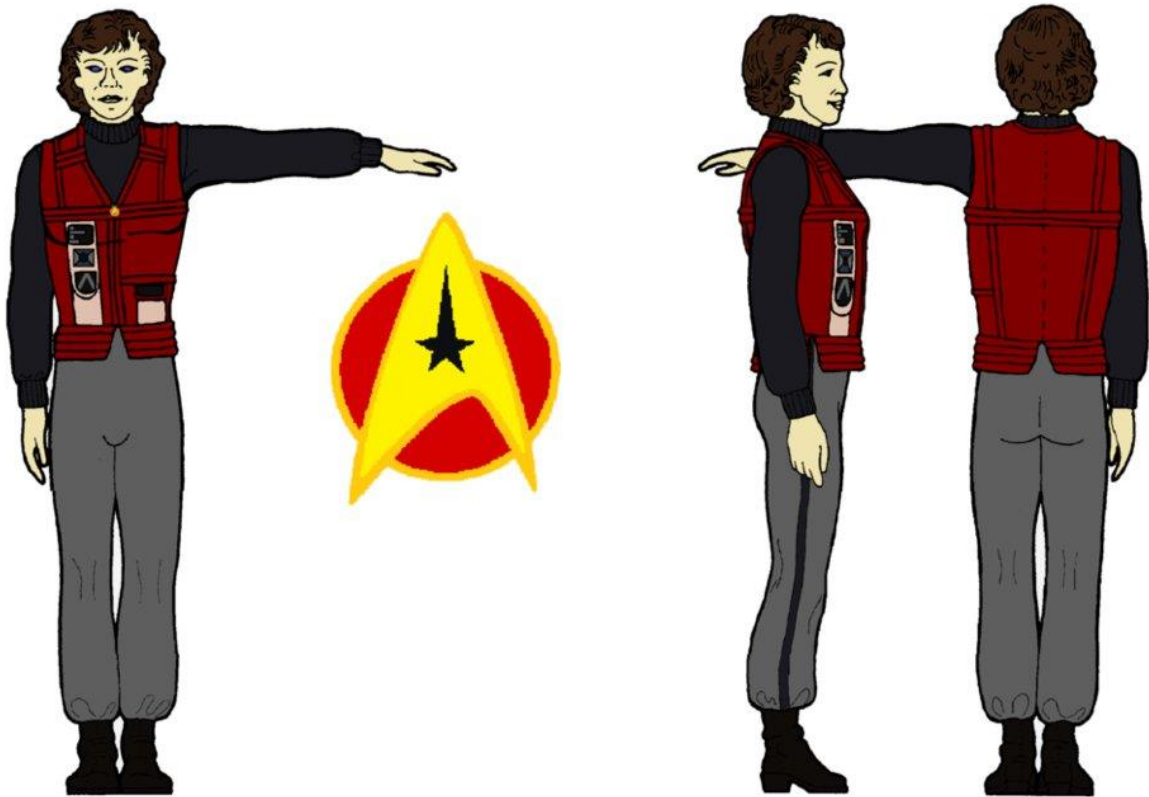
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2273 - 2317
ALT. DUTY UNIFORM COMMANDO**



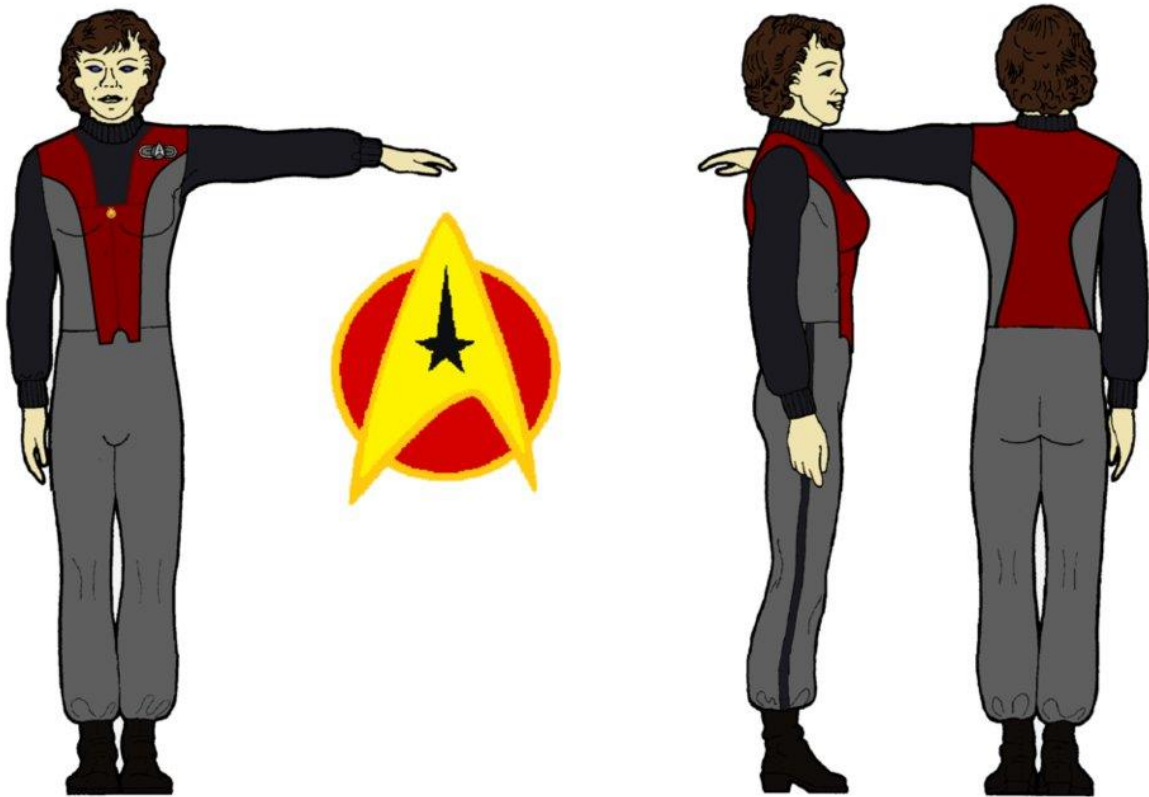
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DUTY TUNIC COMMAND**



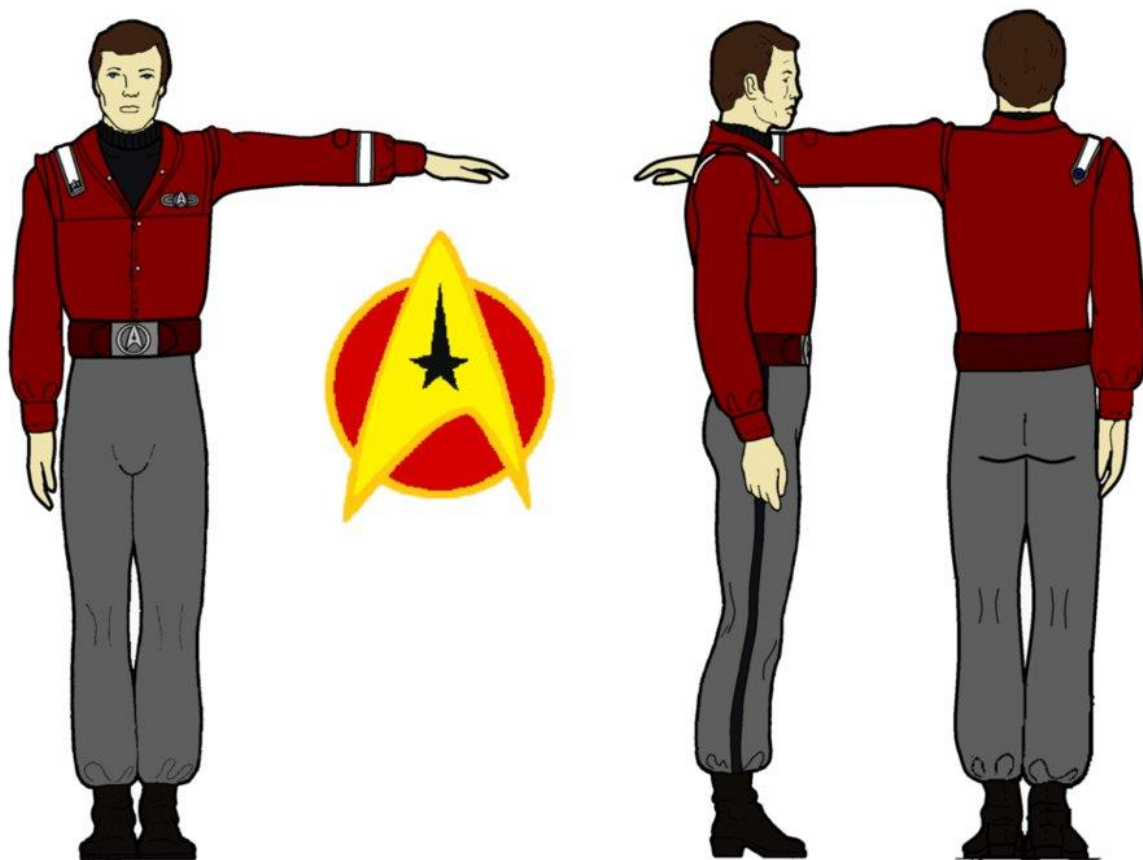
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2273 - 2317
DUTY JACKET UNDERVEST COMMAND**



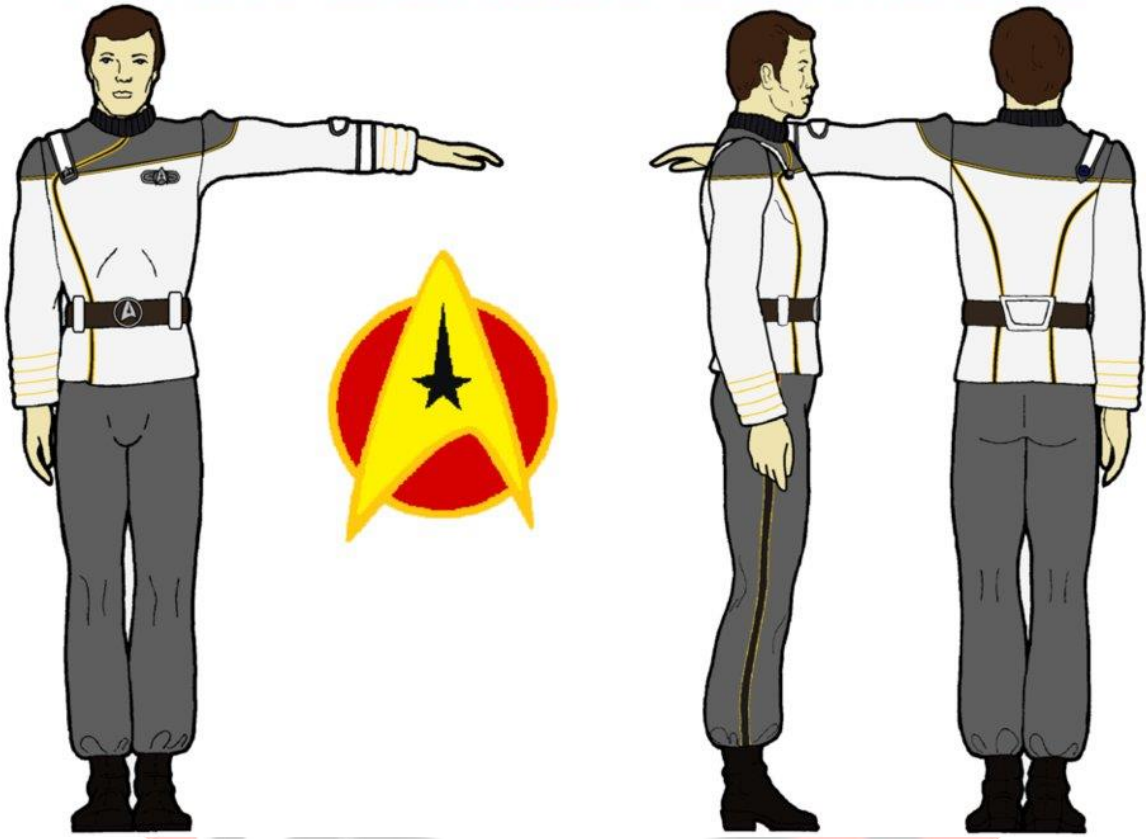
**STARFLEET FEMALE NCO
2273 - 2317
RELAXED DUTY VEST COMMAND**



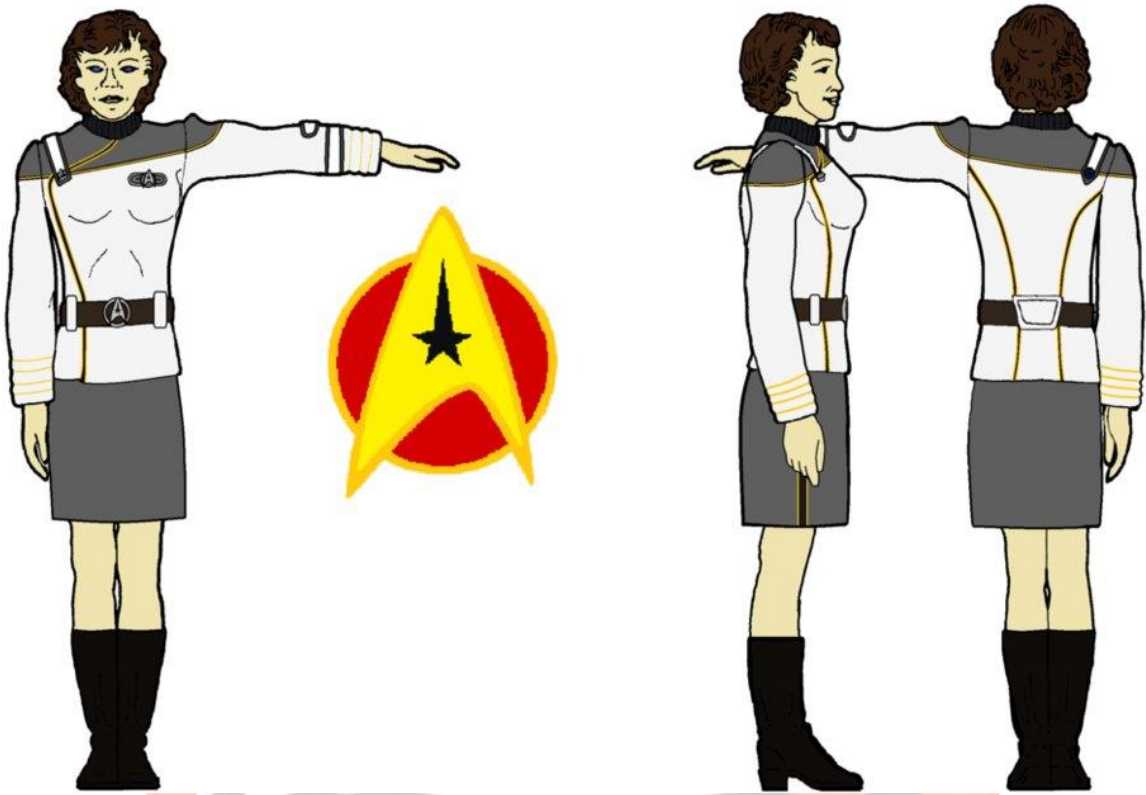
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2273 - 2317
DUTY BOMBER JACKET COMMAND**



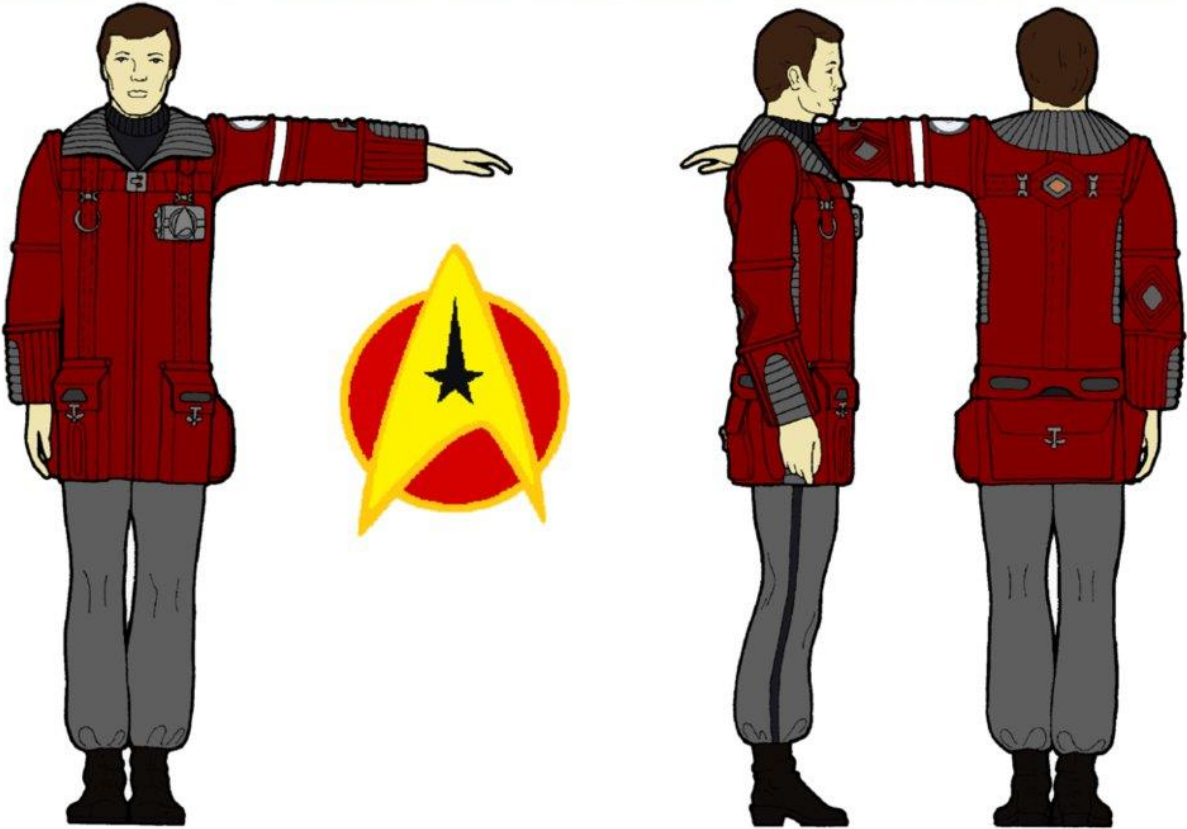
**STARFLEET MALE NCO
2273 - 2317
FORMAL DRESS COMMAND**



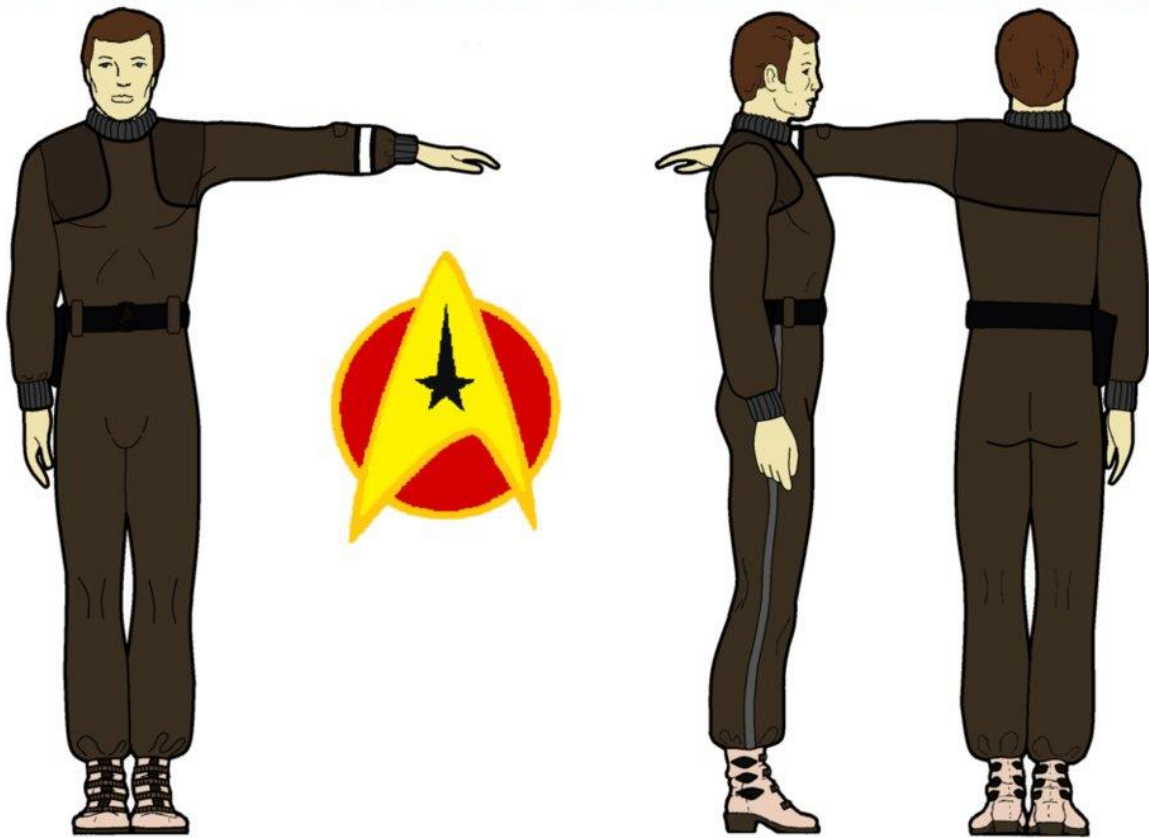
**STARFLEET FEMALE NCO
2273 - 2317
FORMAL DRESS COMMAND**



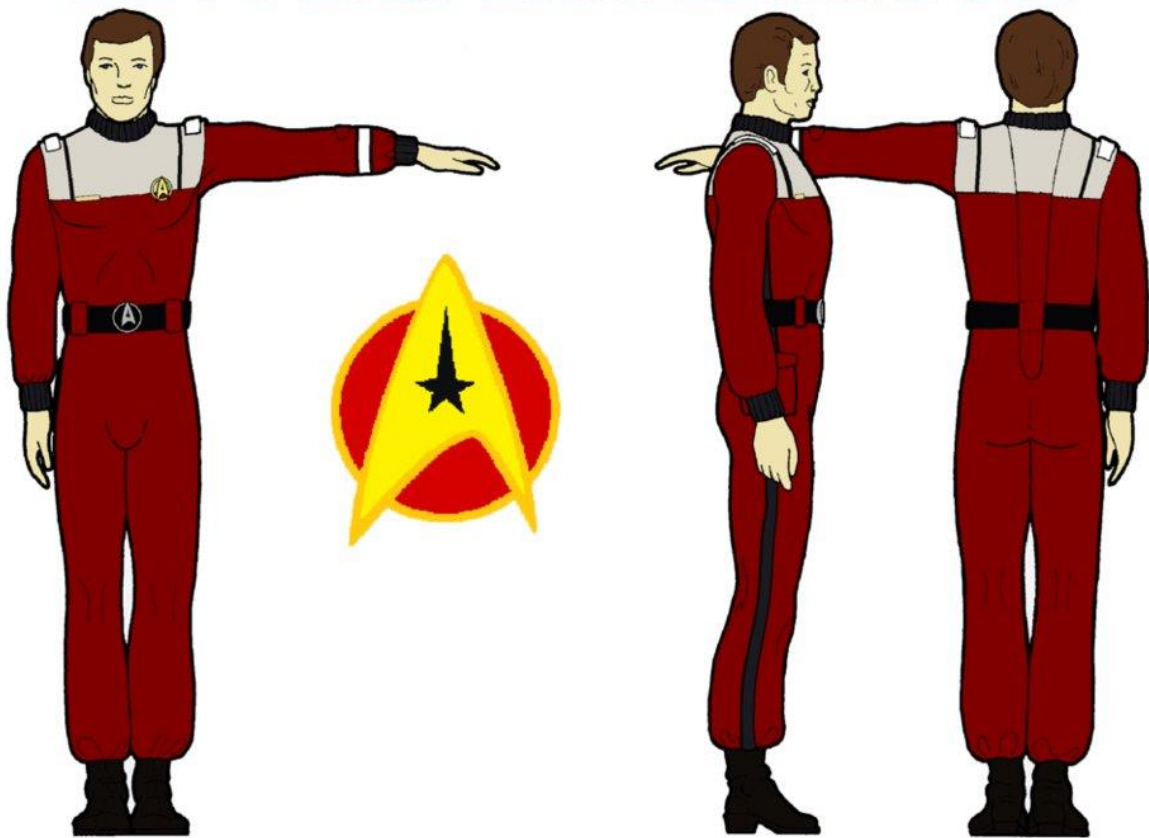
**STARFLEET MALE NCO
2273 - 2317
DUTY FIELD JACKET COMMAND**



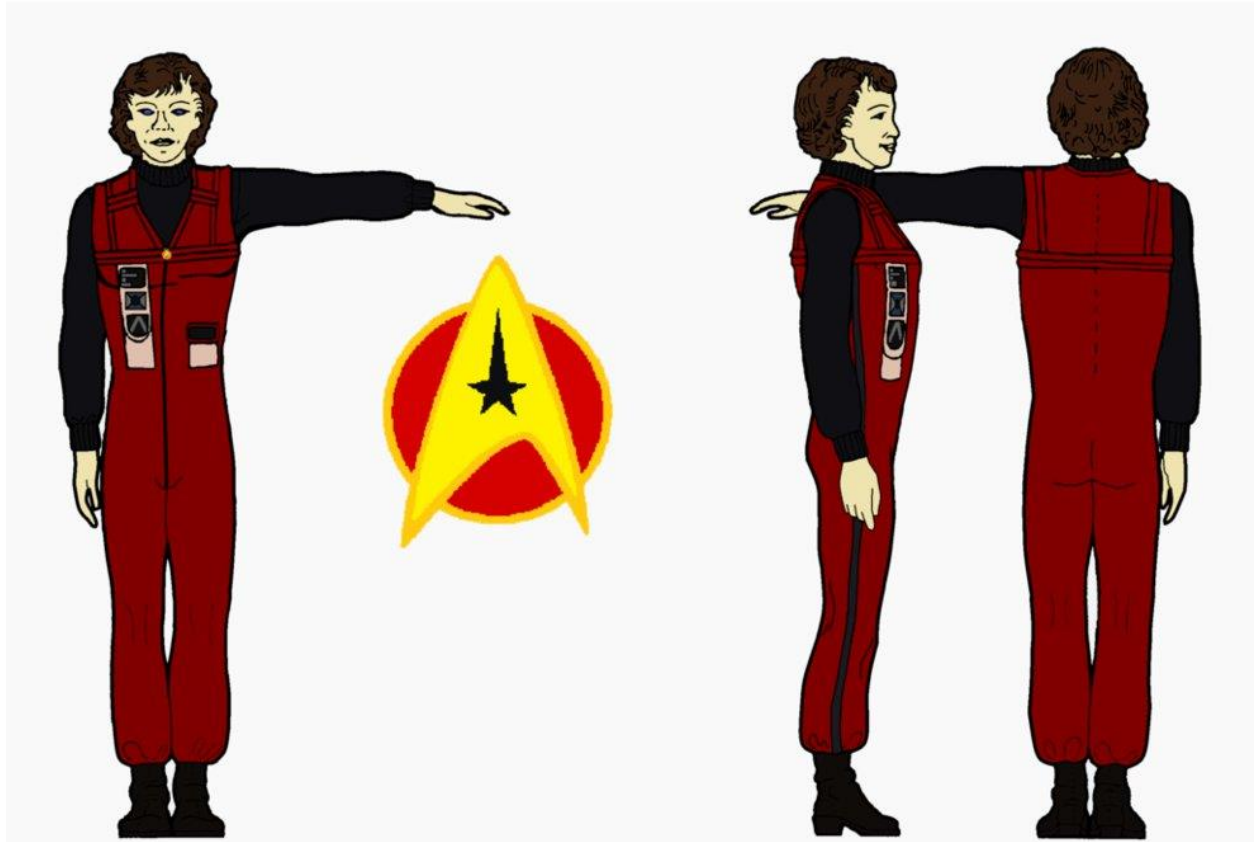
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2273 - 2317
TACTICAL UNIFORM COMMAND**



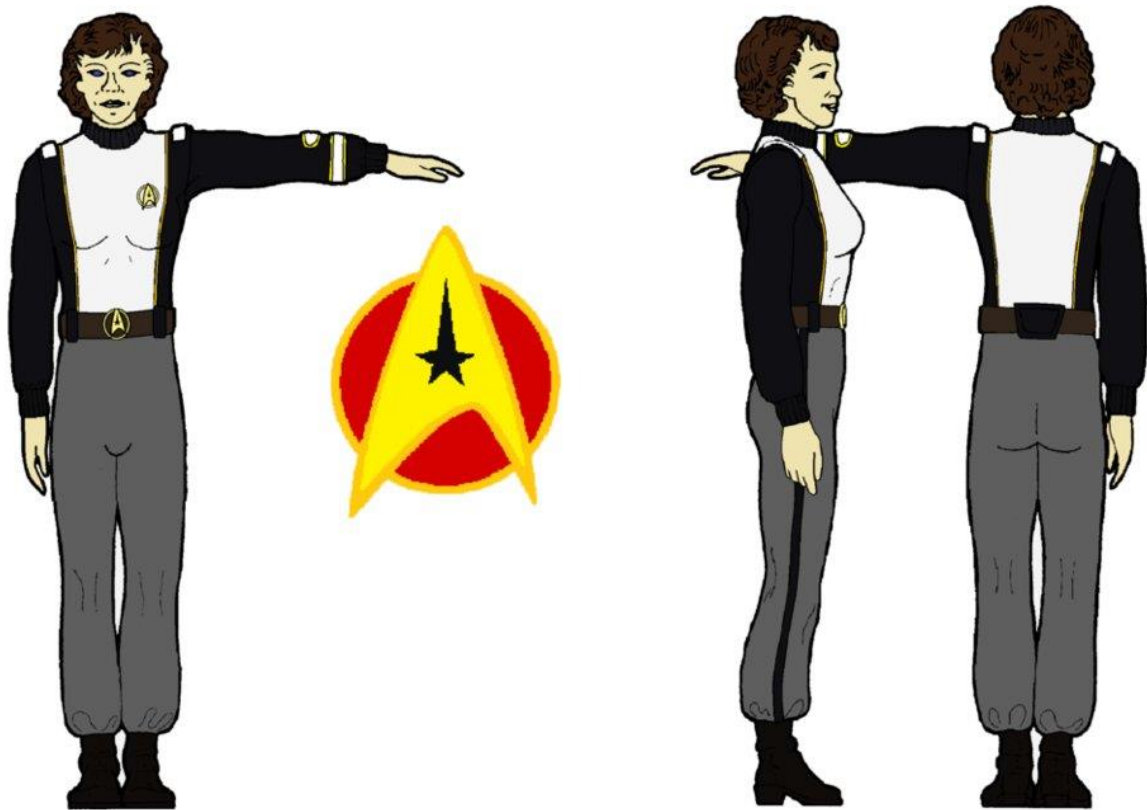
**STARFLEET MALE ENLISTED
2273 - 2317
DUTY UNIFORM COMMAND**



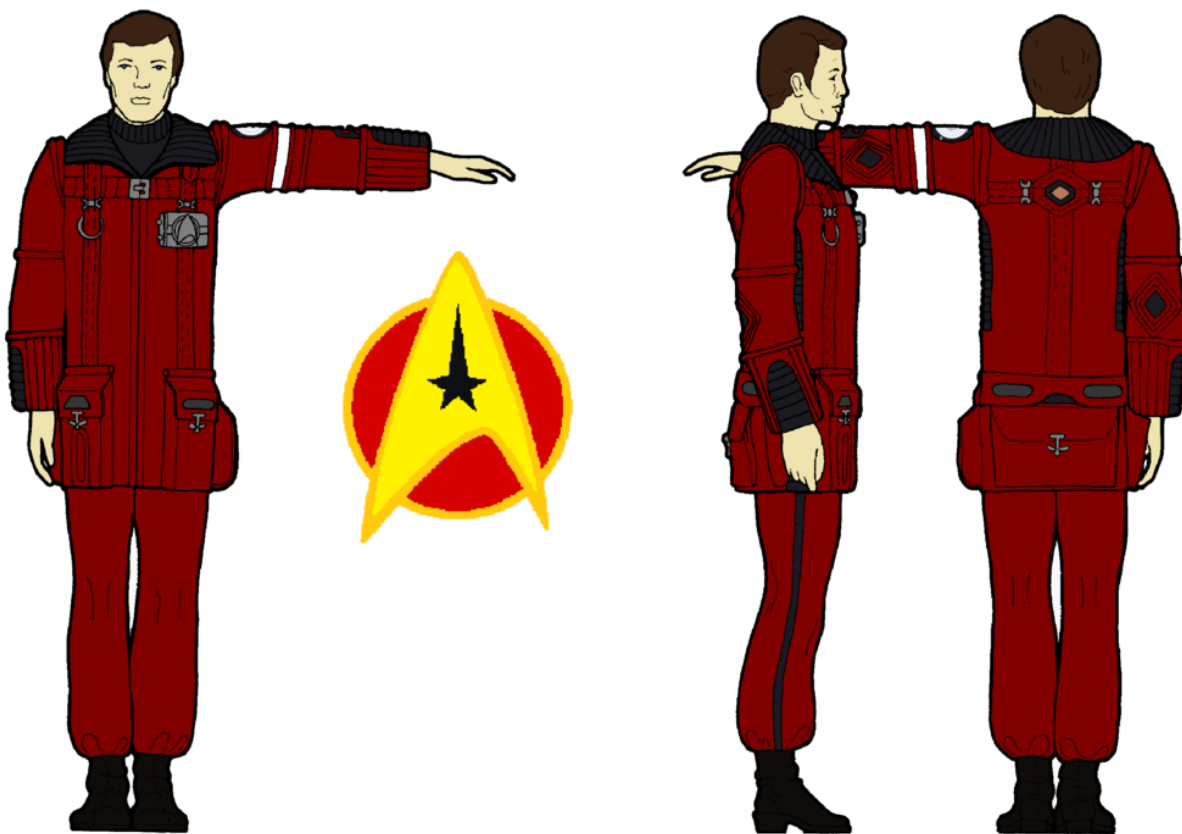
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2273 - 2317
DUTY JACKET UNDER JUMPSUIT COMMAND**



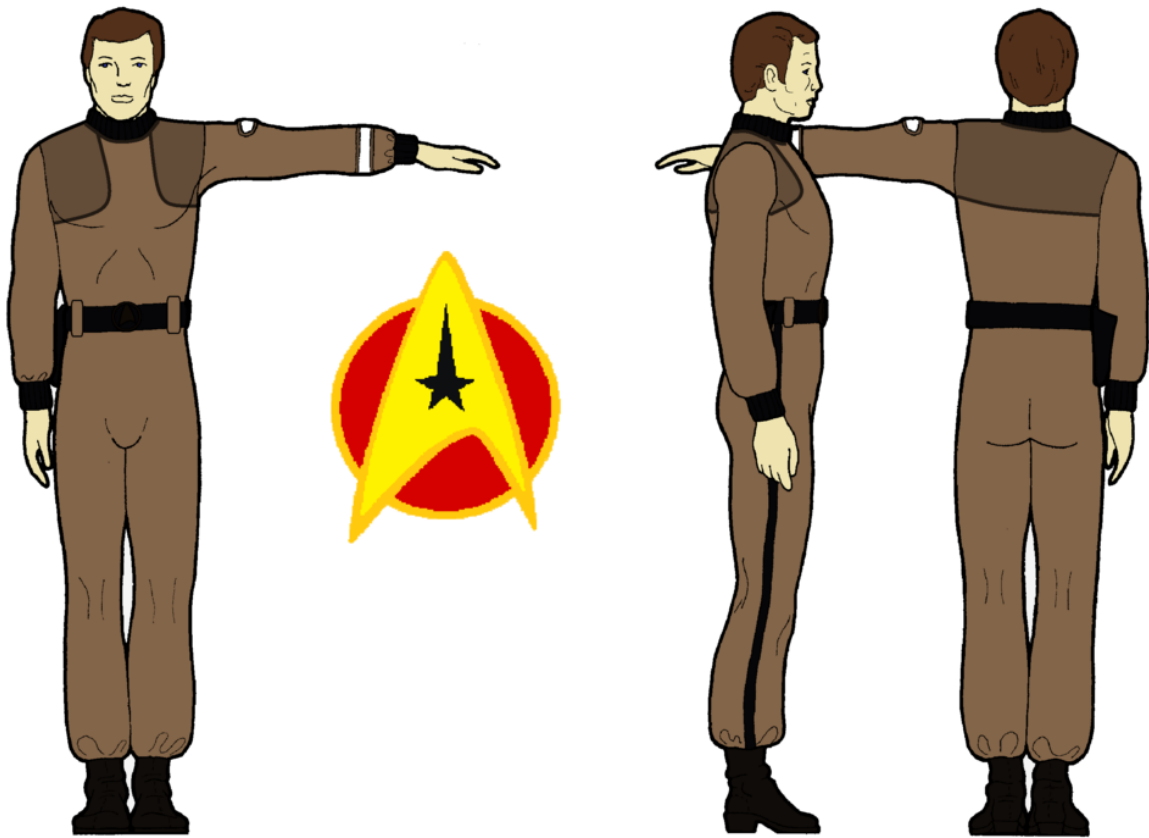
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2273 - 2317
FORMAL DRESS COMMAND**



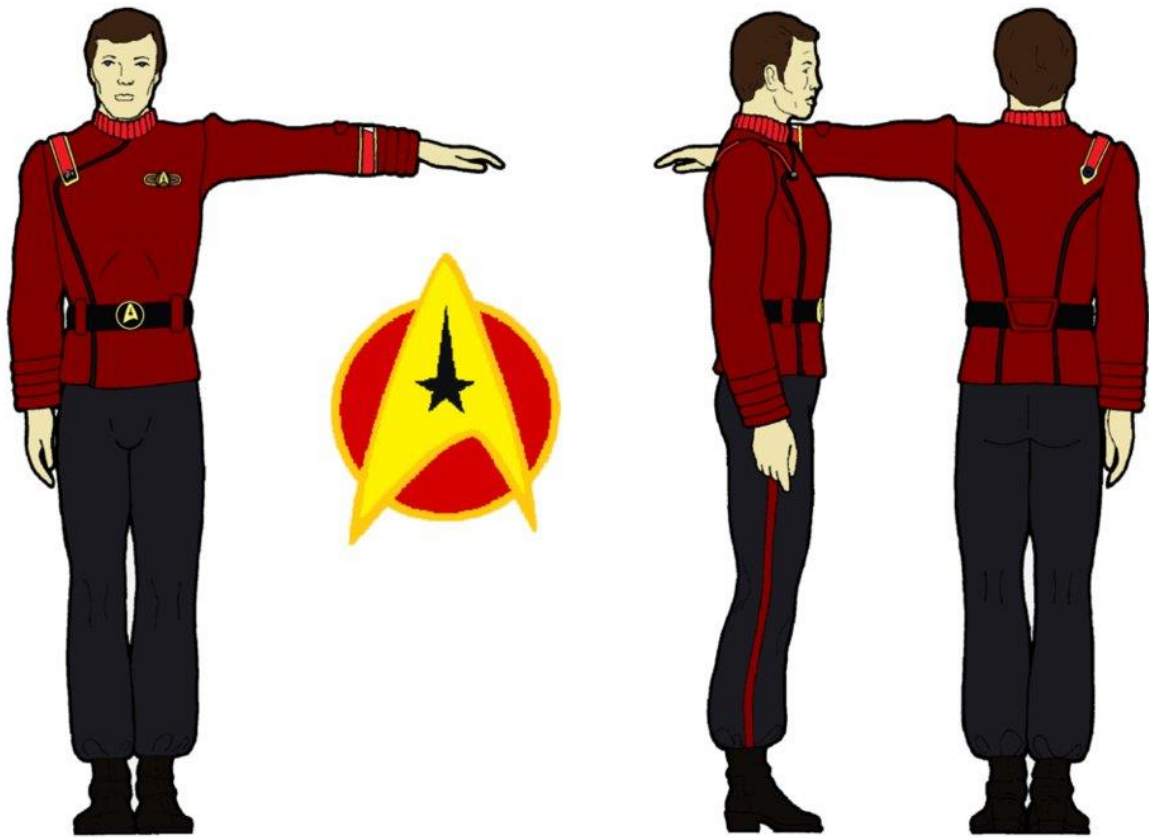
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2273 - 2317
DUTY FIELD JACKET COMMAND**



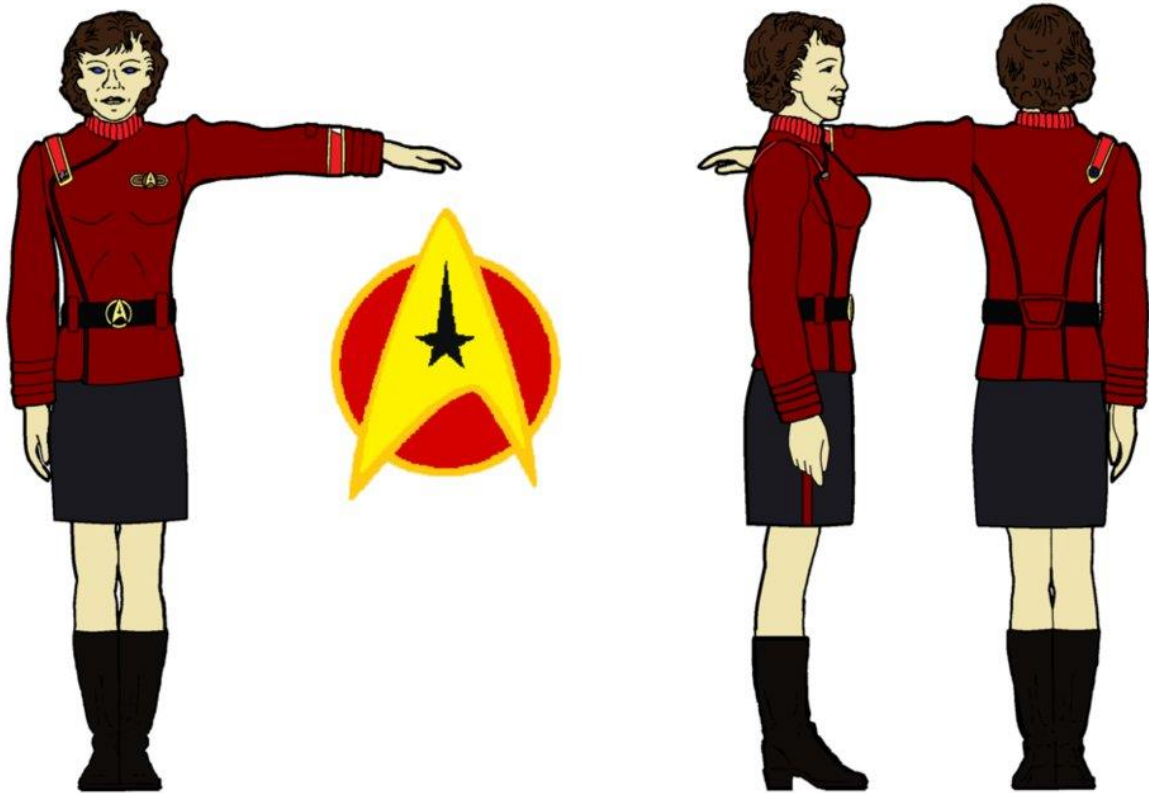
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2273 - 2317
TACTICAL UNIFORM COMMAND**



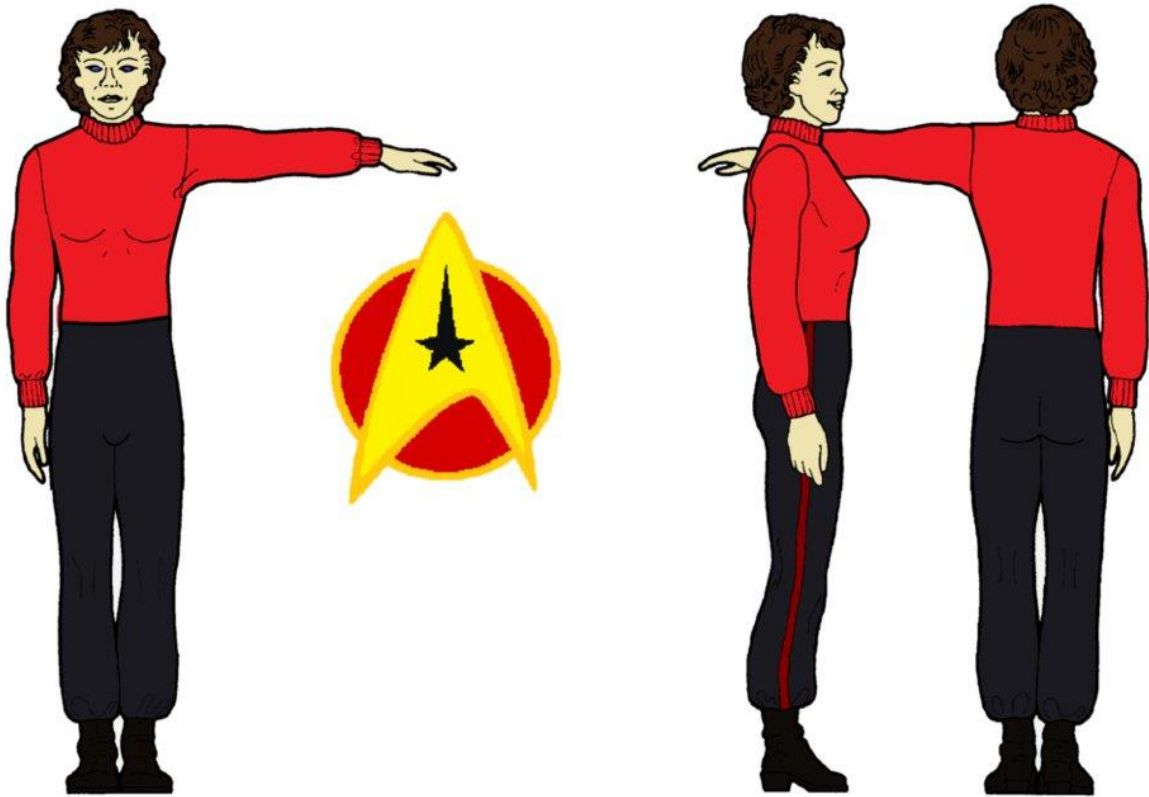
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2273 - 2317
DUTY UNIFORM CADET COMMAND**



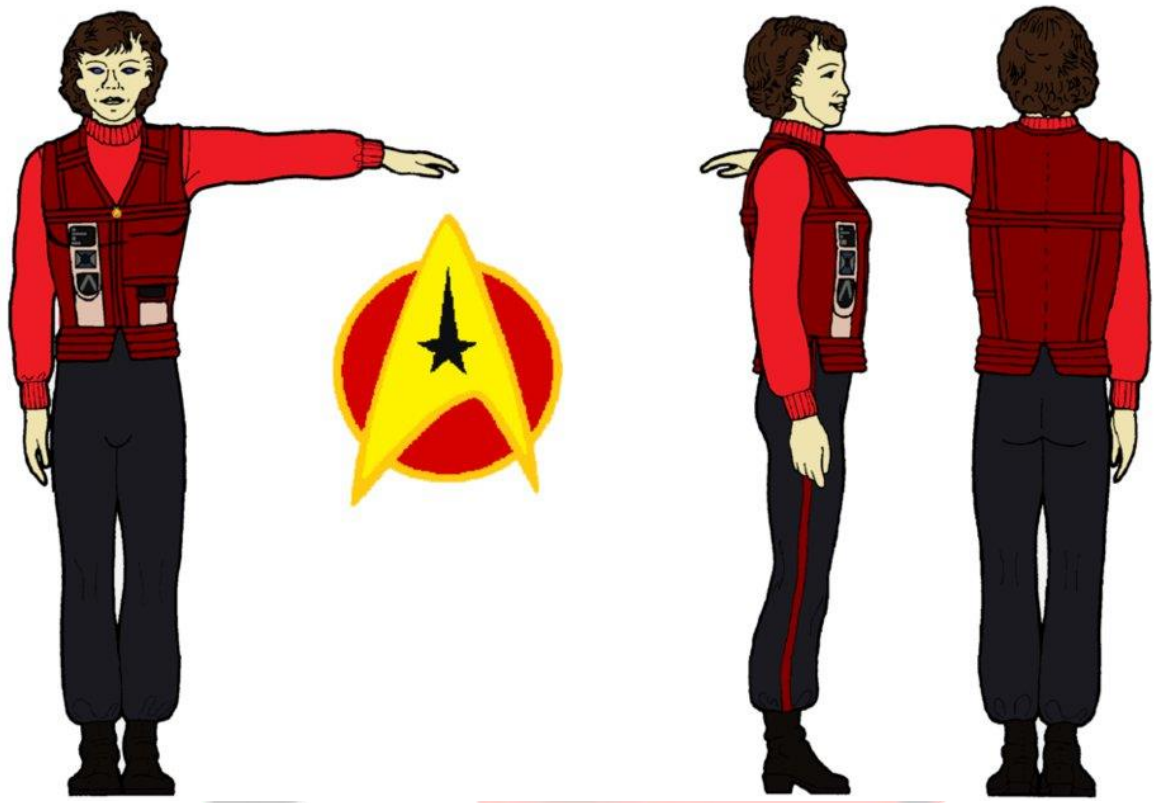
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2273 - 2317
ALT. DUTY UNFRM CADET CMND**



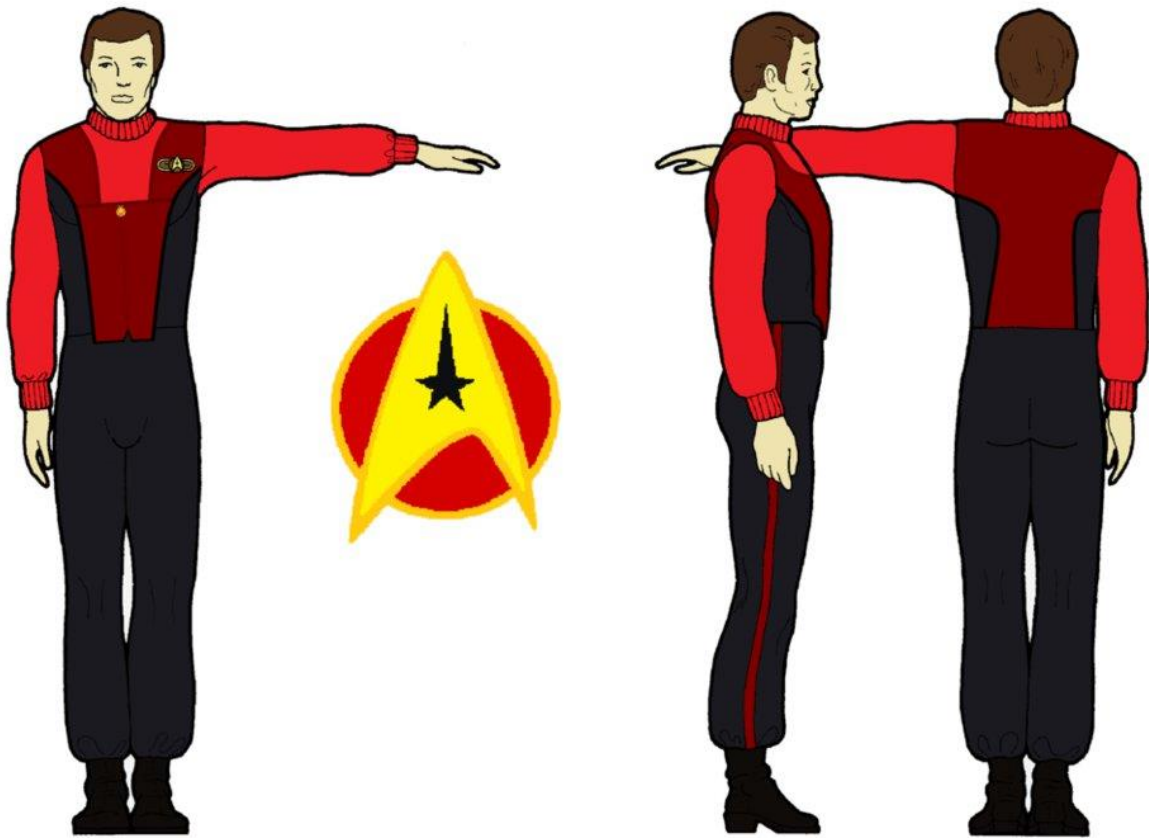
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2273 - 2317
DUTY TUNIC CADET COMMAND**



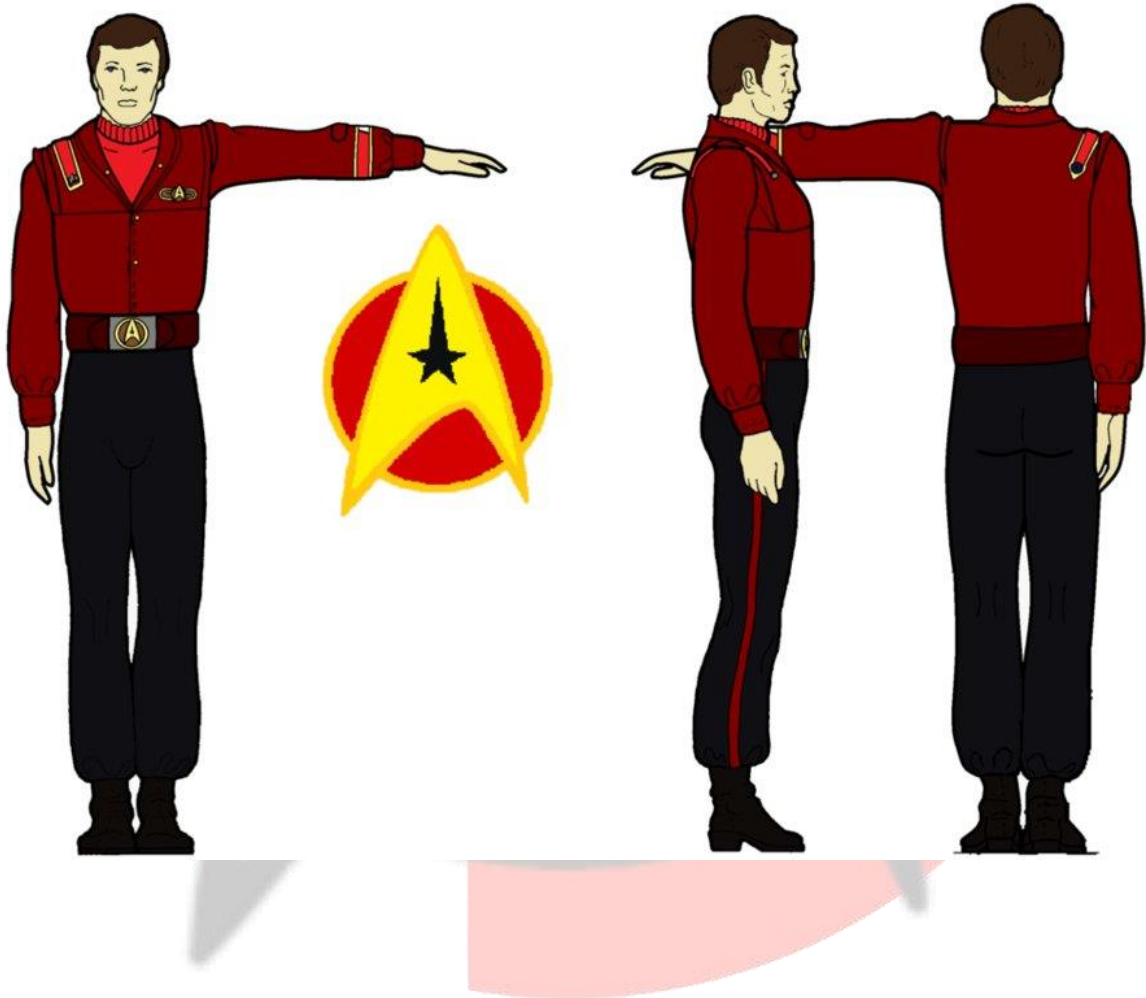
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2273 - 2317
DUTY UNDERVEST CADET COMMAND**



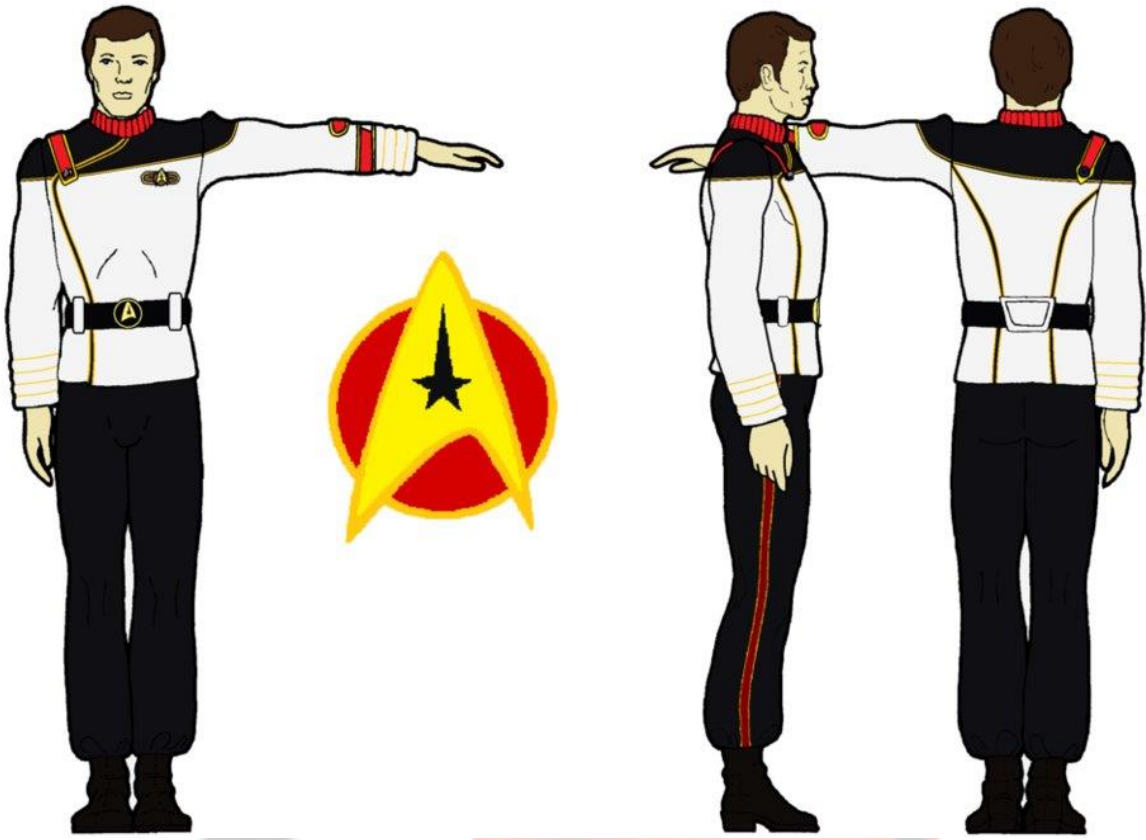
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2273 - 2317
RELAXED DUTY VEST CADET COMMAND**



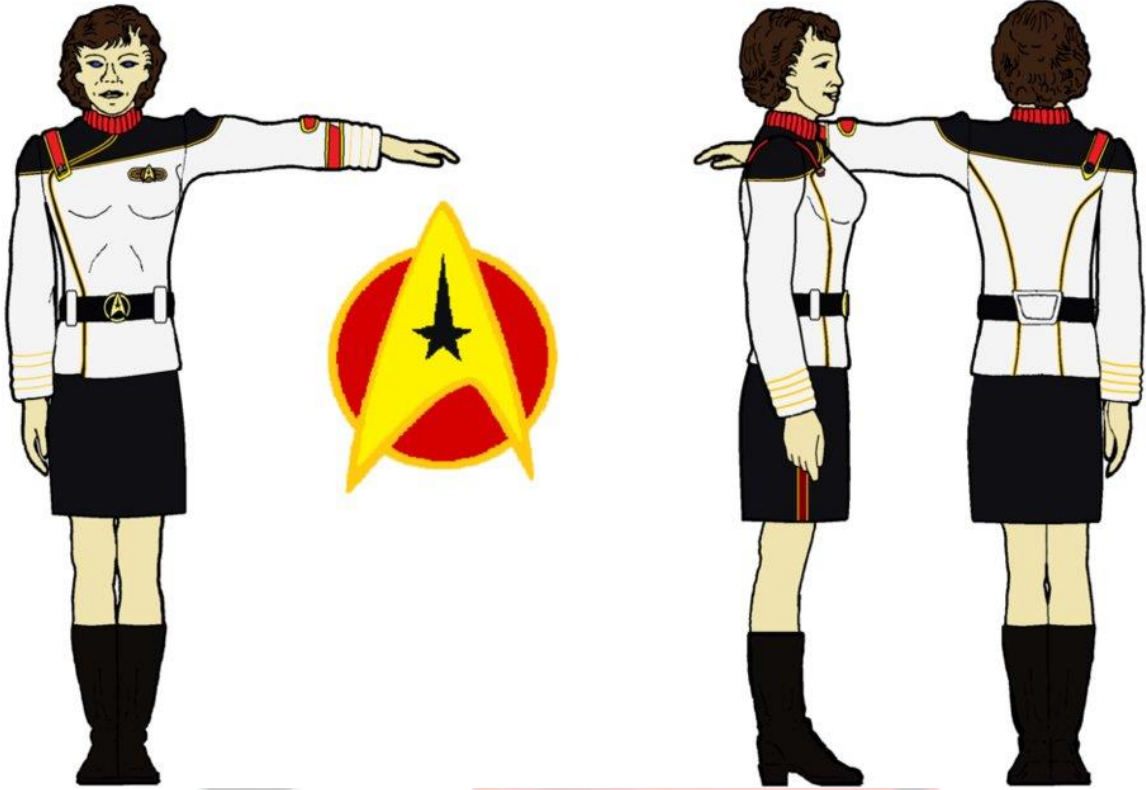
**STARFLEET MALE OFFICER
2273 - 2317
DUTY BOMBER JACKET CADET COMMAND**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS CADET COMMAND**



**STARFLEET FEMALE OFFICER
2273 - 2317
FORMAL DRESS CADET COMMAND**



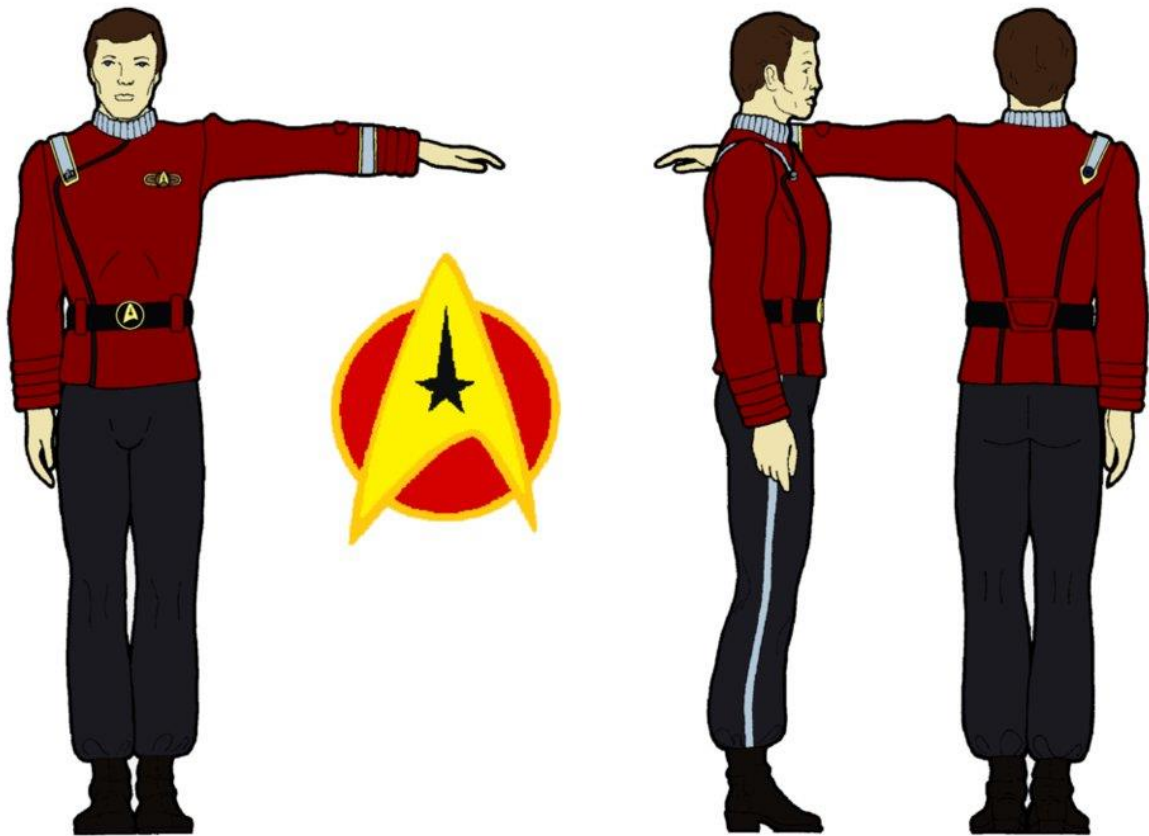
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2273 - 2317
DUTY FIELD JACKET CADET COMMAND**



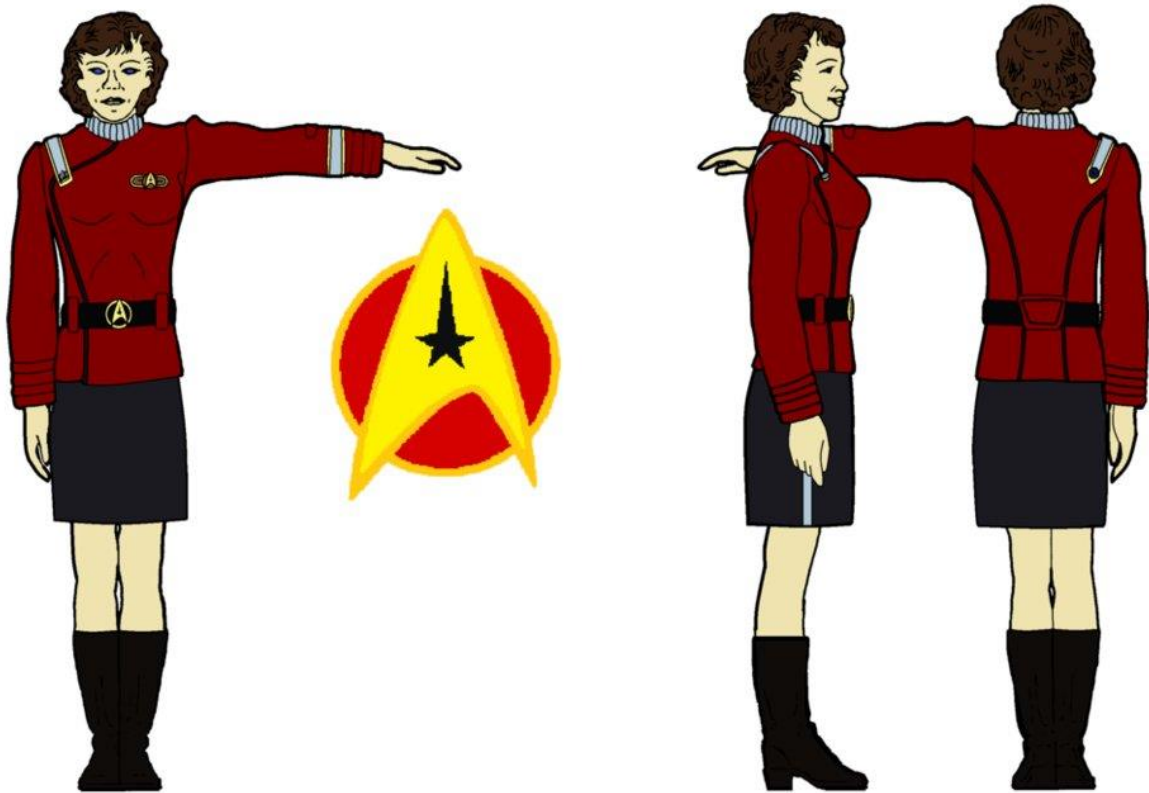
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2273 - 2317
TACTICAL UNIFORM CADET COMMAND**



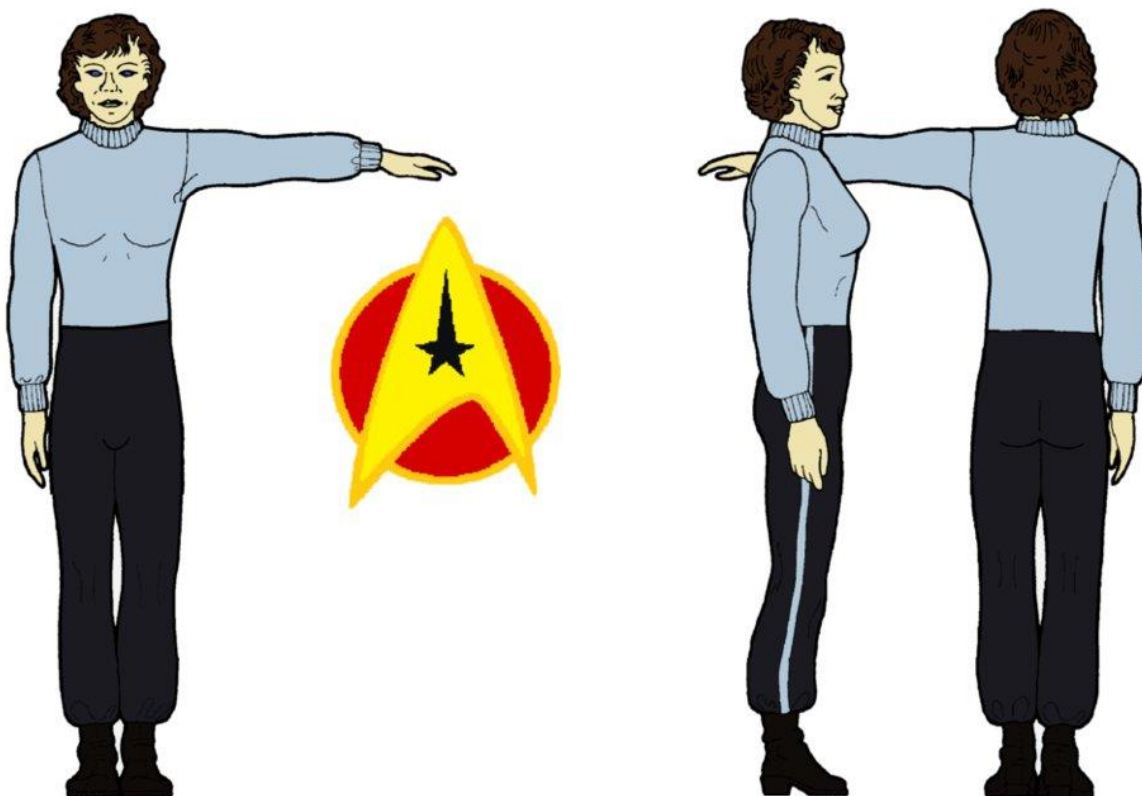
Science Department
STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM SCIENCE



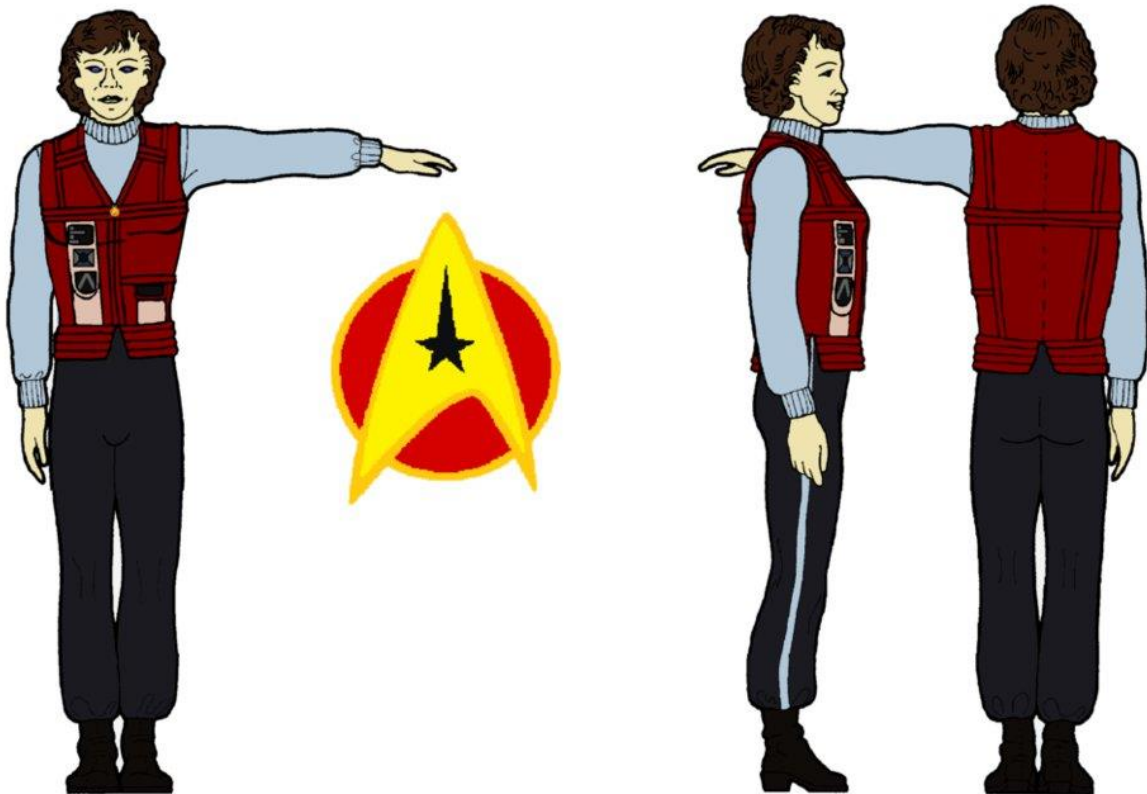
**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM SCIENCE**



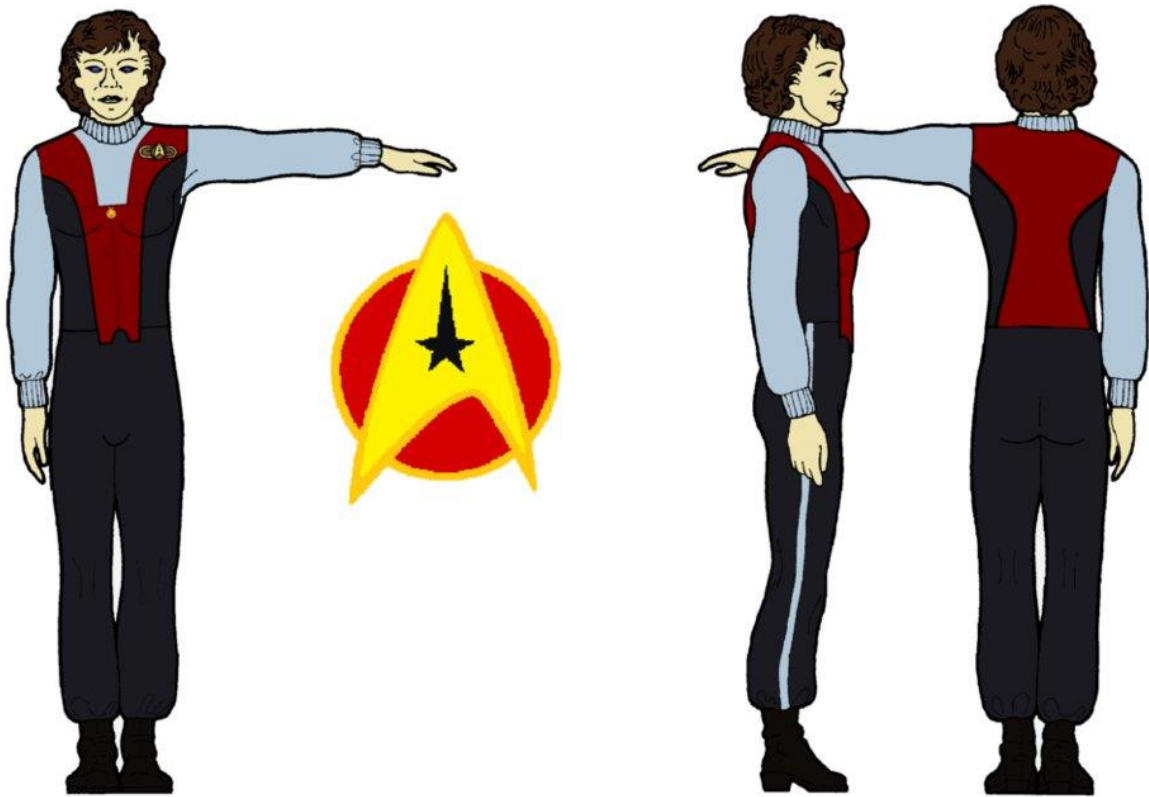
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DUTY TUNIC SCIENCE



**STARFLEET FEMALE OFFICER
2273 - 2317
DUTY JACKET UNDERVEST SCIENCE**



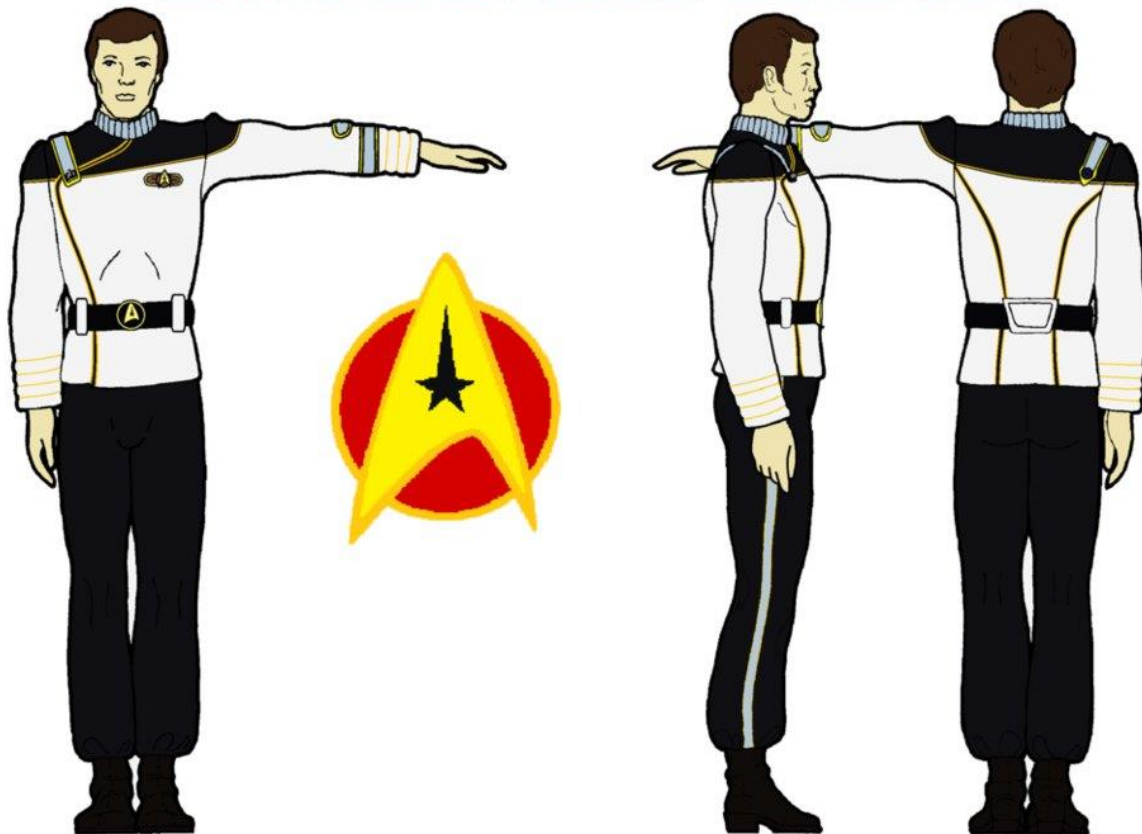
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2273 - 2317
RELAXED DUTY VEST SCIENCE**



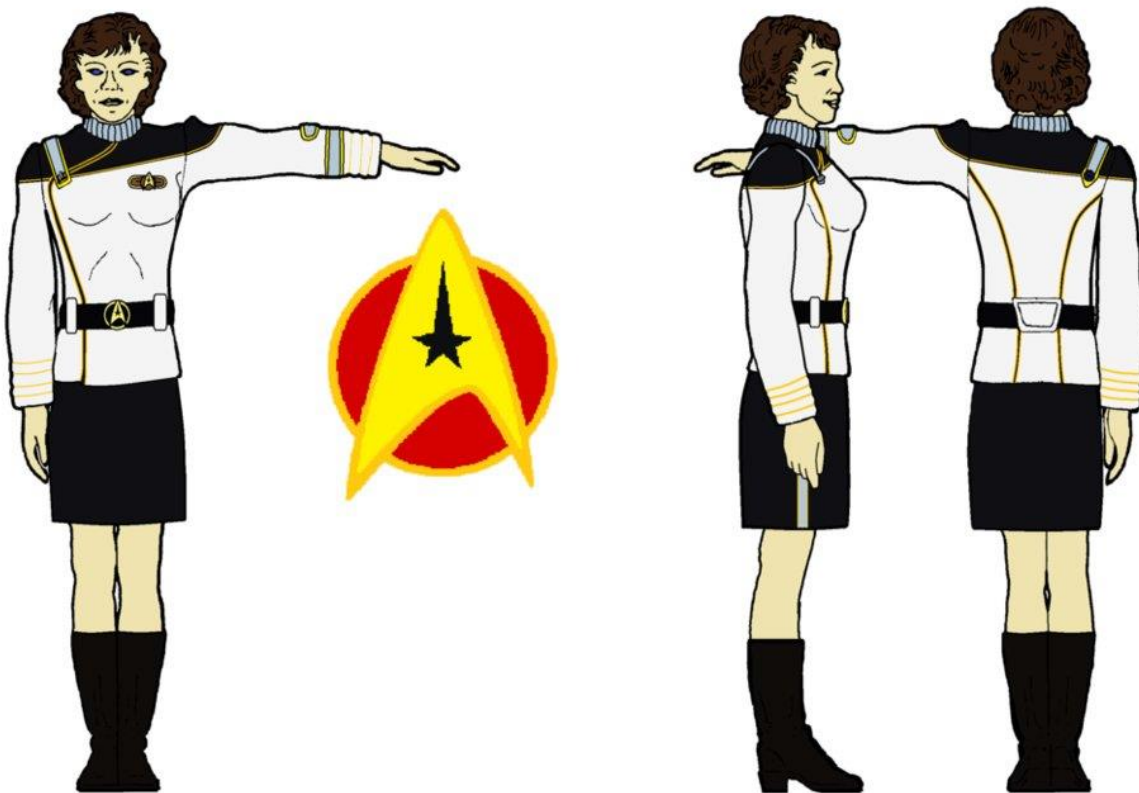
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2273 - 2317
DUTY BOMBER JACKET SCIENCE**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS SCIENCE**



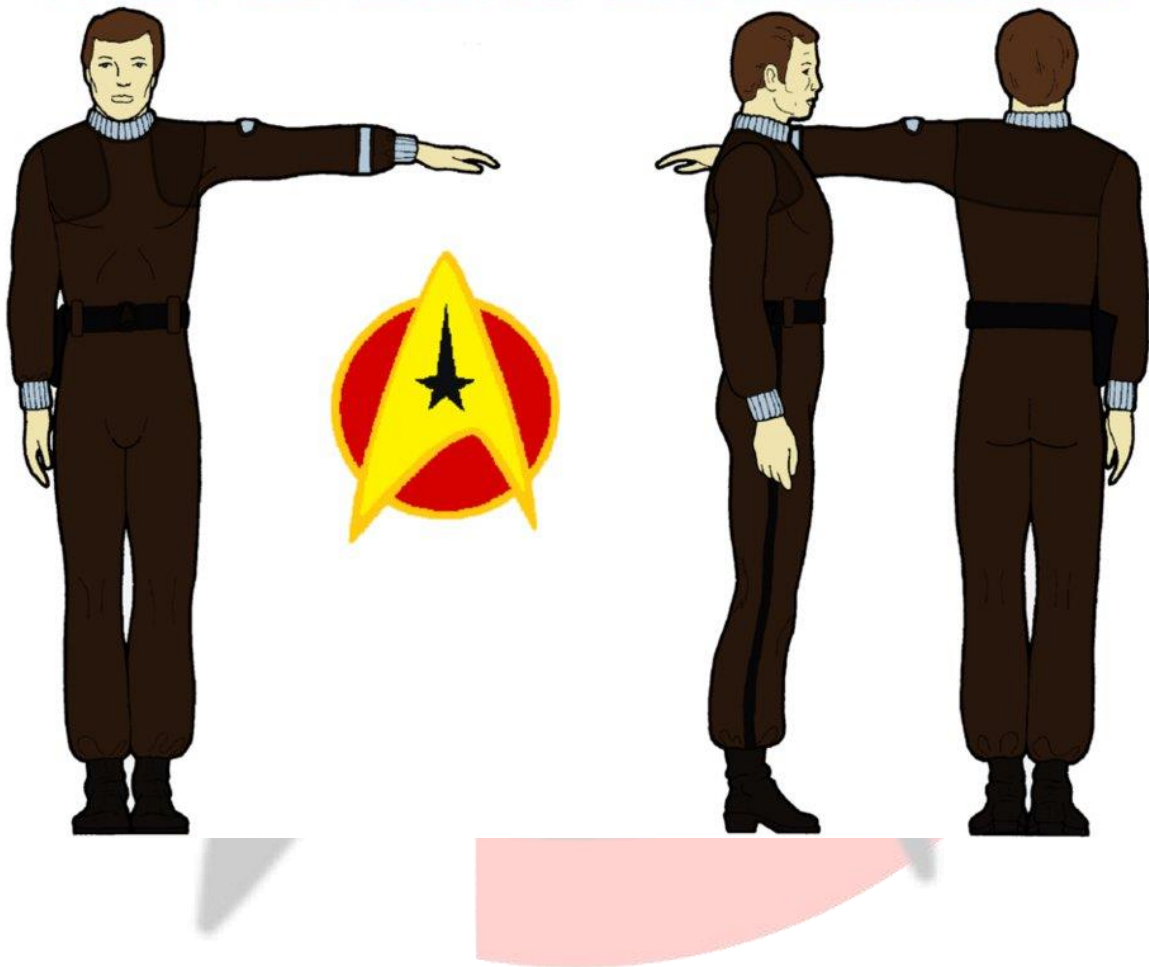
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2273 - 2317
FORMAL DRESS SCIENCE**



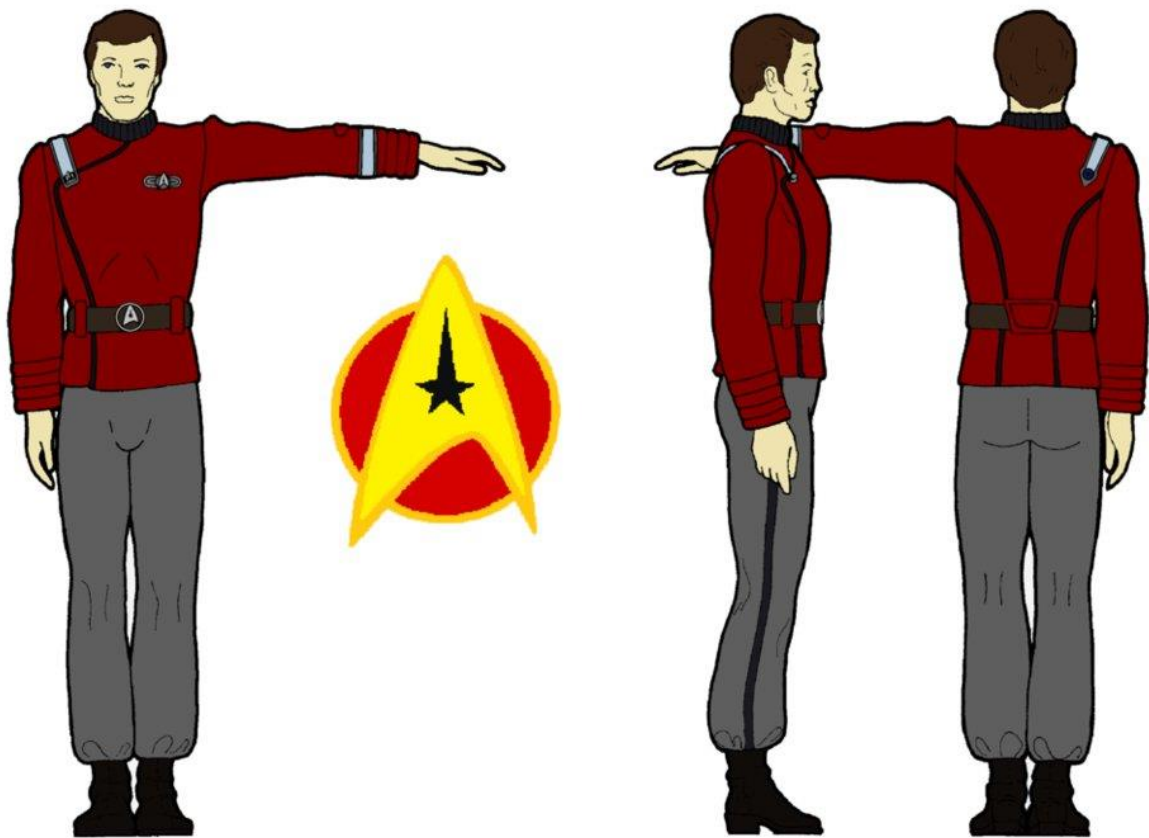
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2273 - 2317
DUTY FIELD JACKET SCIENCE**



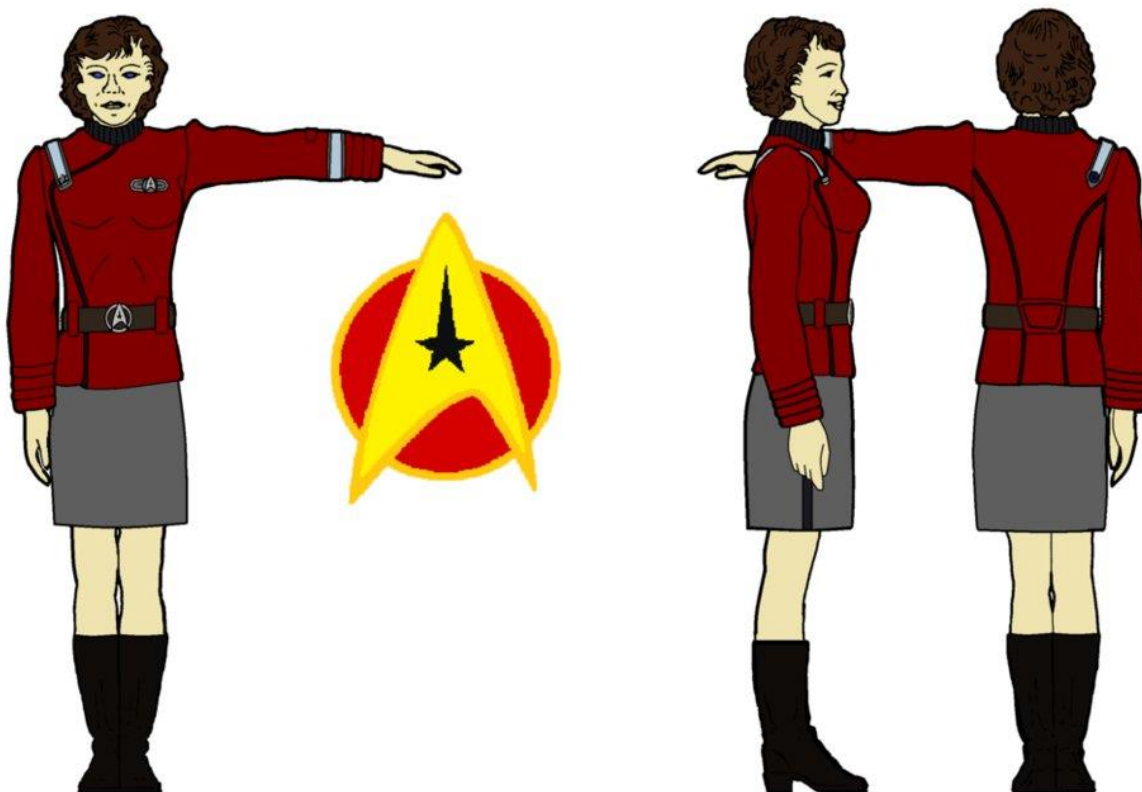
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2273 - 2317
TACTICAL UNIFORM SCIENCE**



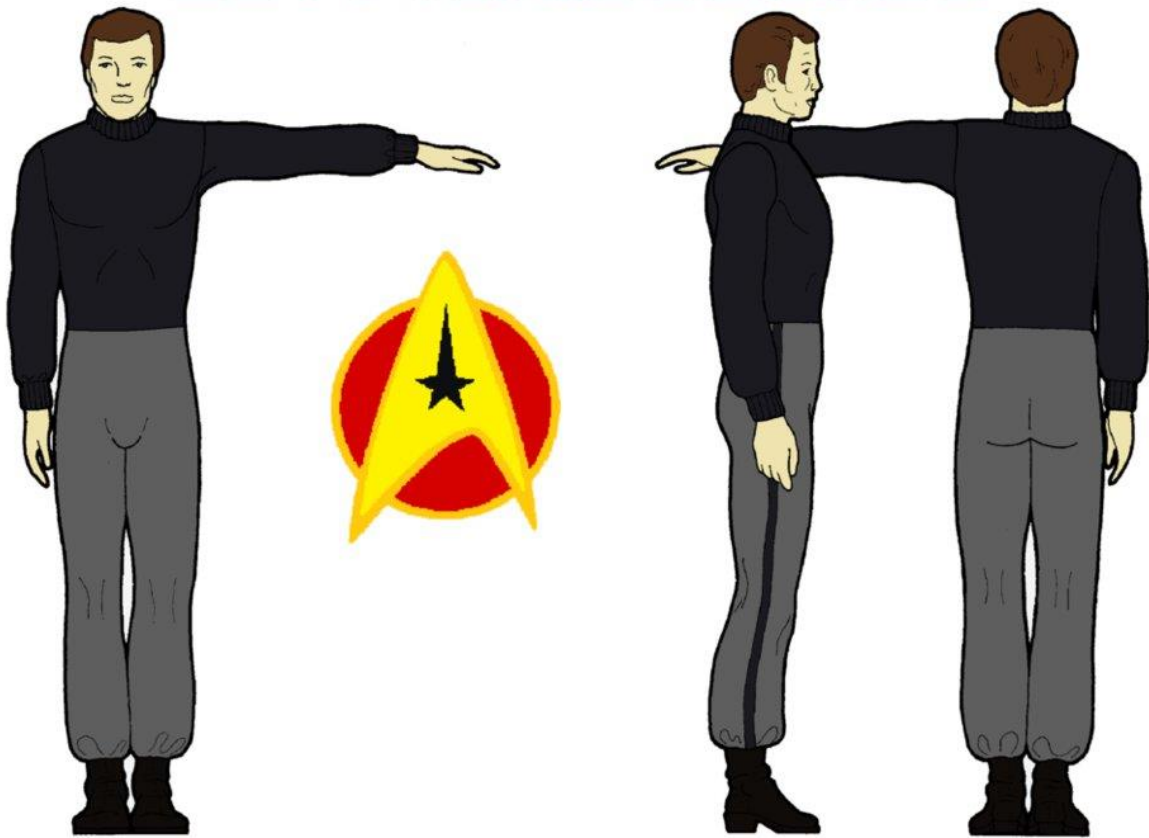
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2273 - 2317
DUTY UNIFORM SCIENCE**



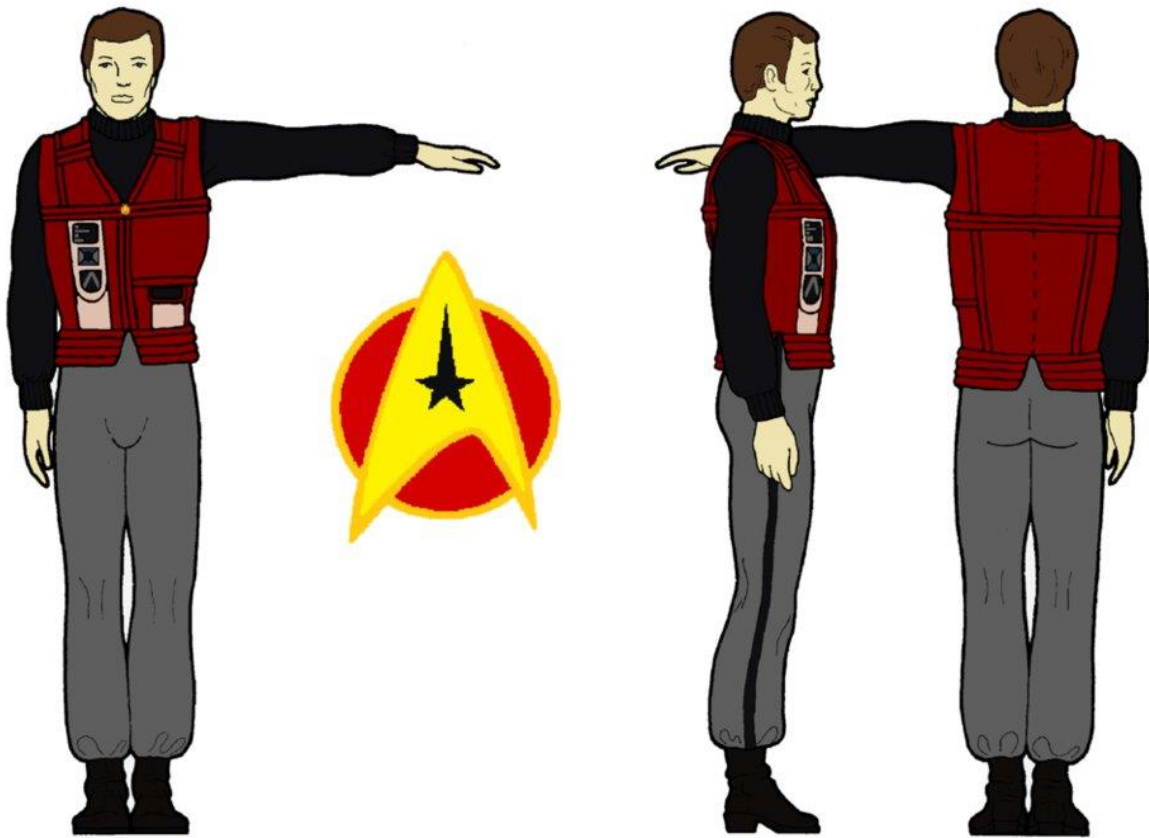
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2273 - 2317
ALT. DUTY UNIFORM SCIENCE**



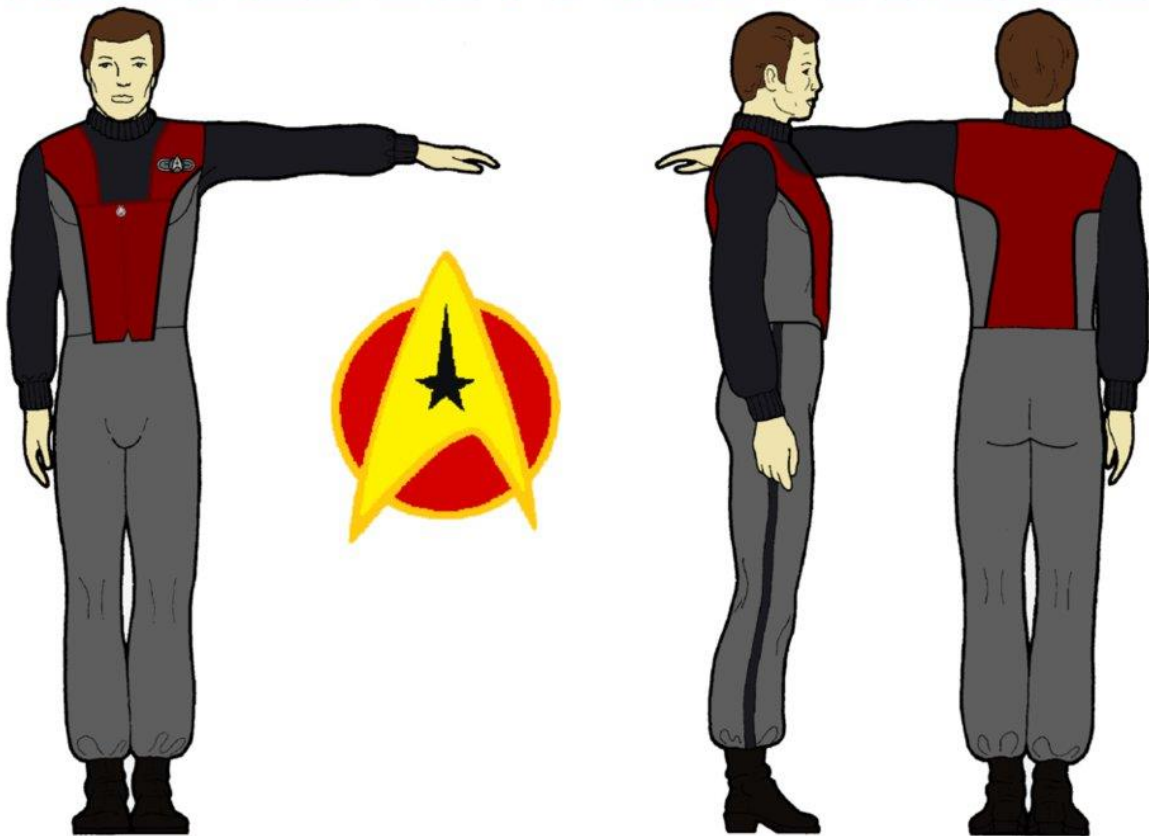
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2273 - 2317
DUTY TUNIC SCIENCE**



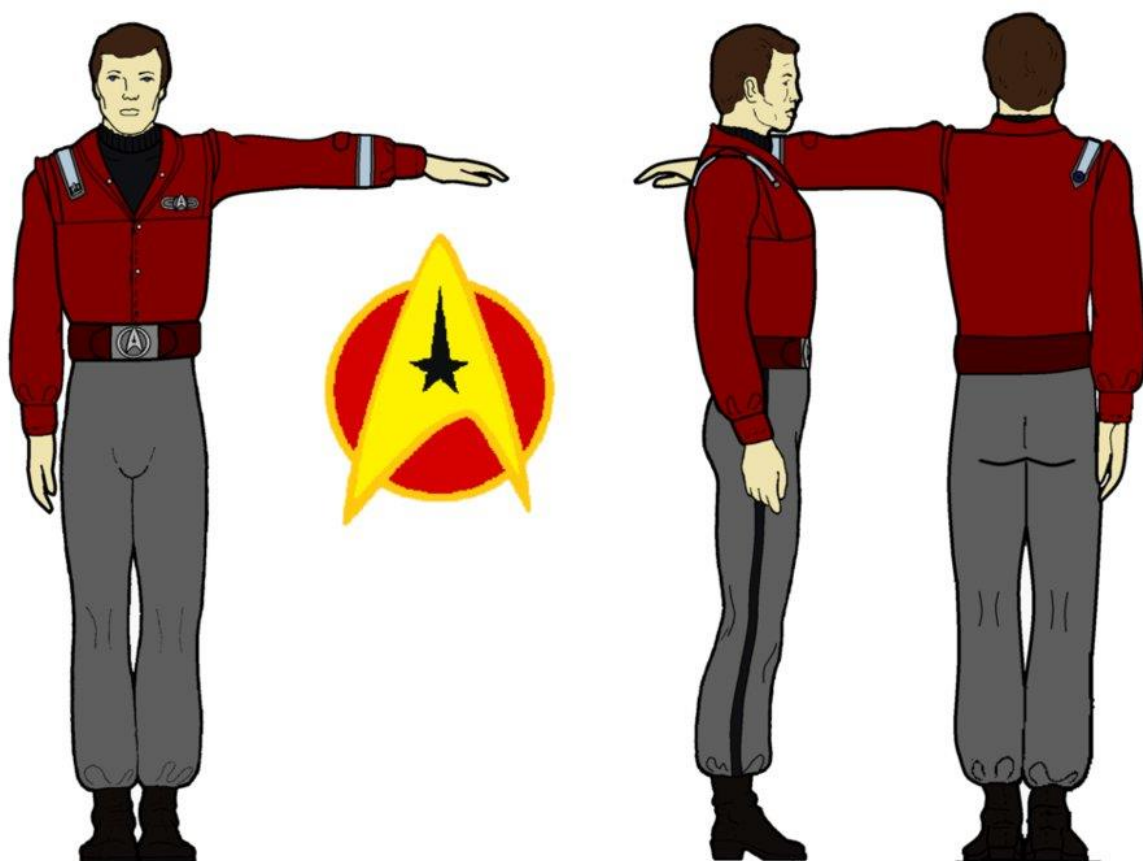
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DUTY JACKET UNDERVEST SCIENCE**



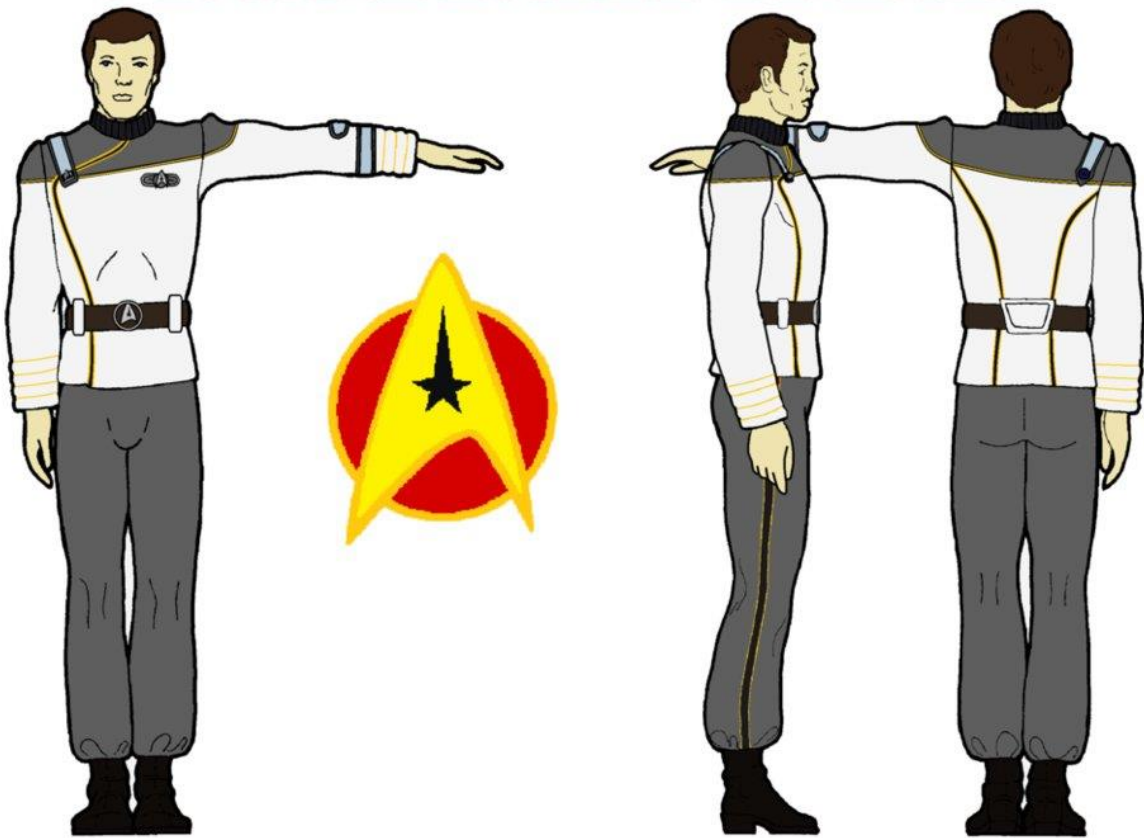
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2273 - 2317
RELAXED DUTY VEST SCIENCE**



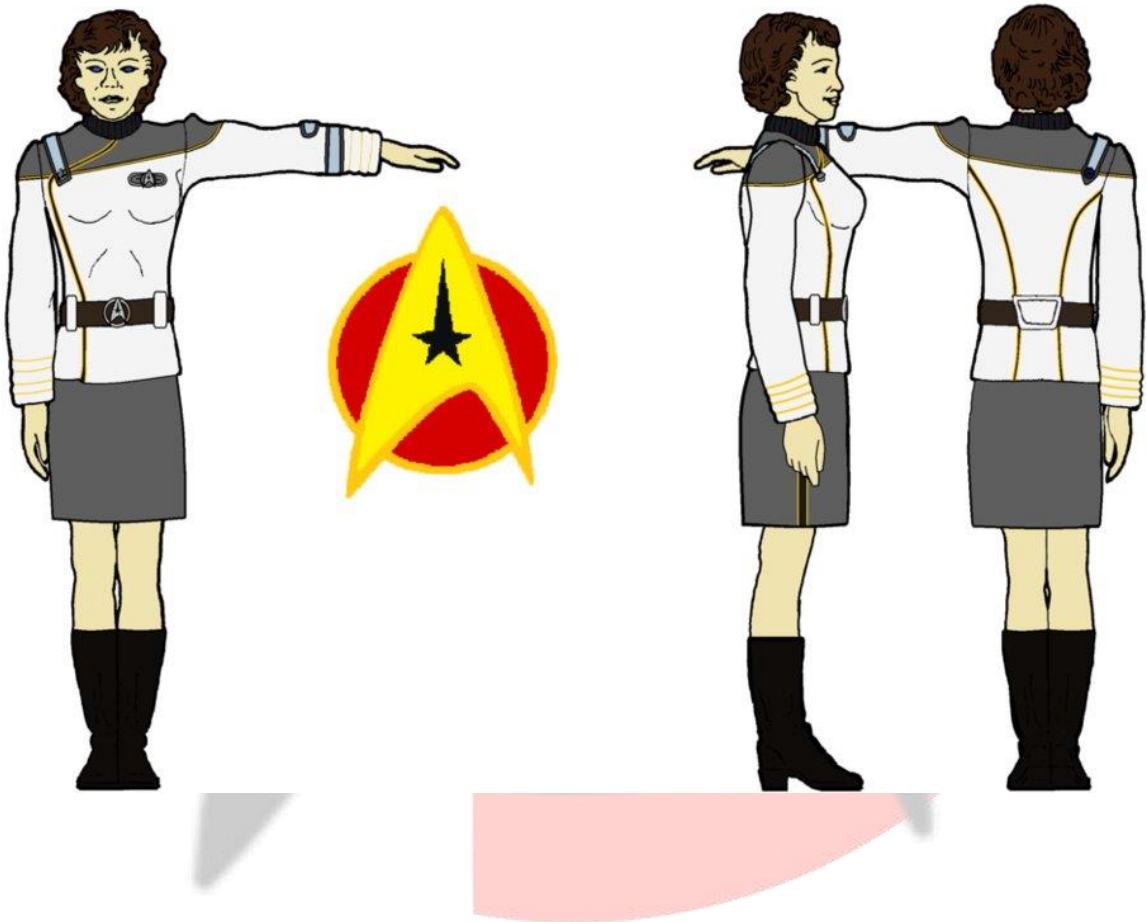
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2273 - 2317
DUTY BOMBER JACKET SCIENCE**



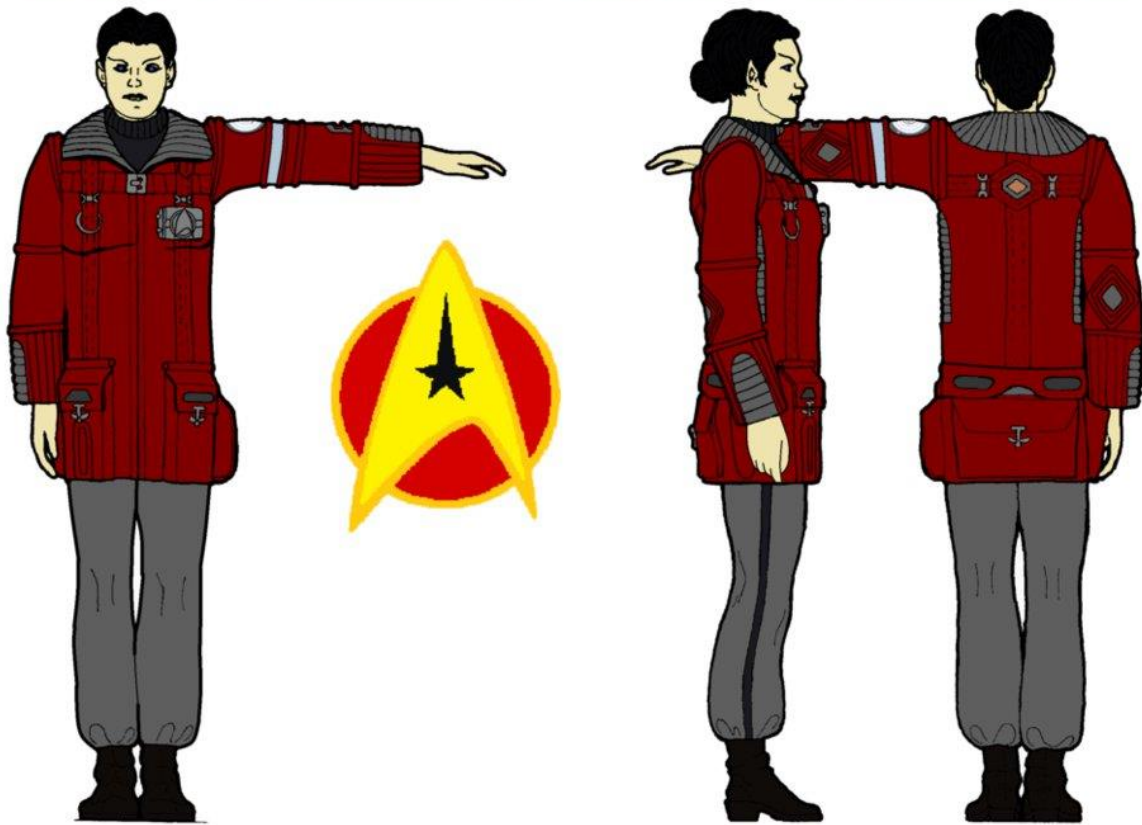
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2273 - 2317
FORMAL DRESS SCIENCE**



**STARFLEET FEMALE NCO
2273 - 2317
FORMAL DRESS SCIENCE**



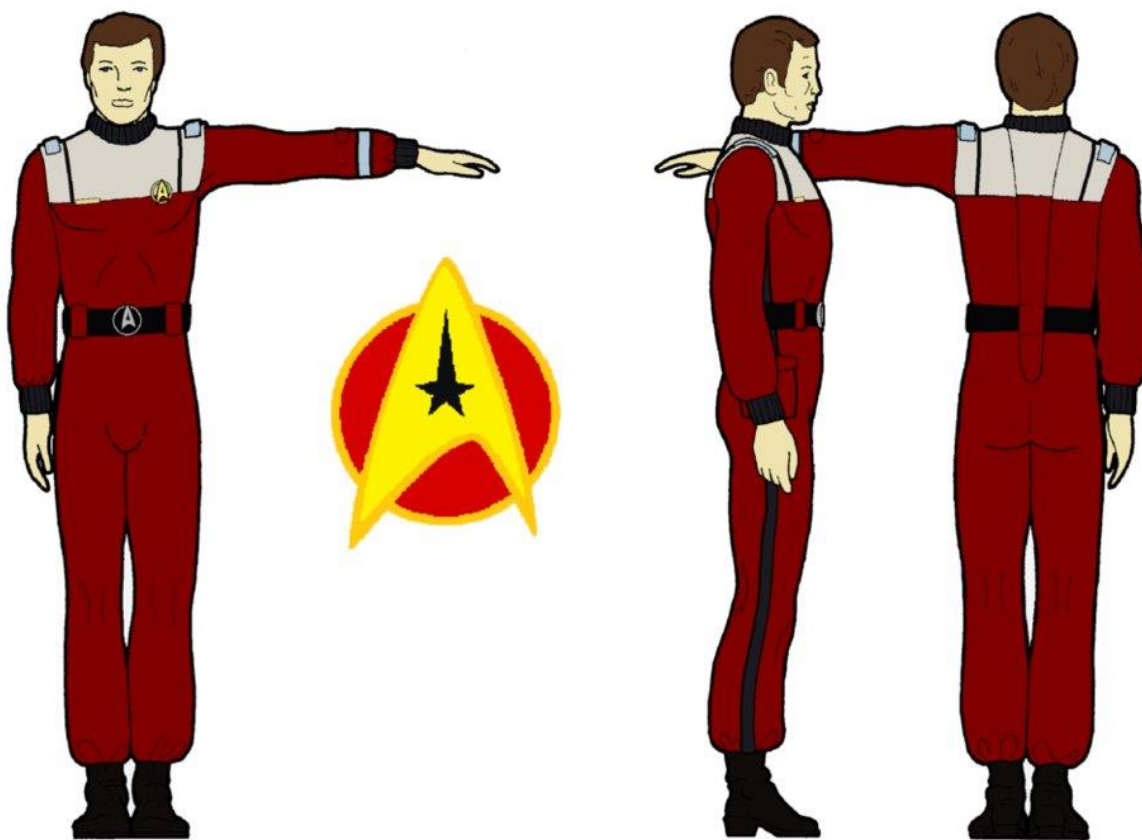
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2273 - 2317
DUTY FIELD JACKET SCIENCE**



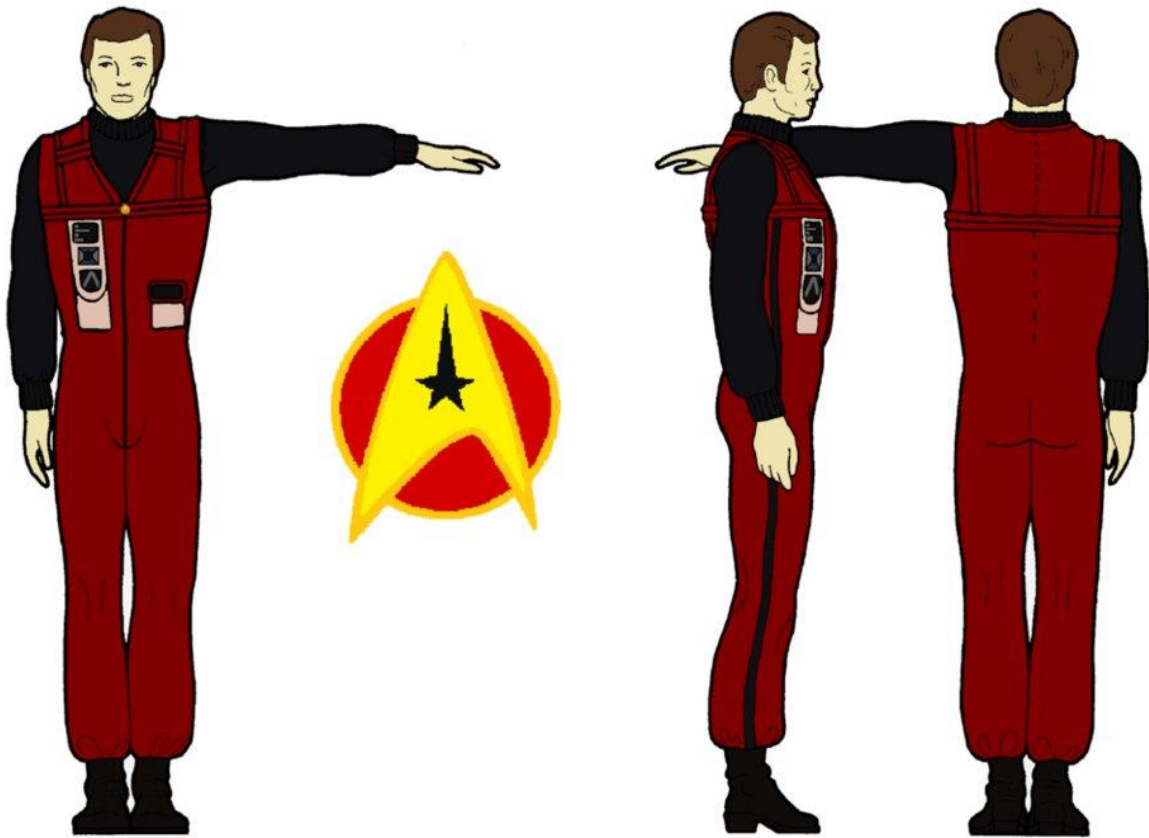
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2273 - 2317
TACTICAL UNIFORM SCIENCE**



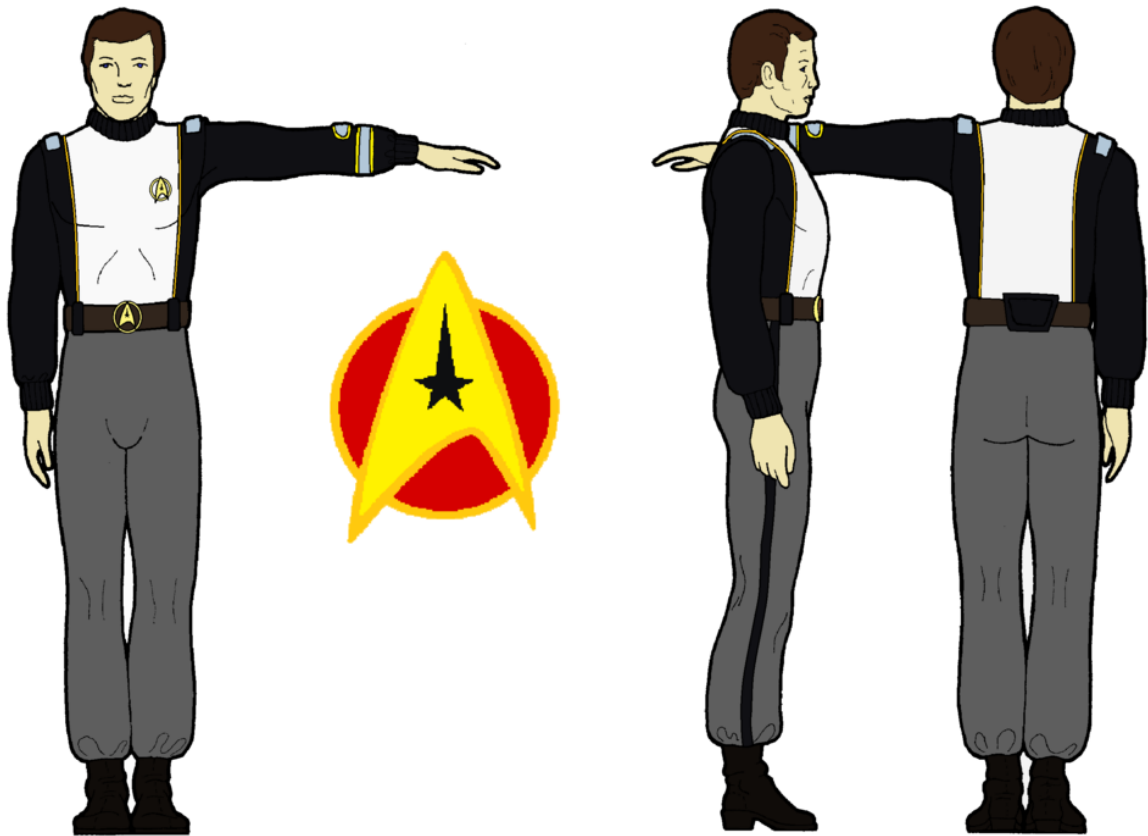
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2273 - 2317
DUTY UNIFORM SCIENCE**



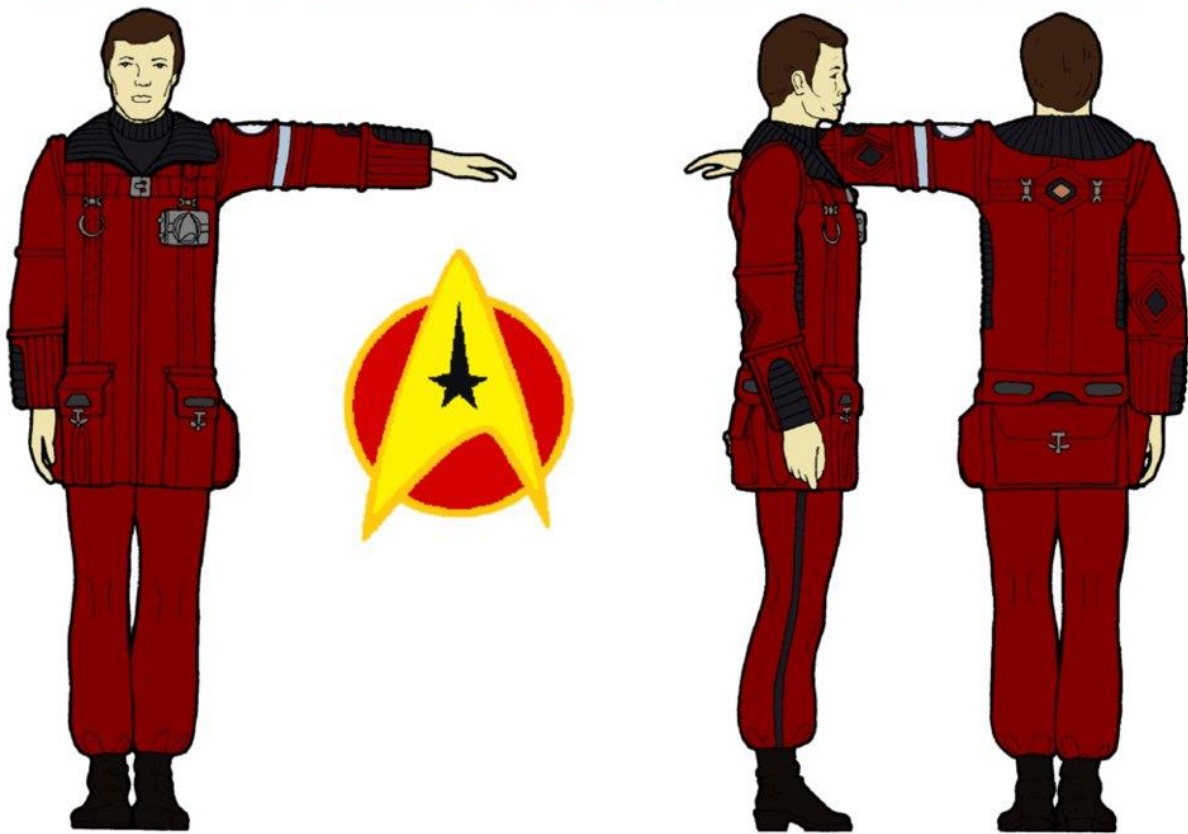
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2273 - 2317
DUTY JACKET UNDER JUMPSUIT SCIENCE**



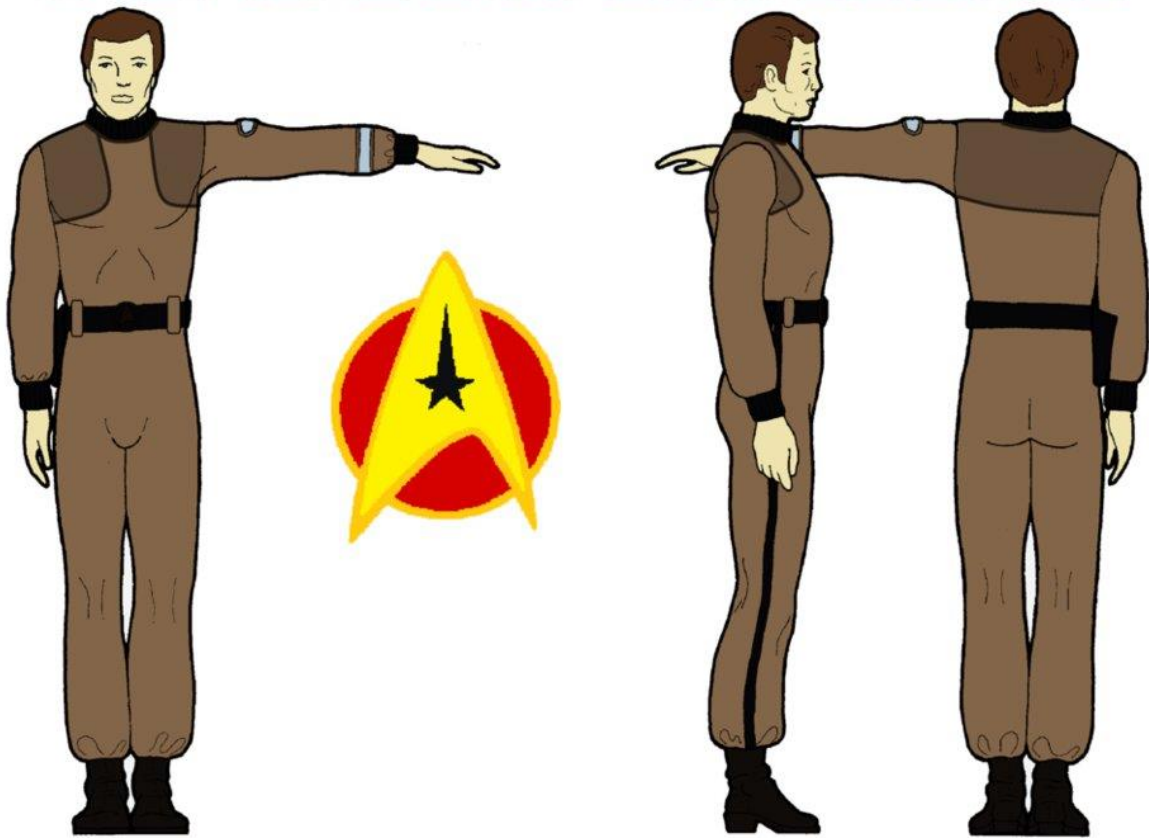
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2273 - 2317
FORMAL DRESS SCIENCE**



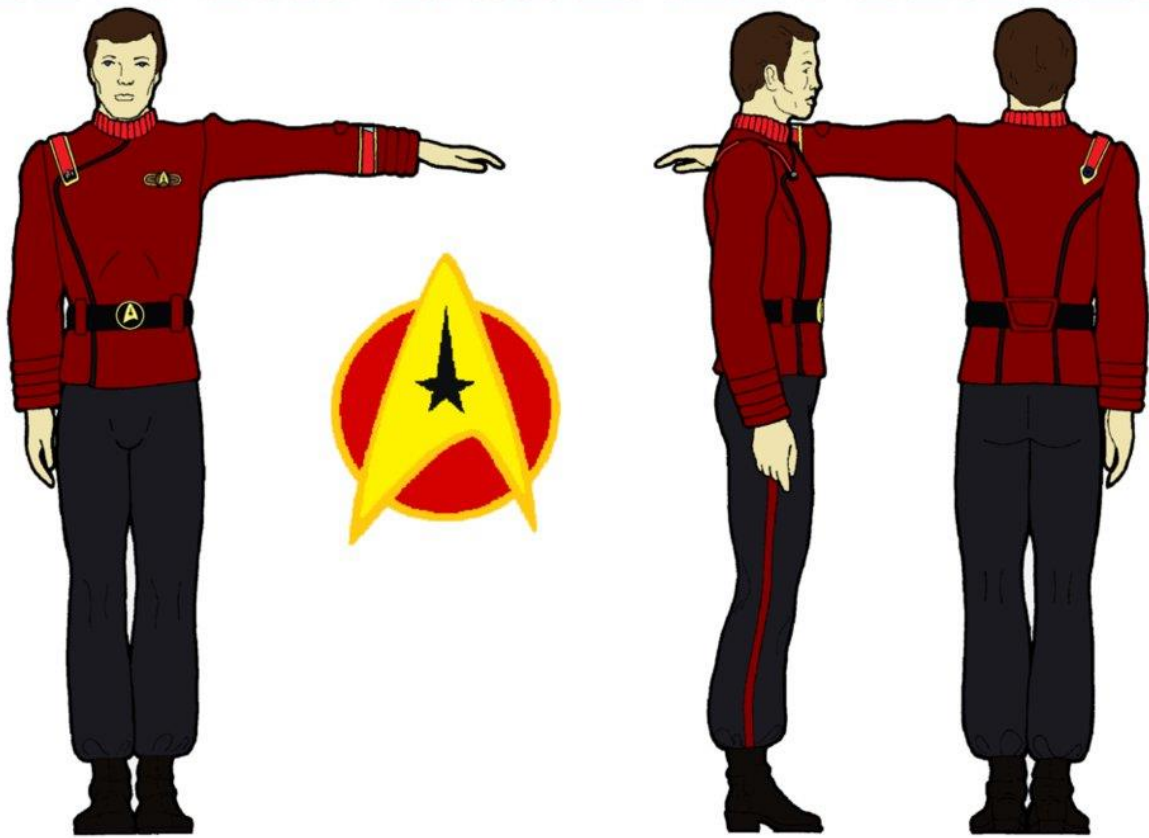
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2273 - 2317
DUTY FIELD JACKET SCIENCE**



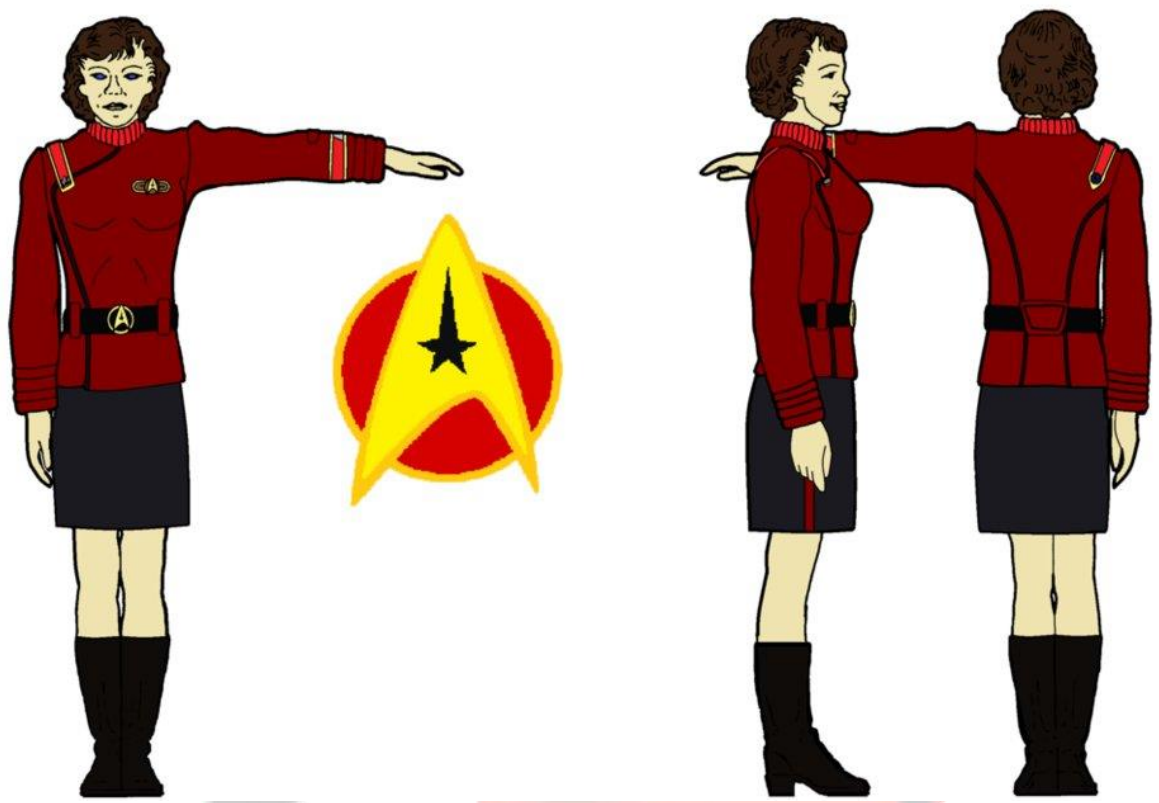
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2273 - 2317
TACTICAL UNIFORM SCIENCE**



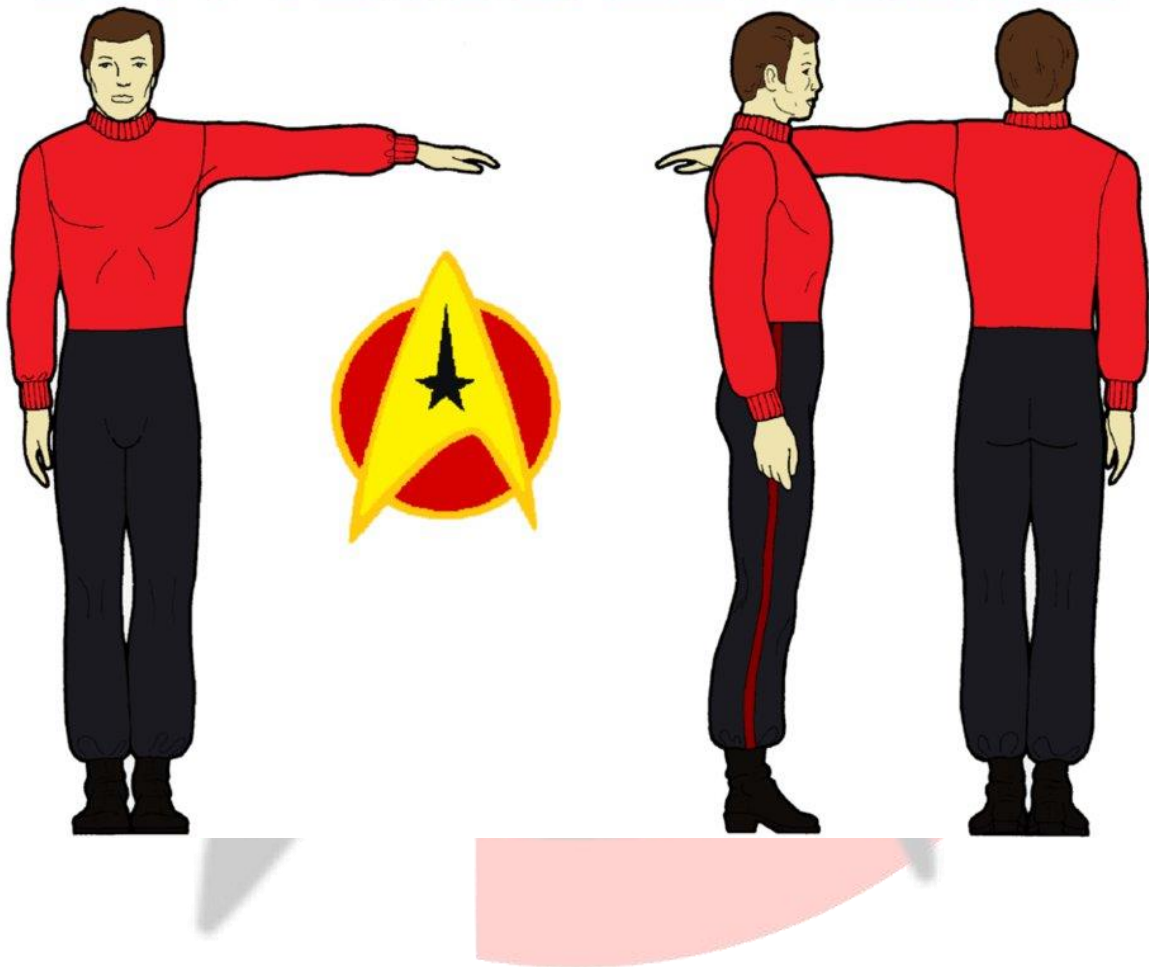
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2273 - 2317
DUTY UNIFORM CADET SCIENCE**



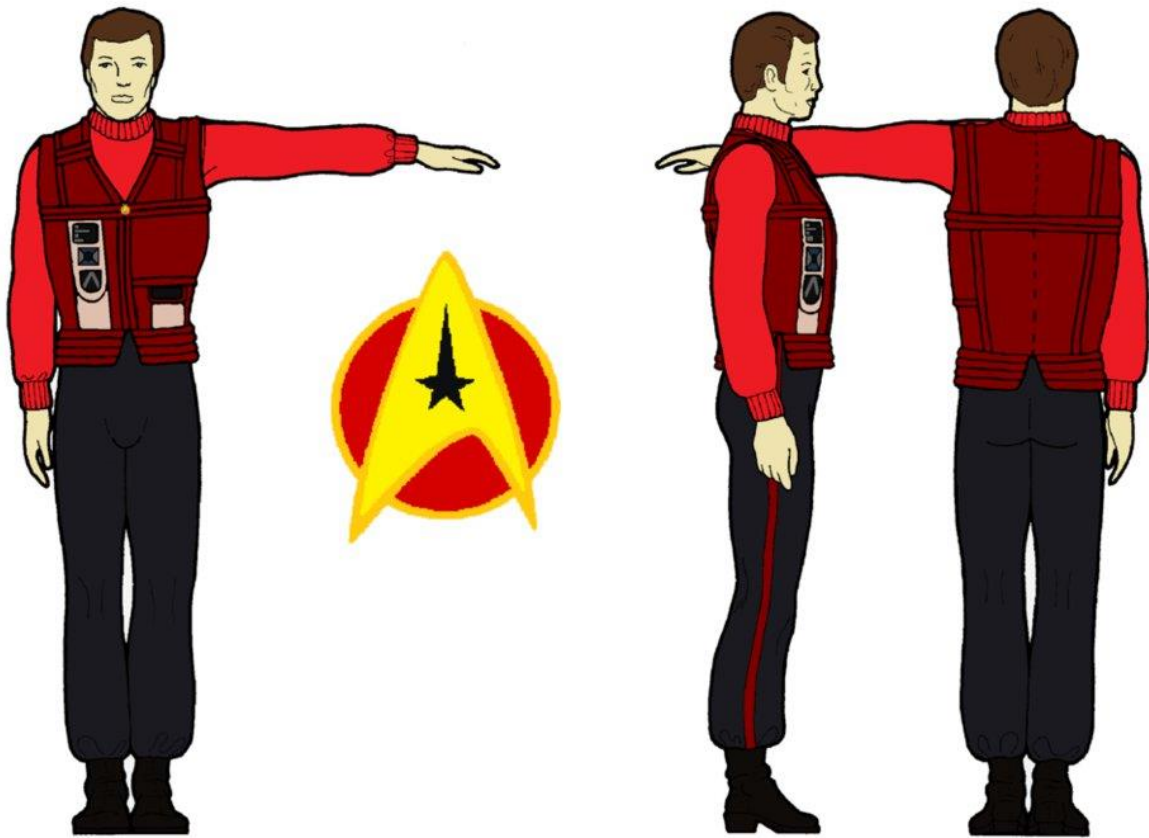
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2273 - 2317
ALT. DUTY UNIFORM CADET SCIENCE**



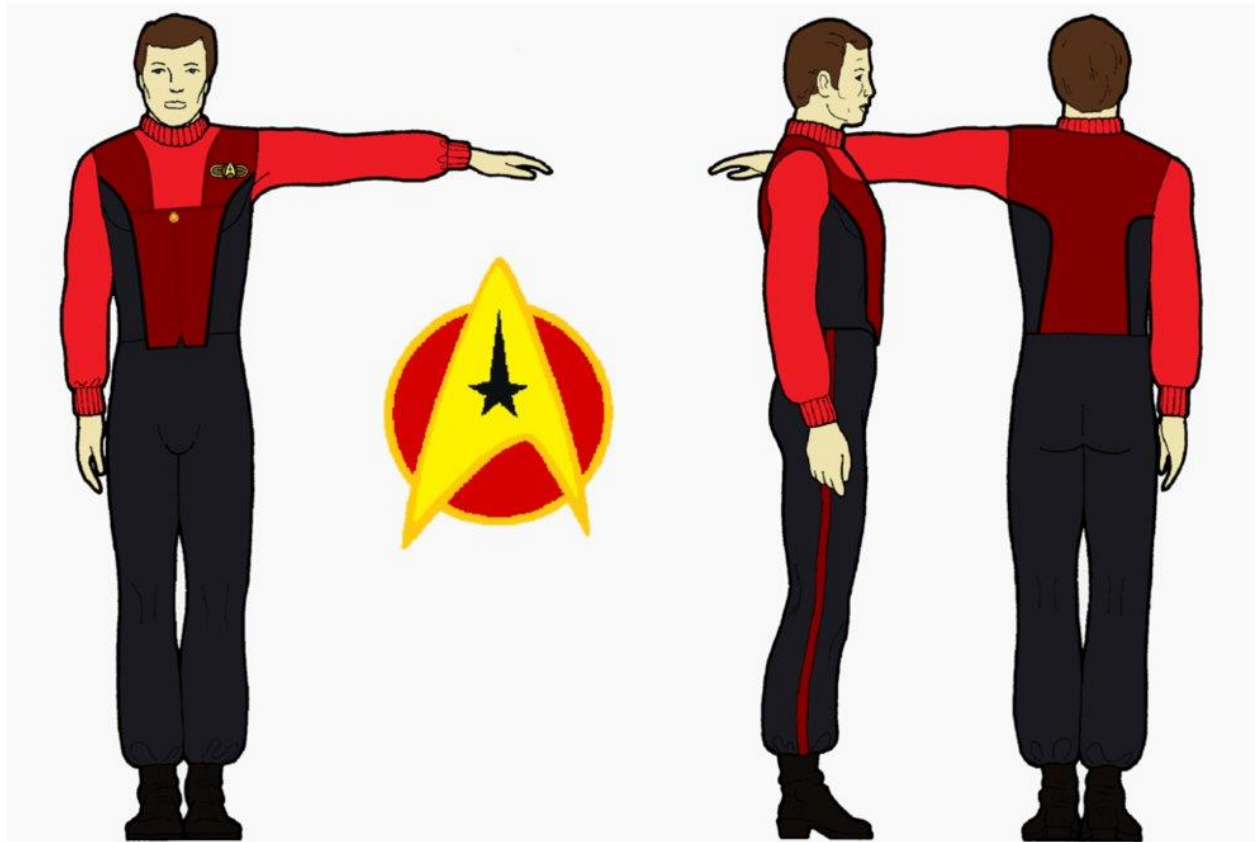
**STARFLEET MALE OFFICER
2273 - 2317
DUTY TUNIC CADET SCIENCE**



**STARFLEET MALE OFFICER
2273 - 2317
DUTY UNDERVEST CADET SCIENCE**



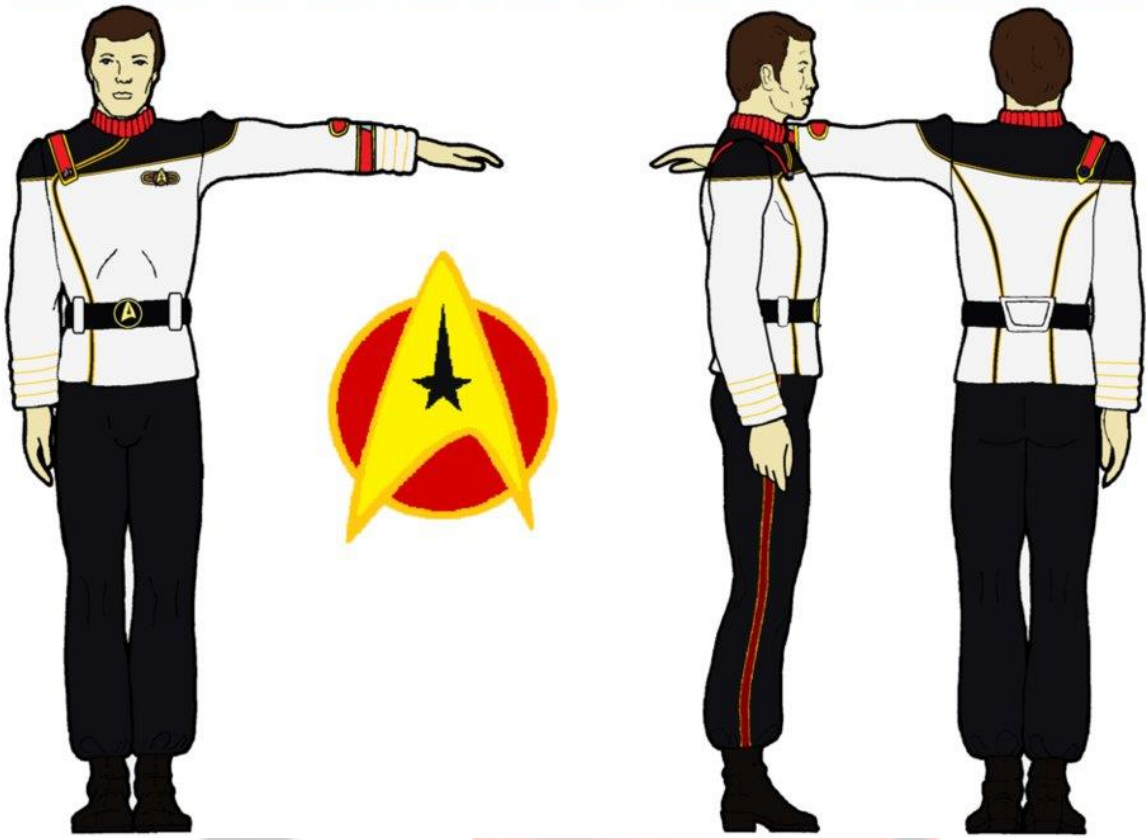
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2273 - 2317
RELAXED DUTY VEST CADET SCIENCE**



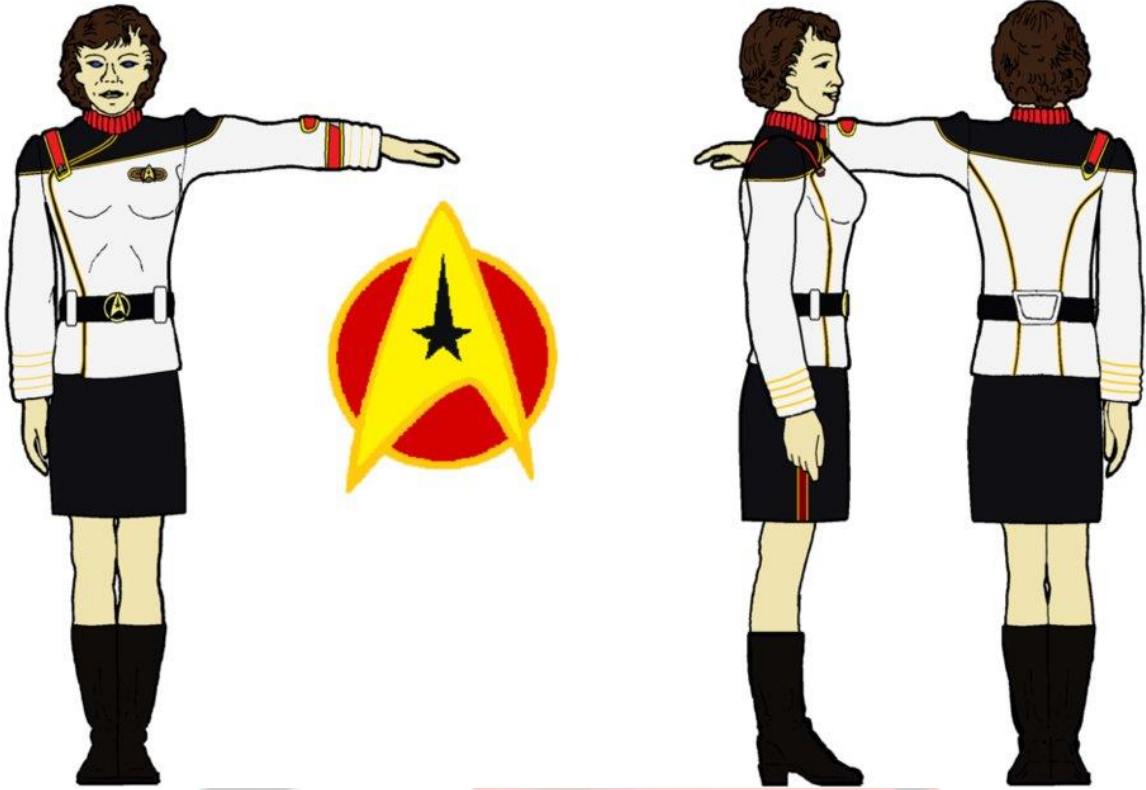
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2273 - 2317
DUTY BOMBER JACKET CADET SCIENCE**



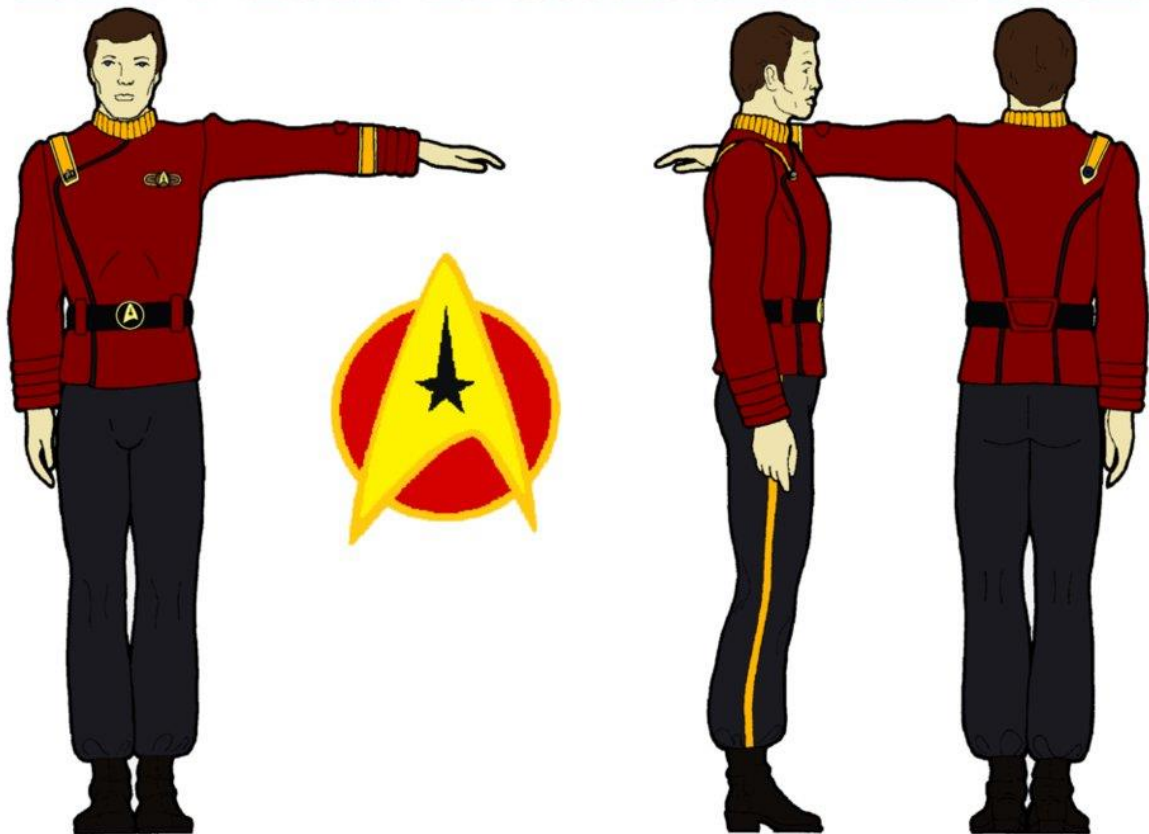
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2273 - 2317
FORMAL DRESS CADET SCIENCE**



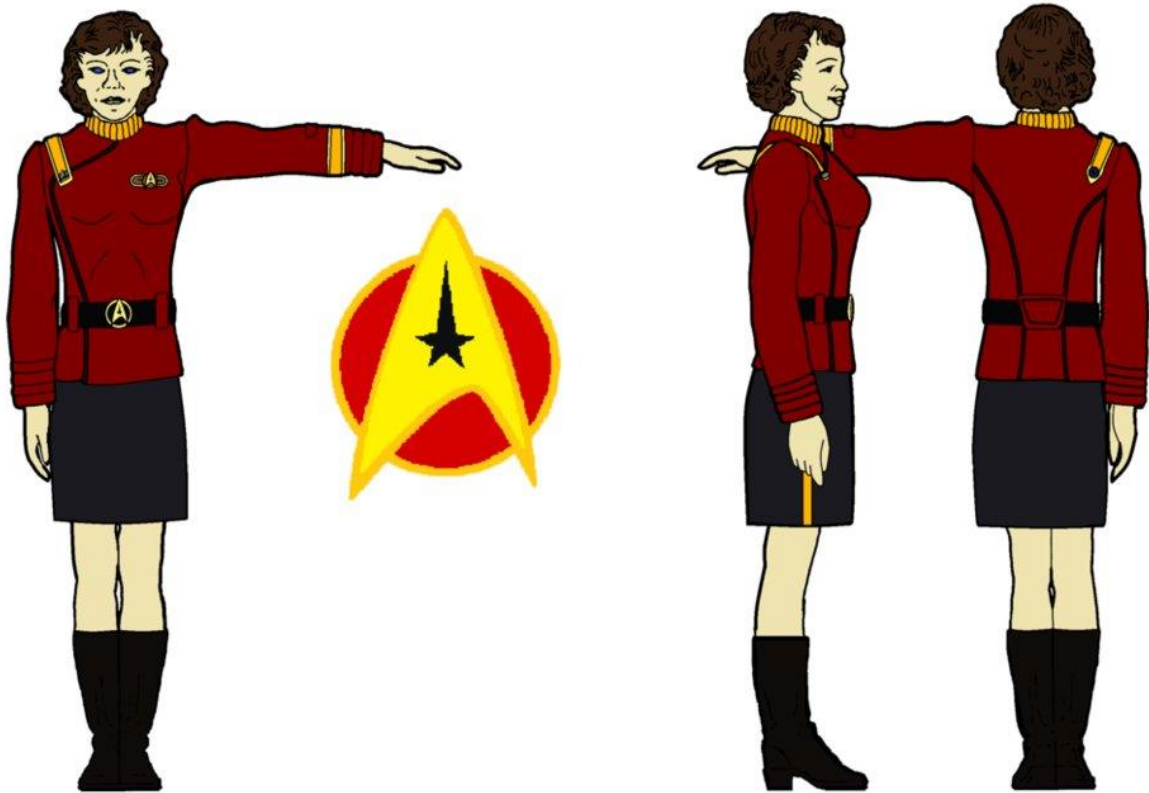
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FORMAL DRESS CADET SCIENCE**



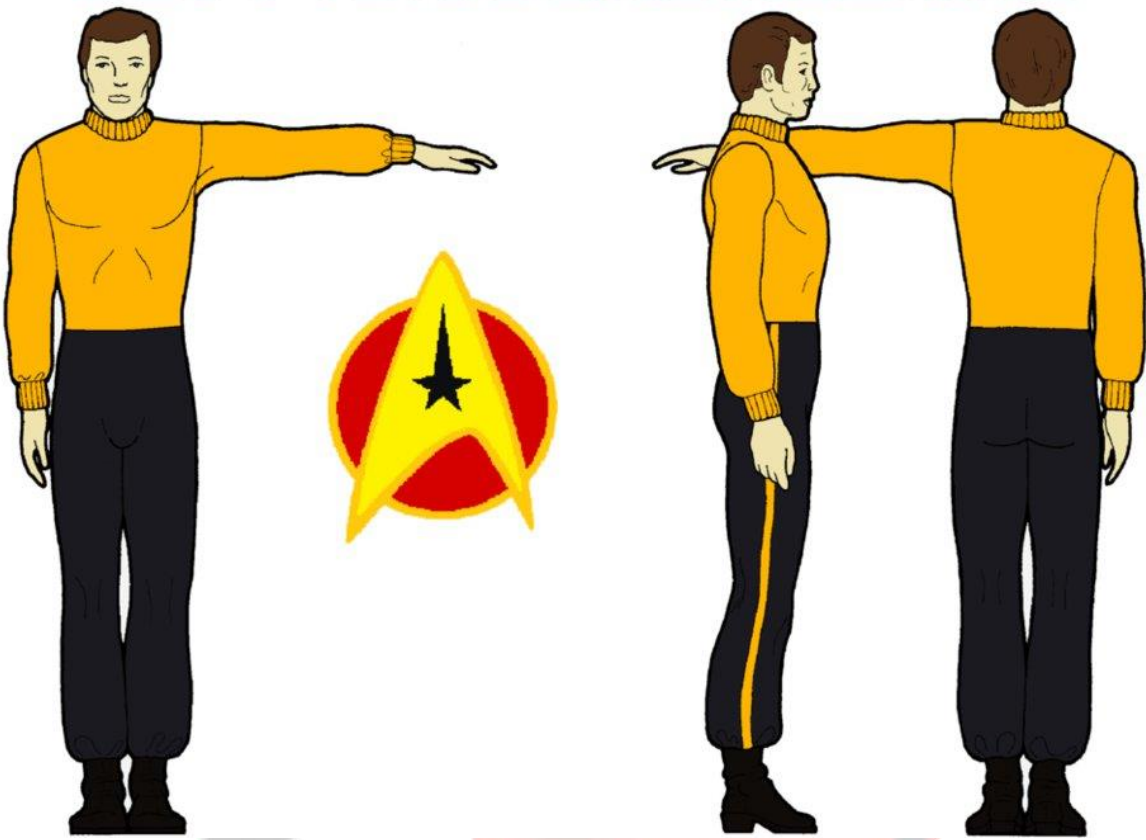
Engineering Department
STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM ENGINEERING



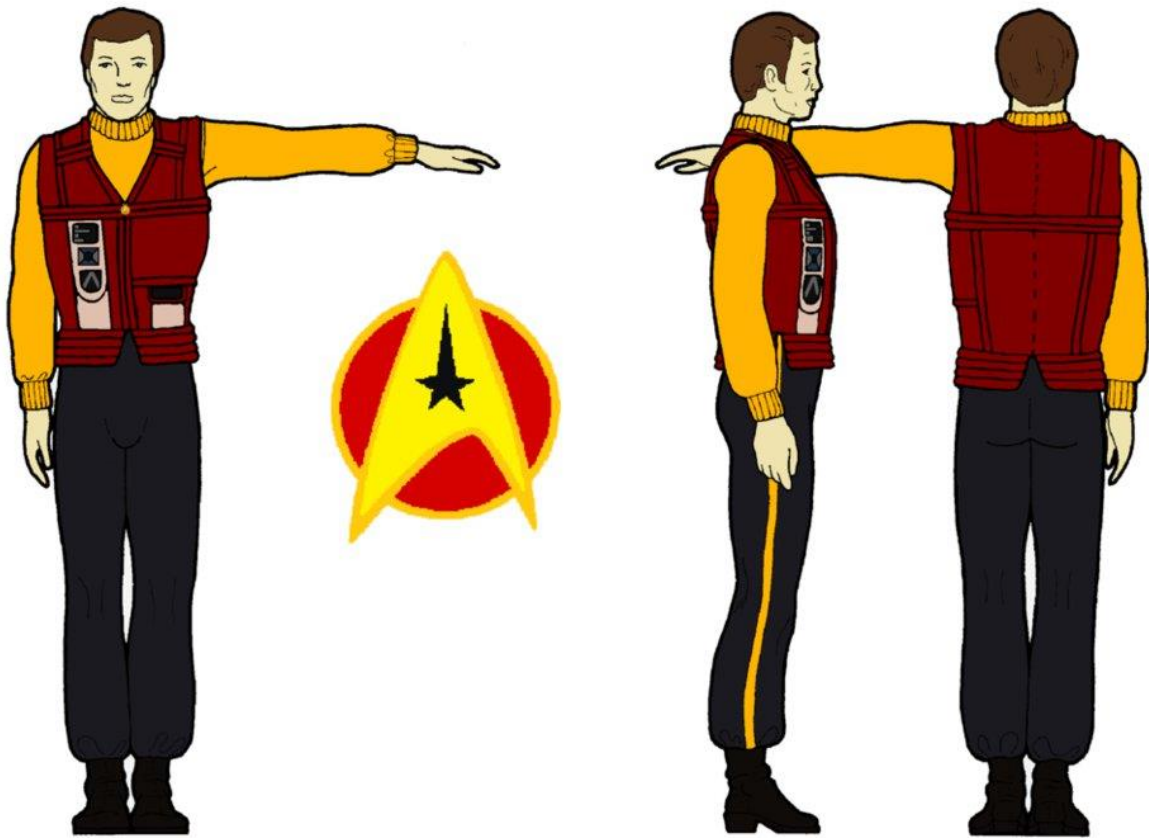
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2273 - 2317
ALT. DUTY UNIFORM ENGINEERING**



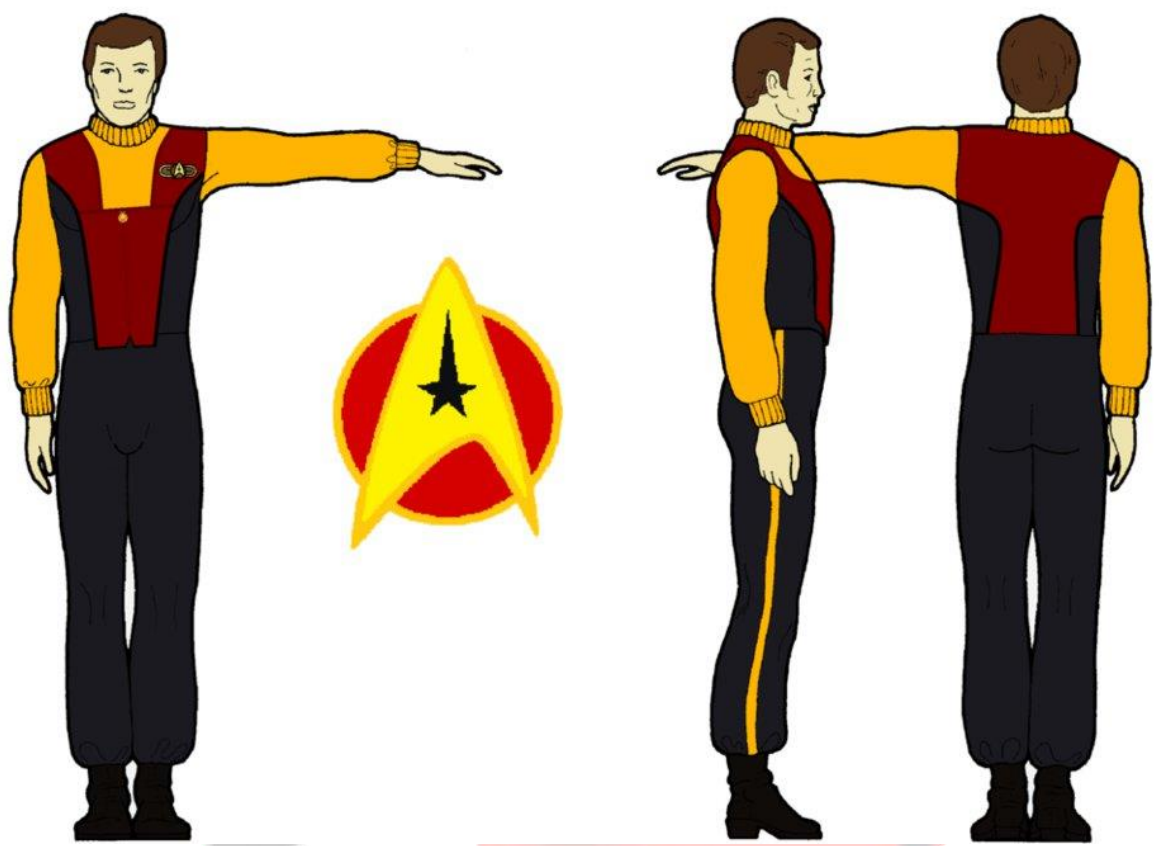
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2273 - 2317
DUTY TUNIC ENGINEERING**



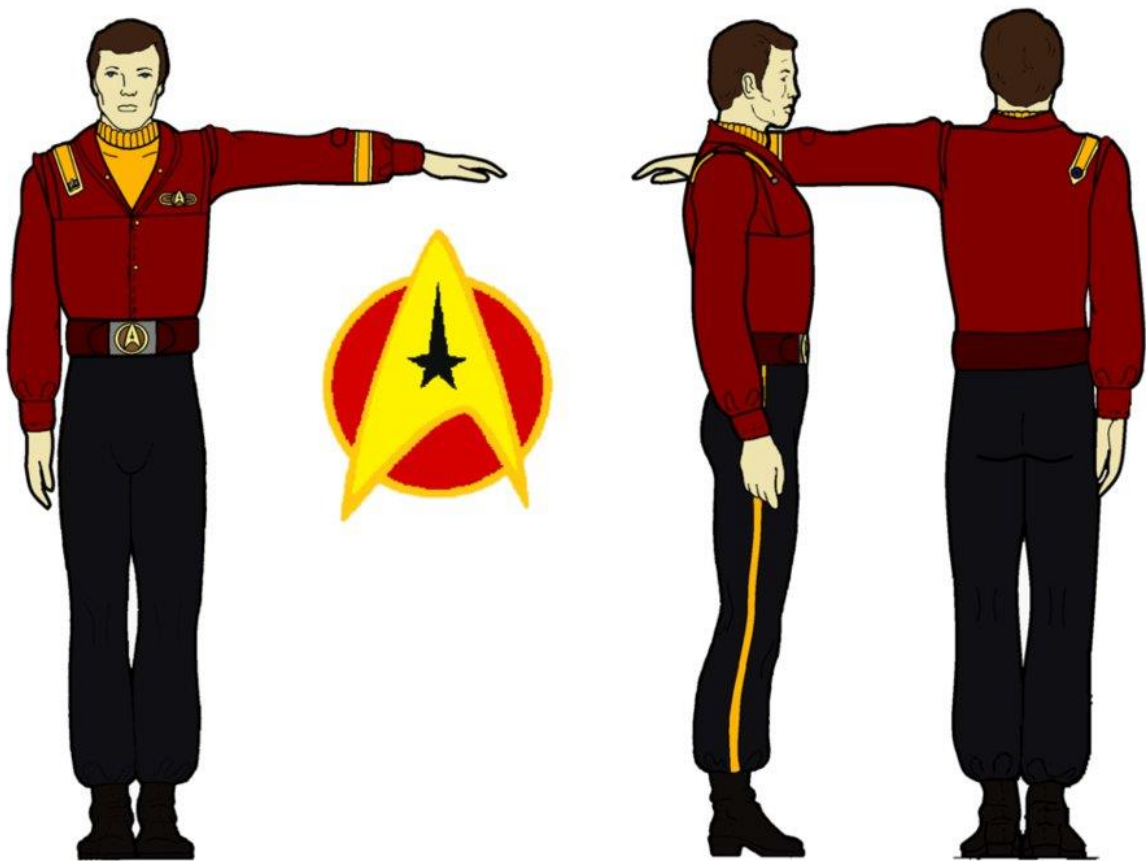
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2273 - 2317
DUTY JACKET UNDERVEST ENGINEERING**



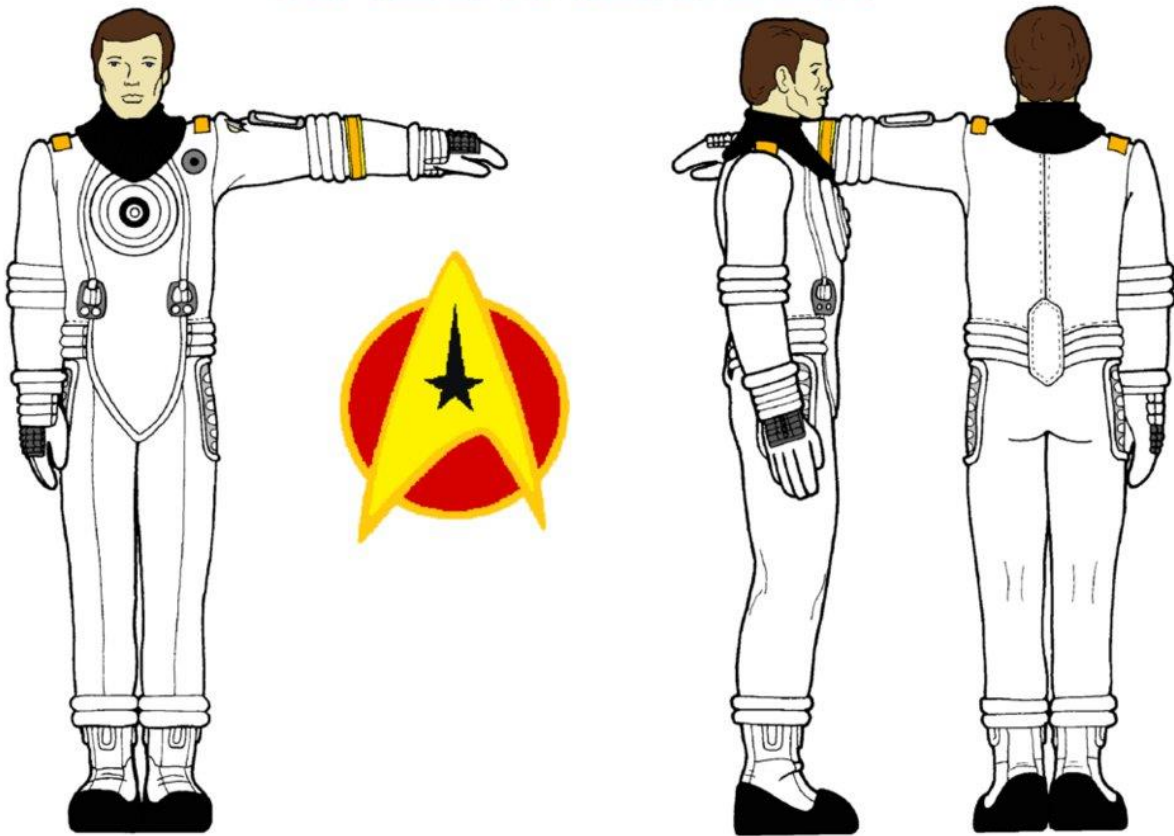
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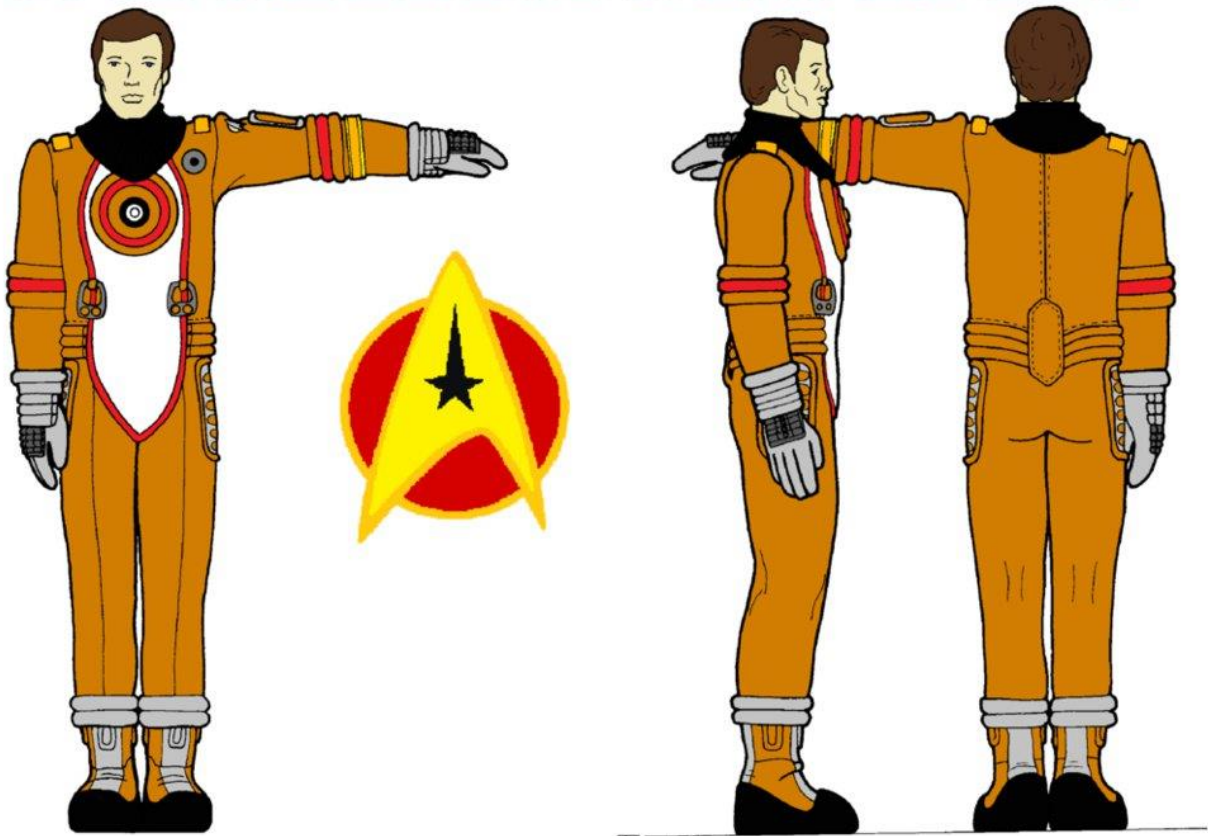
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2273 - 2317
DUTY BOMBER JACKET ENGINEERING**



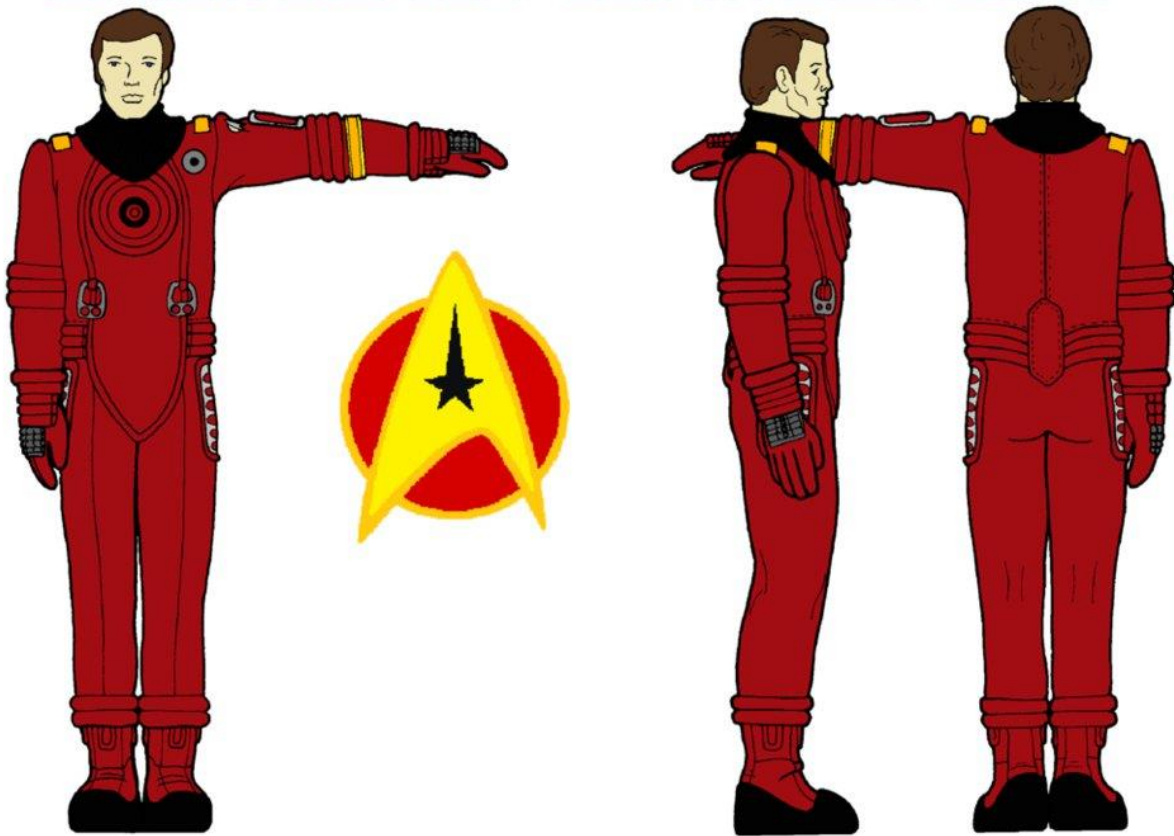
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2273 - 2317
RADIATION SUIT**



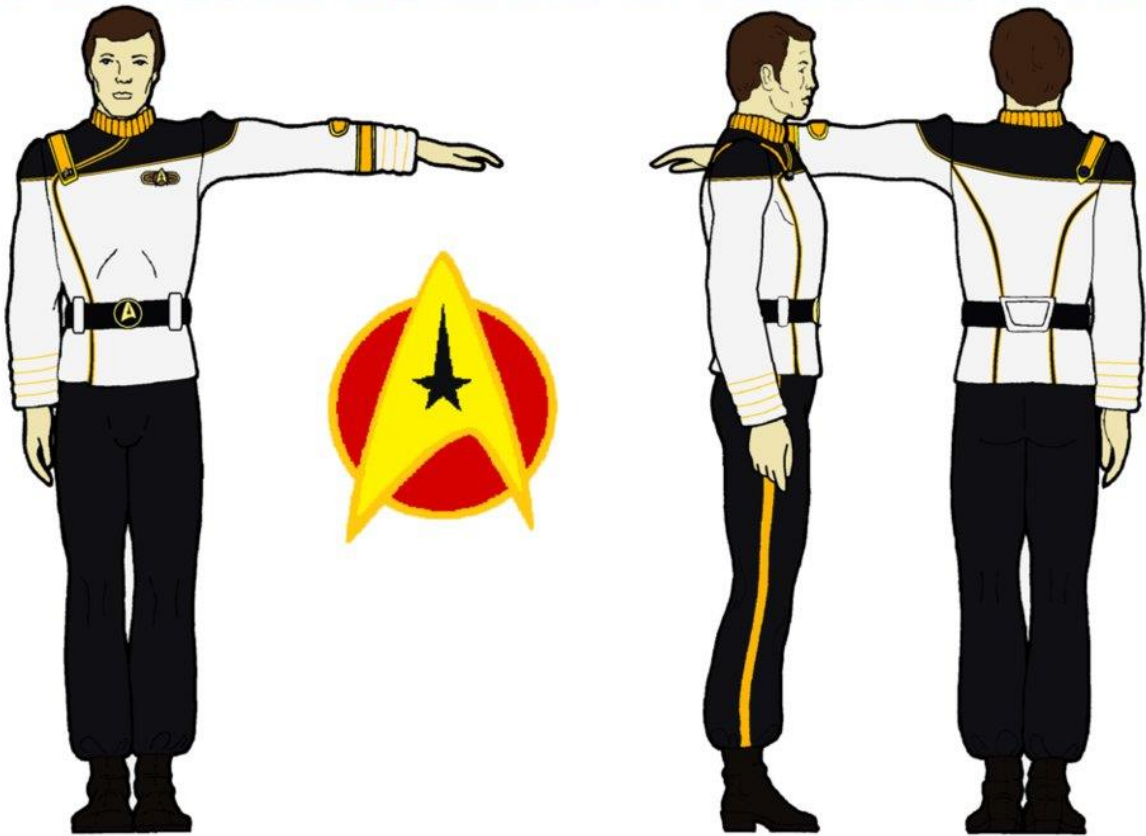
**STARFLEET MALE OFFICER
2273 - 2317
HAZARDOUS MATERIALS SUIT**



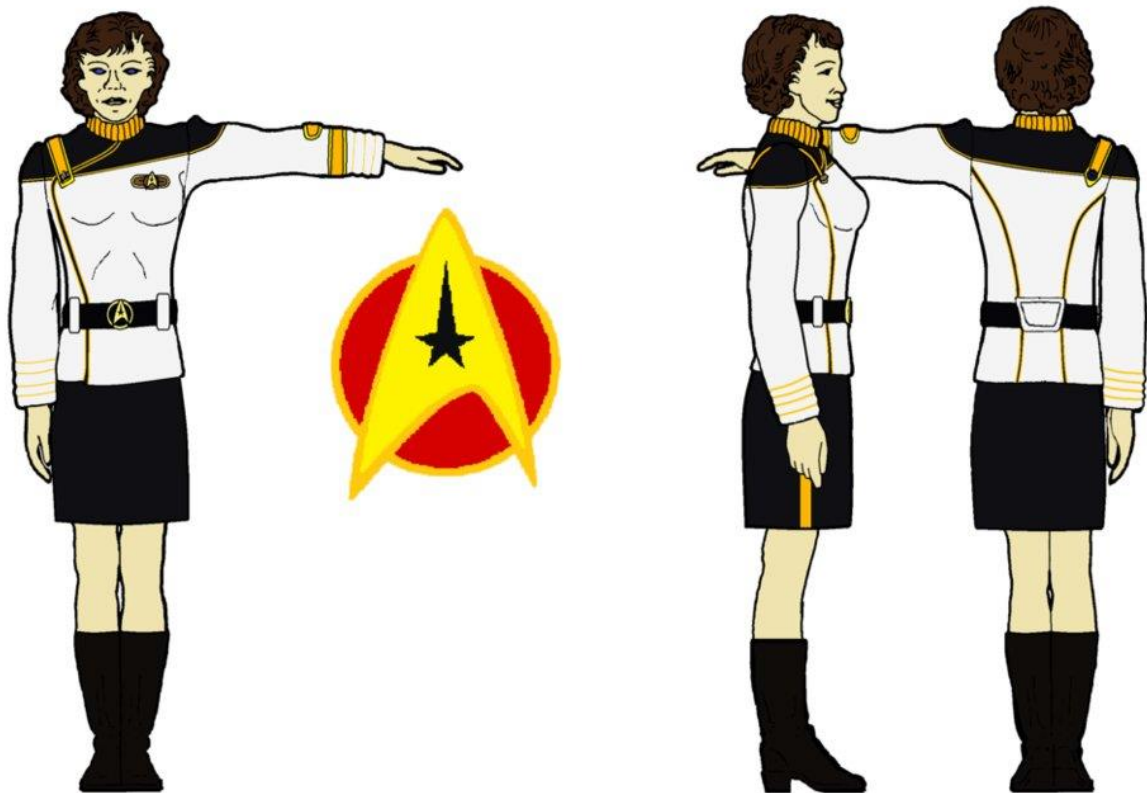
**STARFLEET MALE OFFICER
2273 - 2317
EMERGENCY SERVICES SUIT**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS ENGINEERING**



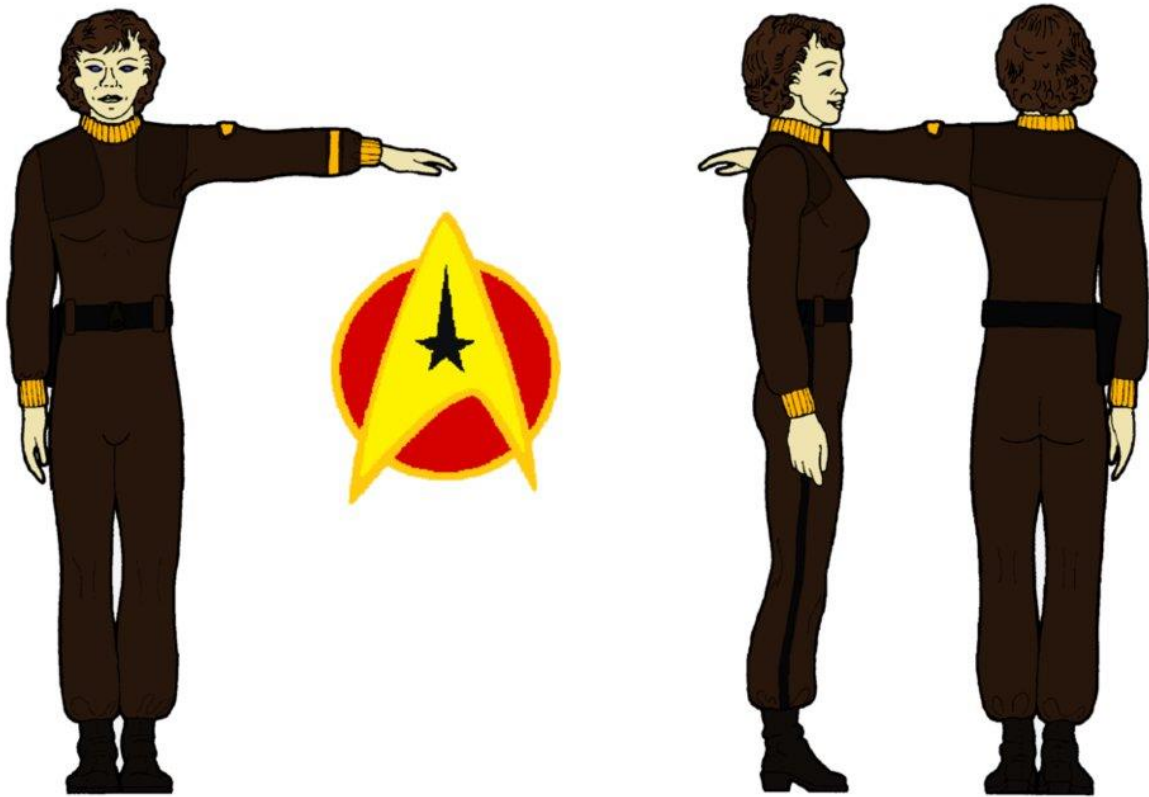
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2273 - 2317
FORMAL DRESS ENGINEERING**



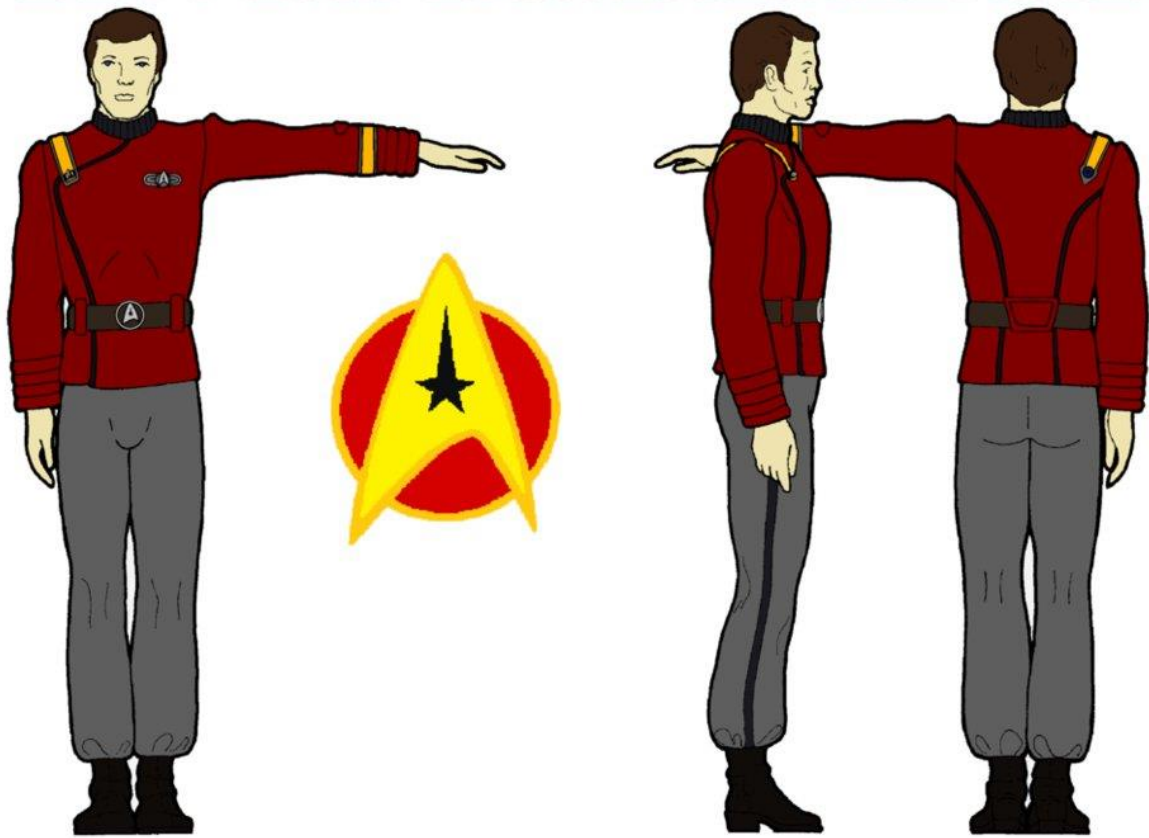
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2273 - 2317
DUTY FIELD JACKET ENGINEERING**



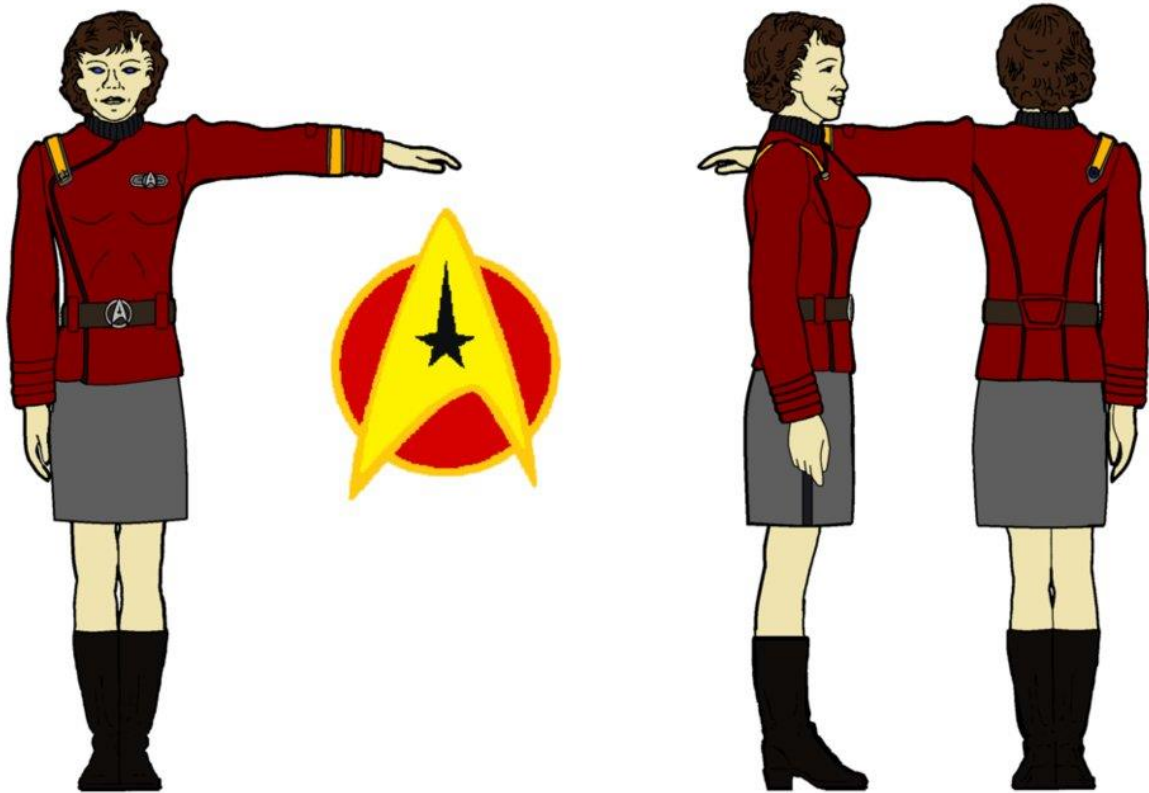
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2273 - 2317
TACTICAL UNIFORM ENGINEERING**



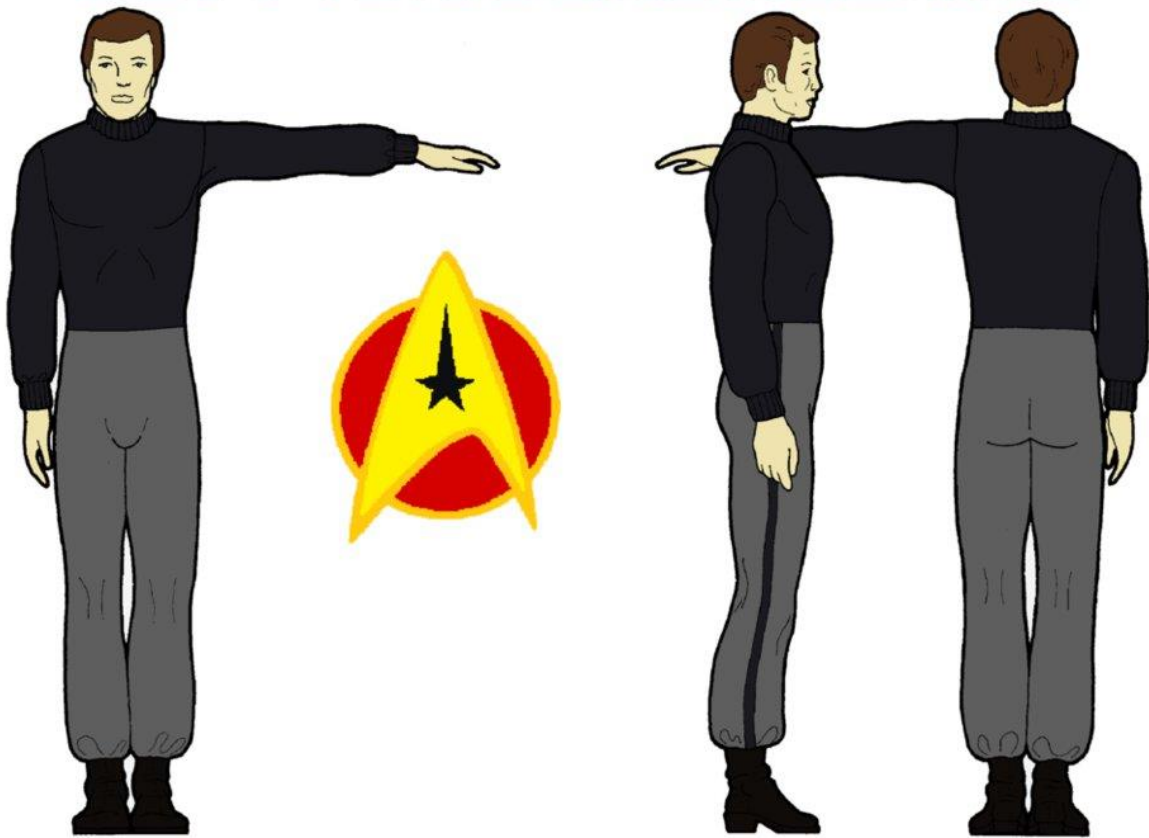
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DUTY UNIFORM ENGINEERING**



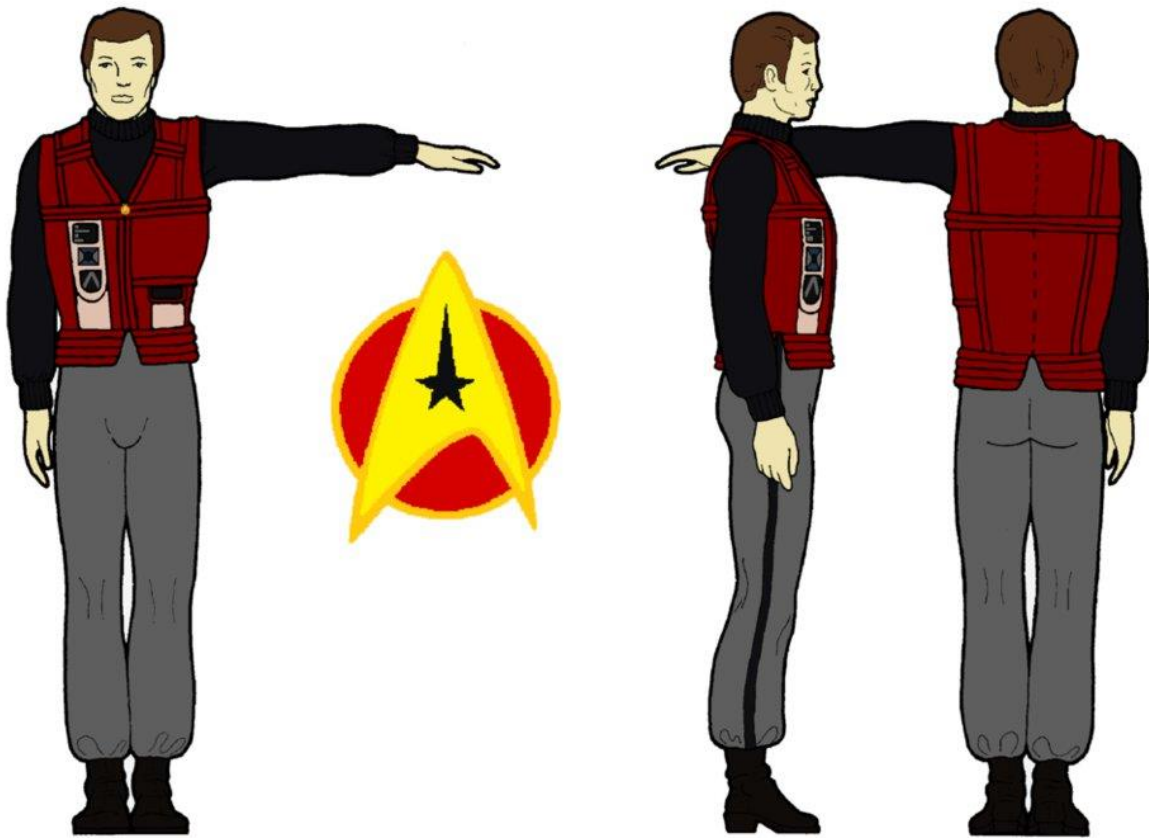
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2273 - 2317
ALT. DUTY UNIFORM ENGINEERING**



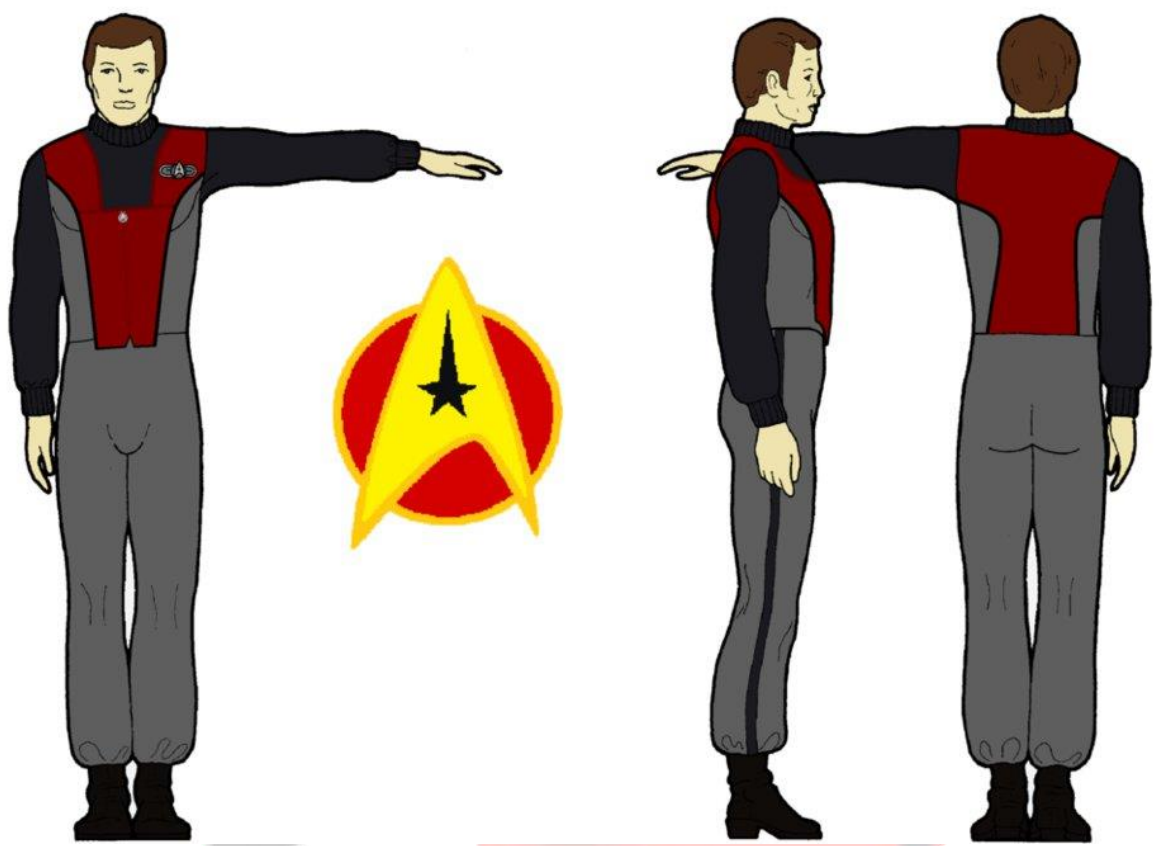
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2273 - 2317
DUTY TUNIC ENGINEERING**



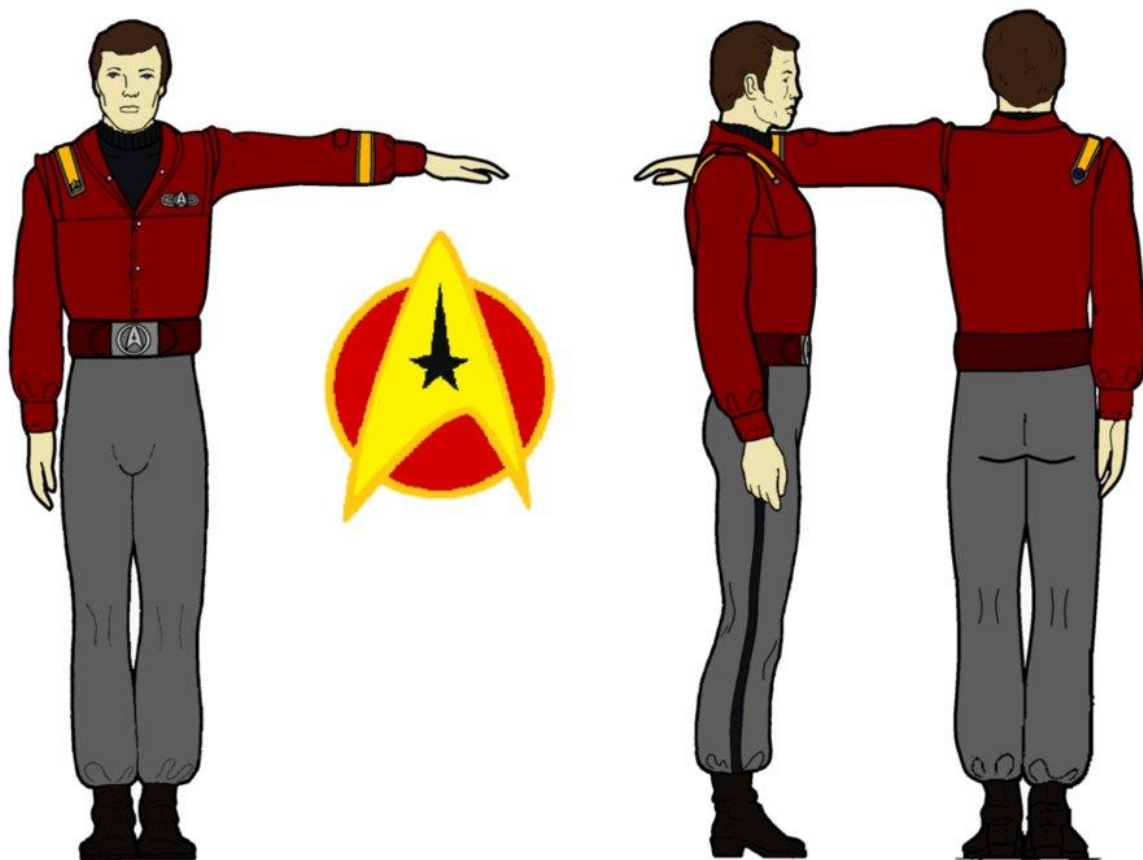
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2273 - 2317
DUTY JACKET UNDERVEST ENGINEERING



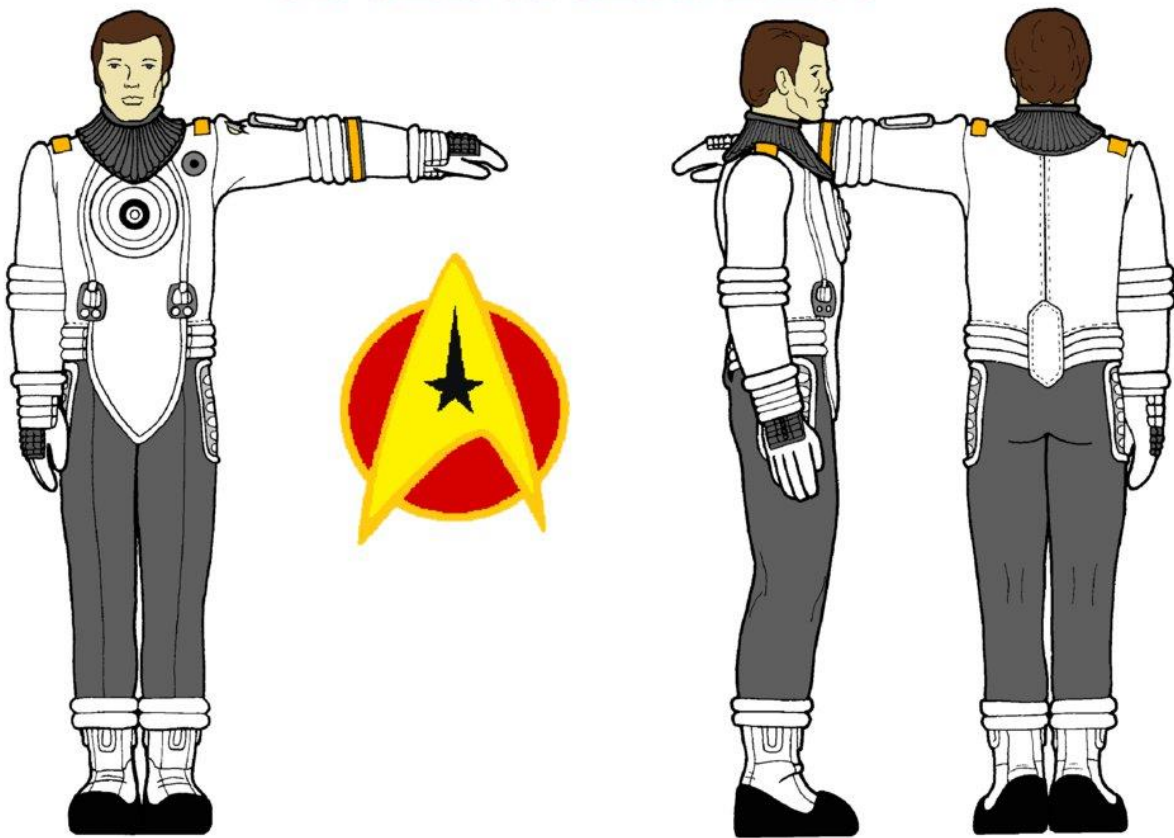
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2273 - 2317
RELAXED DUTY VEST ENGINEERING



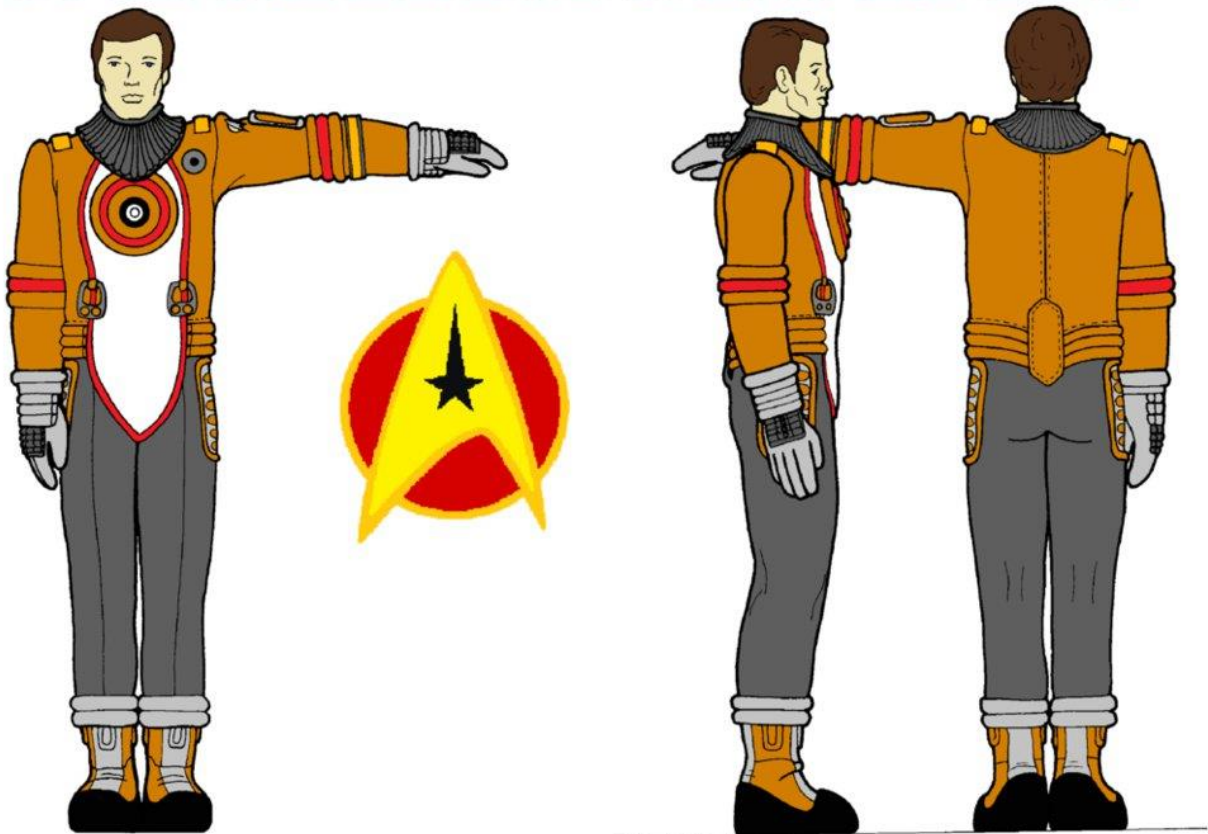
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2273 - 2317
DUTY BOMBER JACKET ENGINEERING**



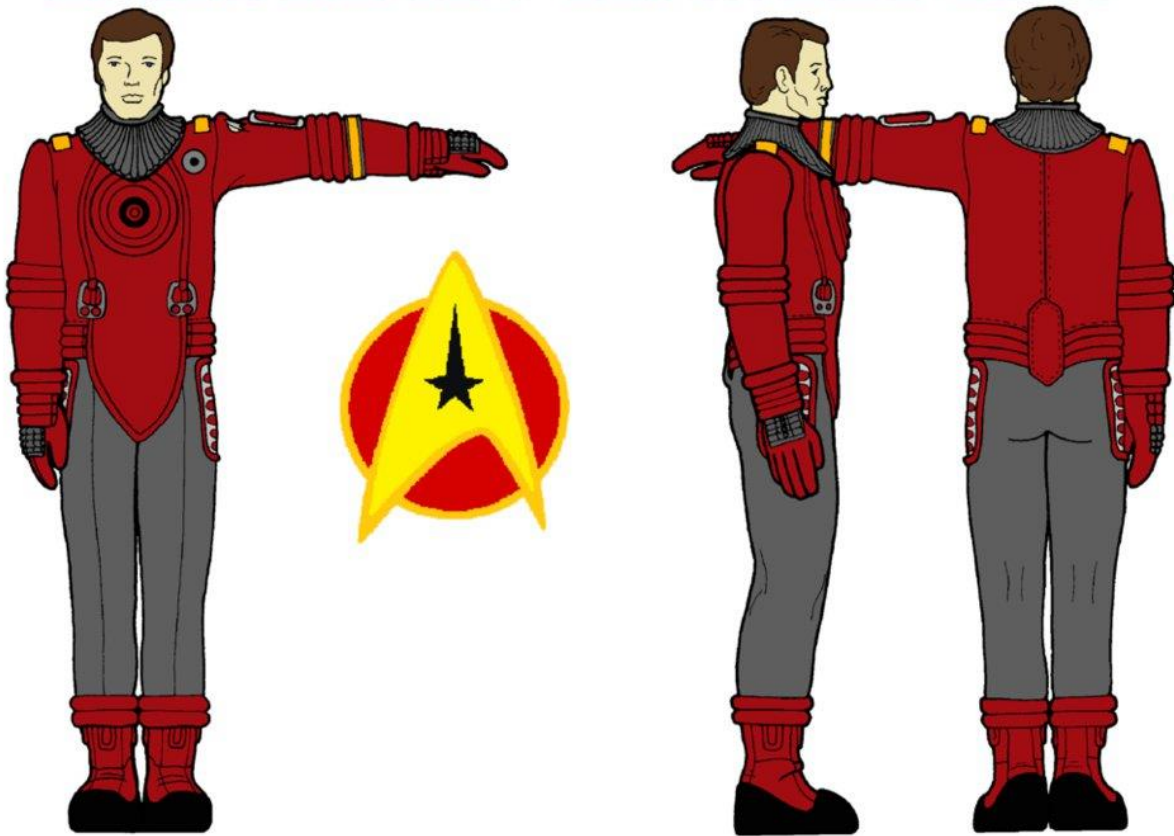
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2273 - 2317
RADIATION SUIT**



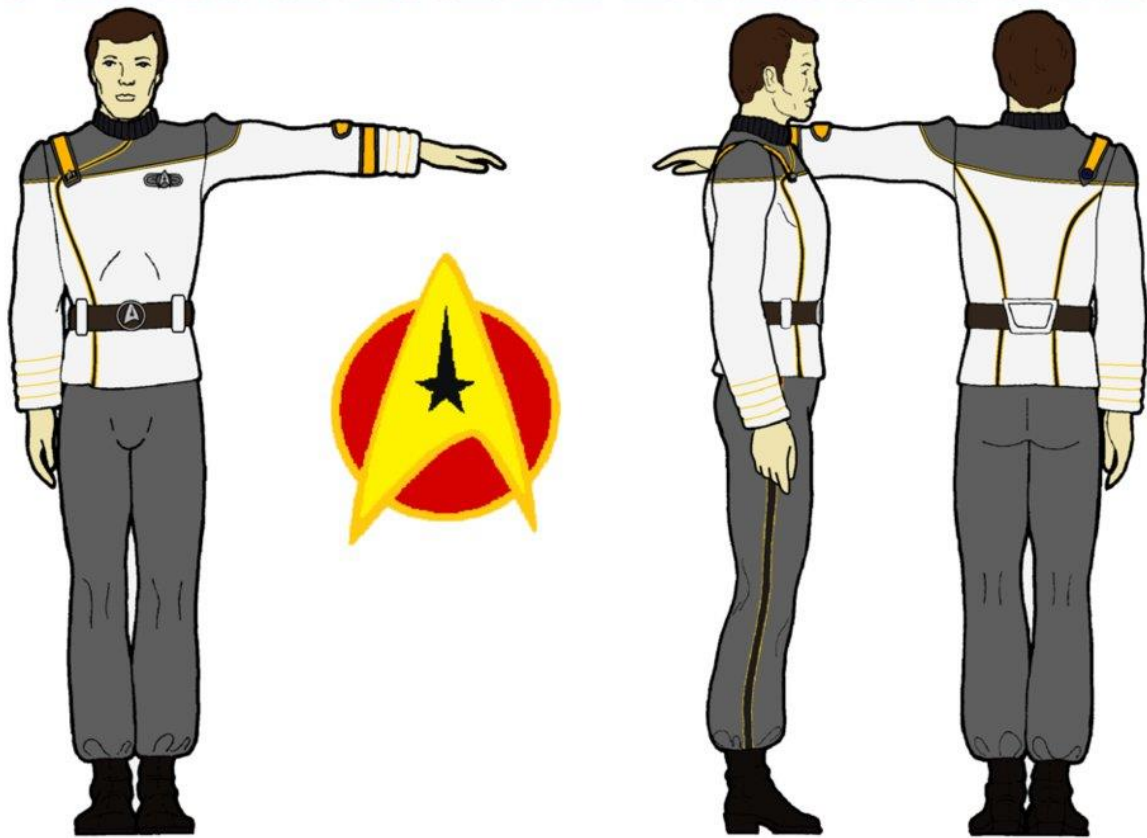
**STARFLEET MALE NCO
2273 - 2317
HAZARDOUS MATERIALS SUIT**



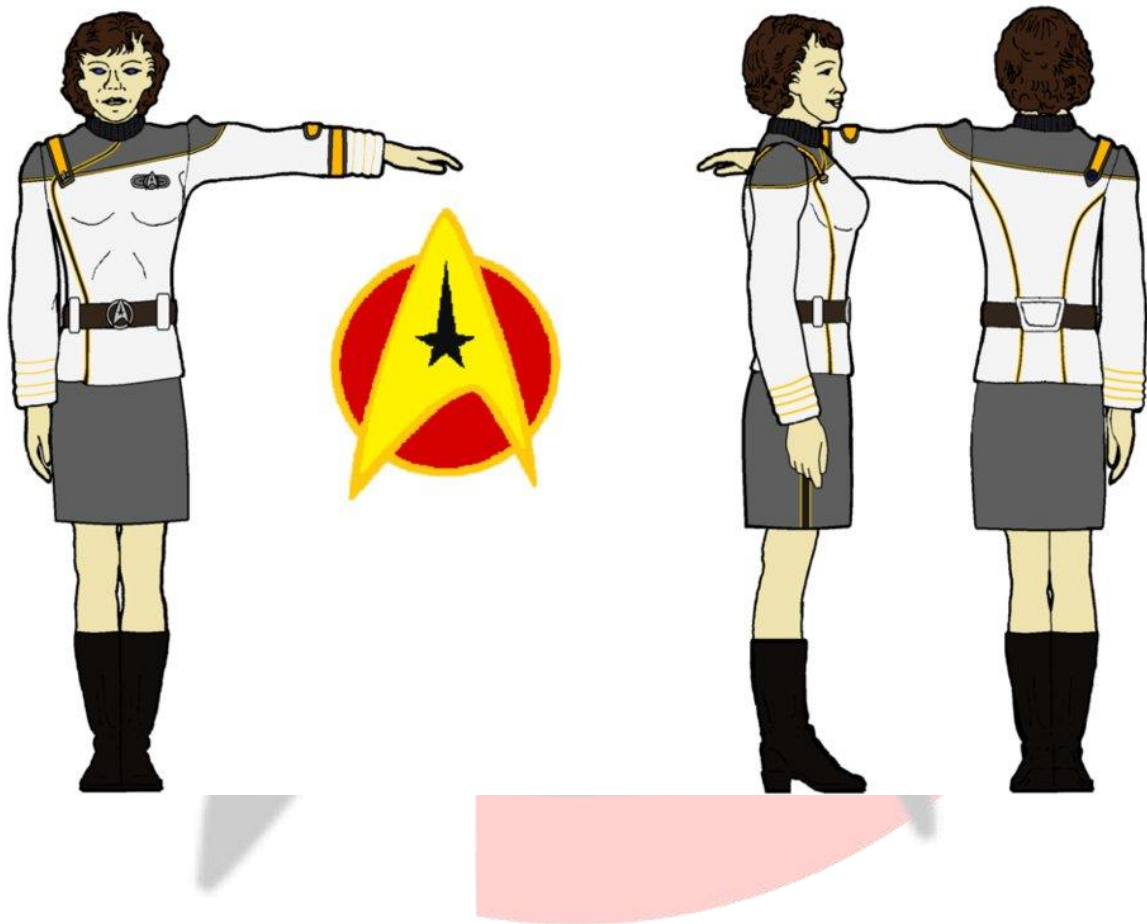
**STARFLEET MALE NCO
2273 - 2317
EMERGENCY SERVICES SUIT**



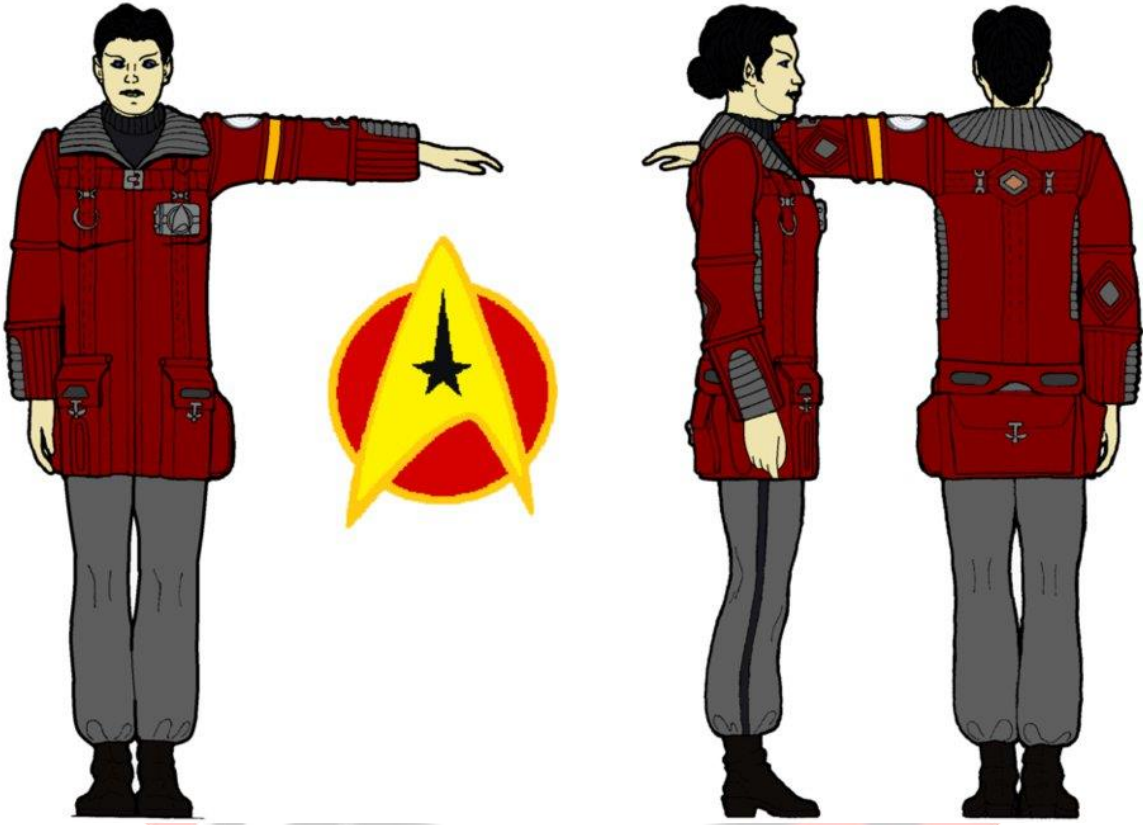
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2273 - 2317
FORMAL DRESS ENGINEERING**



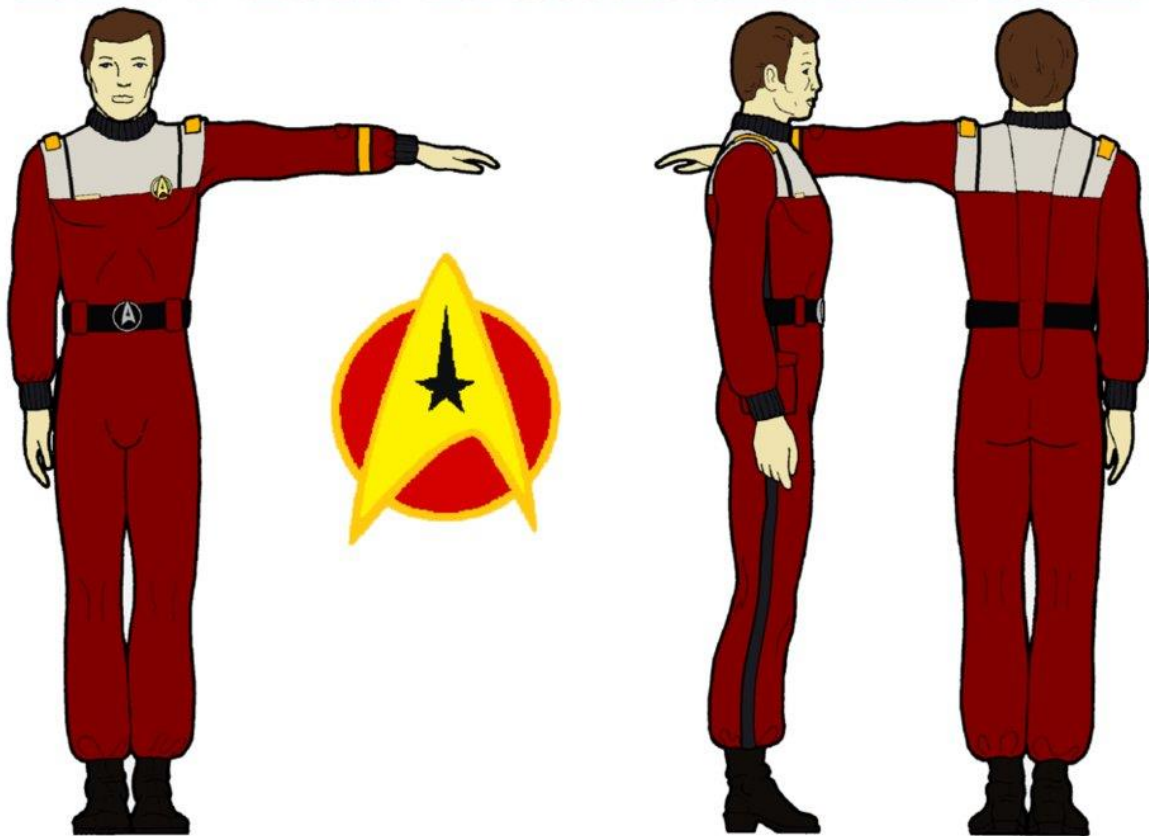
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2273 - 2317
FORMAL DRESS ENGINEERING**



**STARFLEET FEMALE NCO
2273 - 2317
DUTY FIELD JACKET ENGINEERING**

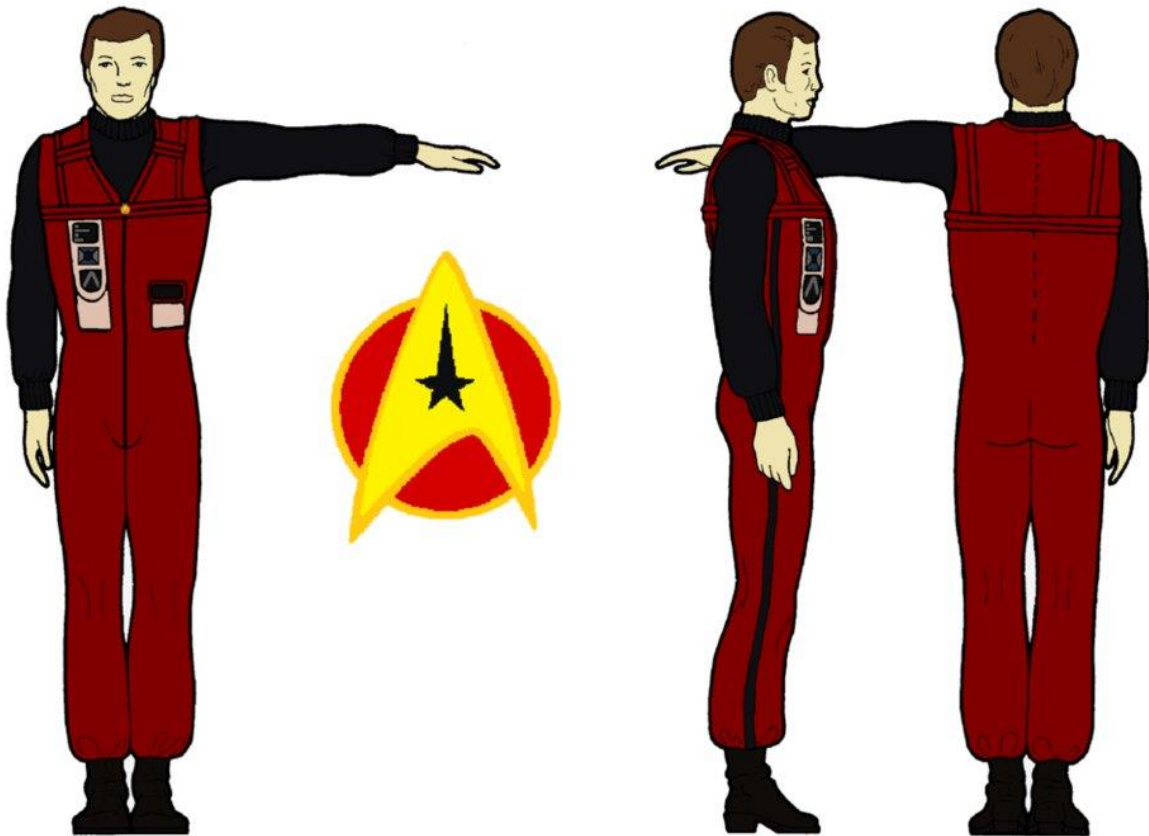


**STARFLEET MALE ENLISTED
2273 - 2317
DUTY UNIFORM ENGINEERING**

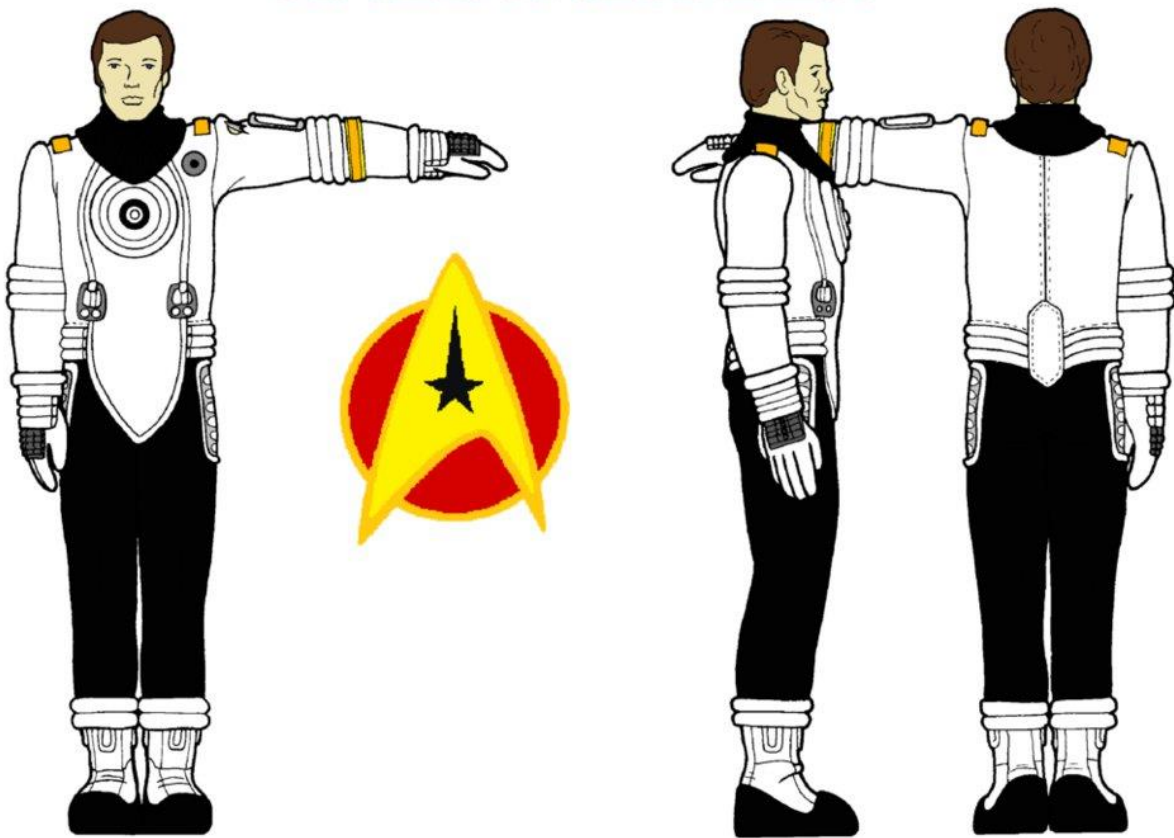


STARFLEET MALE ENLISTED 2273 - 2317

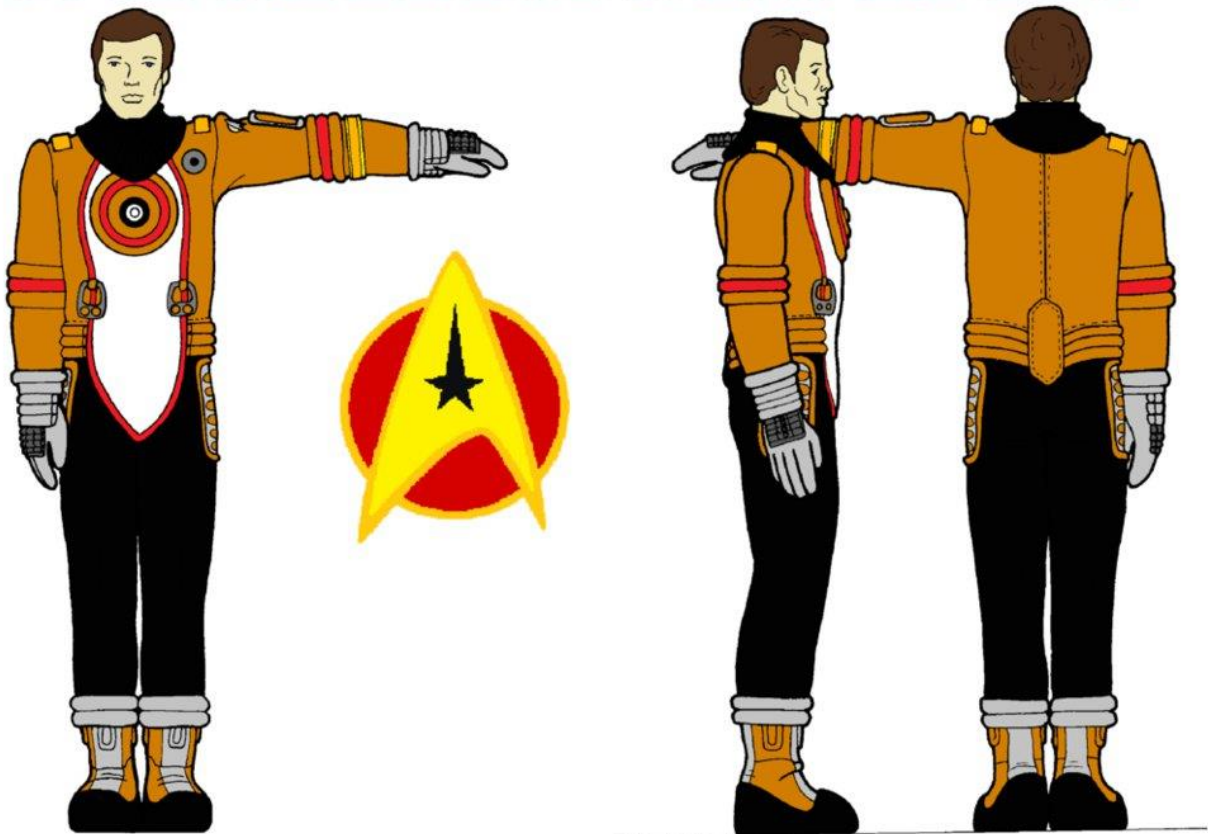
DUTY JACKET UNDER JUMPSUIT ENGINEERING



**STARFLEET MALE ENLISTED
2273 - 2317
RADIATION SUIT**



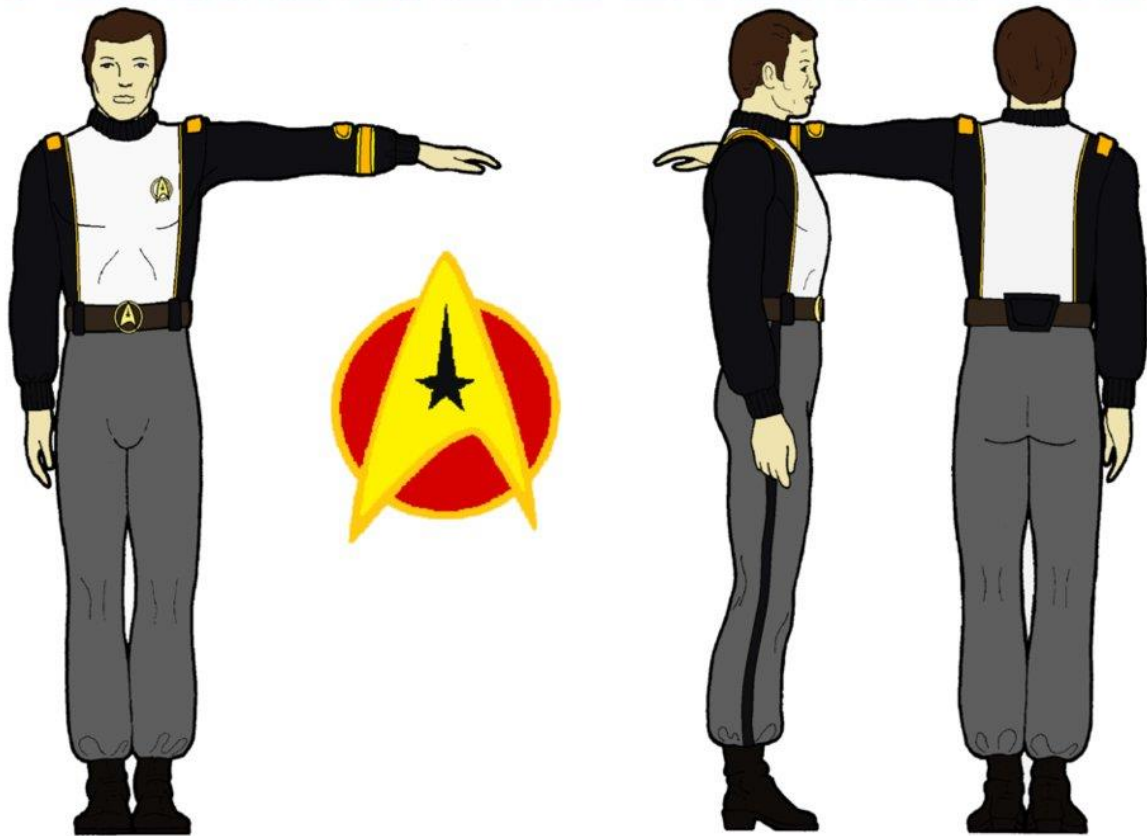
**STARFLEET MALE ENLISTED
2273 - 2317
HAZARDOUS MATERIALS SUIT**



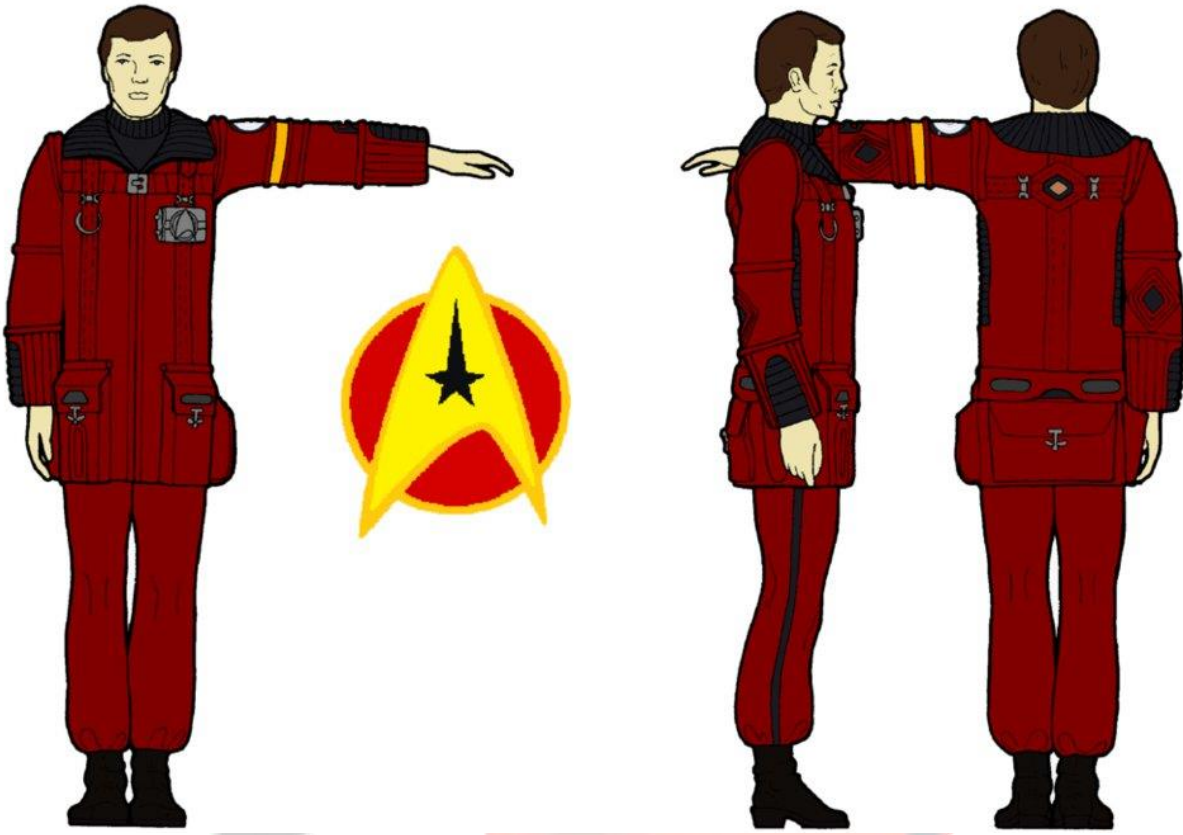
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2273 - 2317
EMERGENCY SERVICES SUIT**



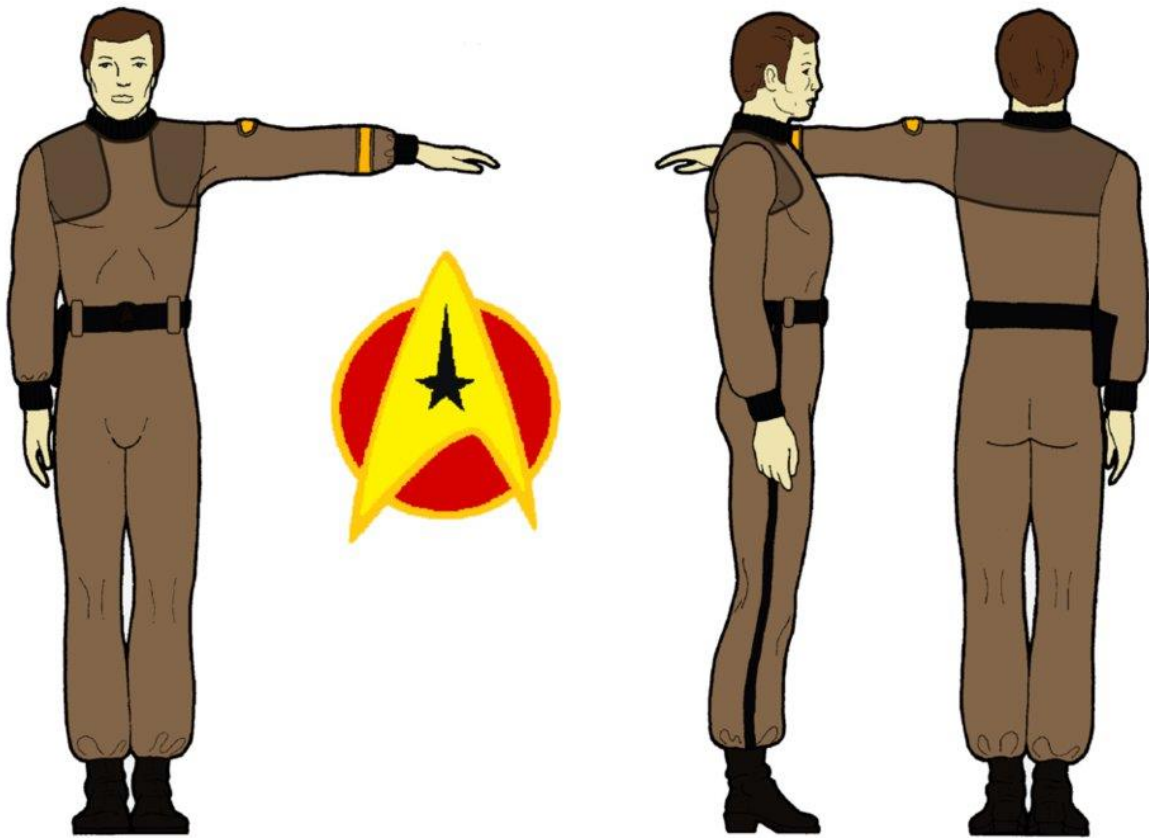
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2273 - 2317
FORMAL DRESS ENGINEERING**



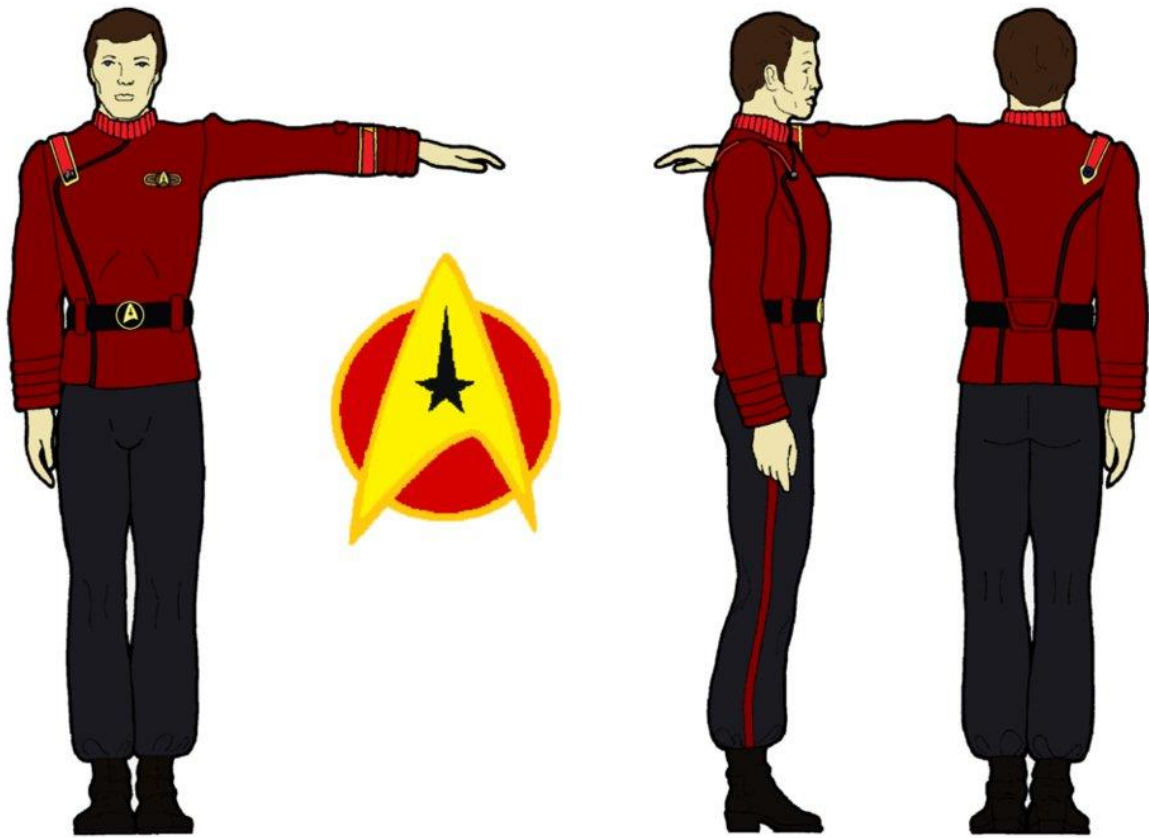
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2273 - 2317
DUTY FIELD JACKET ENGINEERING**



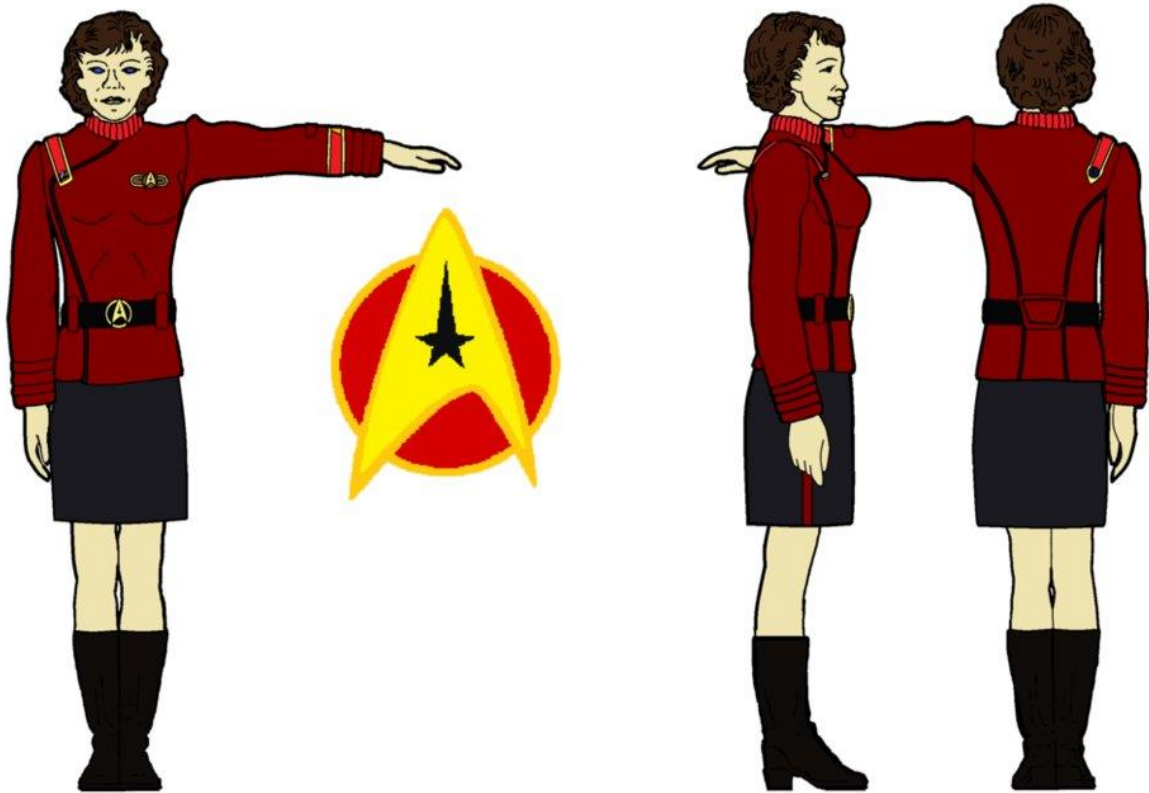
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2273 - 2317
TACTICAL UNIFORM ENGINEERING**



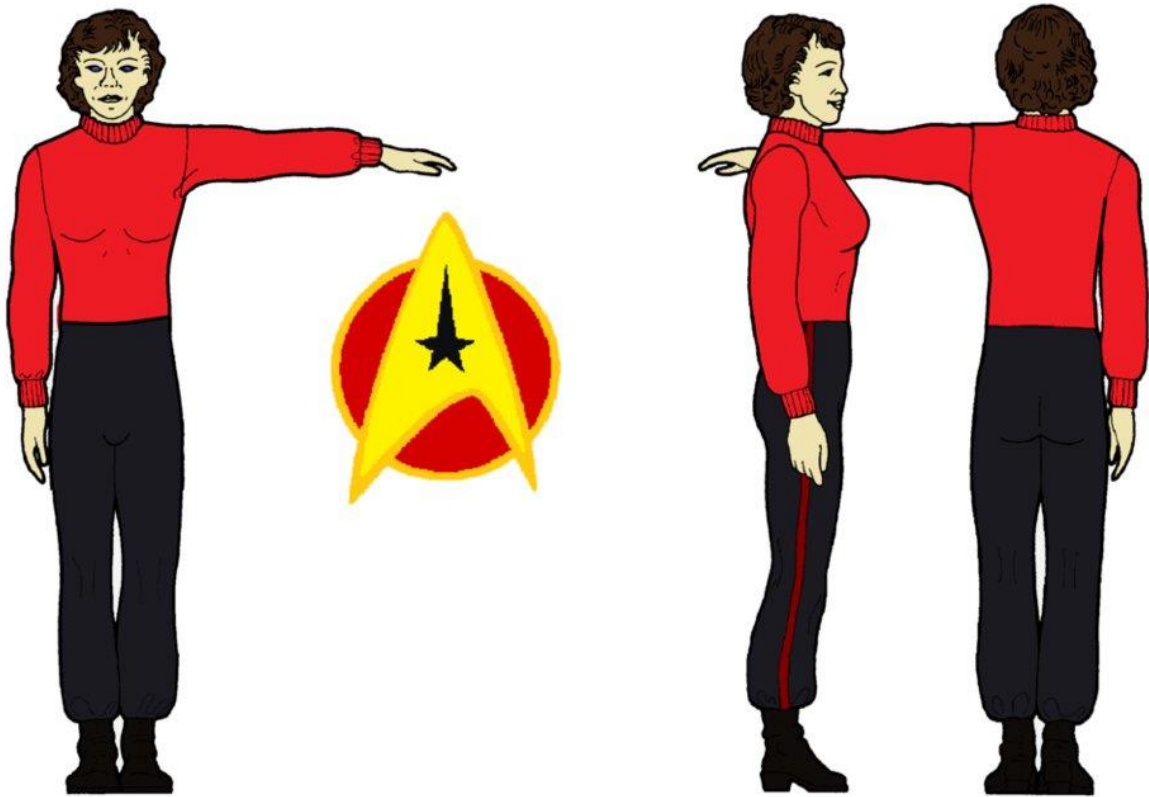
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2273 - 2317
DUTY UNIFORM CADET ENGINEERING**



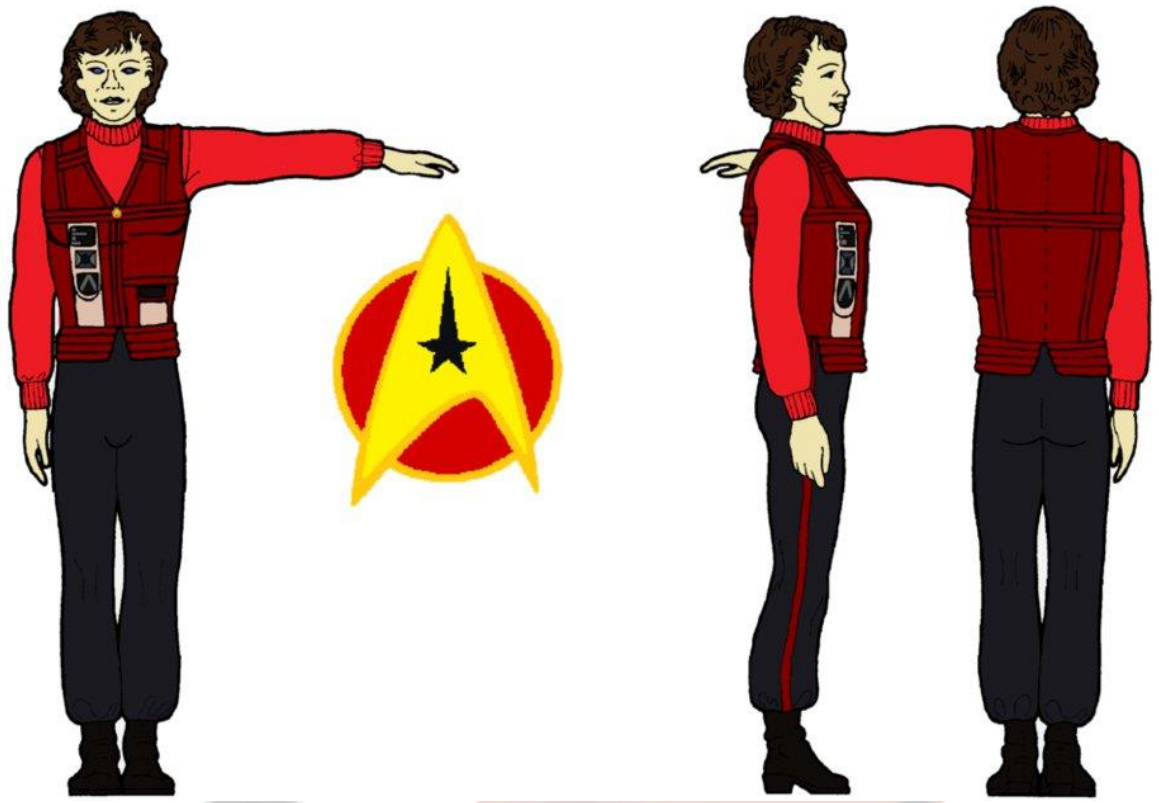
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2273 - 2317
ALT. DUTY UNIFORM CADET ENGINEERING



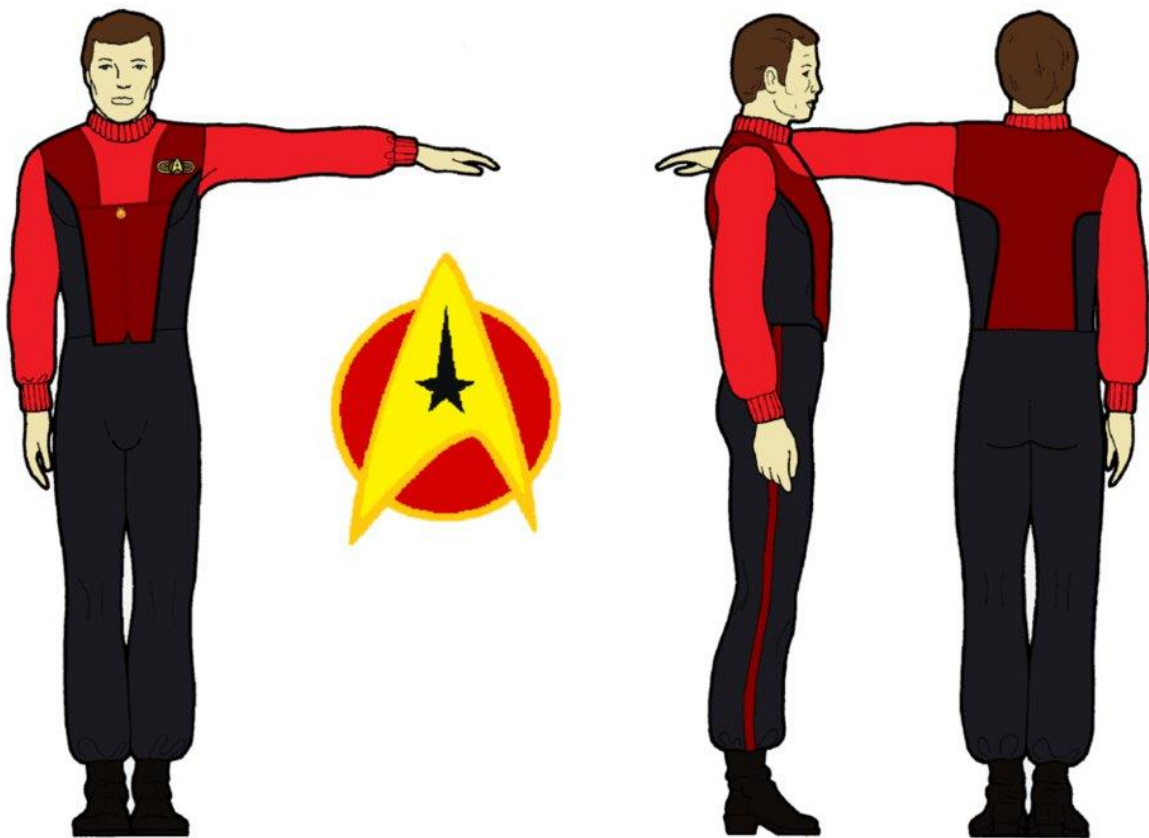
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DUTY TUNIC CADET ENGINEERING**



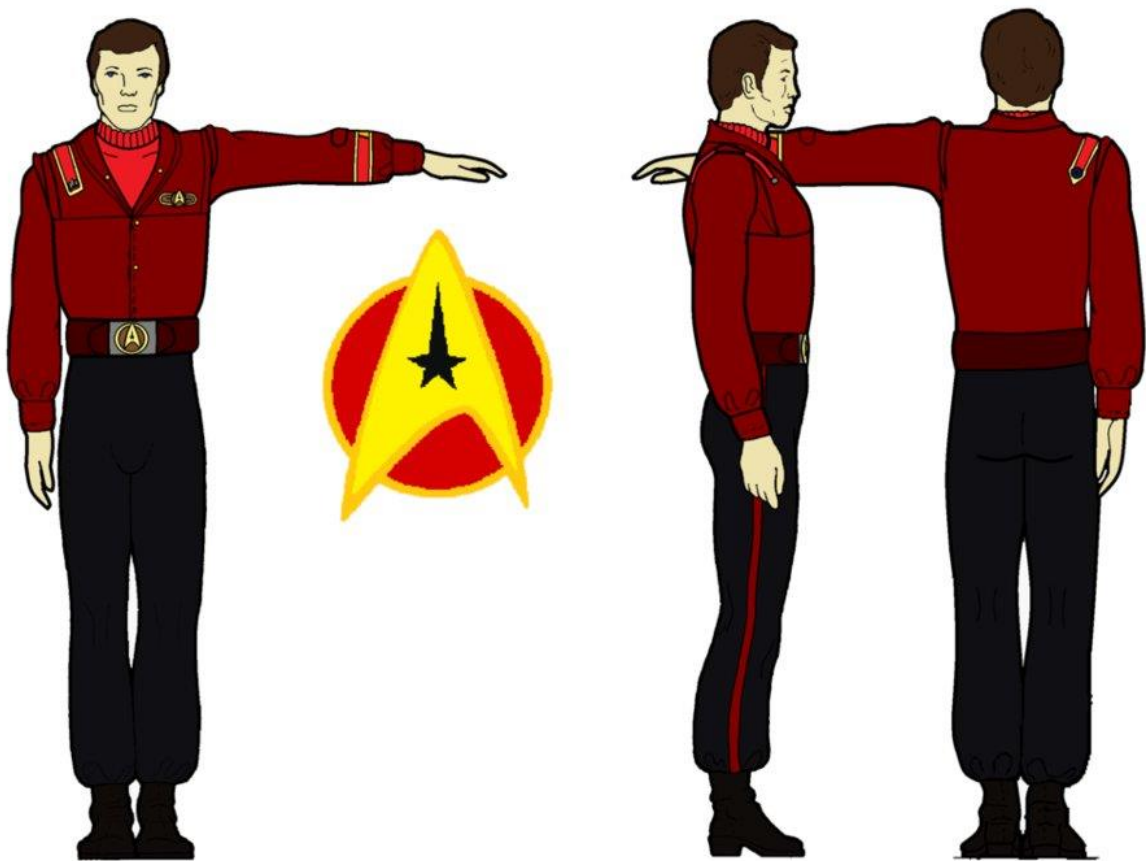
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2273 - 2317
DUTY UNDERVEST CADET ENGINEERING



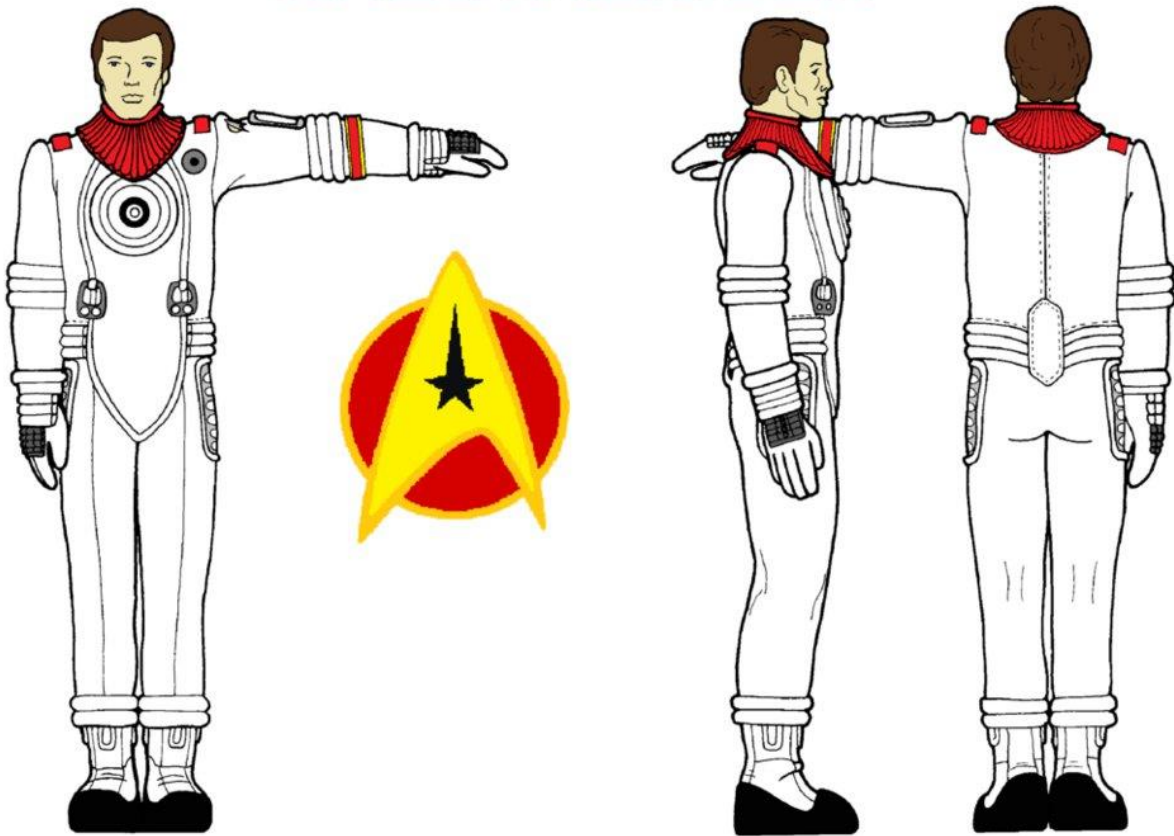
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2273 - 2317
RELAXED DUTY VEST CADET ENGINEERING



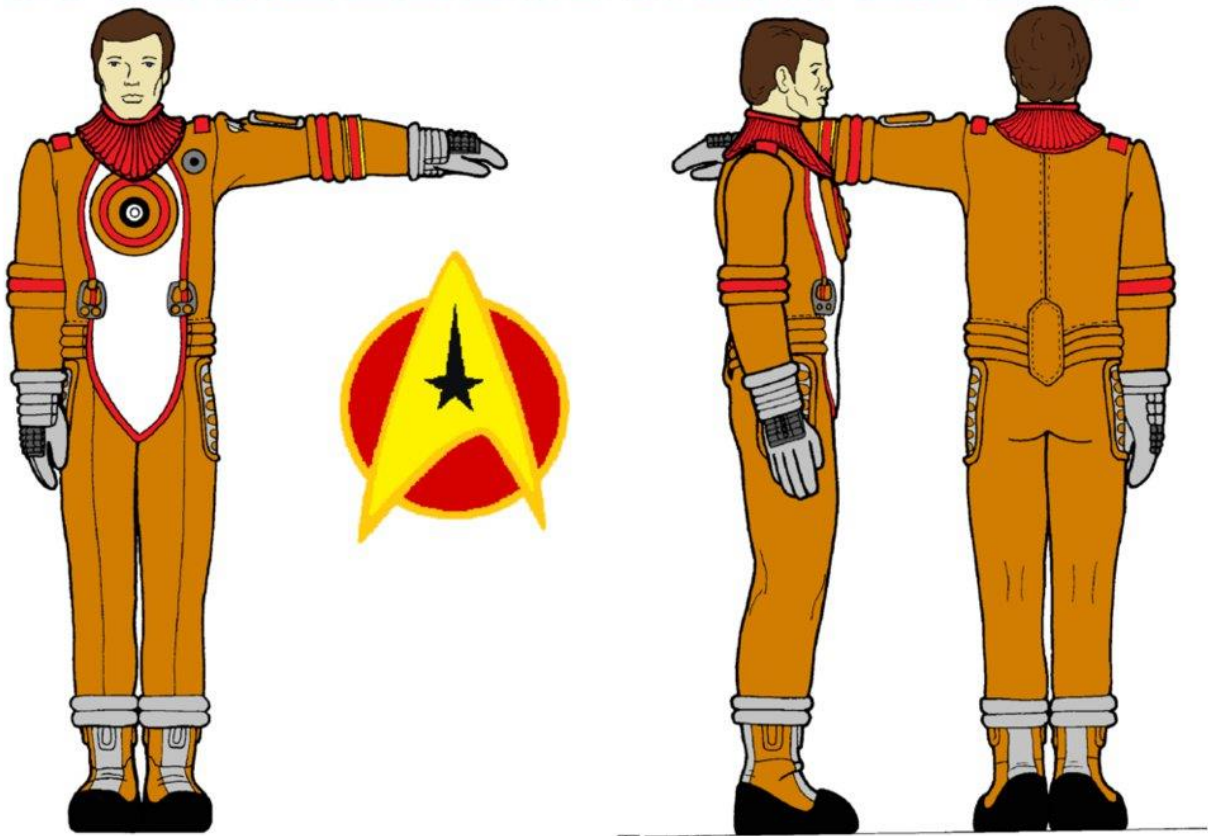
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2273 - 2317
DUTY BOMBER JACKET CADET ENGINEERING



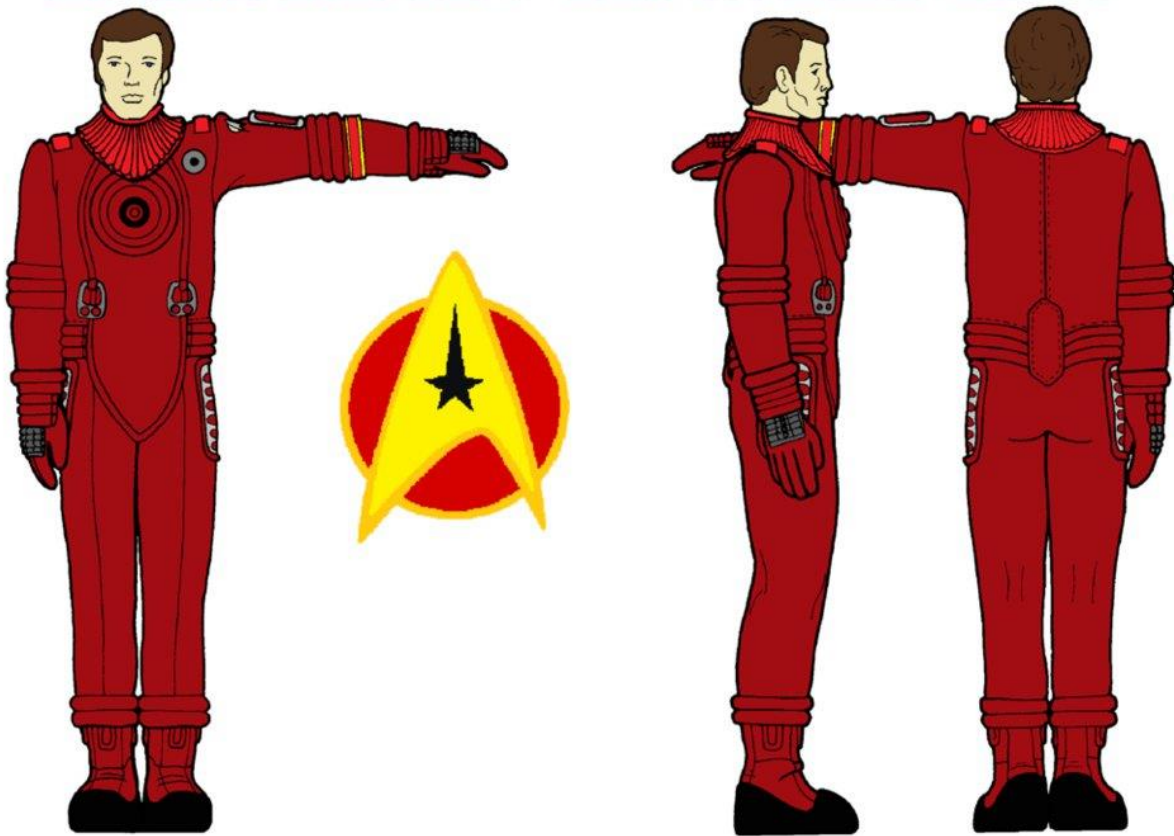
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2273 - 2317
RADIATION SUIT**



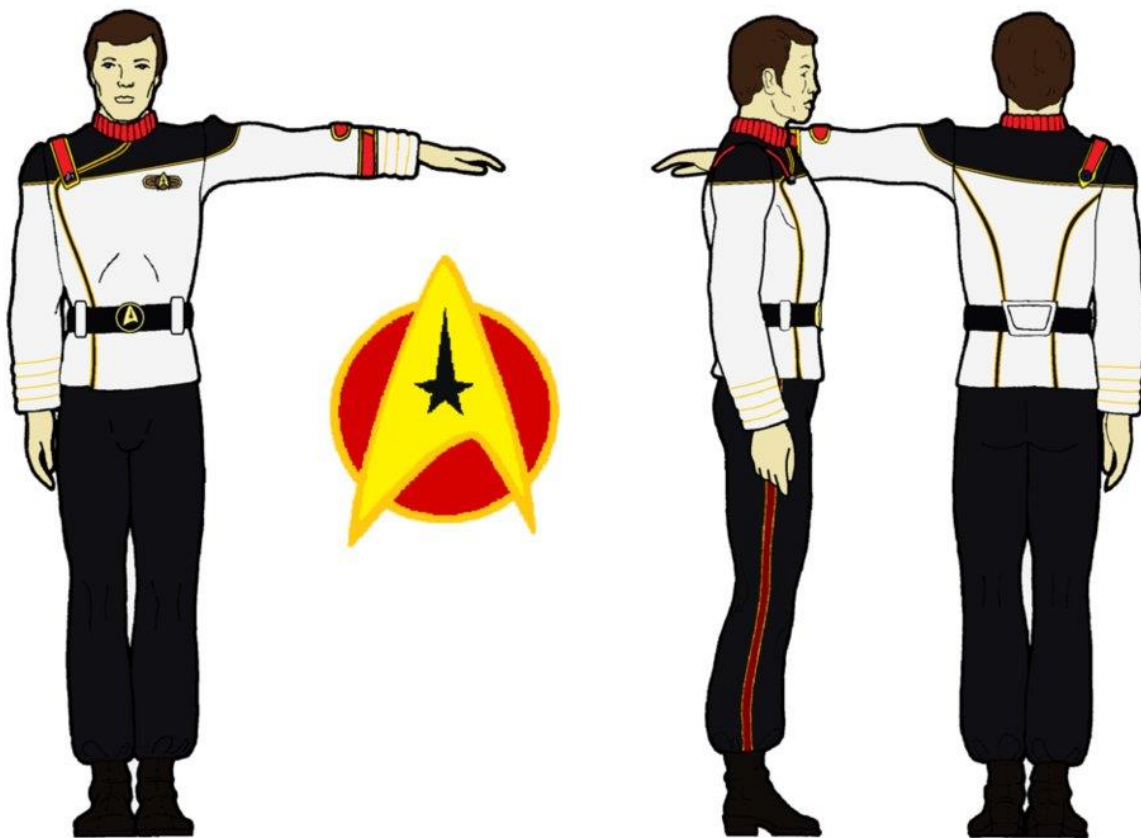
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2273 - 2317
HAZARDOUS MATERIALS SUIT**



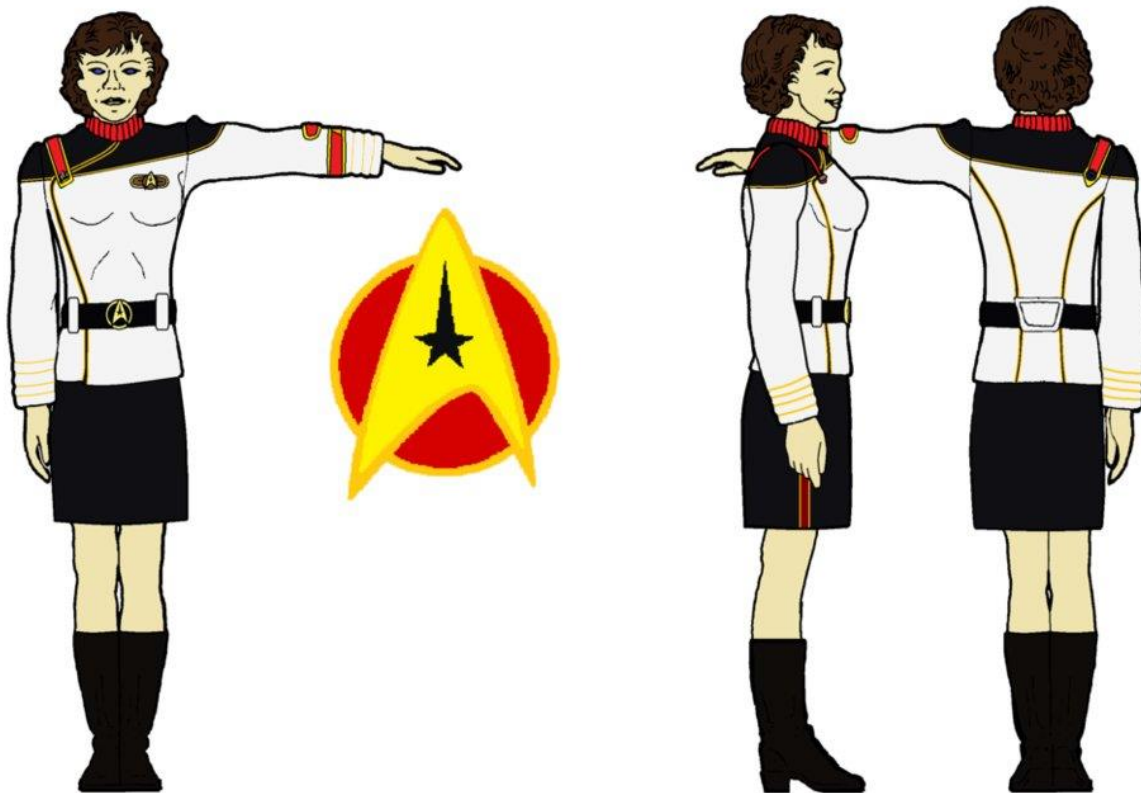
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2273 - 2317
EMERGENCY SERVICES SUIT**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS CADET ENGINEERING**



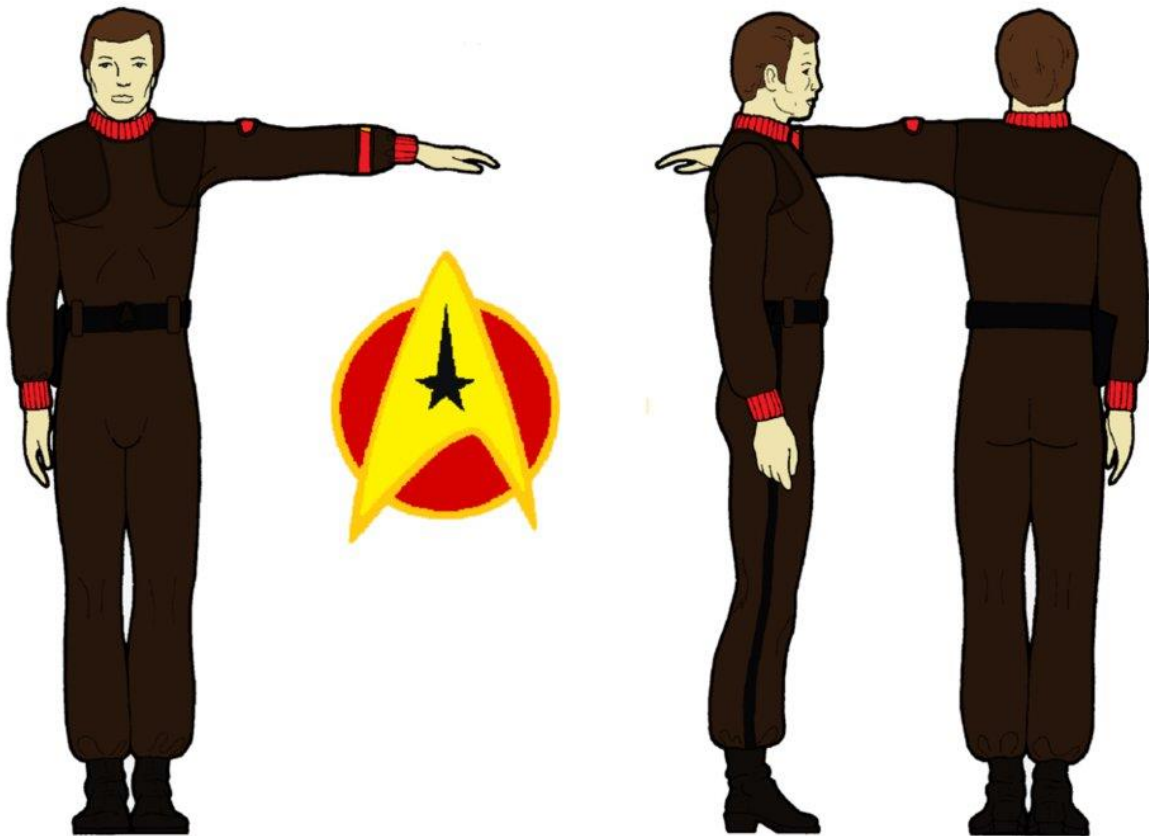
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2273 - 2317
FORMAL DRESS CADET ENGINEERING**



**STARFLEET MALE OFFICER
2273 - 2317
DUTY FIELD JACKET CADET ENGINEERING**



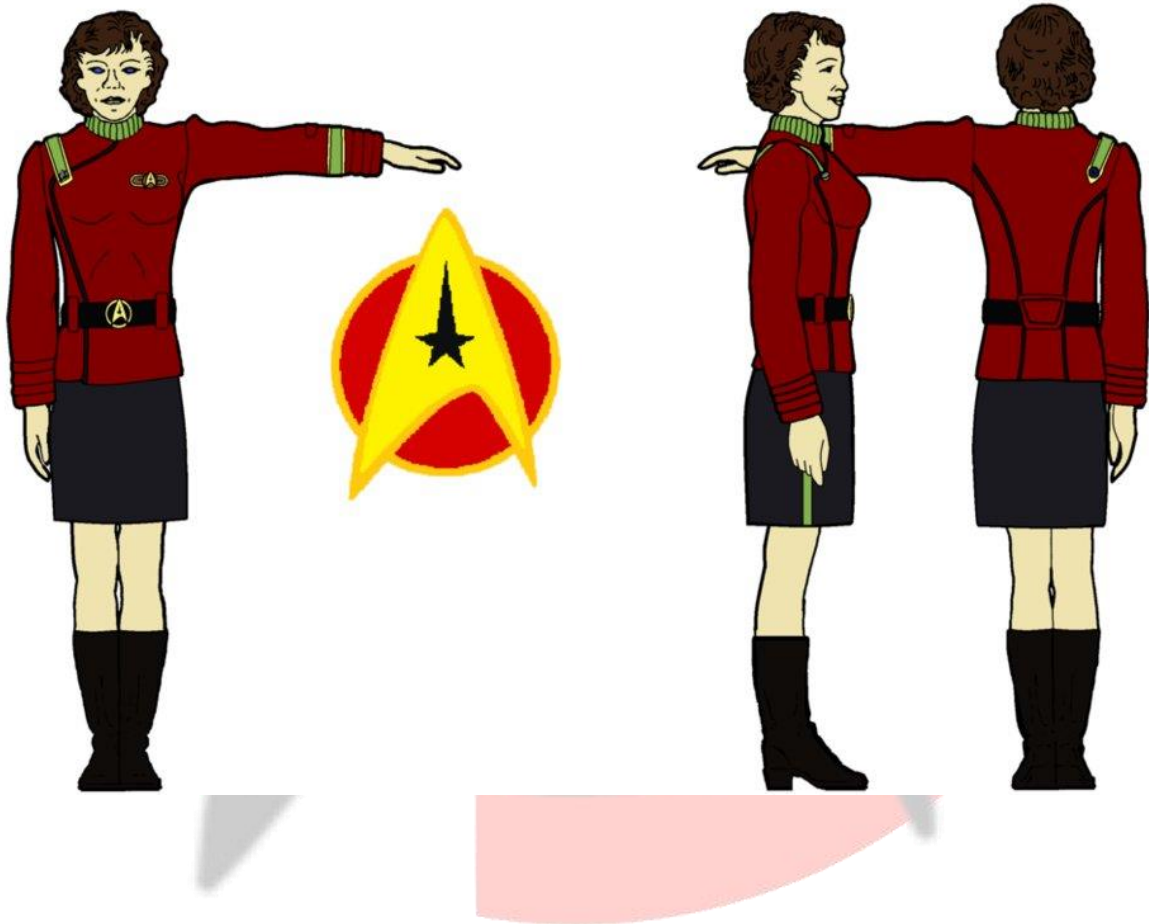
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2273 - 2317
TACTICAL UNIFORM CADET ENGINEERING**



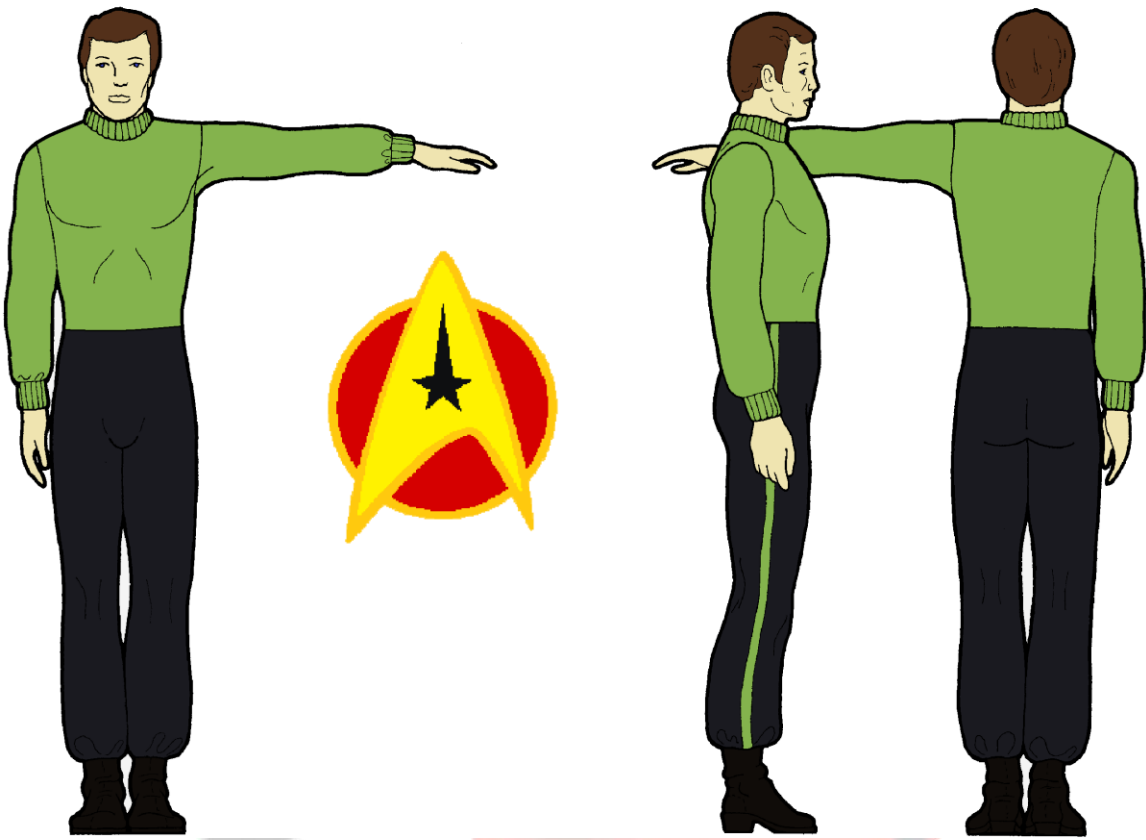
Medical Department
STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM MEDICAL



**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM MEDICAL**



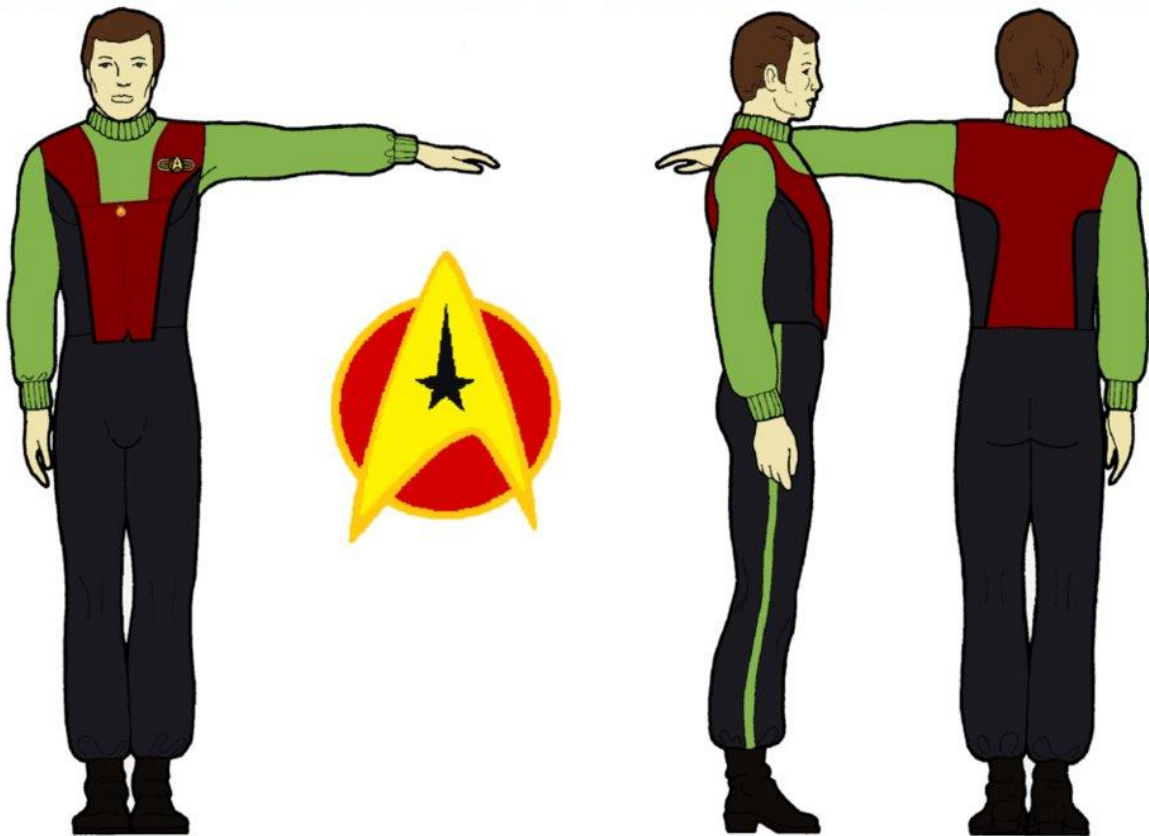
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2273 - 2317
DUTY TUNIC MEDICAL**



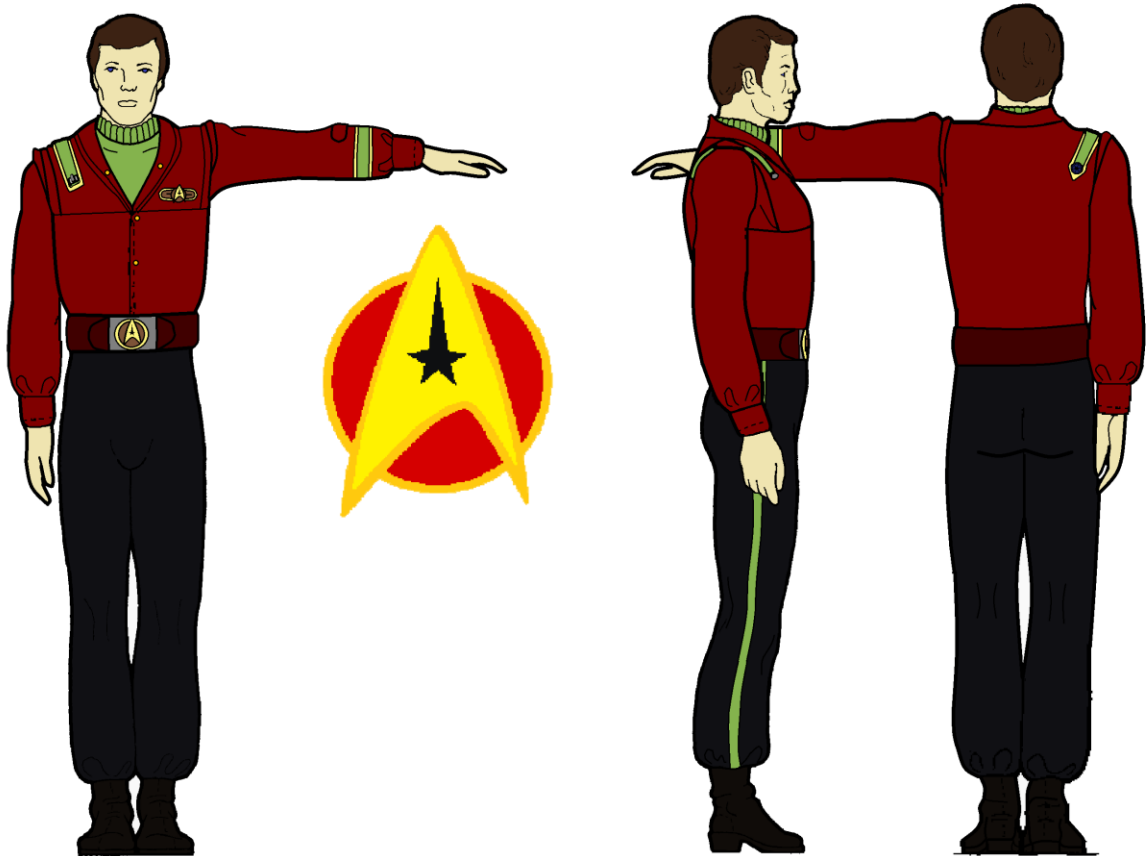
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2273 - 2317
DUTY JACKET UNDERVEST MEDICAL**



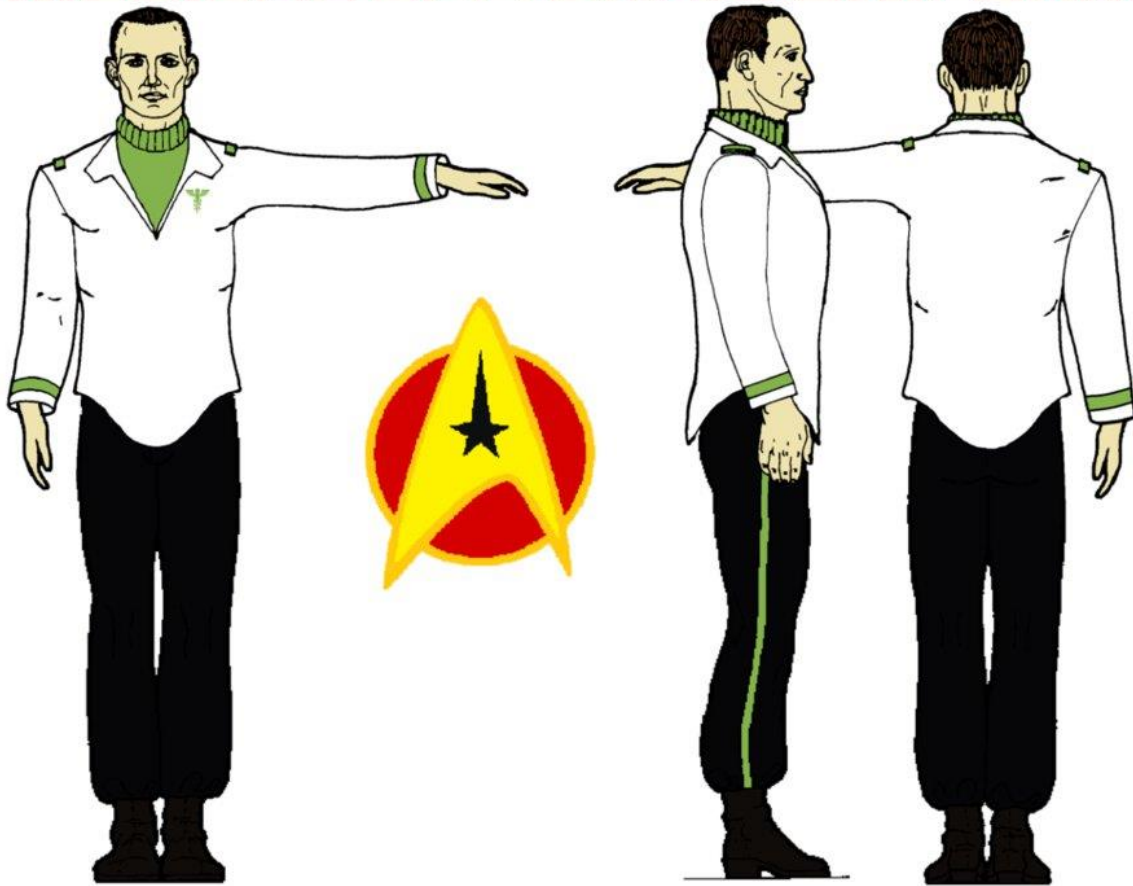
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2273 - 2317
RELAXED DUTY VEST MEDICAL**



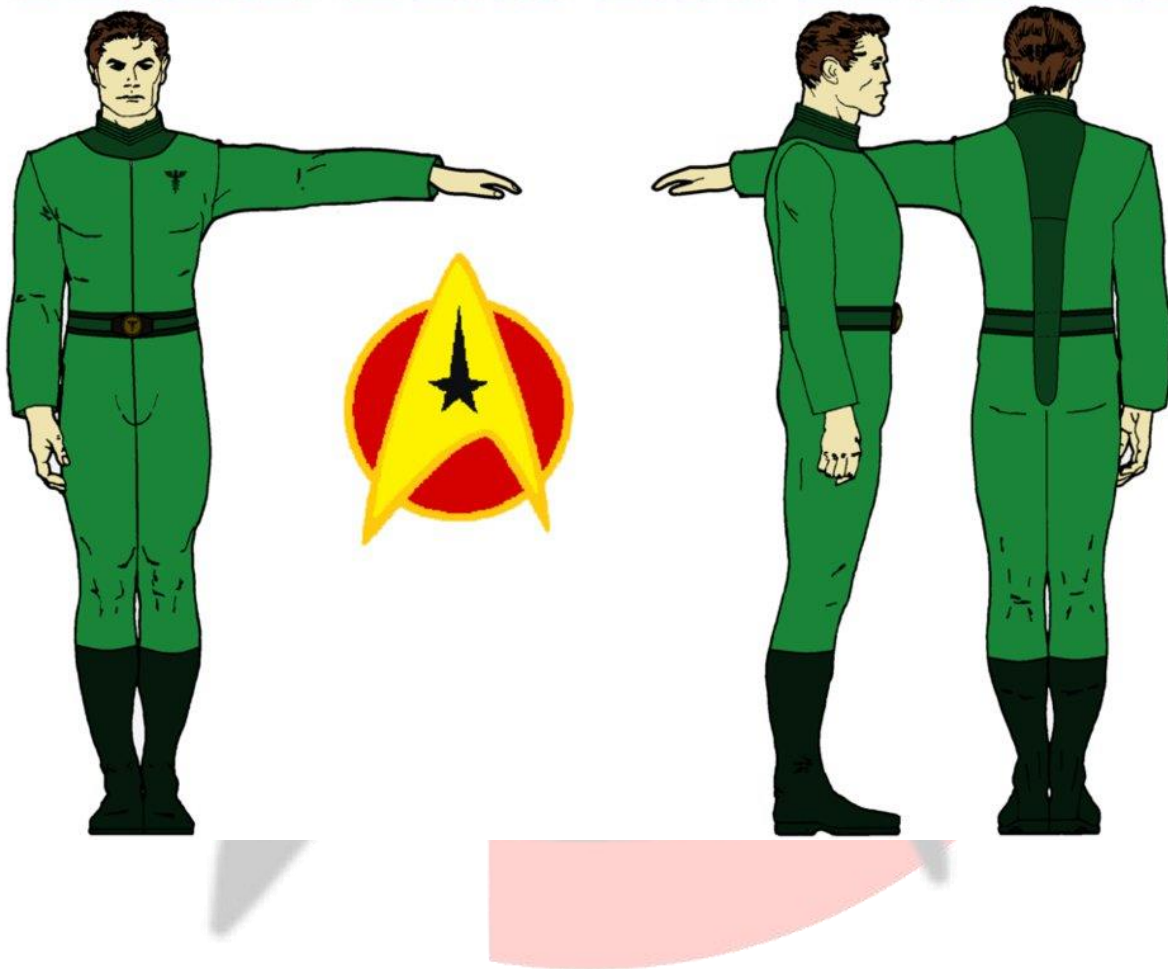
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2273 - 2317
DUTY BOMBER JACKET MEDICAL**



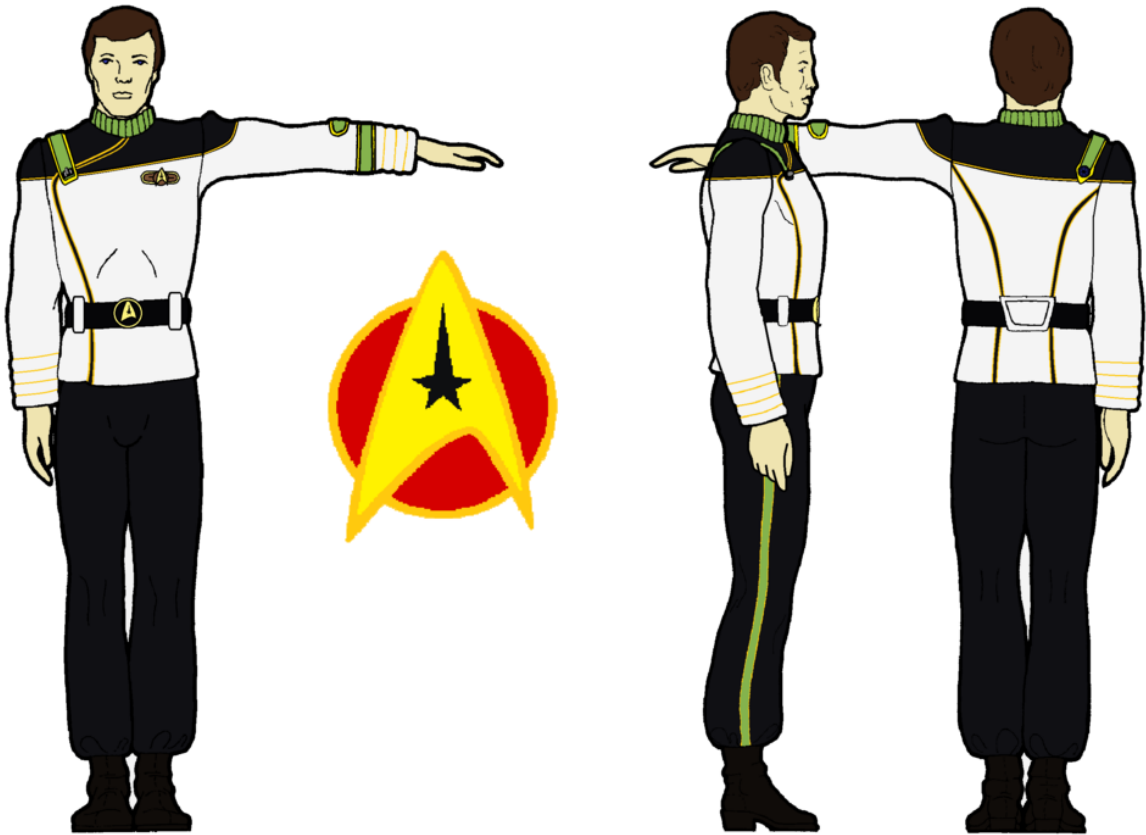
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2273 - 2317
MEDICAL OFF. EXAM UNIFORM**



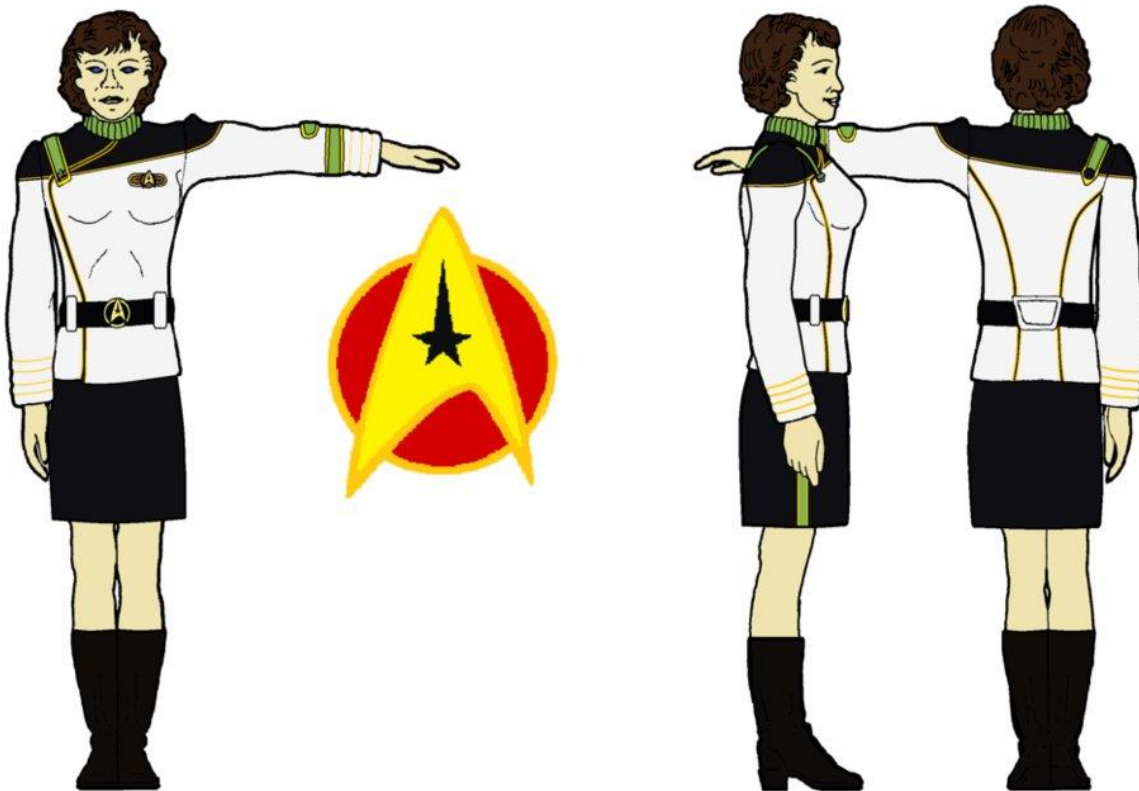
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2273 - 2317
SURGICAL UNIFORM SURGEON**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS MEDICAL**



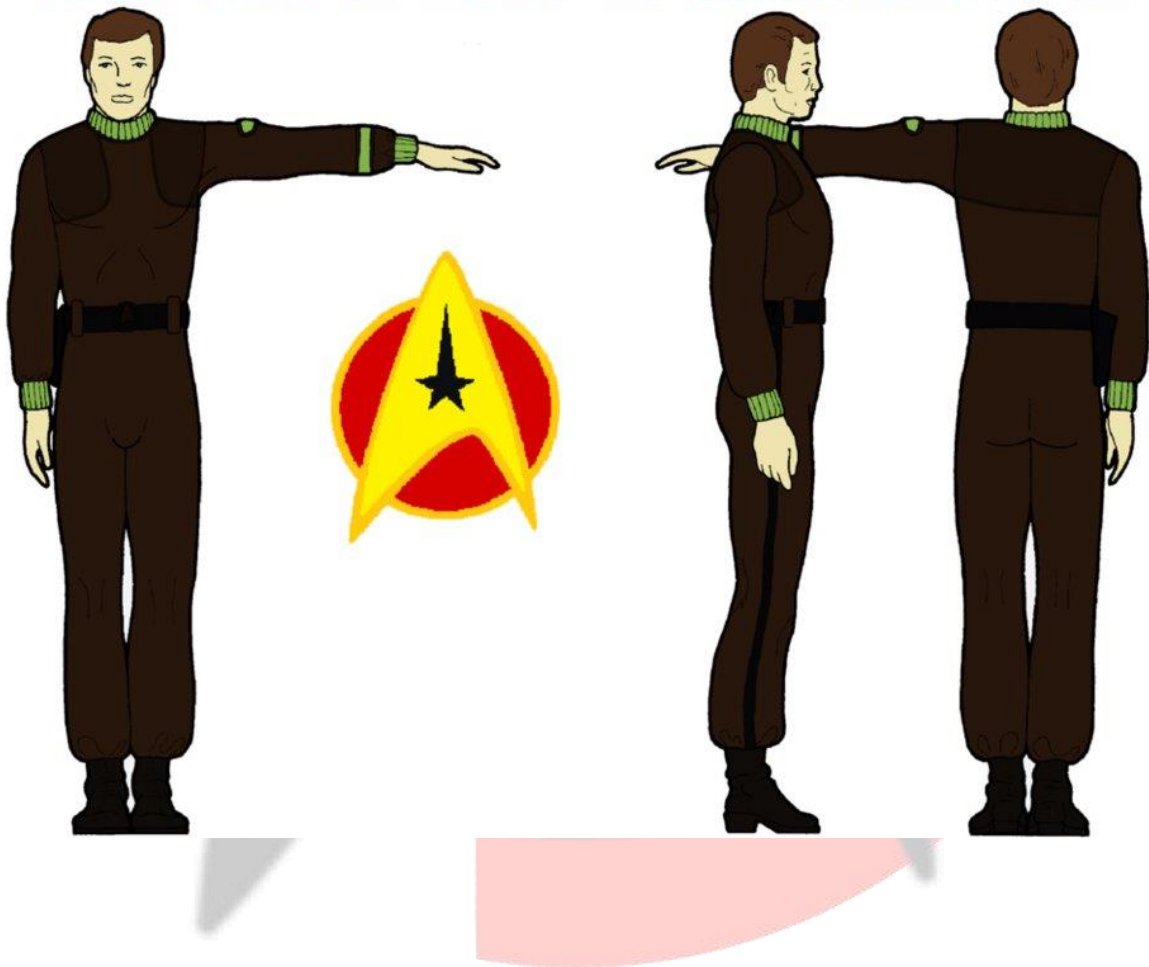
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2273 - 2317
FORMAL DRESS MEDICAL**



**STARFLEET MALE OFFICER
2273 - 2317
DUTY FIELD JACKET MEDICAL**



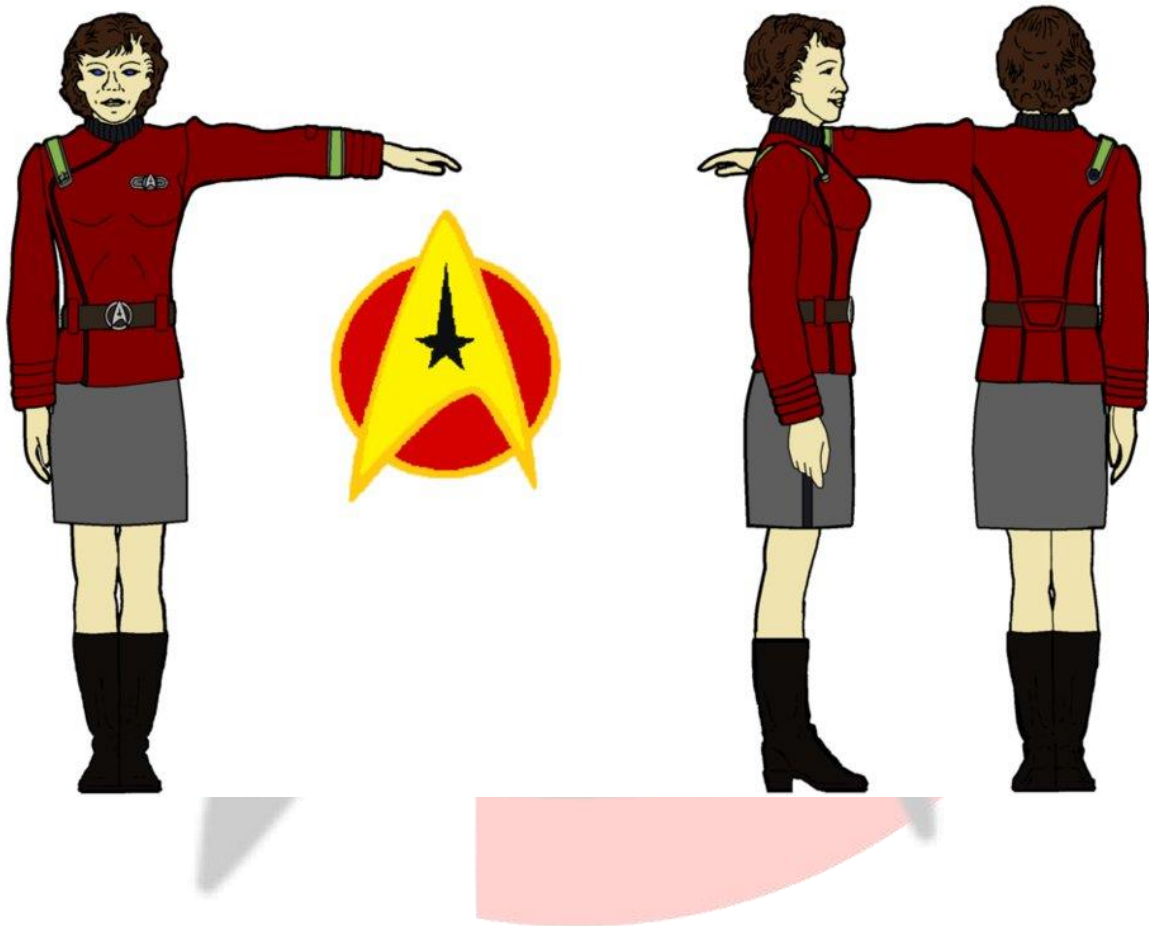
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2273 - 2317
TACTICAL UNIFORM MEDICAL**



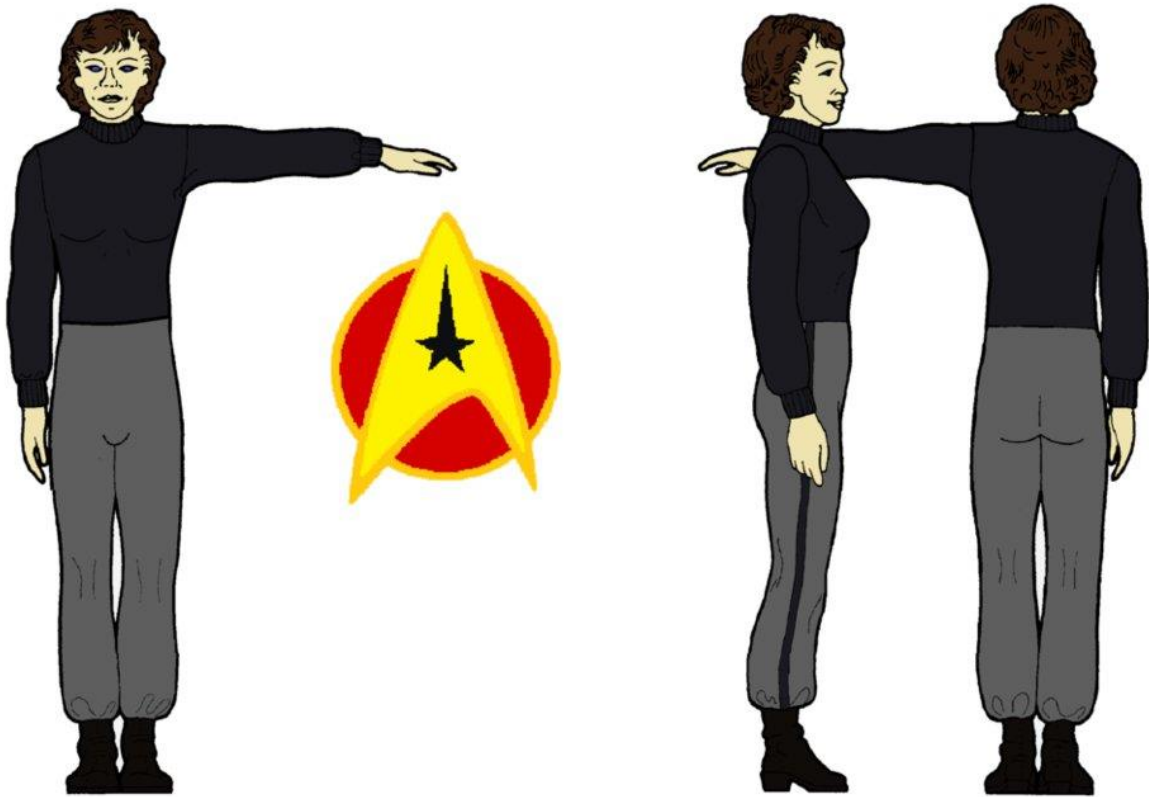
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2273 - 2317
DUTY UNIFORM MEDICAL**



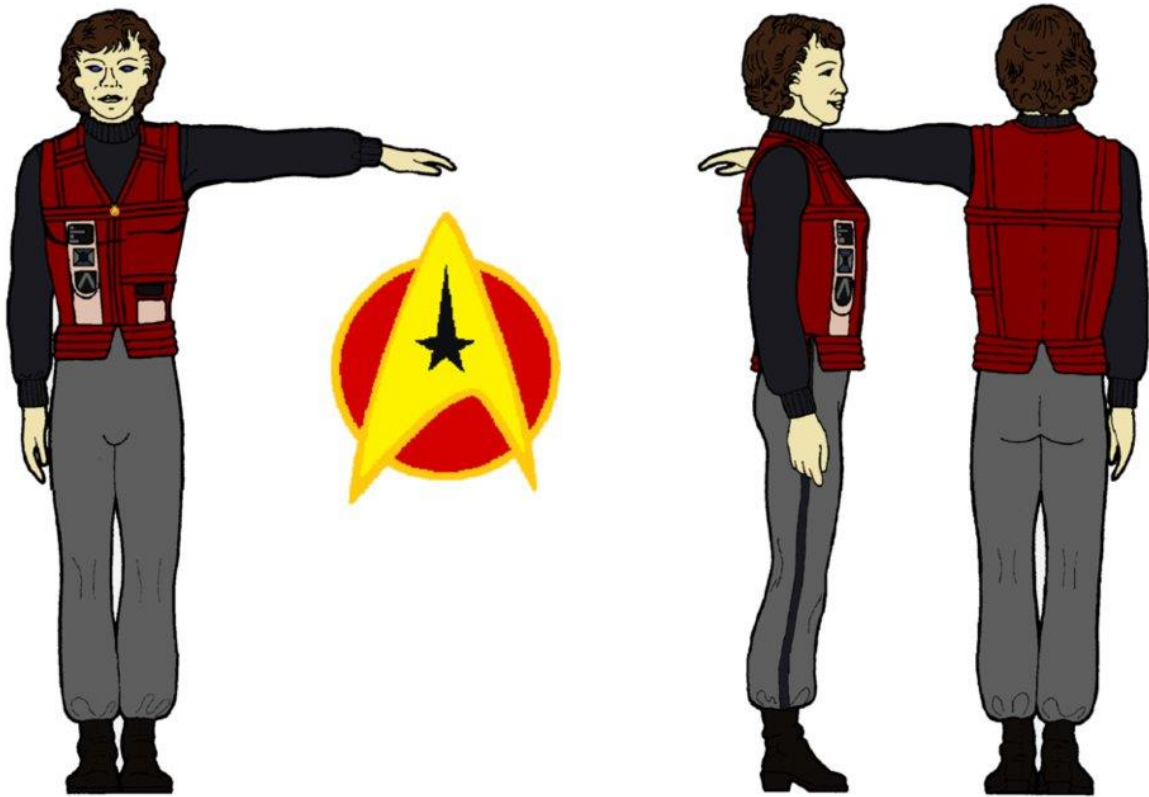
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2273 - 2317
ALT. DUTY UNIFORM MEDICAL**



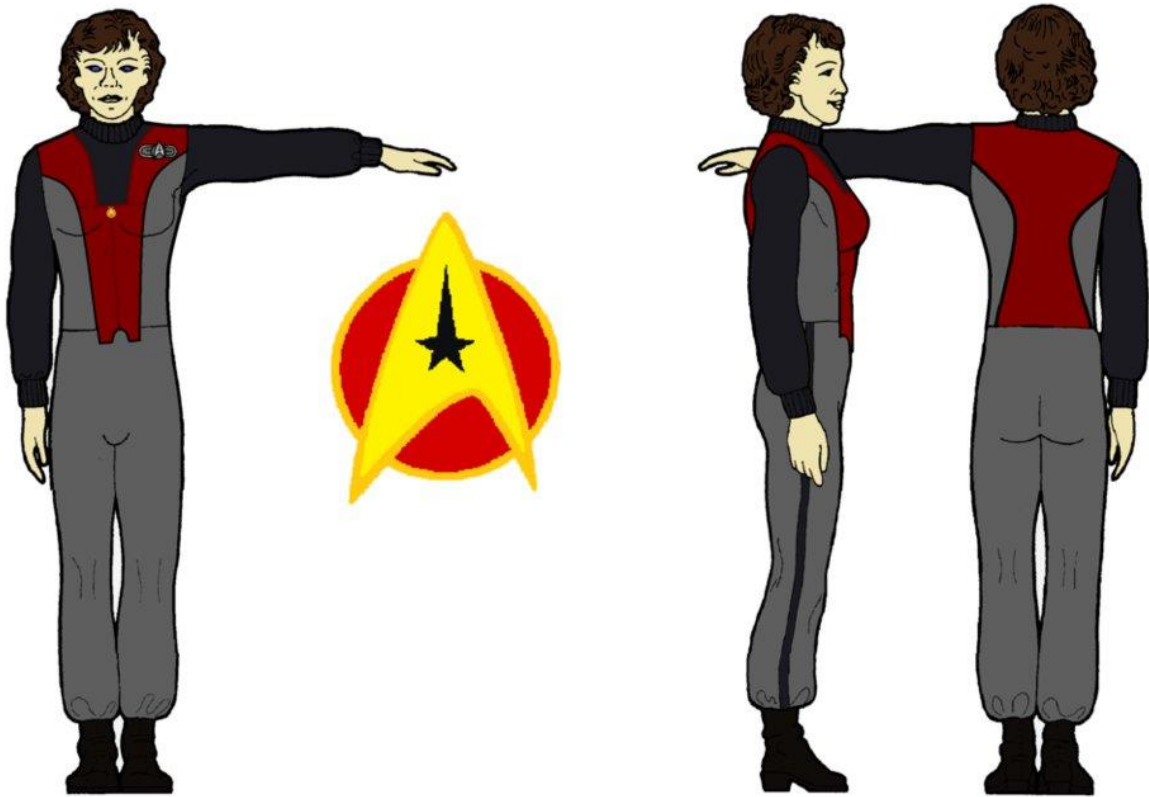
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2273 - 2317
DUTY TUNIC MEDICAL**



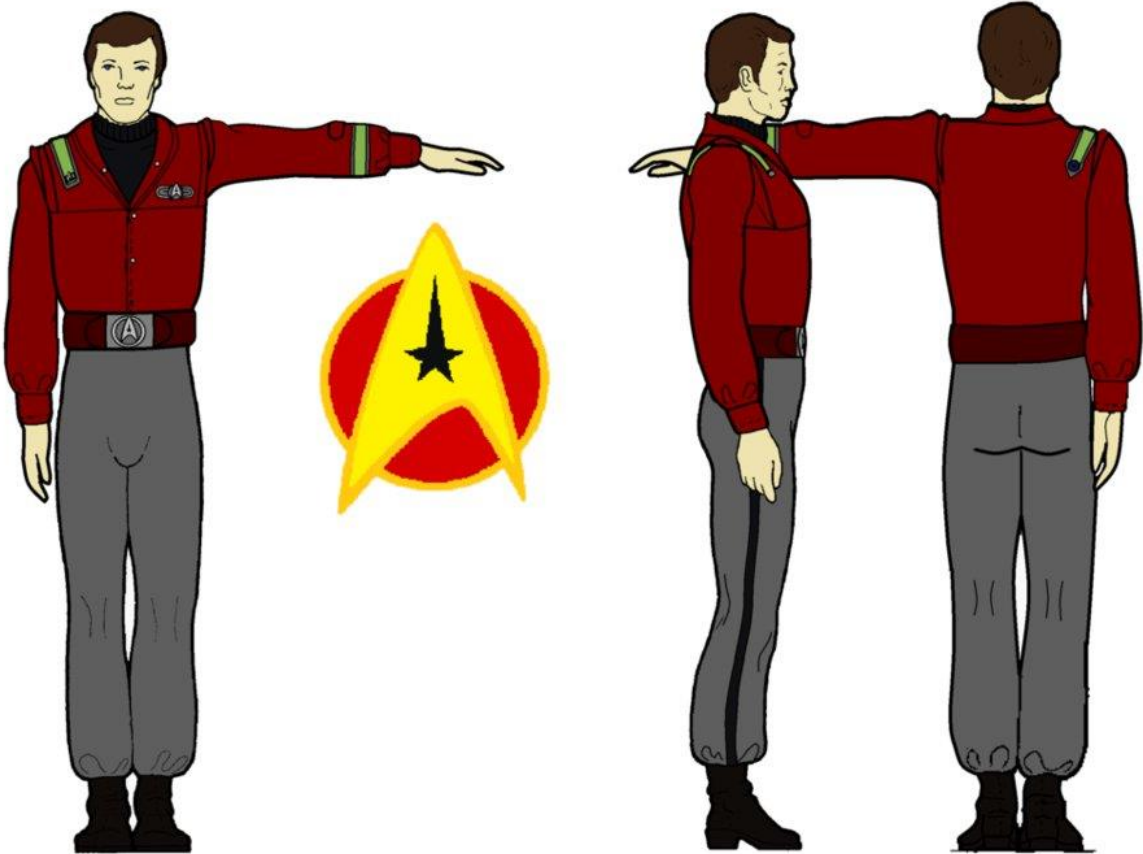
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2273 - 2317
DUTY JACKET UNDERVEST MEDICAL**



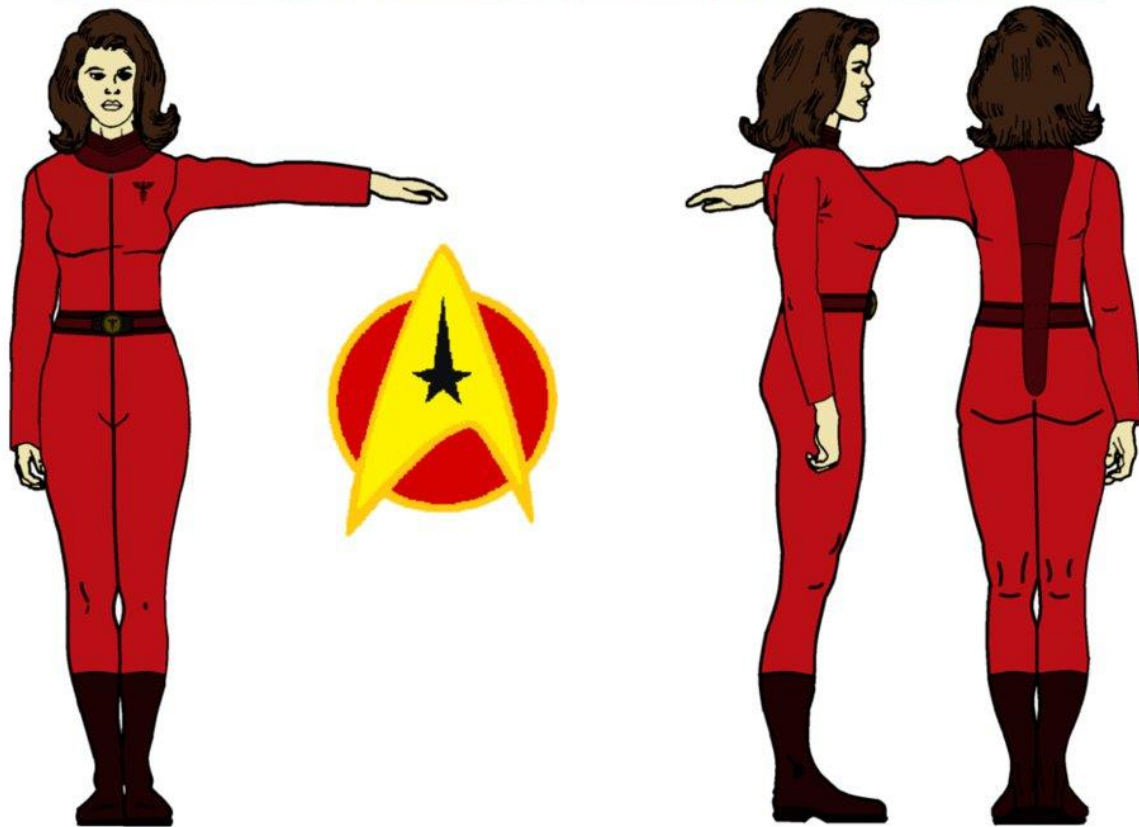
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2273 - 2317
RELAXED DUTY VEST MEDICAL**



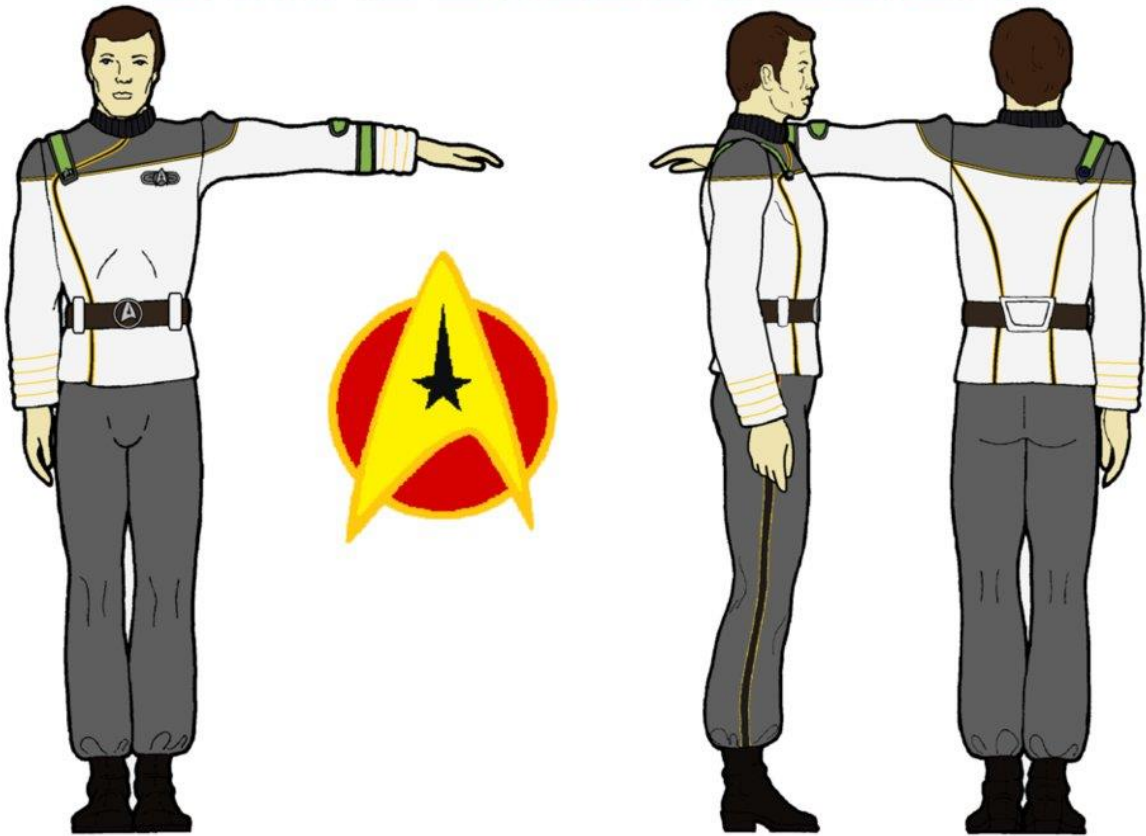
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2273 - 2317
DUTY BOMBER JACKET MEDICAL**



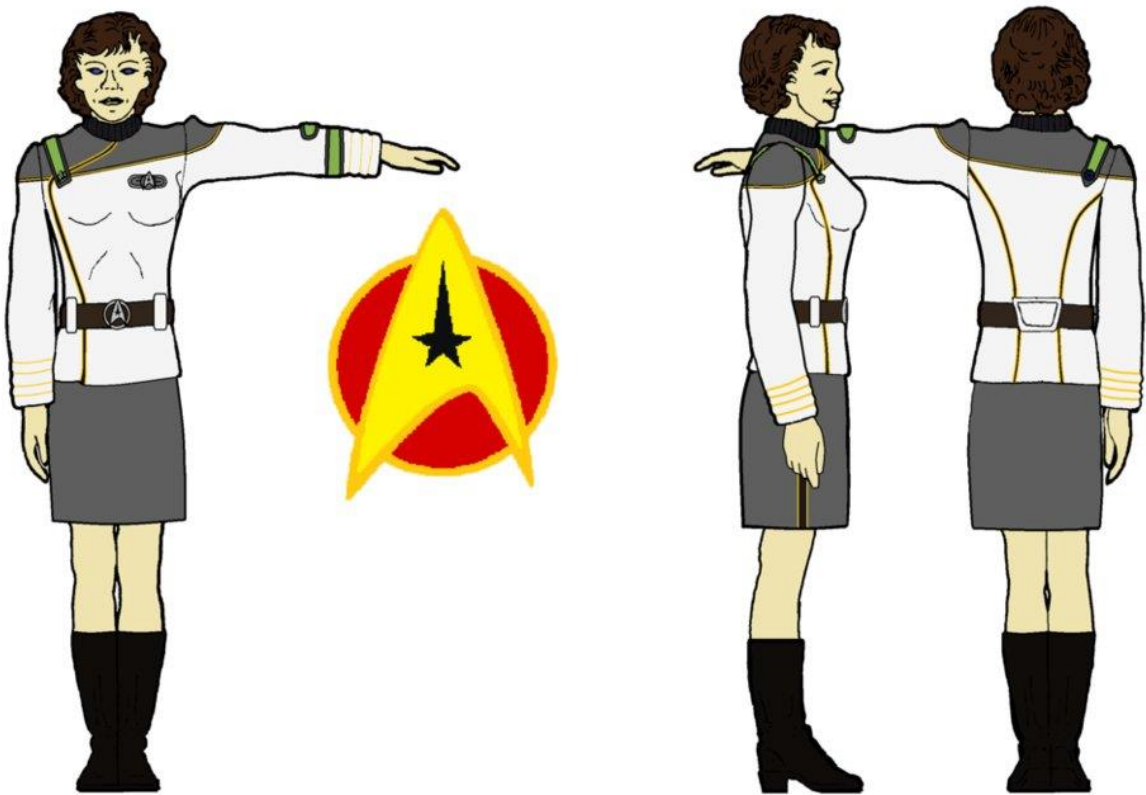
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2273 - 2317
SURGICAL UNIFORM NURSE**



**STARFLEET MALE NCO
2273 - 2317
FORMAL DRESS MEDICAL**



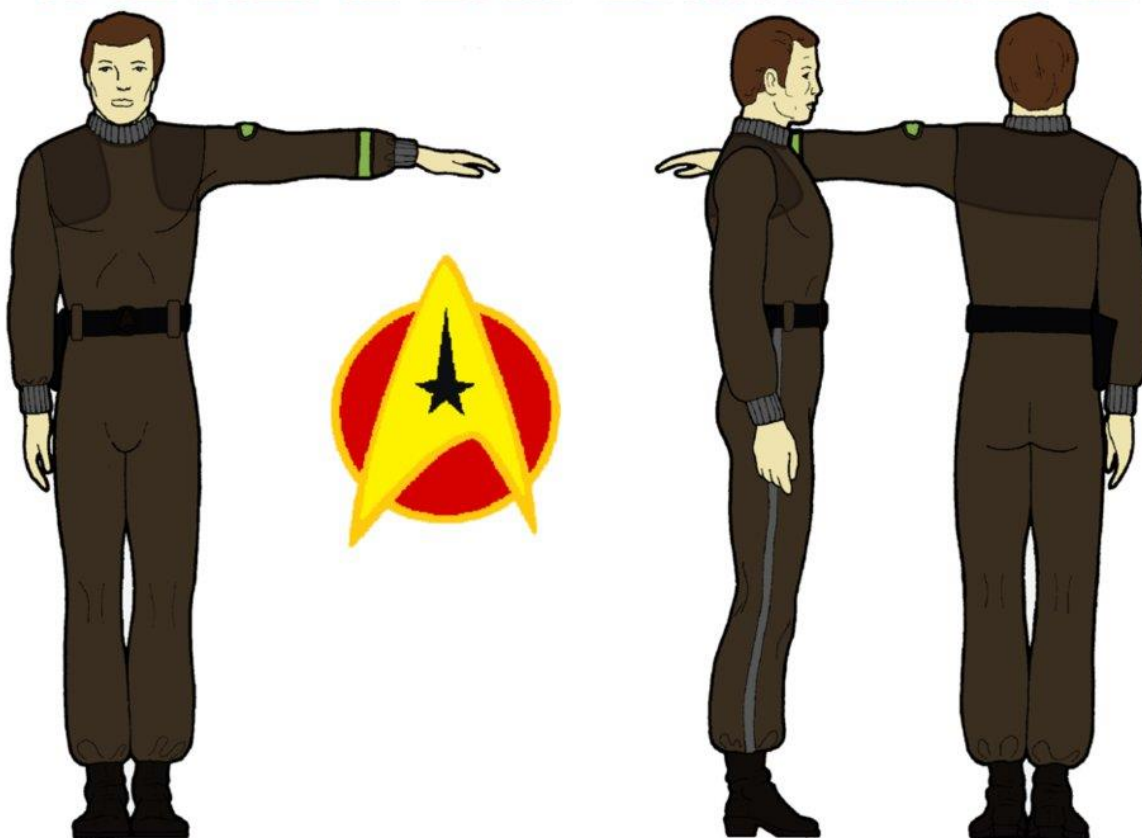
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2273 - 2317
FORMAL DRESS MEDICAL**



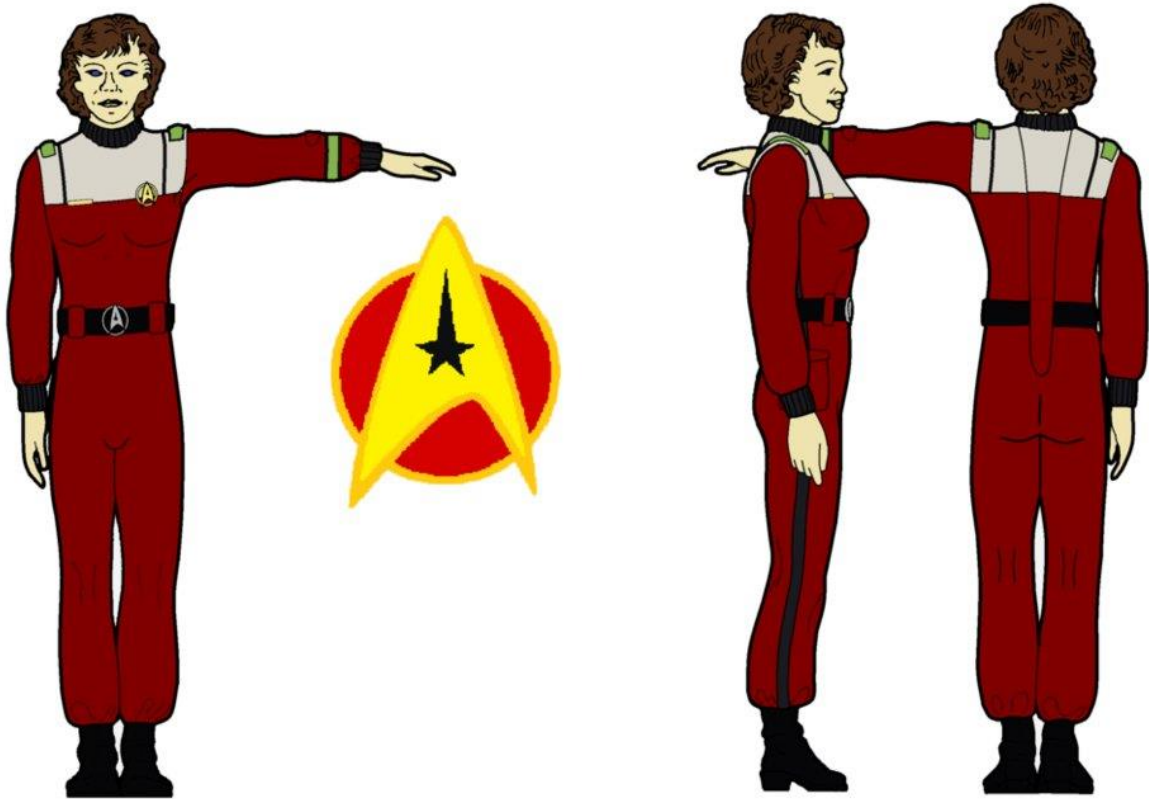
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2273 - 2317
DUTY FIELD JACKET MEDICAL**



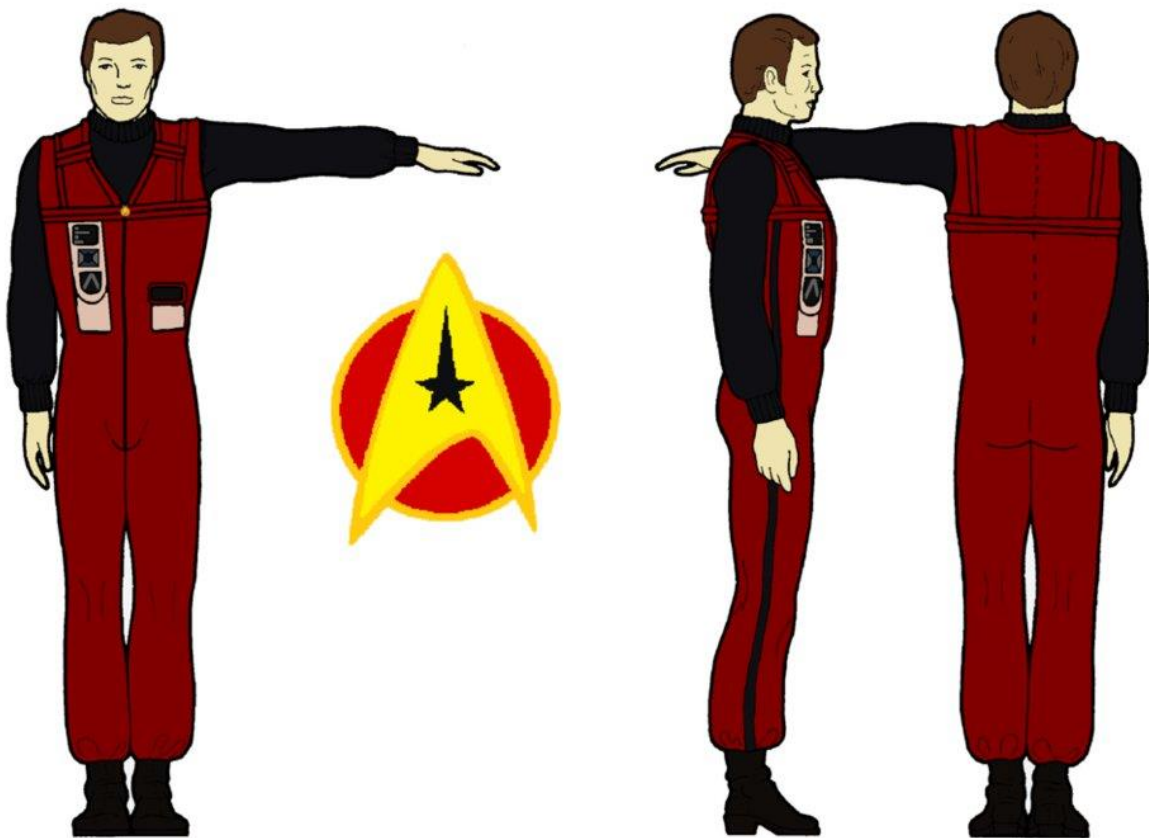
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2273 - 2317
TACTICAL UNIFORM MEDICAL**



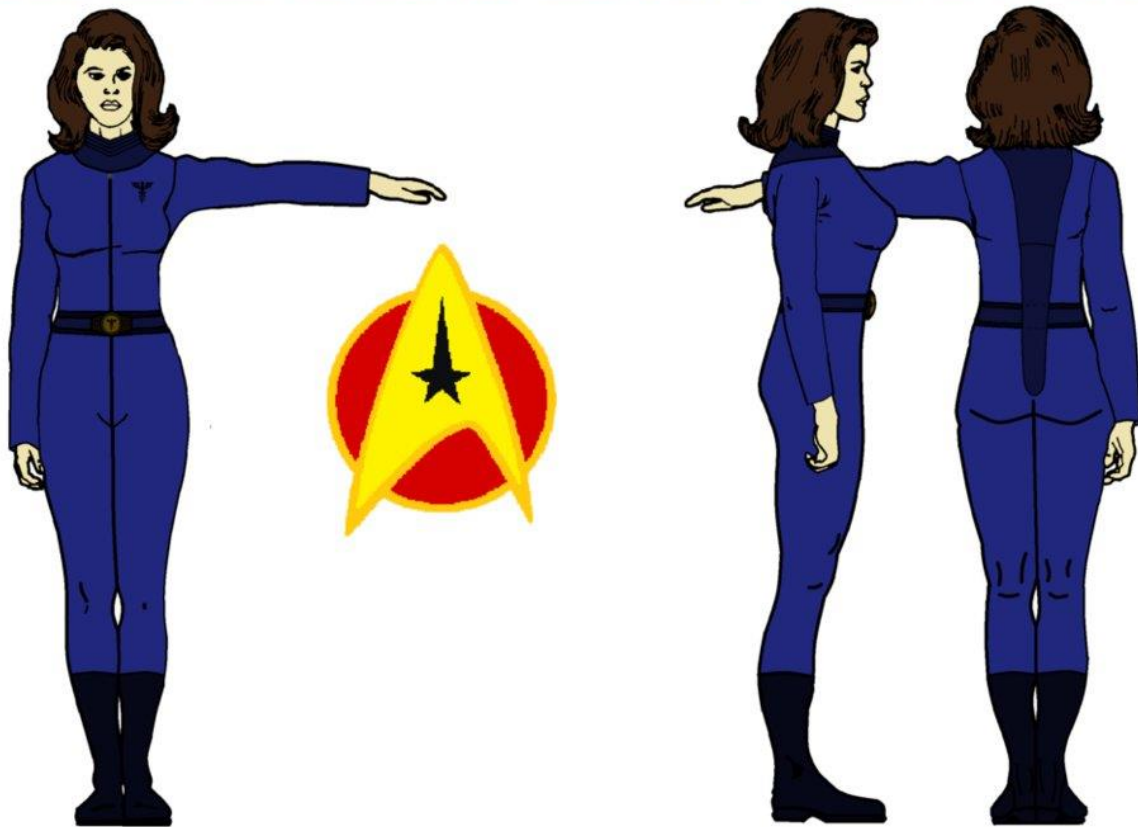
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2273 - 2317
DUTY UNIFORM MEDICAL**



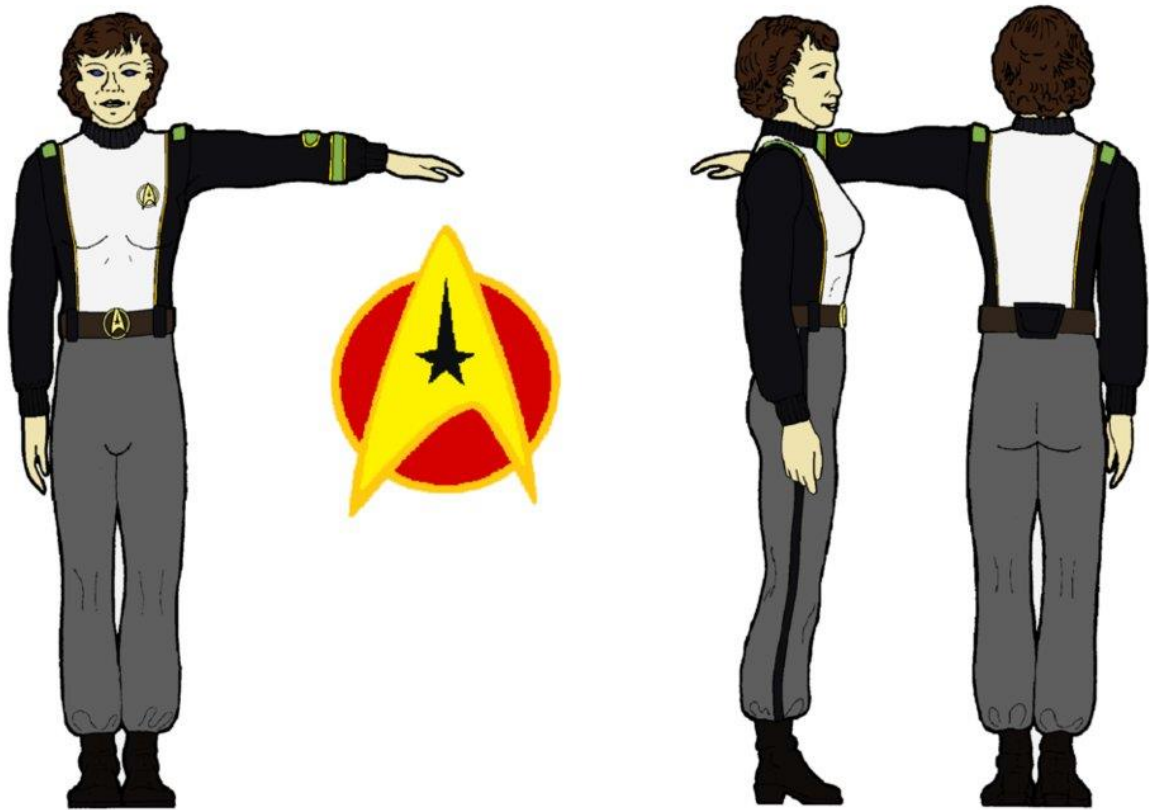
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2273 - 2317
DUTY JACKET UNDER JUMPSUIT MEDICAL**



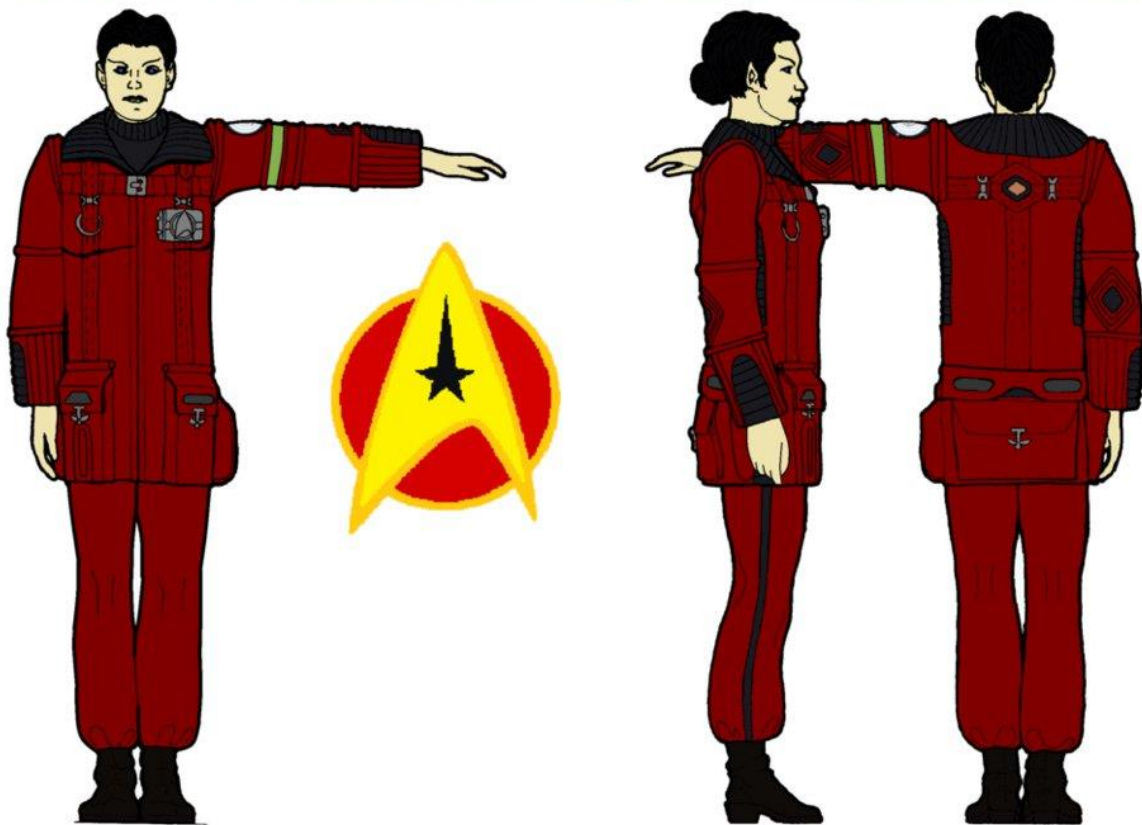
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2273 - 2317
SURGICAL UNIFORM ASSISTANT**



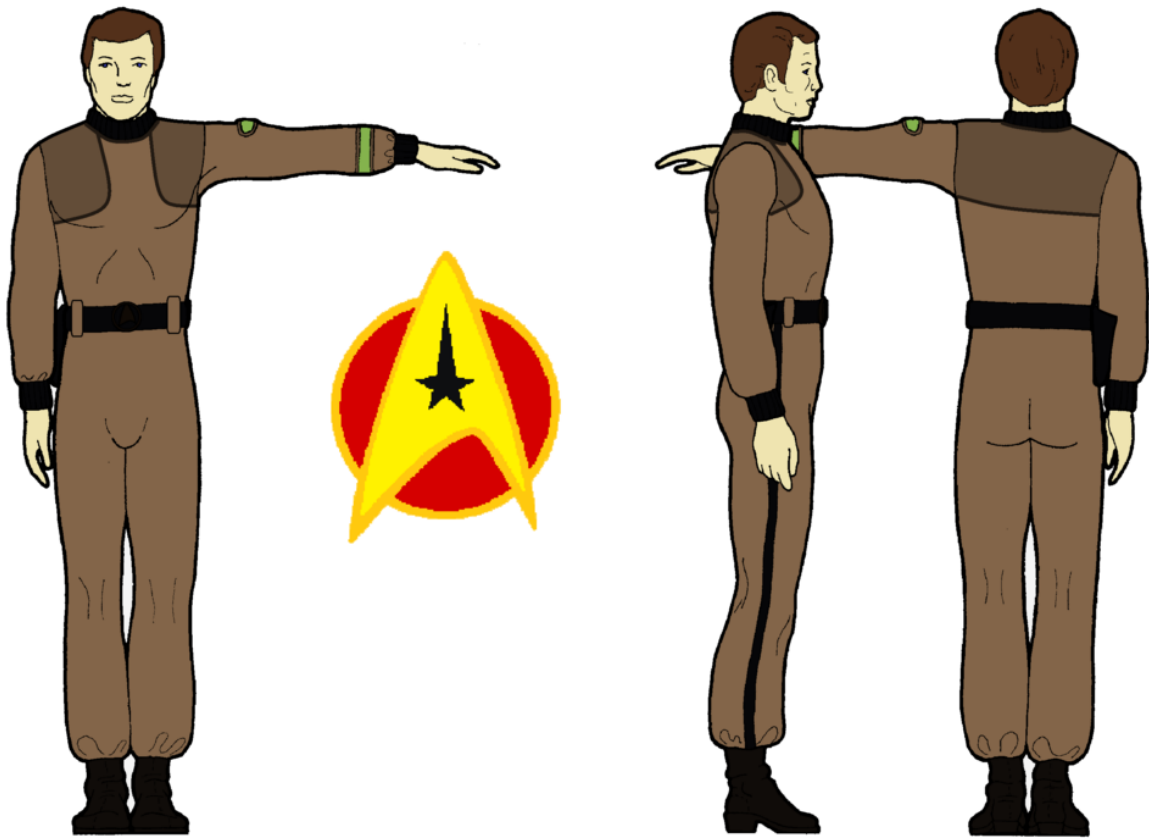
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2273 - 2317
FORMAL DRESS MEDICAL**



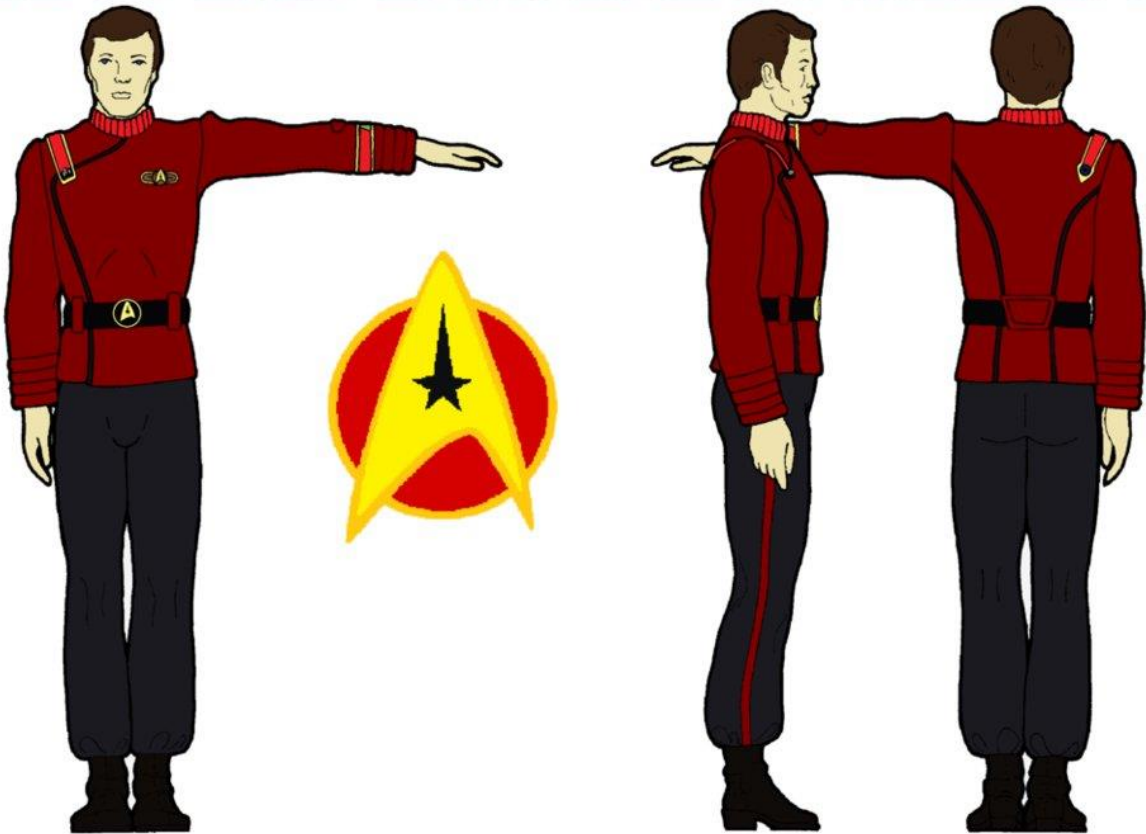
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2273 - 2317
DUTY FIELD JACKET MEDICAL**



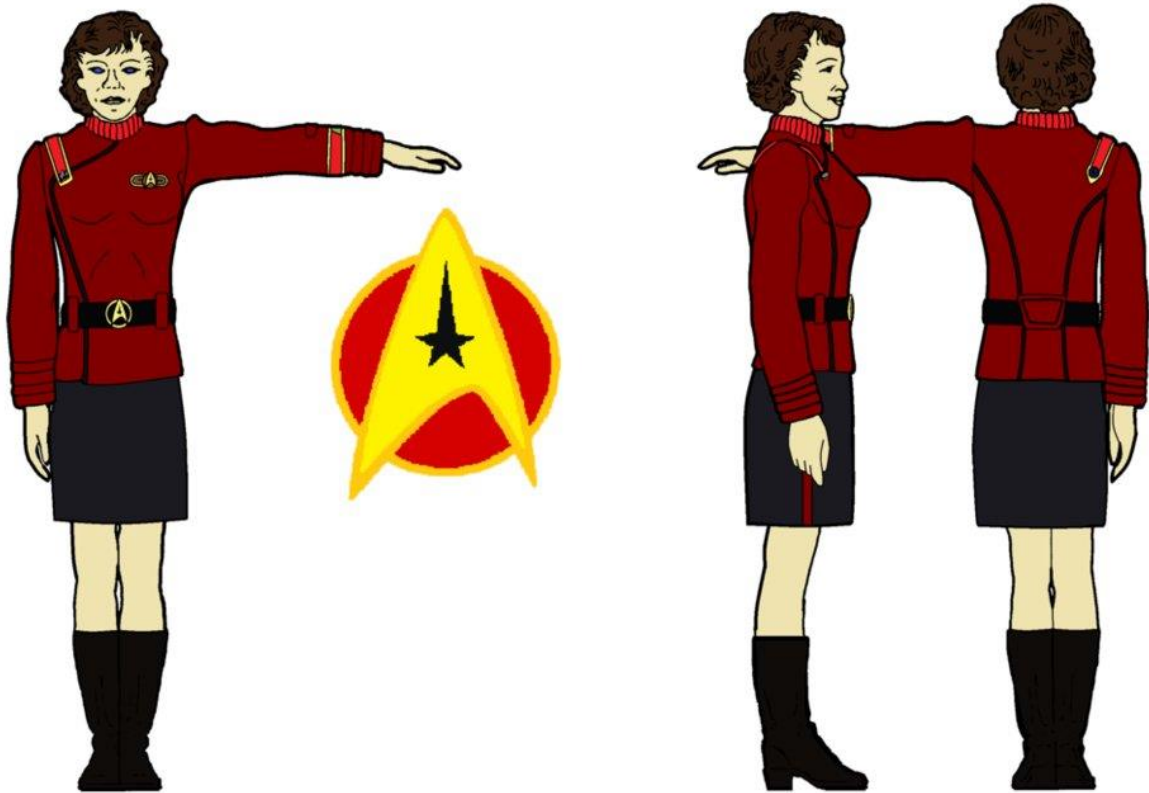
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2273 - 2317
TACTICAL UNIFORM MEDICAL**



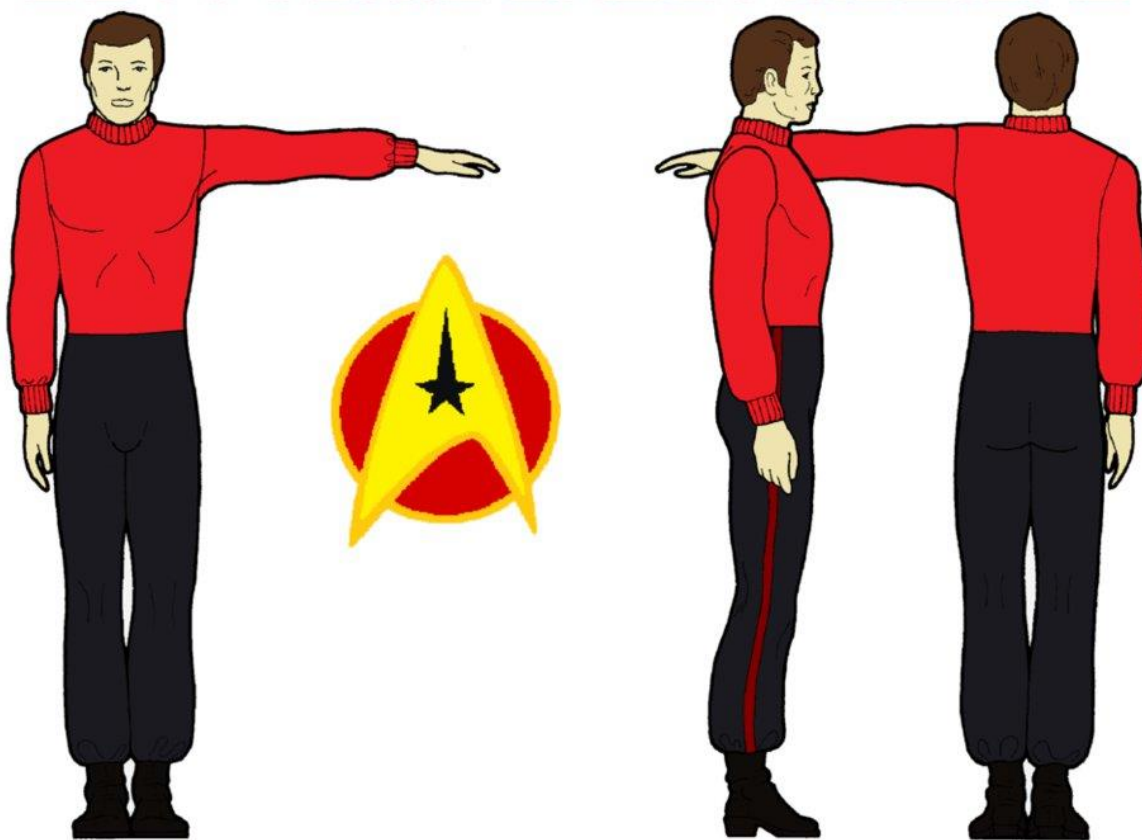
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2273 - 2317
DUTY UNIFORM CADET MEDICAL**



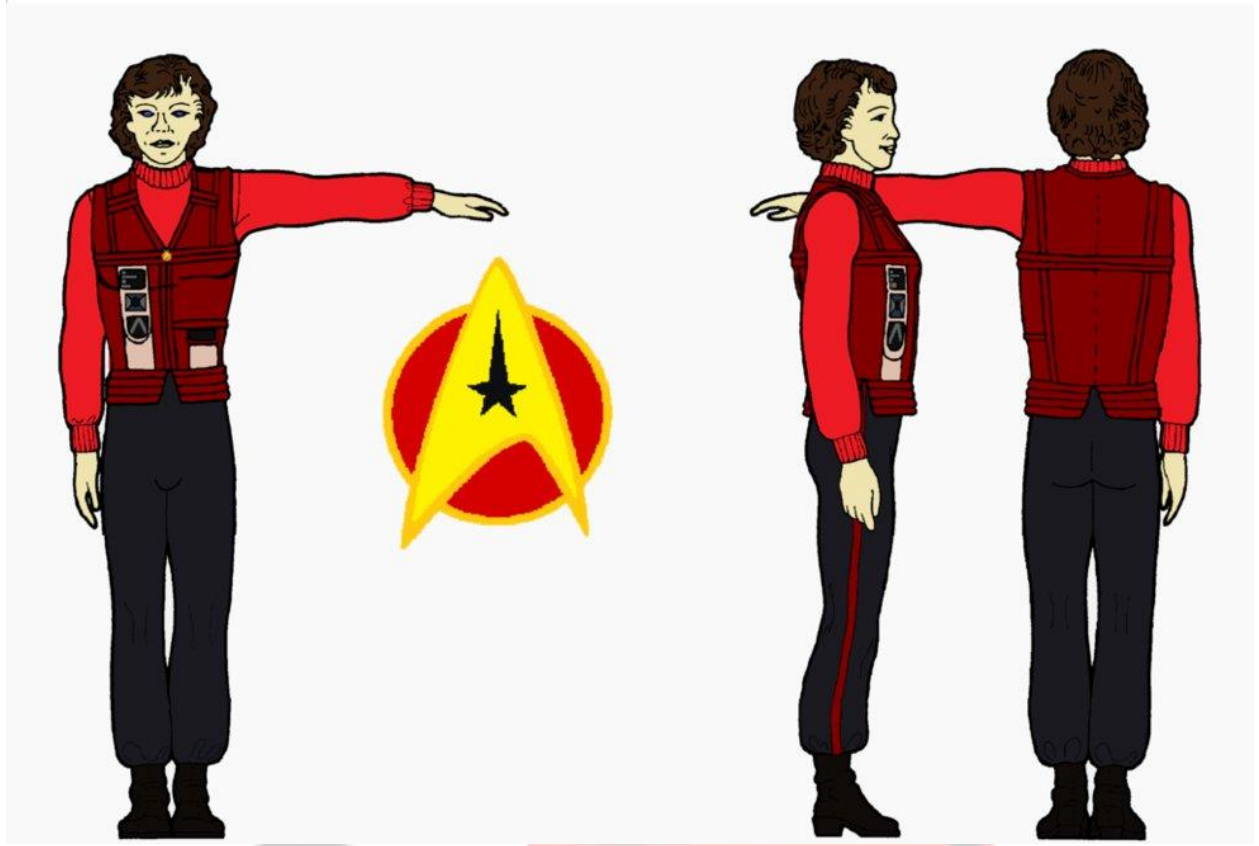
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2273 - 2317
ALT. DUTY UNIFORM CADET MEDICAL**



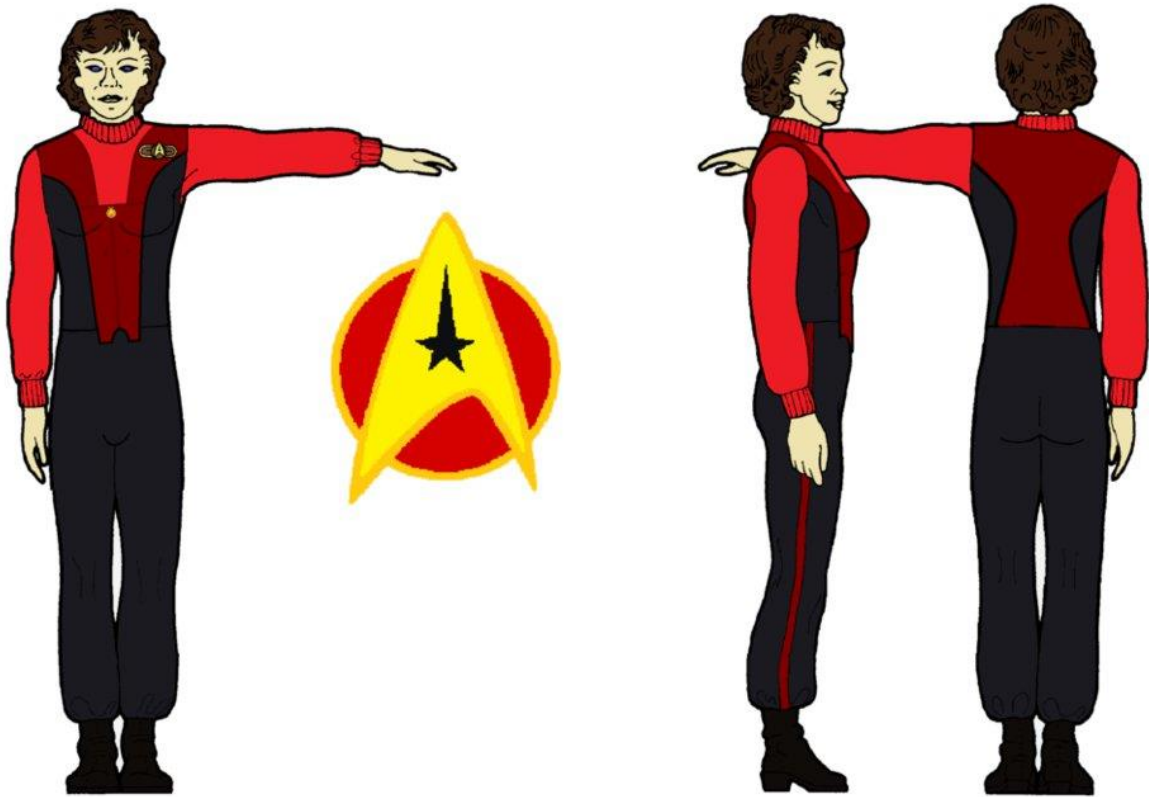
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2273 - 2317
DUTY TUNIC CADET MEDICAL**



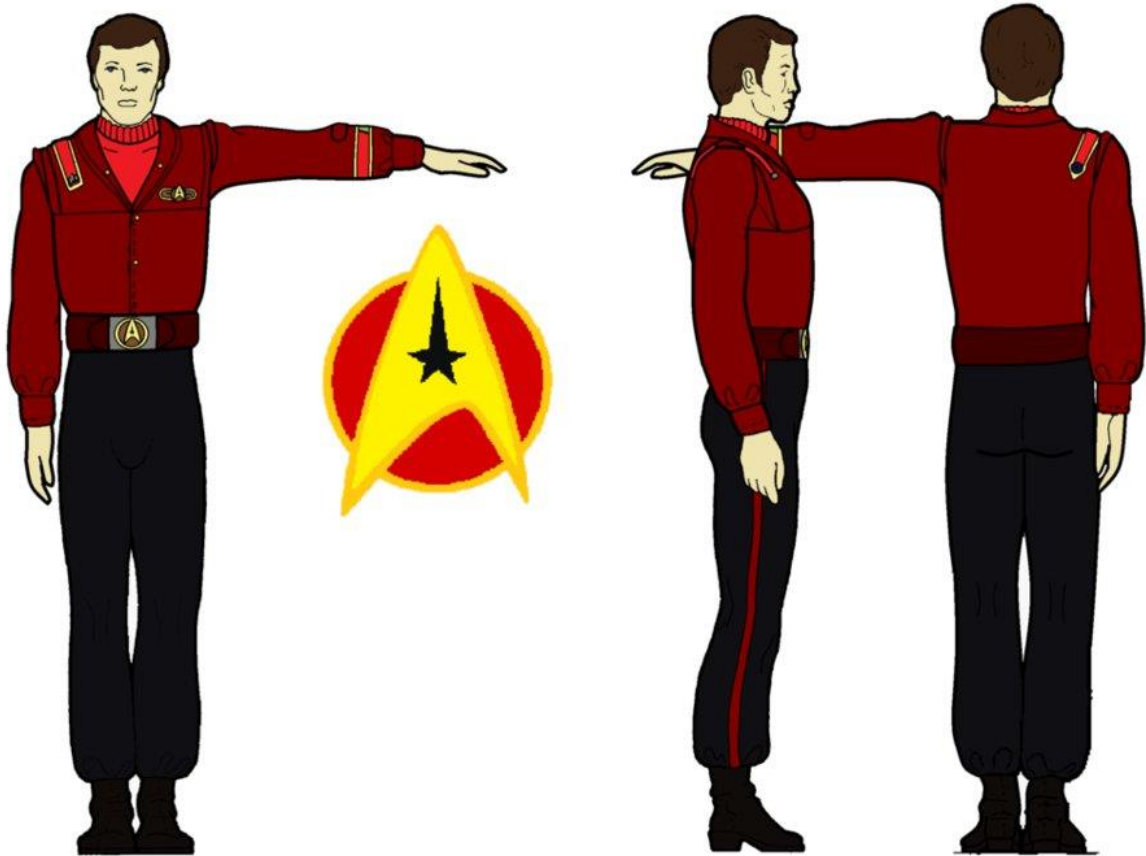
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2273 - 2317
DUTY UNDERVEST CADET MEDICAL**



**STARFLEET FEMALE OFFICER
2273 - 2317
RELAXED DUTY VEST CADET MEDICAL**



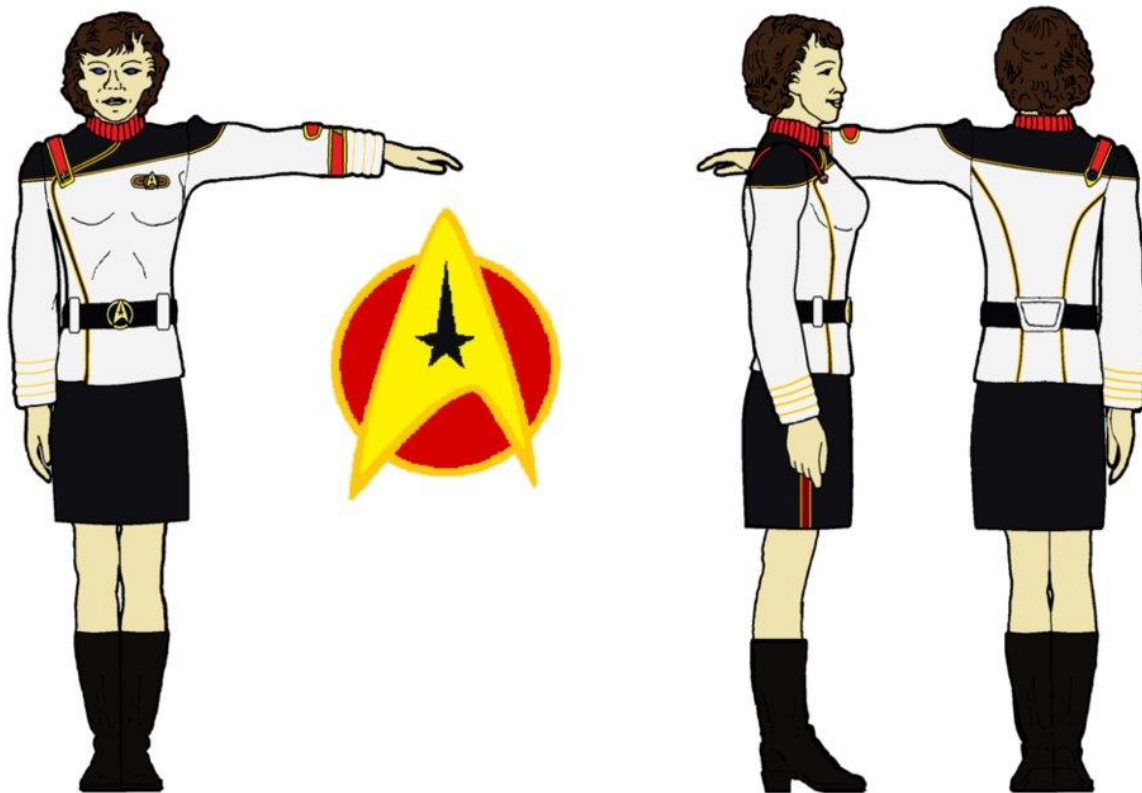
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2273 - 2317
DUTY BOMBER JACKET CADET MEDICAL**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS CADET MEDICAL**



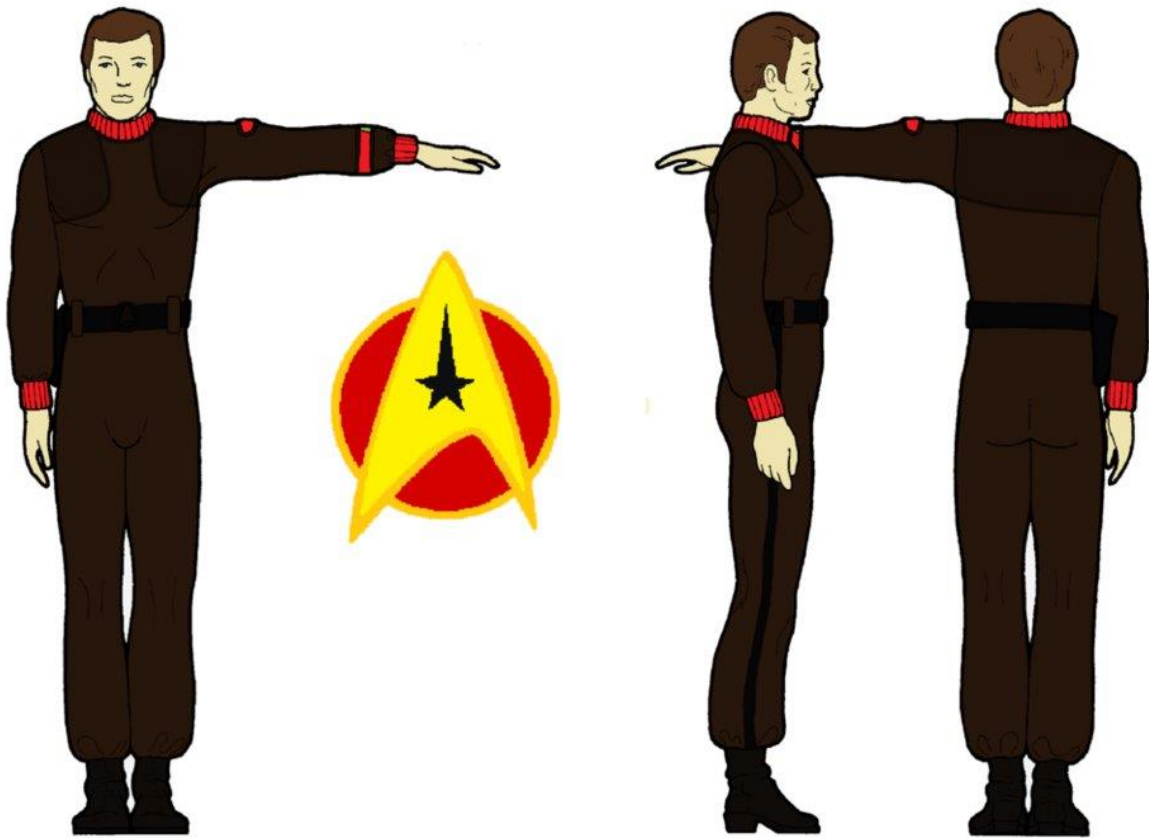
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2273 - 2317
FORMAL DRESS CADET MEDICAL**



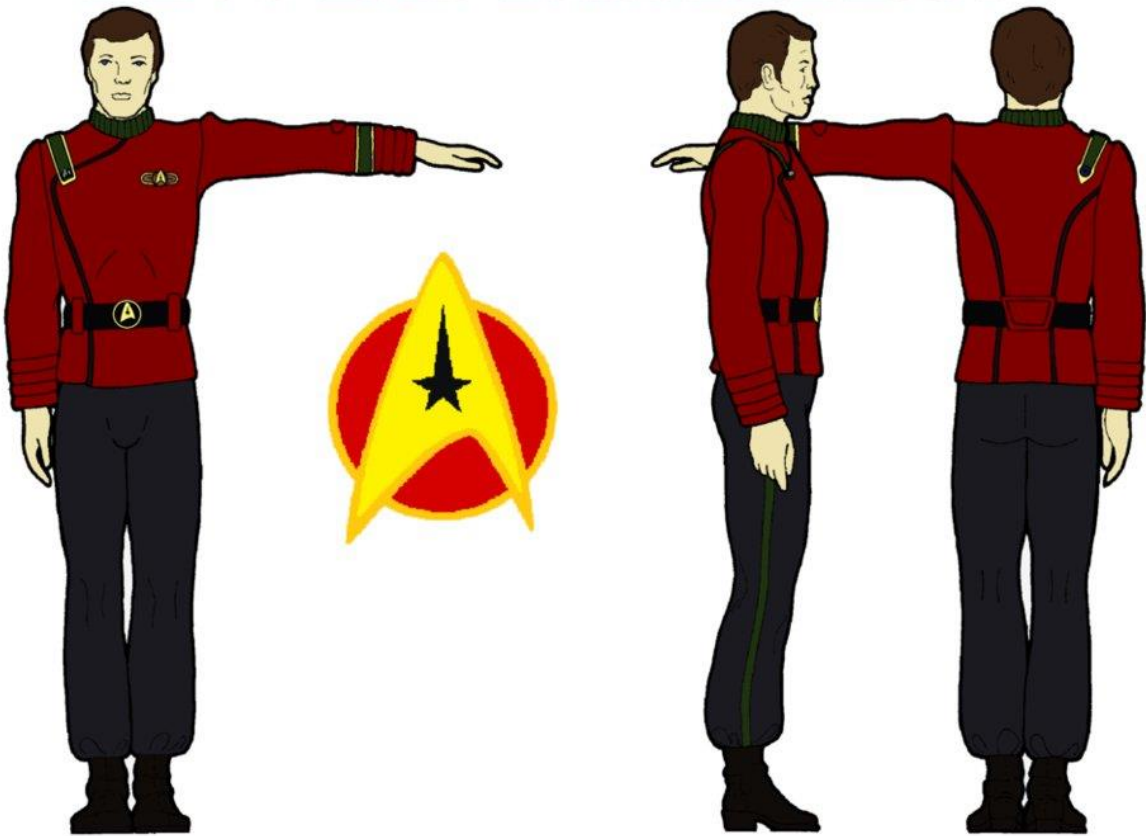
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2273 - 2317
DUTY FIELD JACKET CADET MEDICAL**



**STARFLEET MALE OFFICER
2273 - 2317
TACTICAL UNIFORM CADET MEDICAL**



Security Department
STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM SECURITY



**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM SECURITY**



**STARFLEET MALE OFFICER
2273 - 2317
SECURITY DUTY BODY ARMOR**



**STARFLEET MALE OFFICER
2273 - 2317
DUTY TUNIC SECURITY**



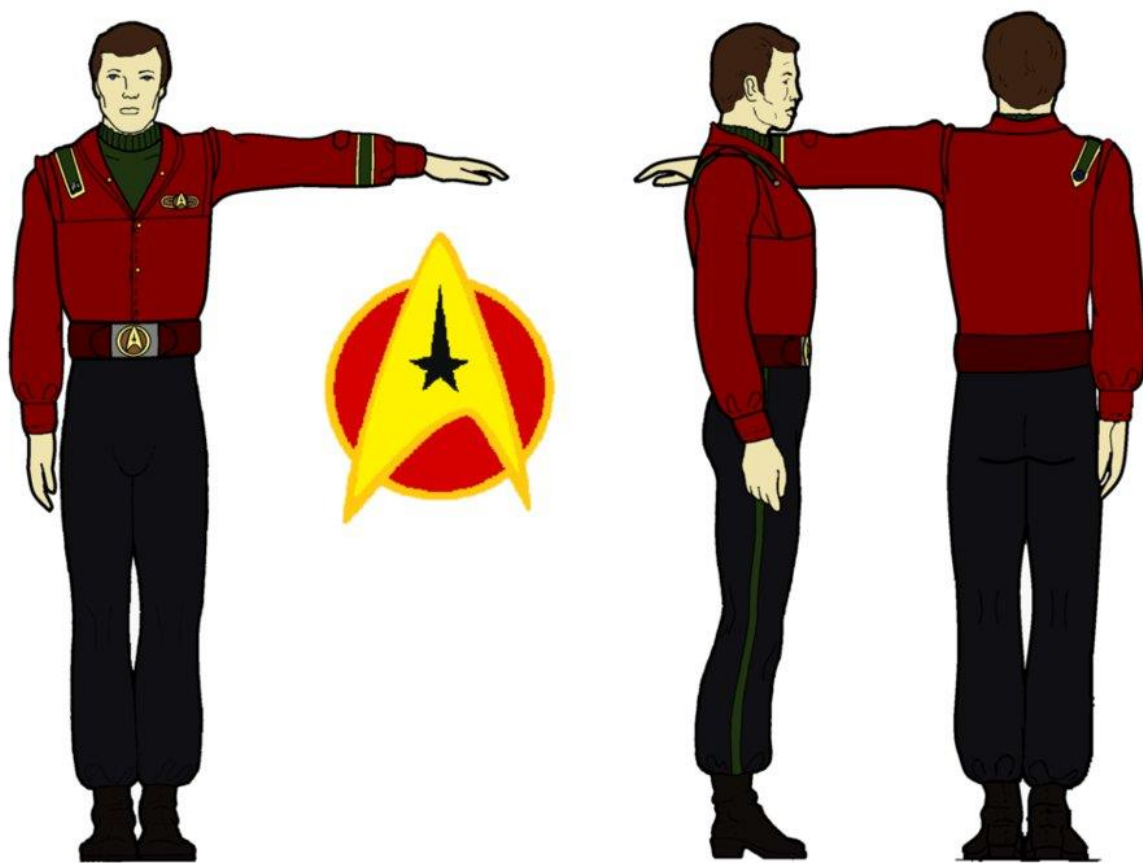
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2273 - 2317
DUTY JACKET UNDERVEST SECURITY**



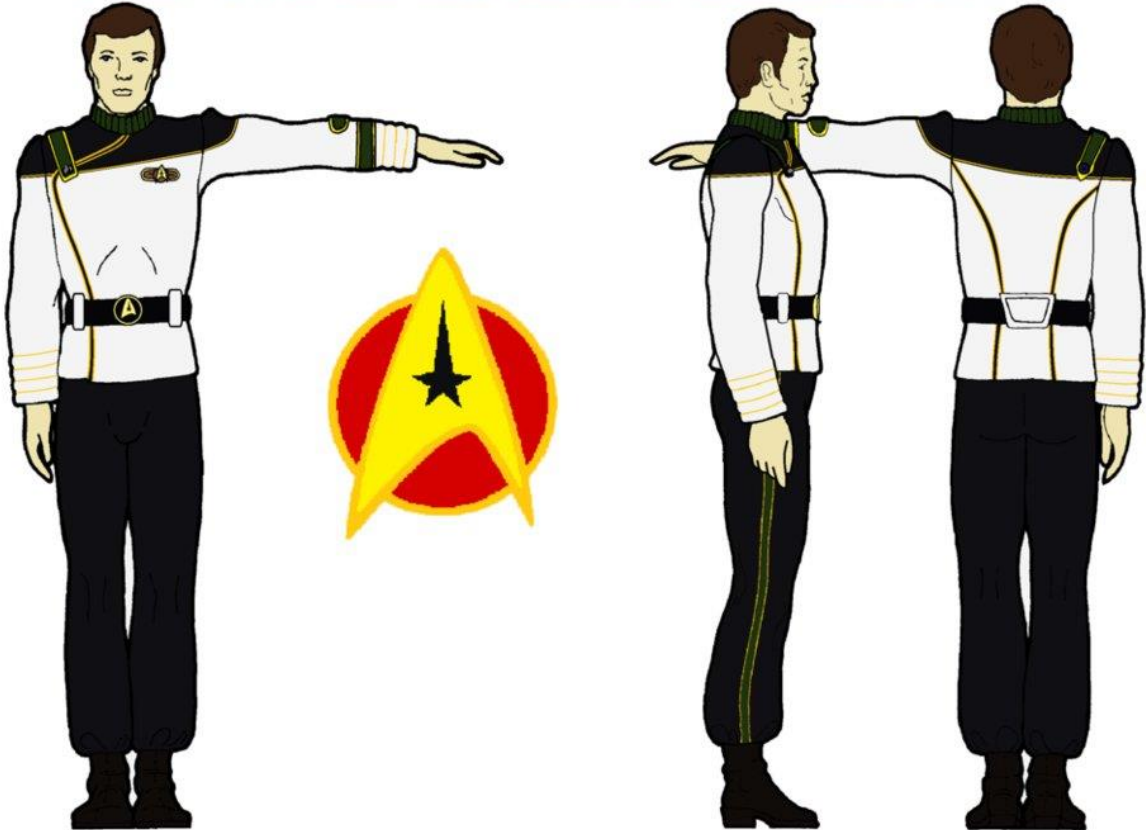
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2273 - 2317
RELAXED DUTY VEST SECURITY**



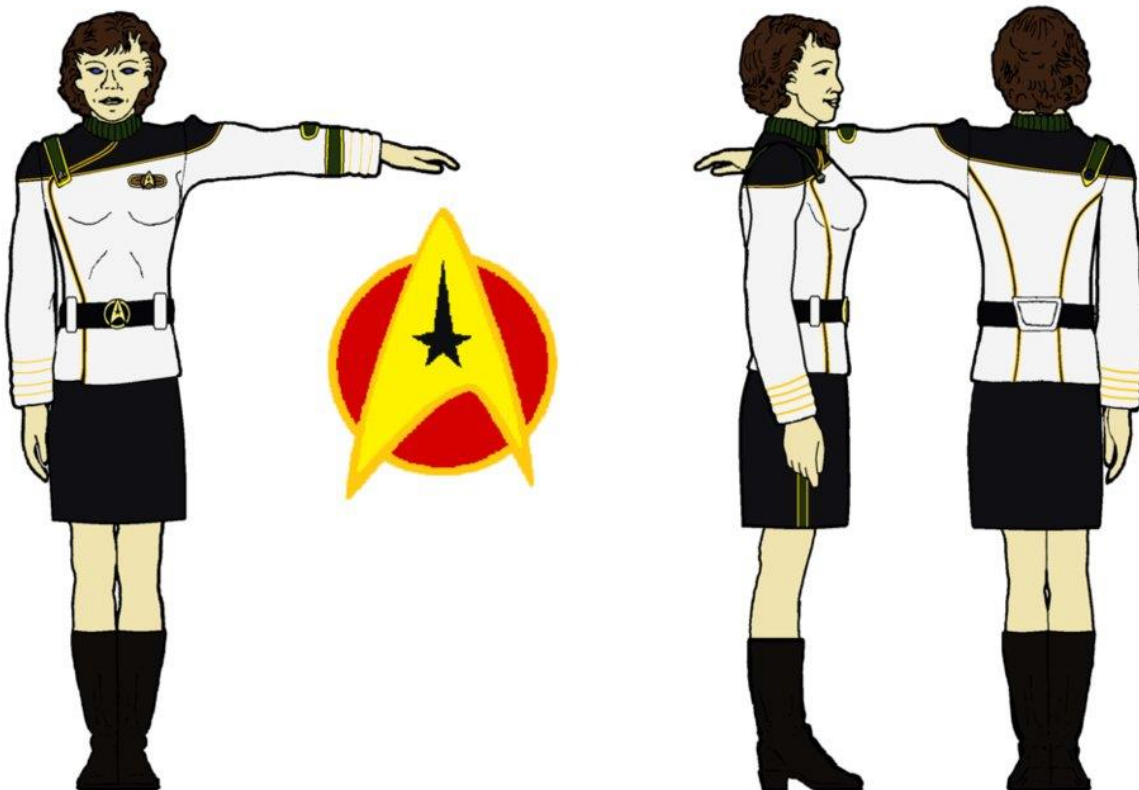
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2273 - 2317
DUTY BOMBER JACKET SECURITY**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS SECURITY**



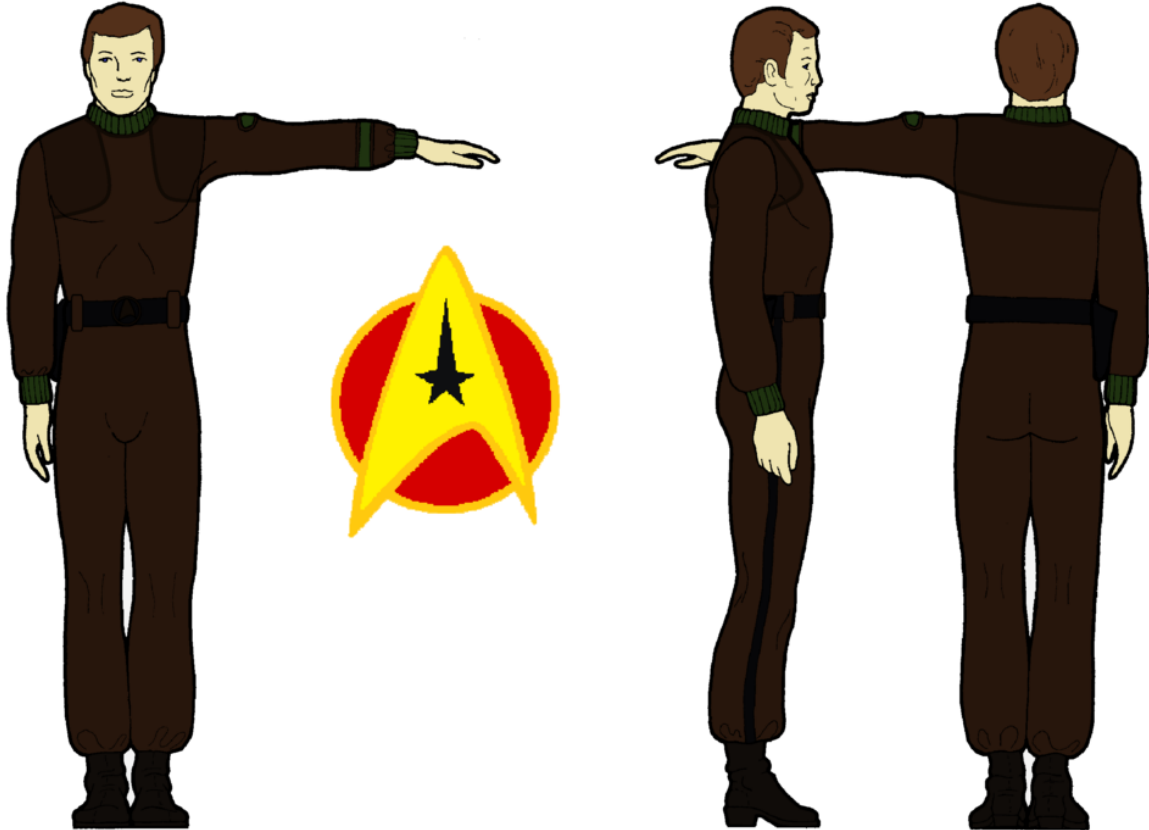
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2273 - 2317
FORMAL DRESS SECURITY**



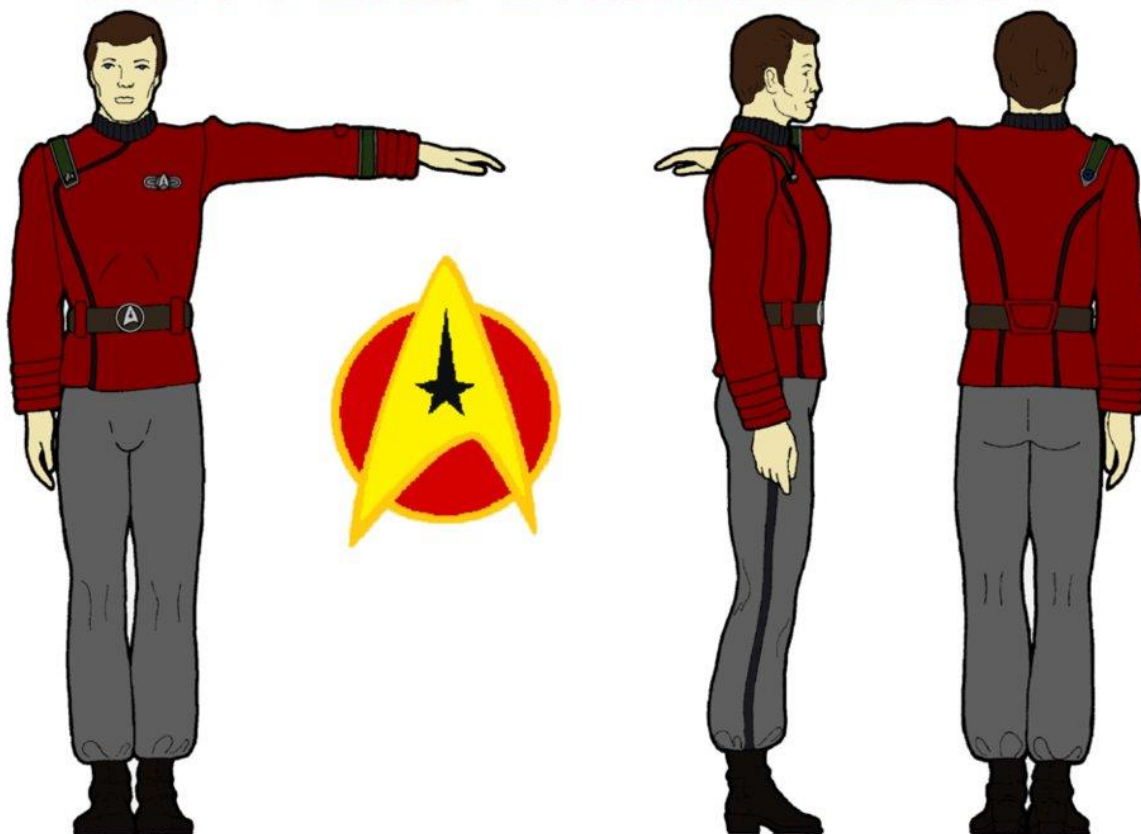
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2273 - 2317
DUTY FIELD JACKET SECURITY**



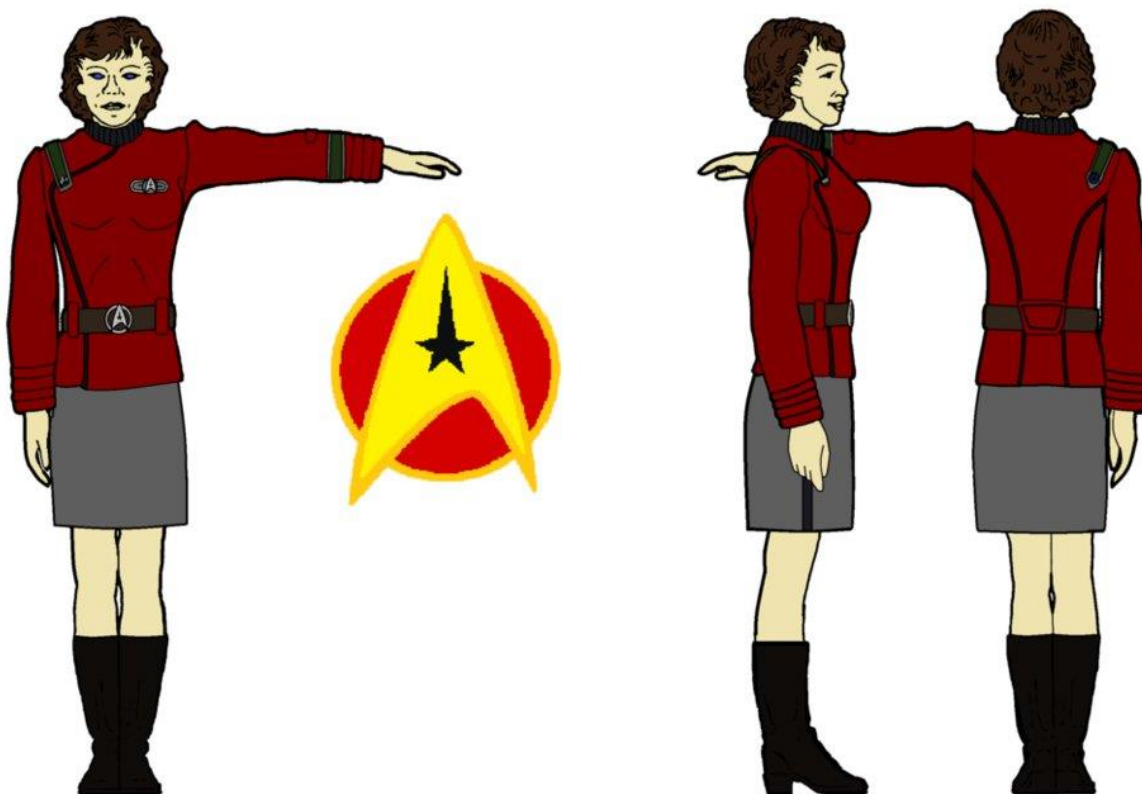
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2273 - 2317
TACTICAL UNIFORM SECURITY**



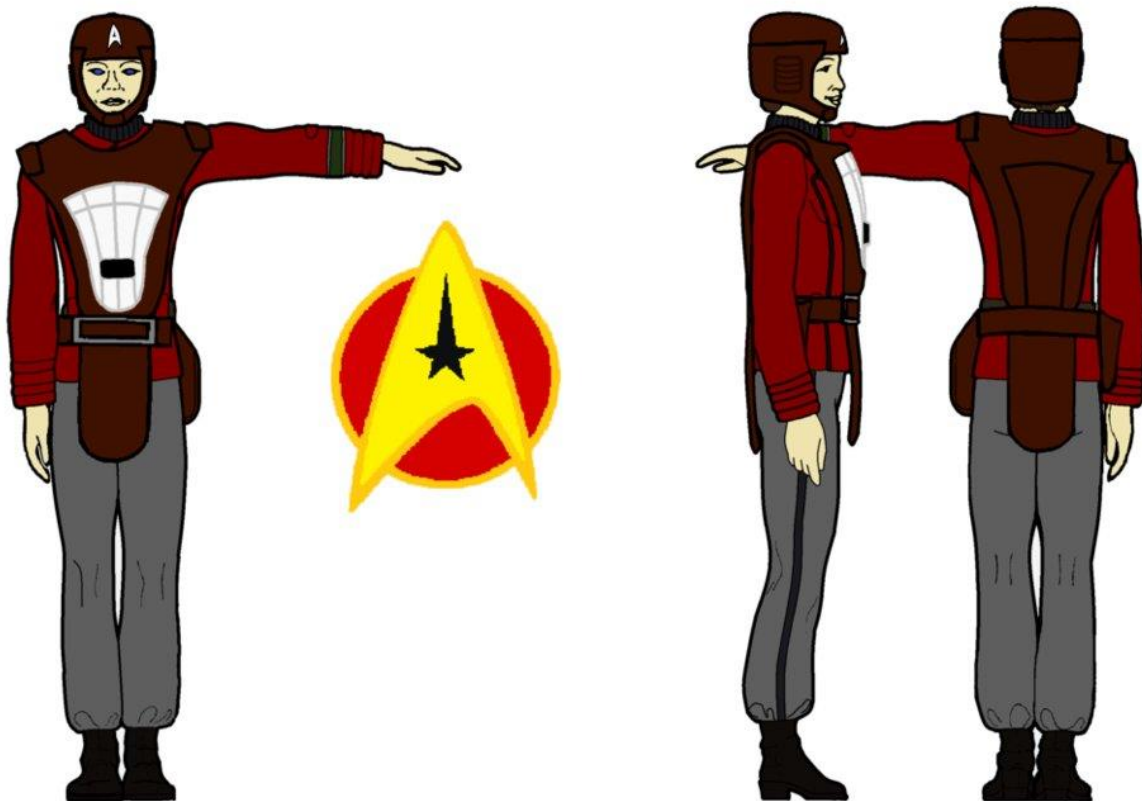
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2273 - 2317
DUTY UNIFORM SECURITY**



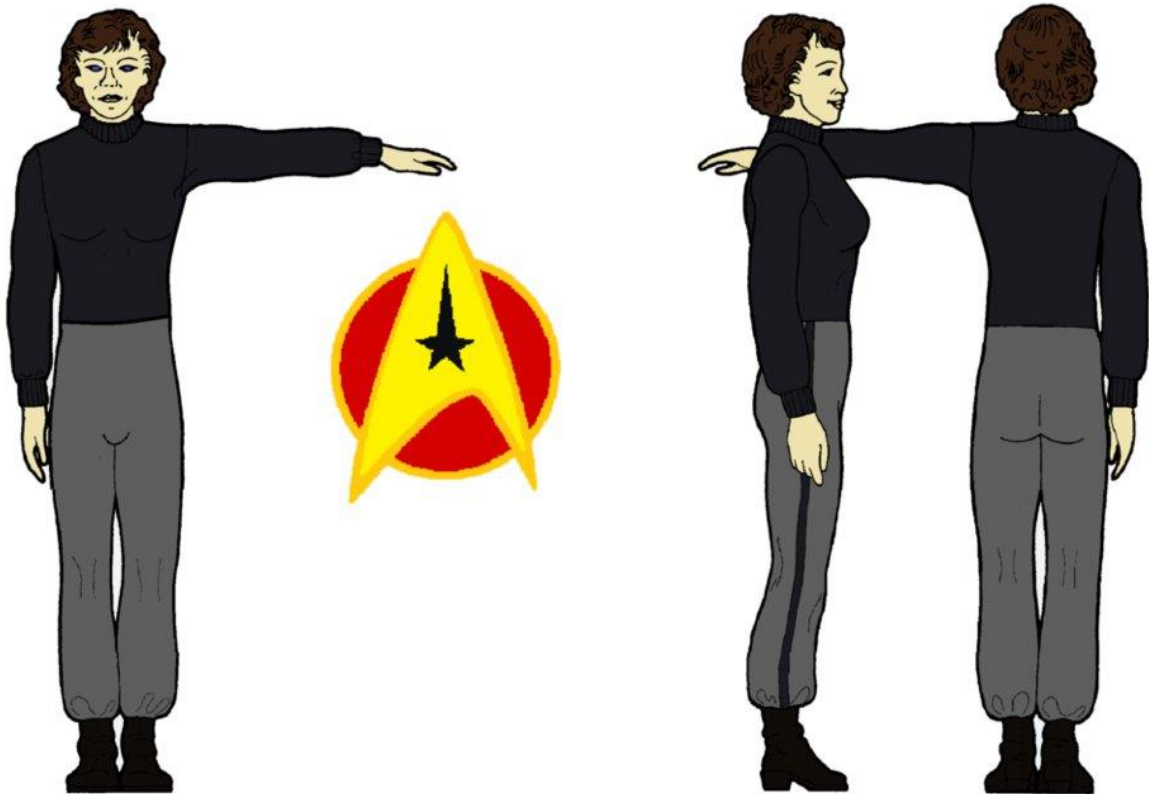
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2273 - 2317
ALT. DUTY UNIFORM SECURITY**



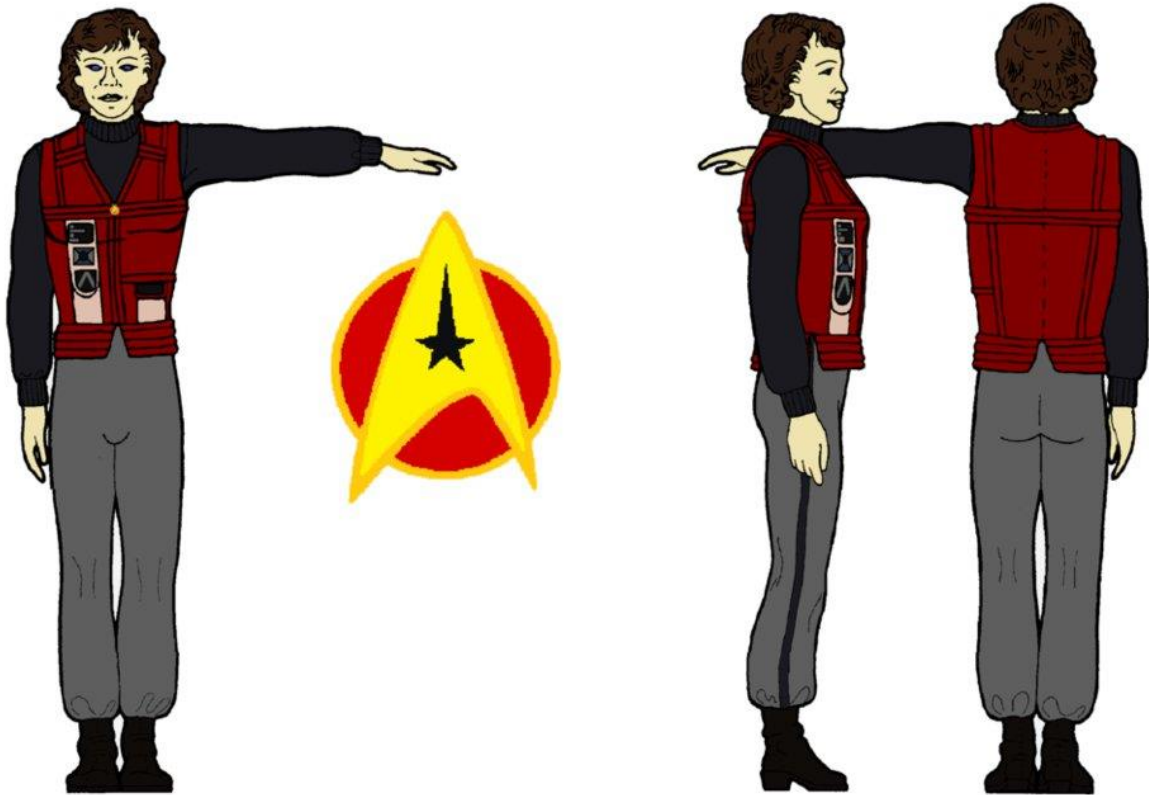
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2273 - 2317
SECURITY DUTY BODY ARMOR**



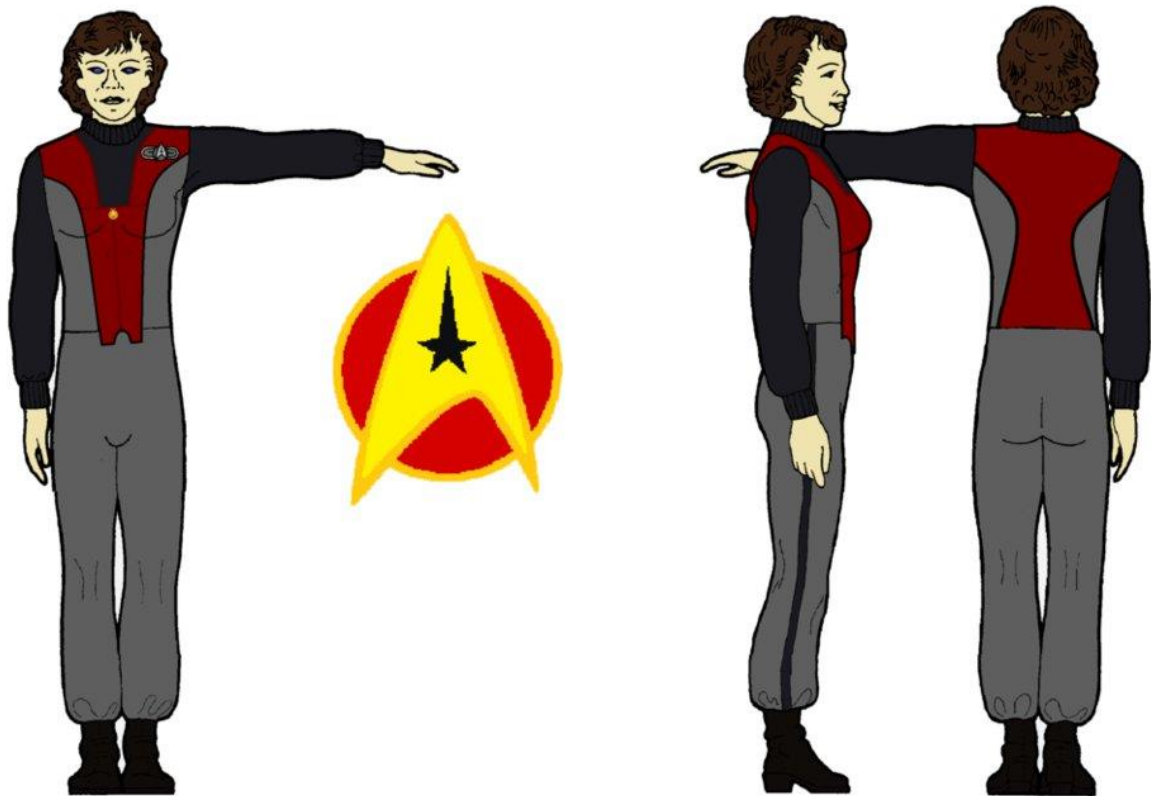
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2273 - 2317
DUTY TUNIC SECURITY**



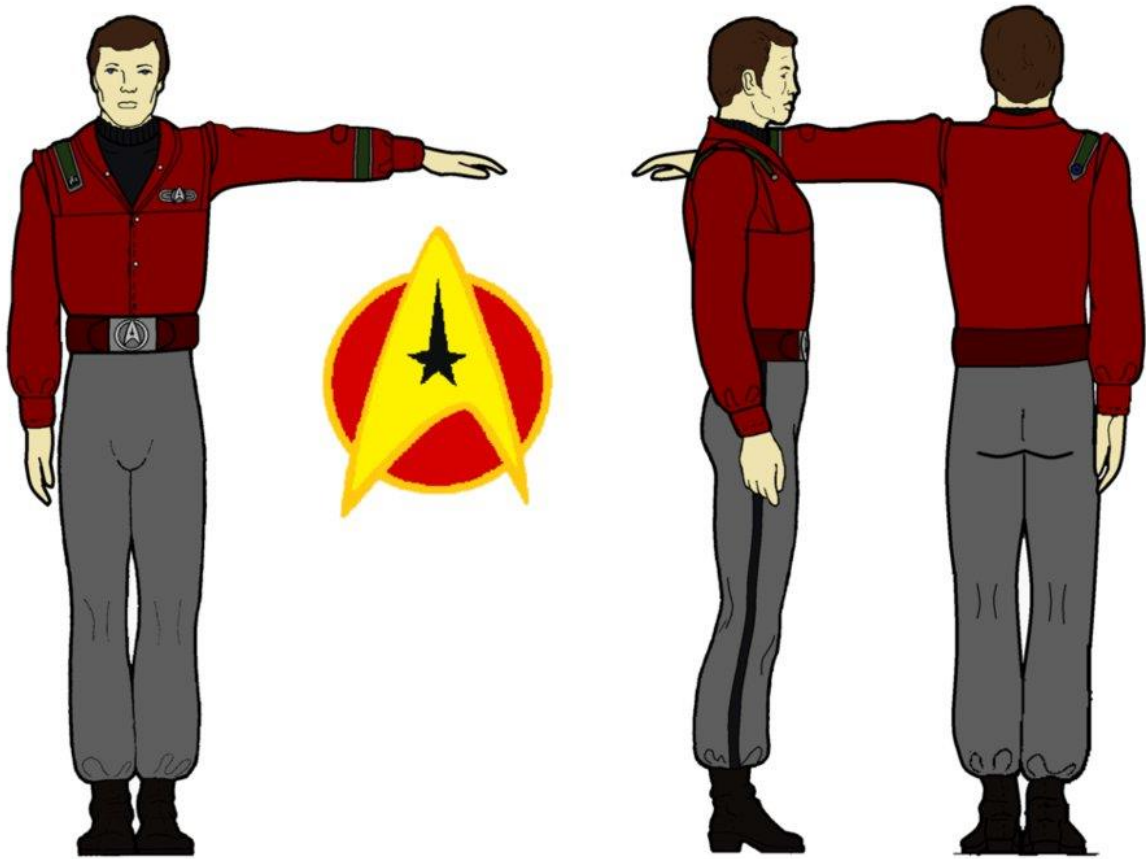
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2273 - 2317
DUTY JACKET UNDERVEST SECURITY**



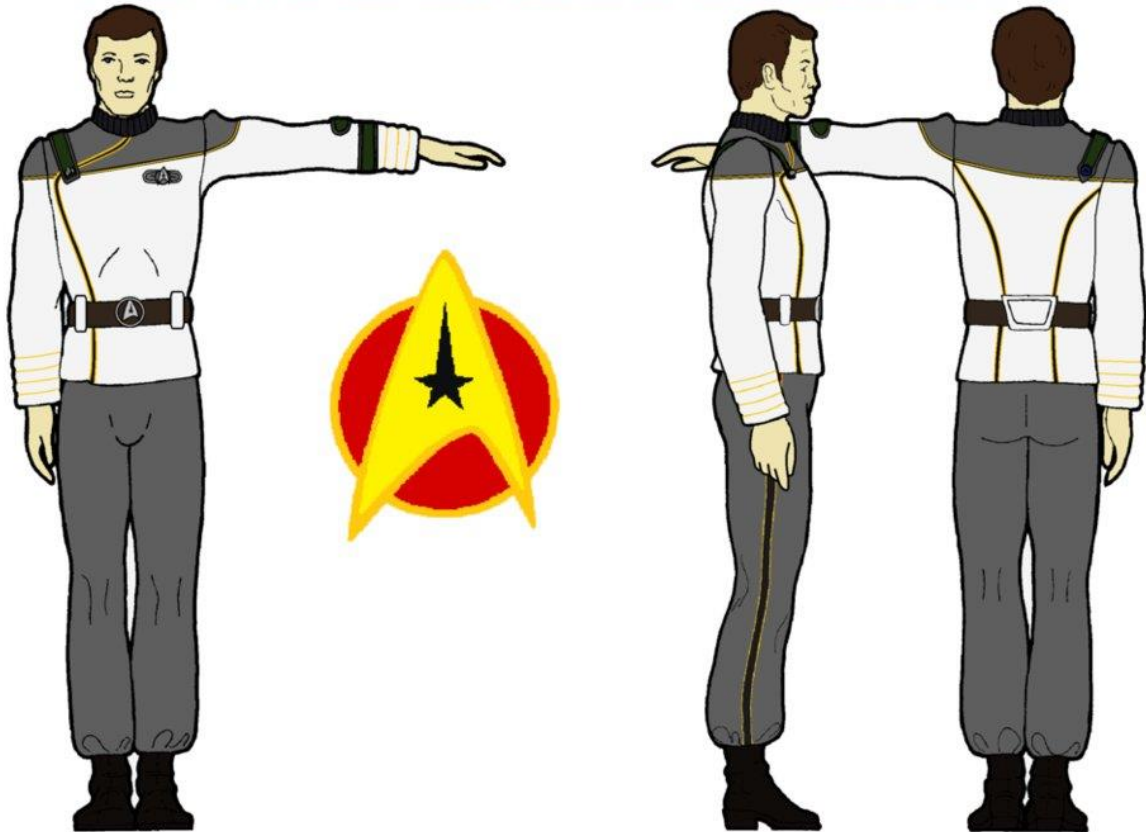
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2273 - 2317
RELAXED DUTY VEST SECURITY**



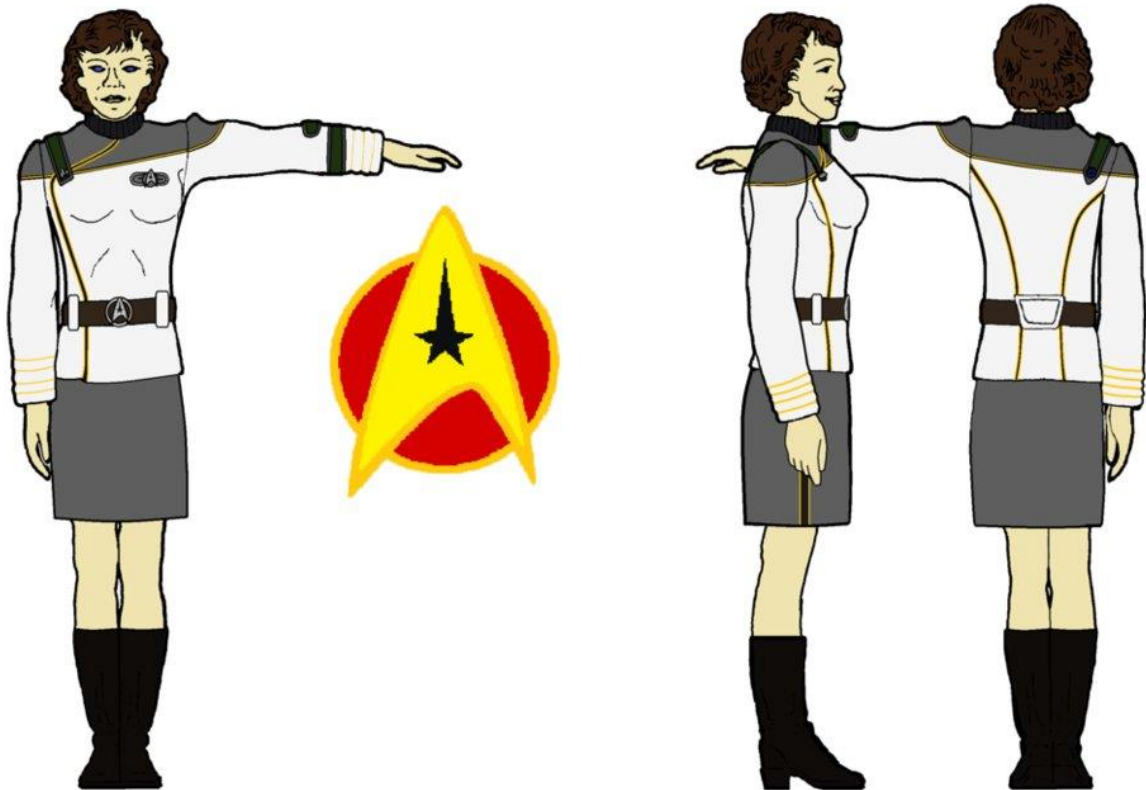
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2273 - 2317
DUTY BOMBER JACKET SECURITY**



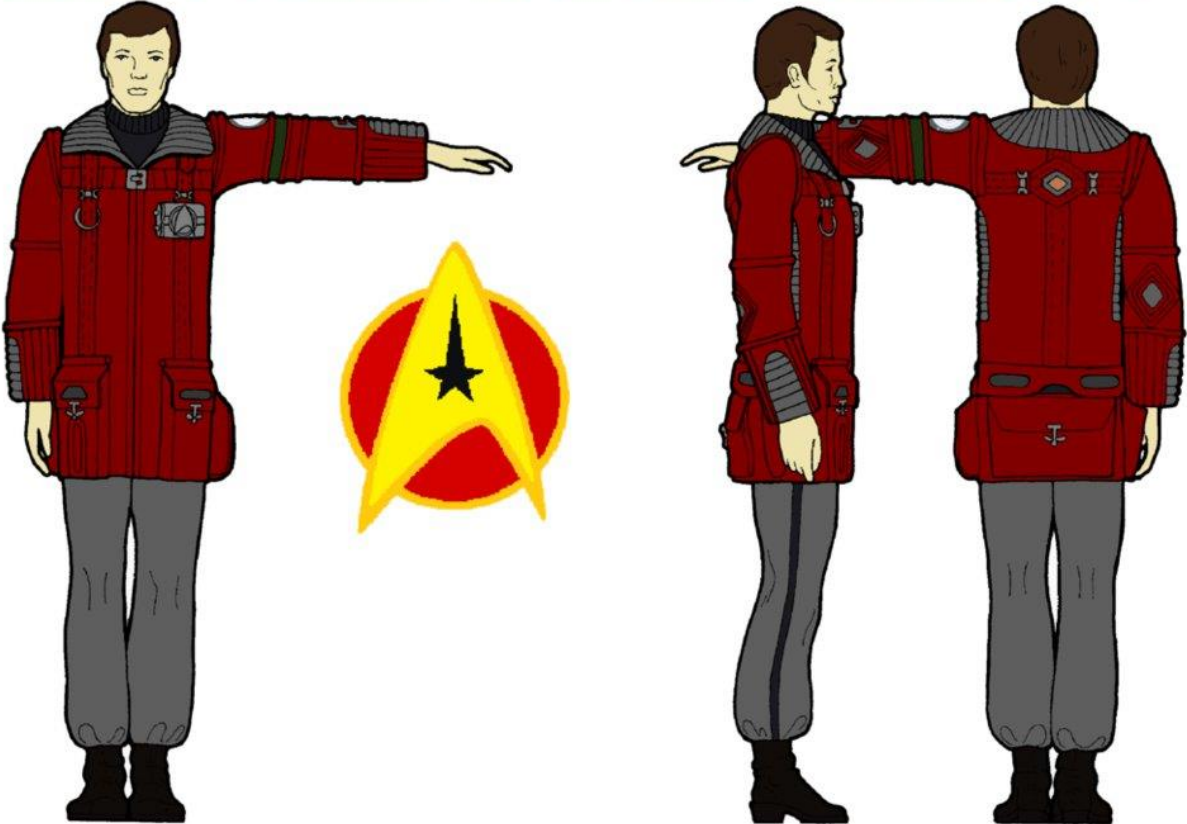
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2273 - 2317
FORMAL DRESS SECURITY**



**STARFLEET FEMALE NCO
2273 - 2317
FORMAL DRESS SECURITY**



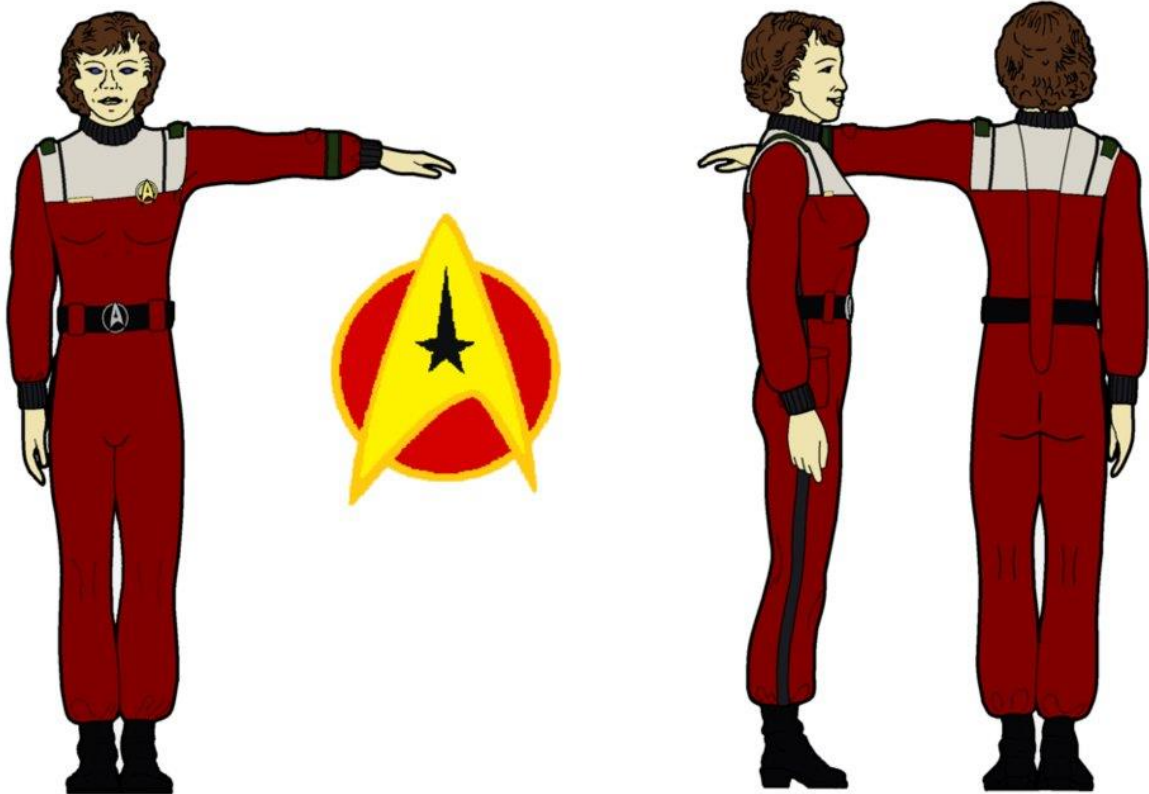
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2273 - 2317
DUTY FIELD JACKET SECURITY**



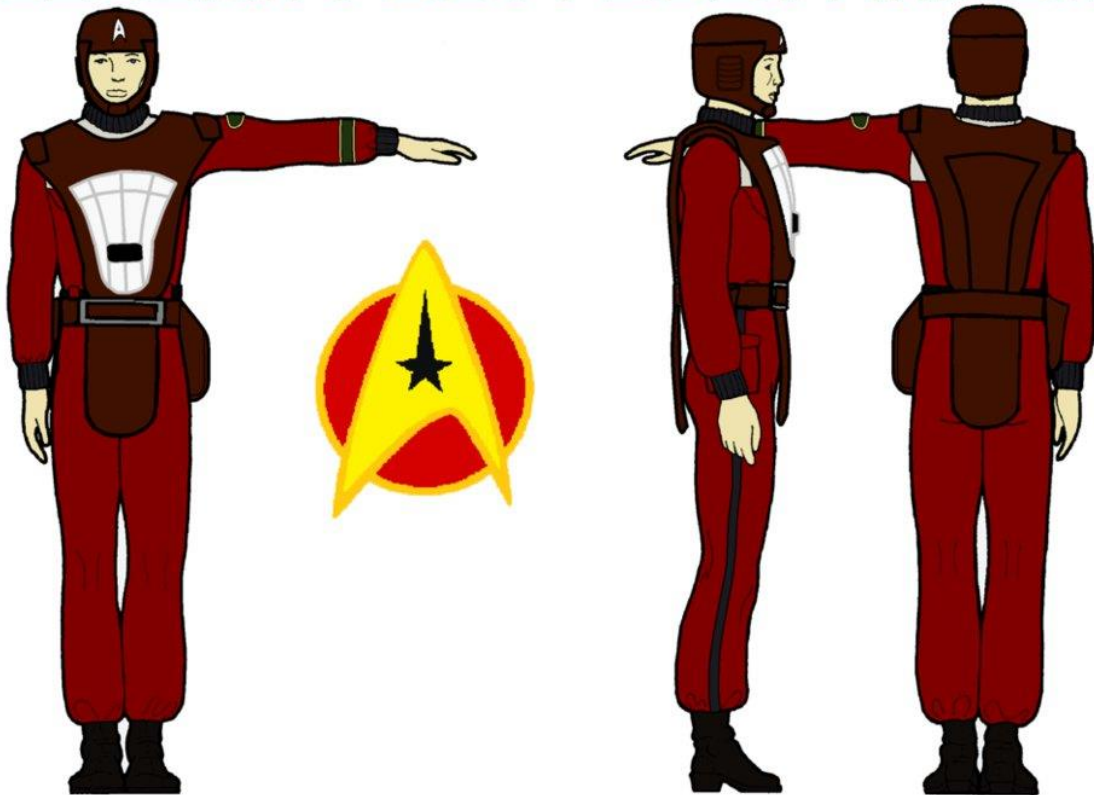
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2273 - 2317
TACTICAL UNIFORM SECURITY**



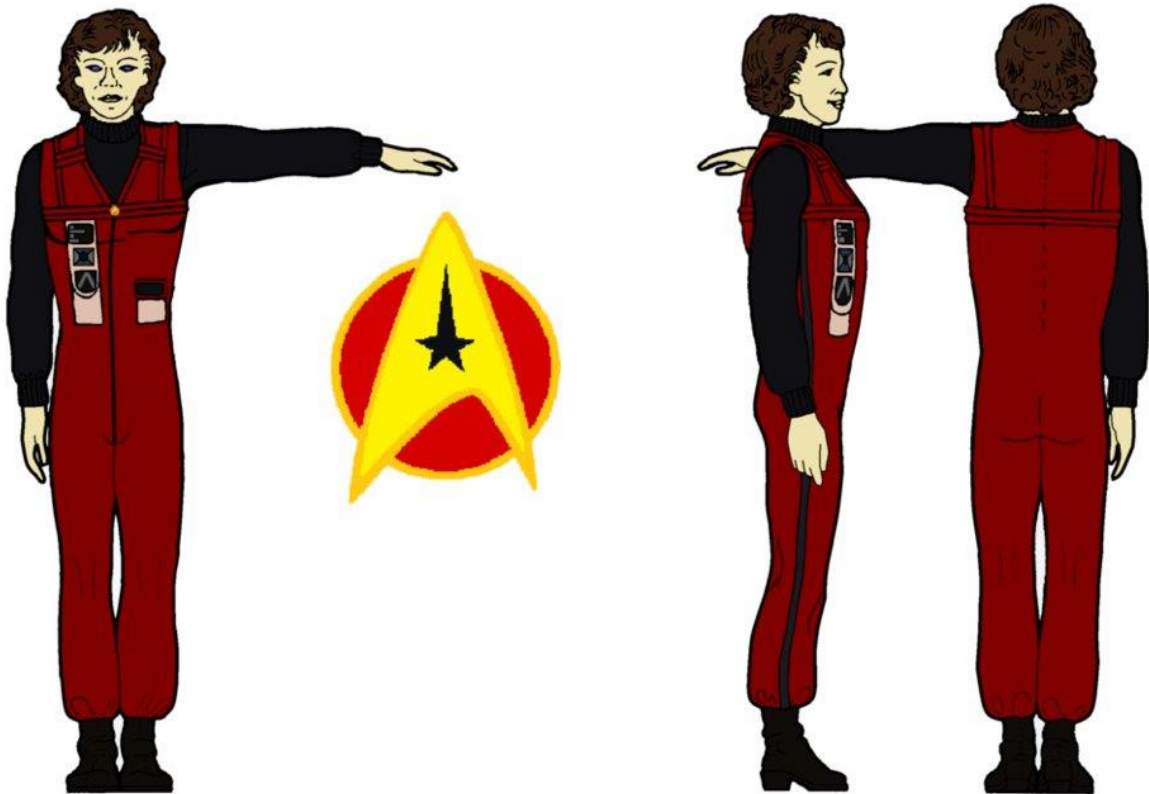
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2273 - 2317
DUTY UNIFORM SECURITY**



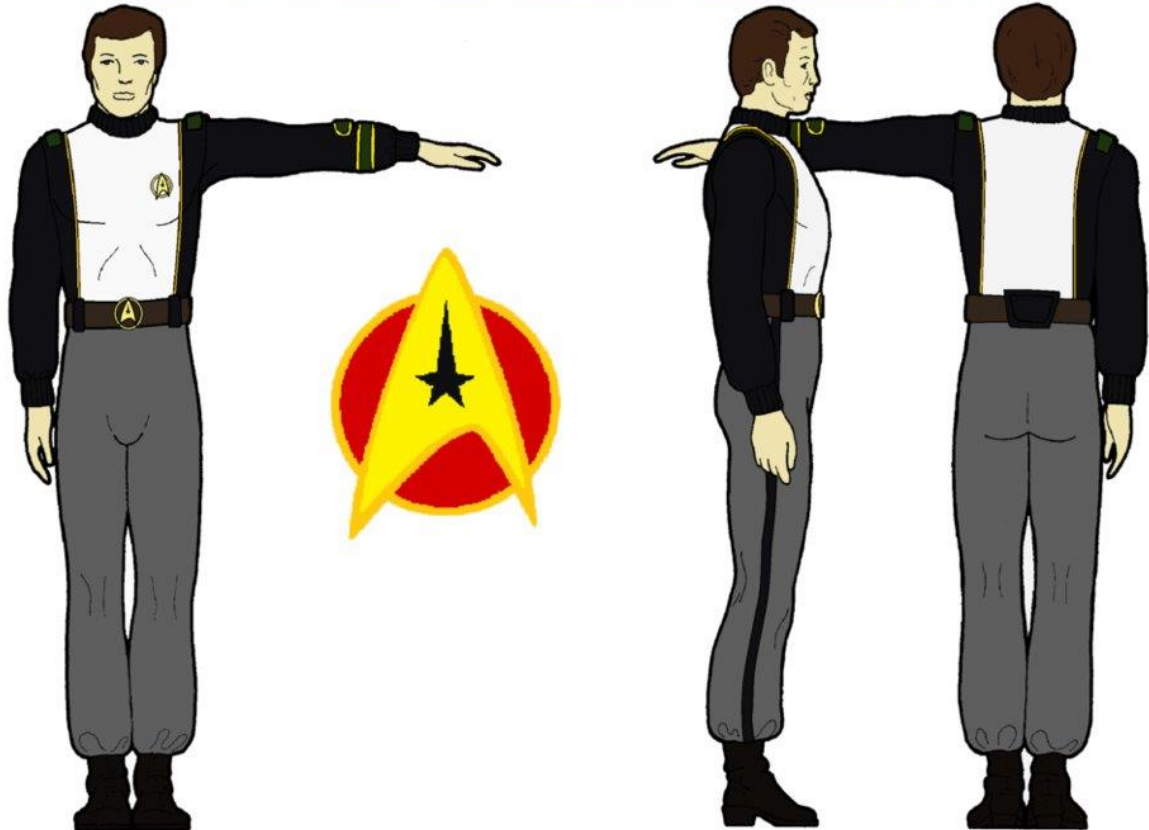
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2273 - 2317
SECURITY DUTY BODY ARMOR**



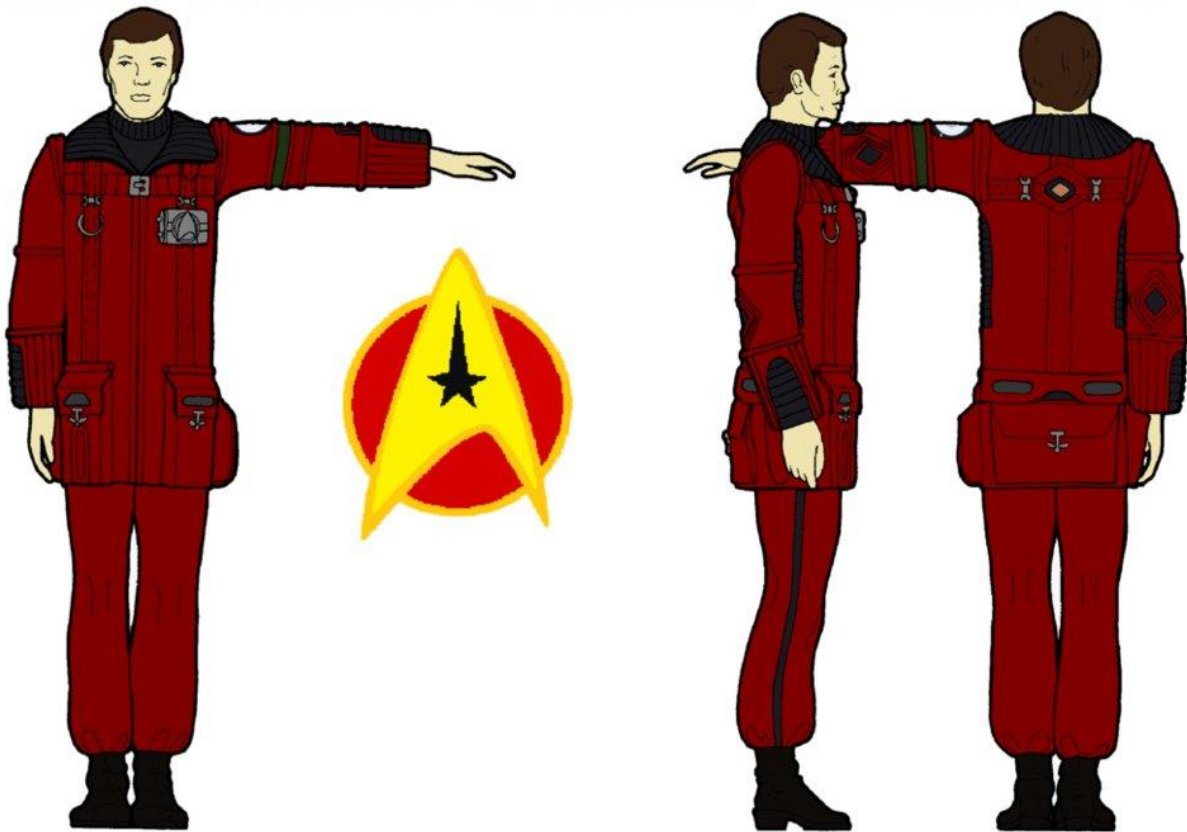
**STARFLEET FEMALE ENLISTED
2273 - 2317
DUTY JACKET UNDER JUMPSUIT SECURITY**



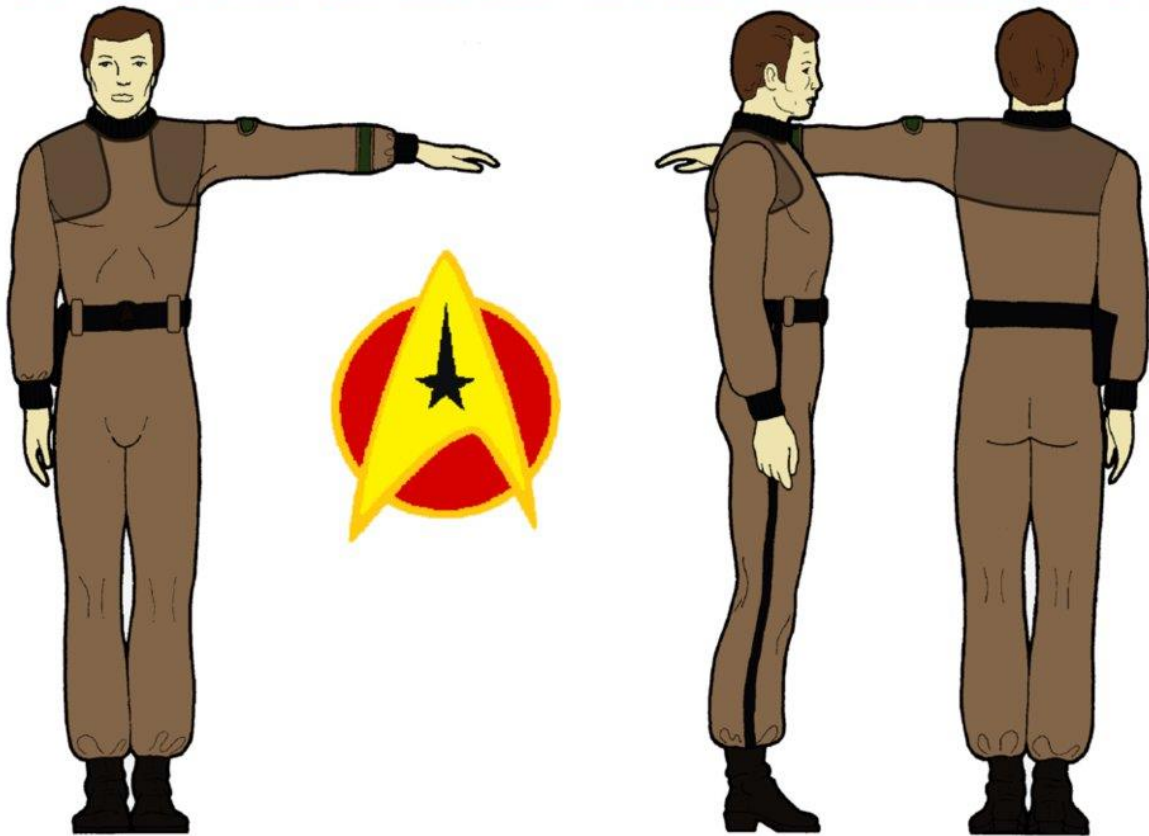
**STARFLEET MALE ENLISTED
2273 - 2317
FORMAL DRESS SECURITY**



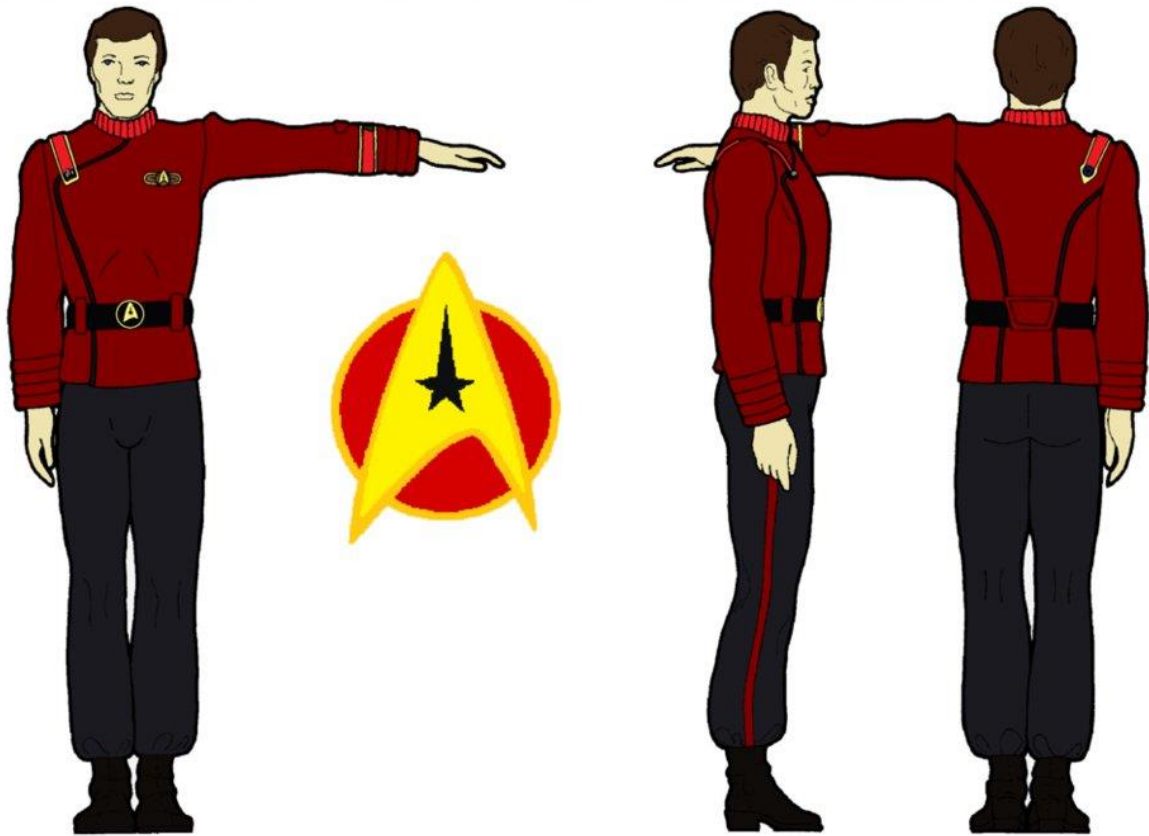
**STARFLEET MALE ENLISTED
2273 - 2317
DUTY FIELD JACKET SECURITY**



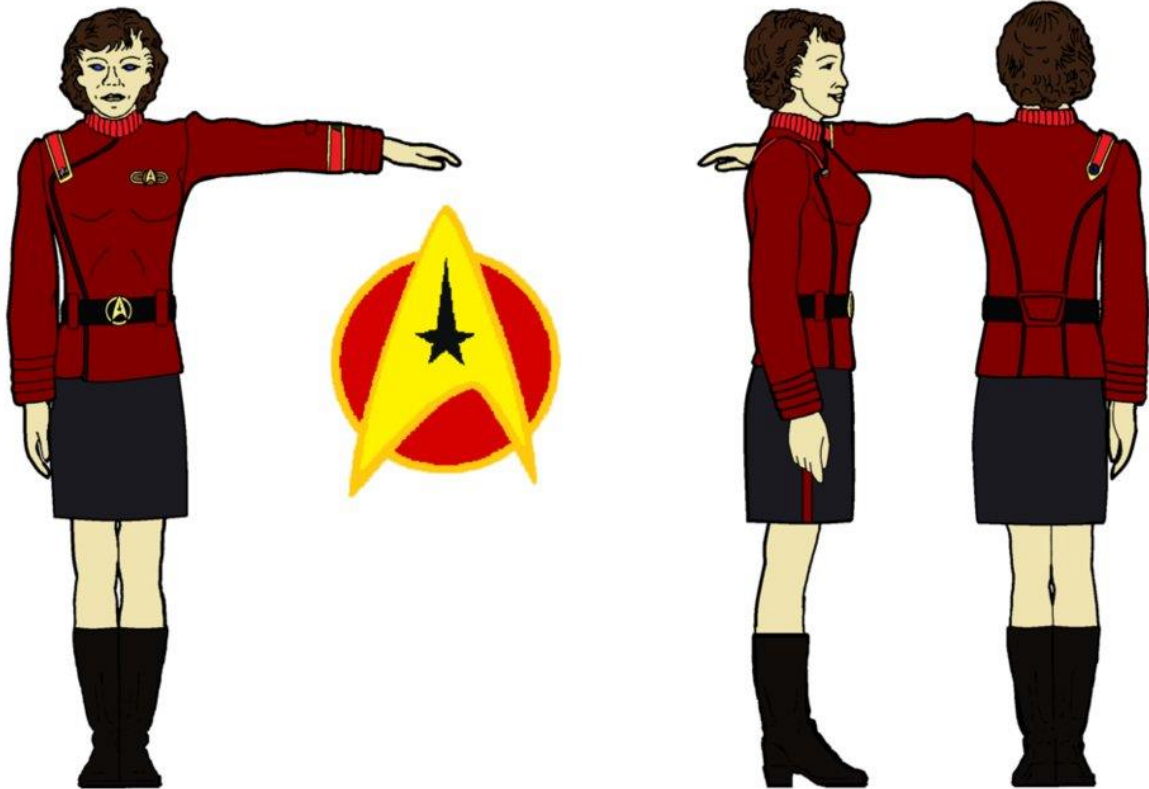
**STARFLEET MALE ENLISTED
2273 - 2317
TACTICAL UNIFORM SECURITY**



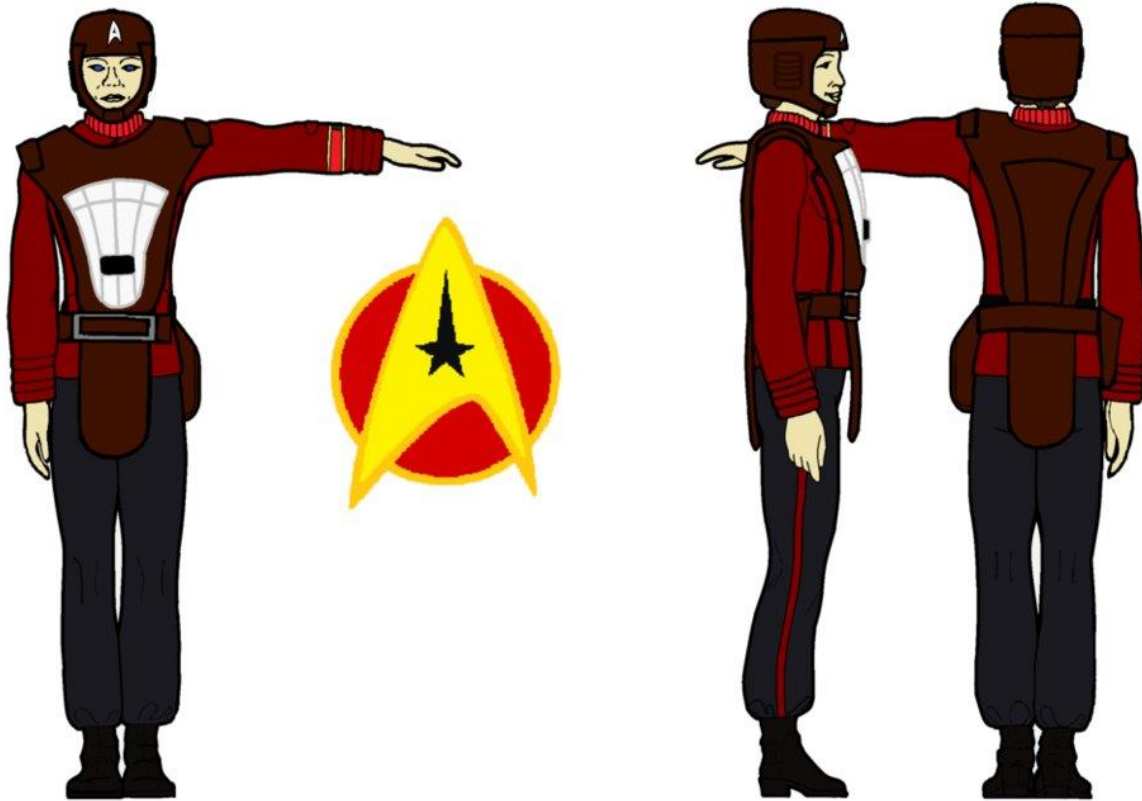
**STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM CADET SECURITY**



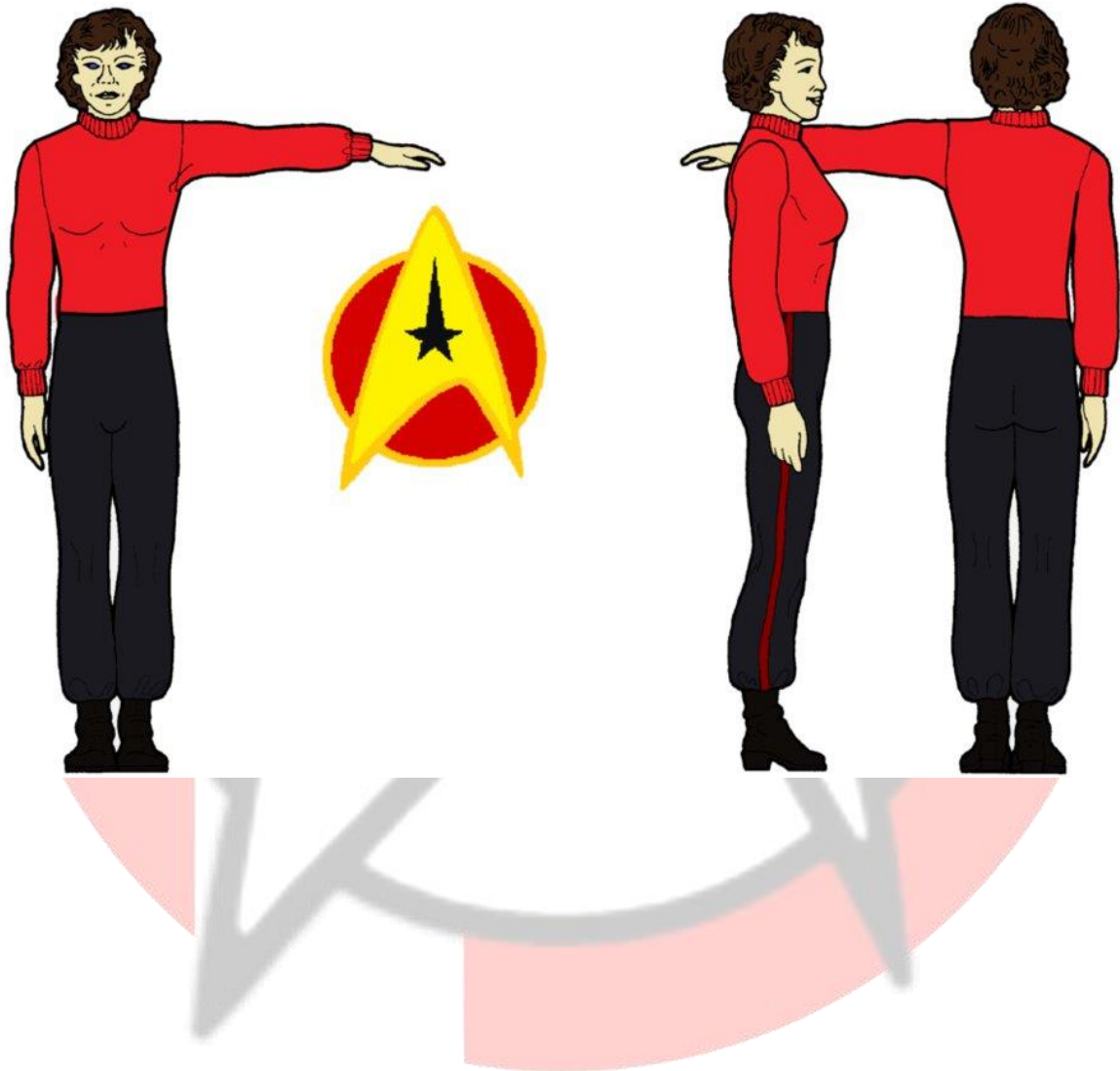
**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM CADET SECURITY**



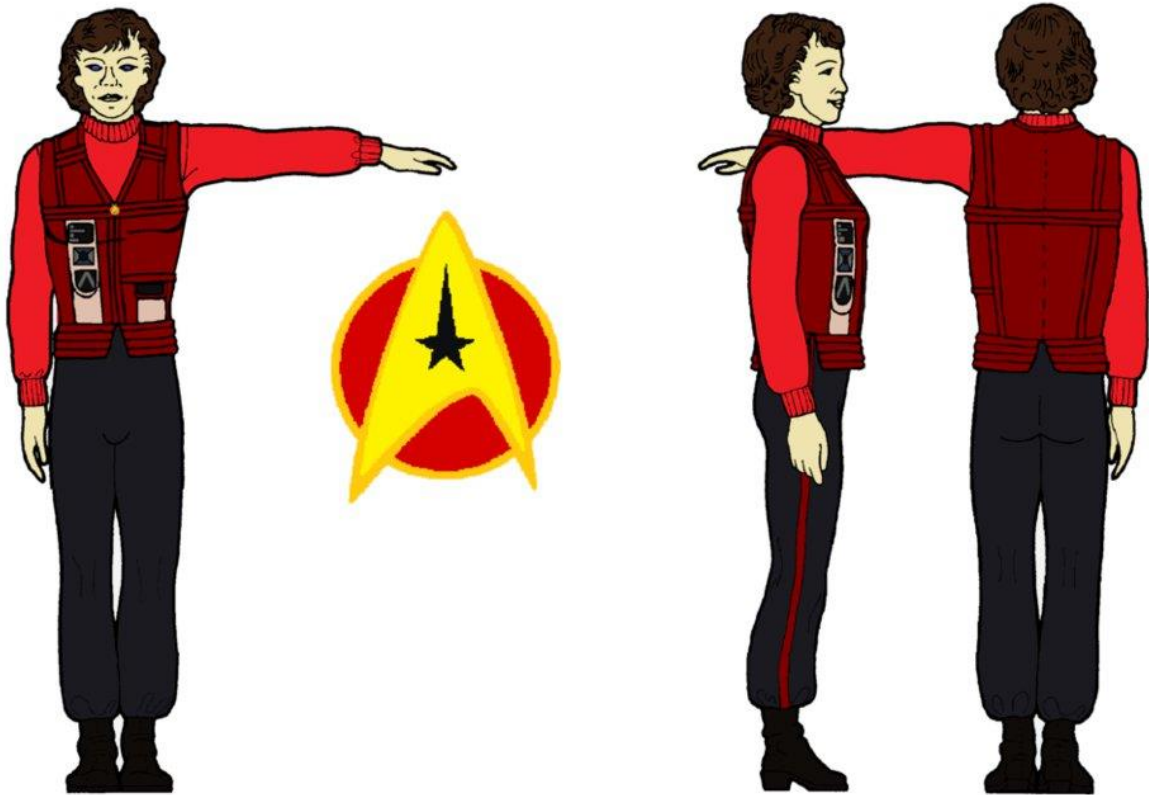
**STARFLEET FEMALE OFFICER
2273 - 2317
SECURITY DUTY BODY ARMOR**



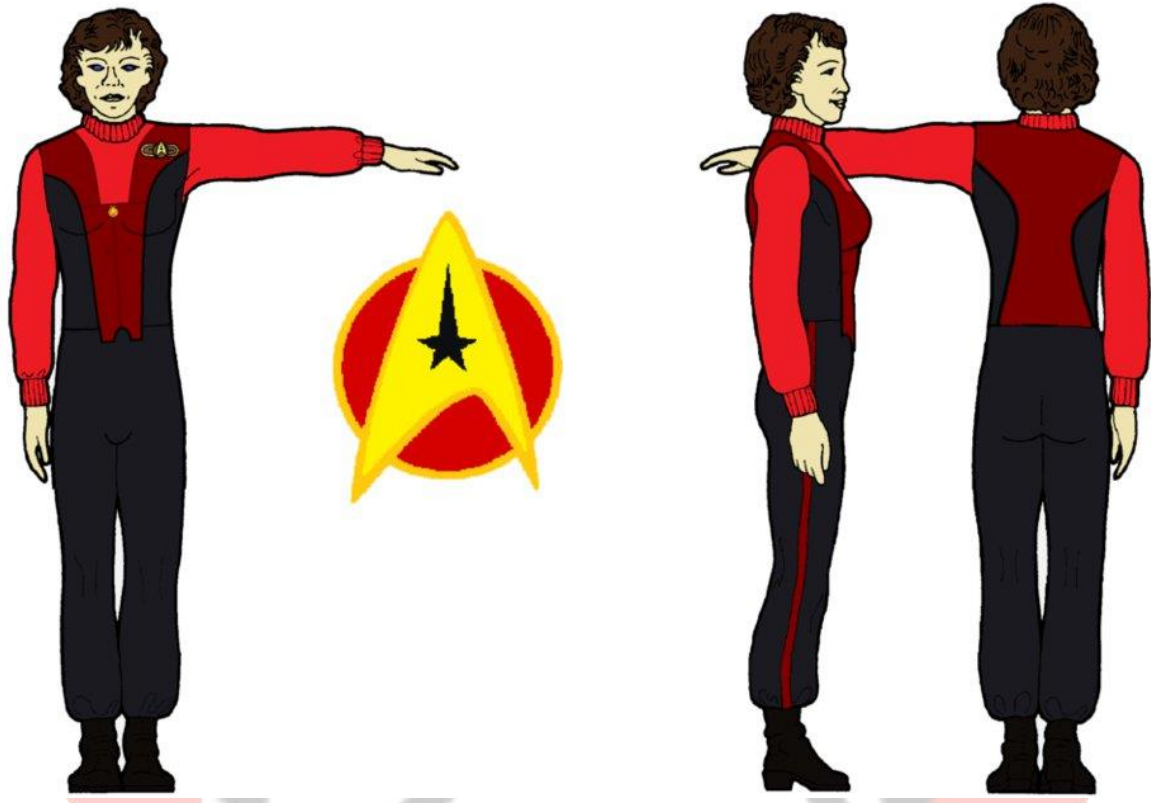
**STARFLEET FEMALE OFFICER
2273 - 2317
DUTY TUNIC CADET SECURITY**



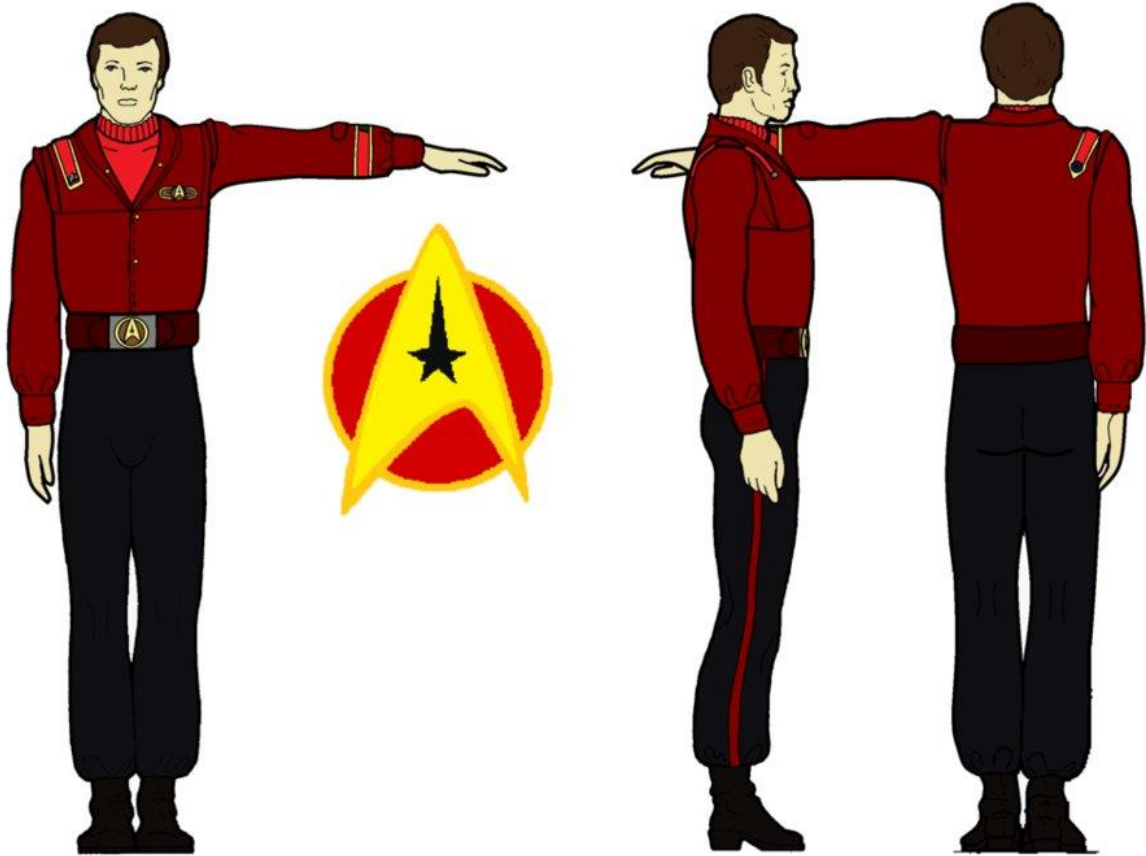
**STARFLEET FEMALE OFFICER
2273 - 2317
DUTY UNDERVEST CADET SECURITY**



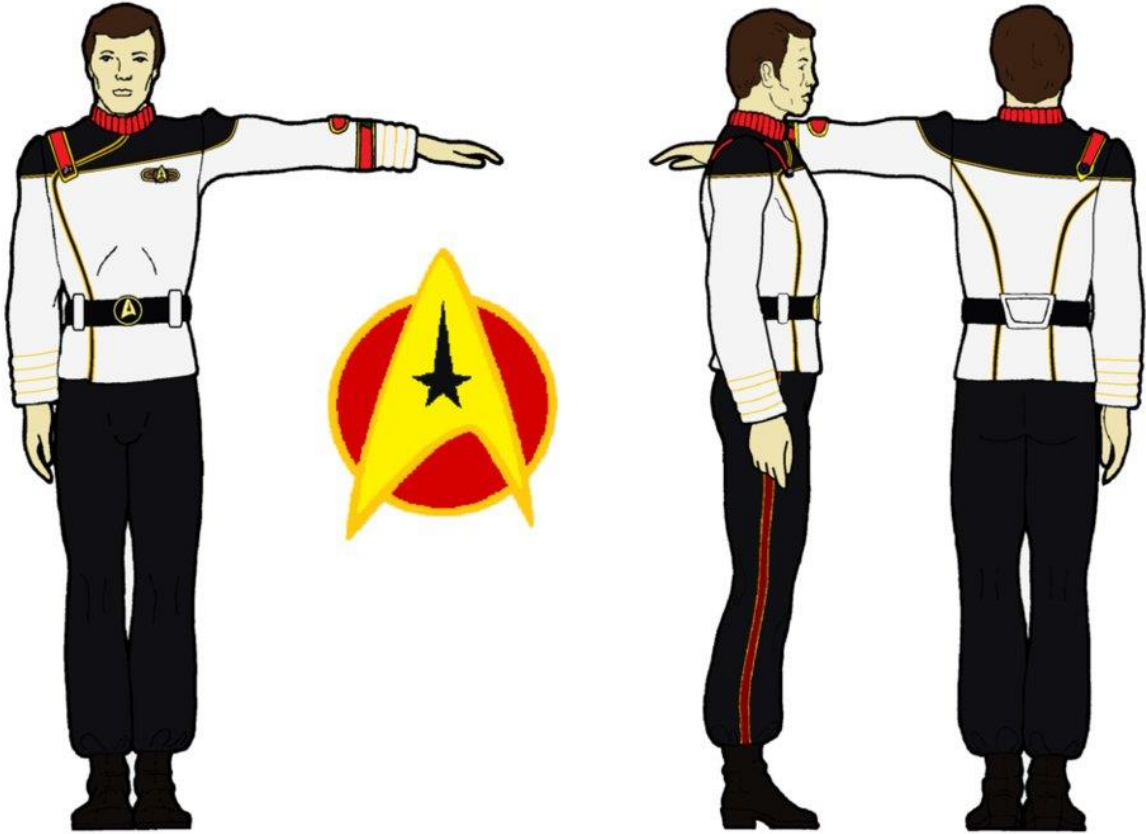
STARFLEET FEMALE OFFICER
2273 - 2317
RELAXED DUTY VEST CADET SECURITY



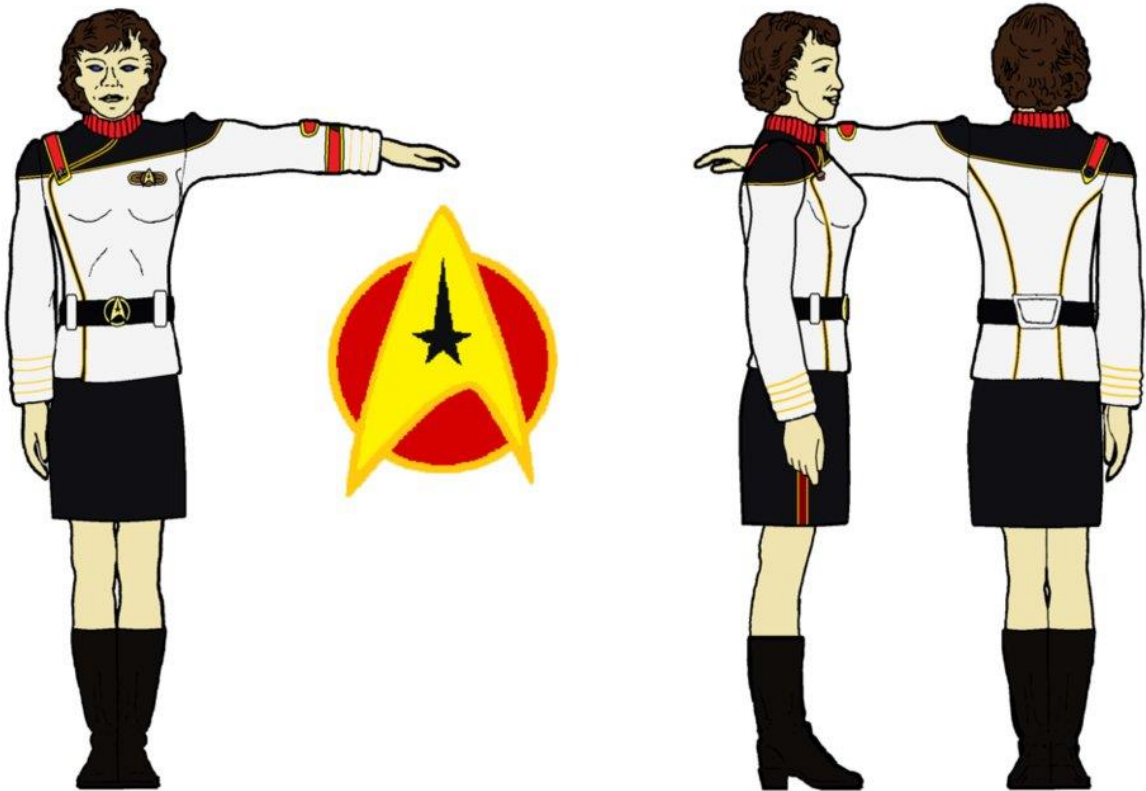
**STARFLEET MALE OFFICER
2273 - 2317
DUTY BOMBER JACKET CADET SECURITY**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS CADET SECURITY**



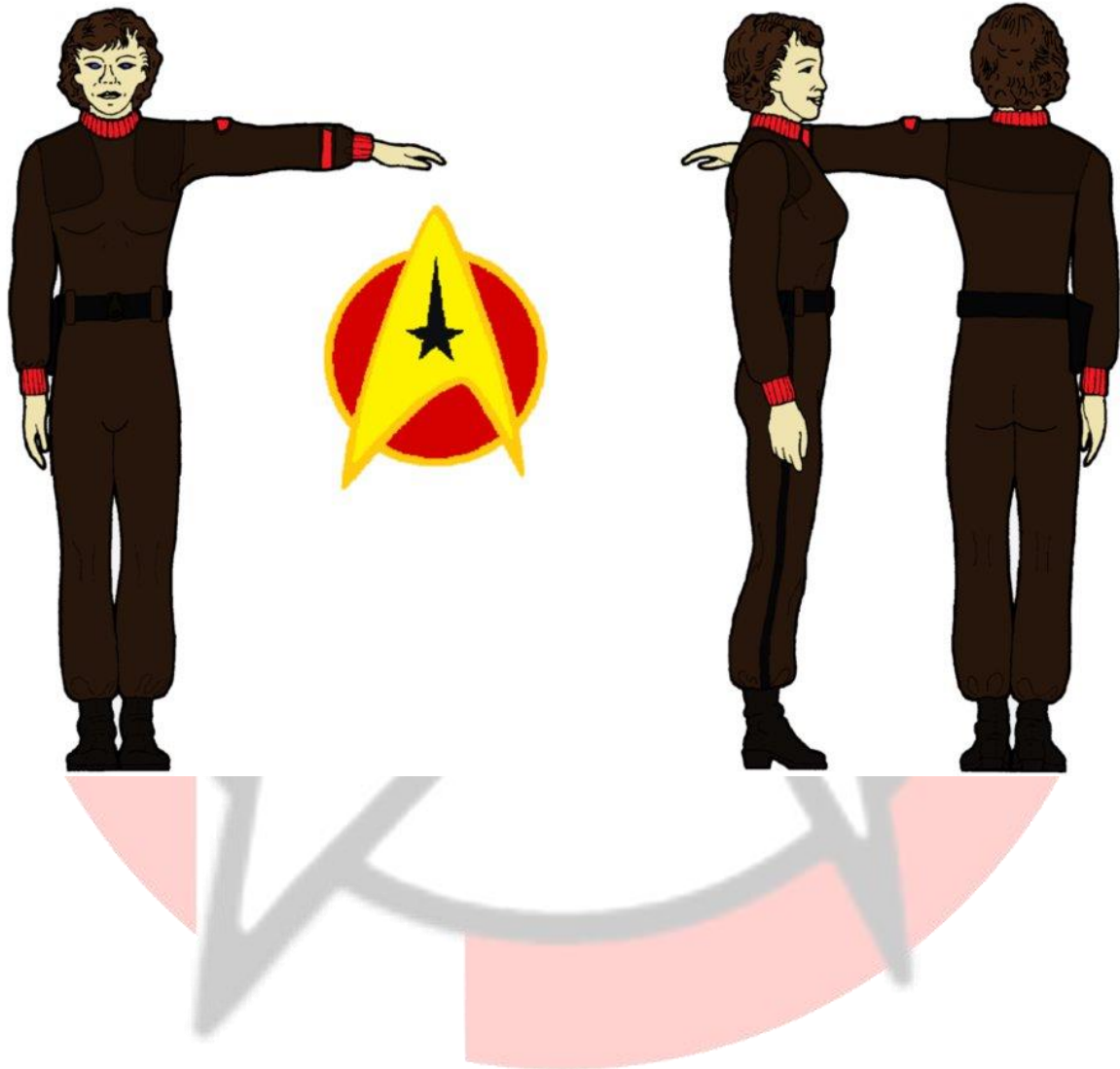
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2273 - 2317
FORMAL DRESS CADET SECURITY**



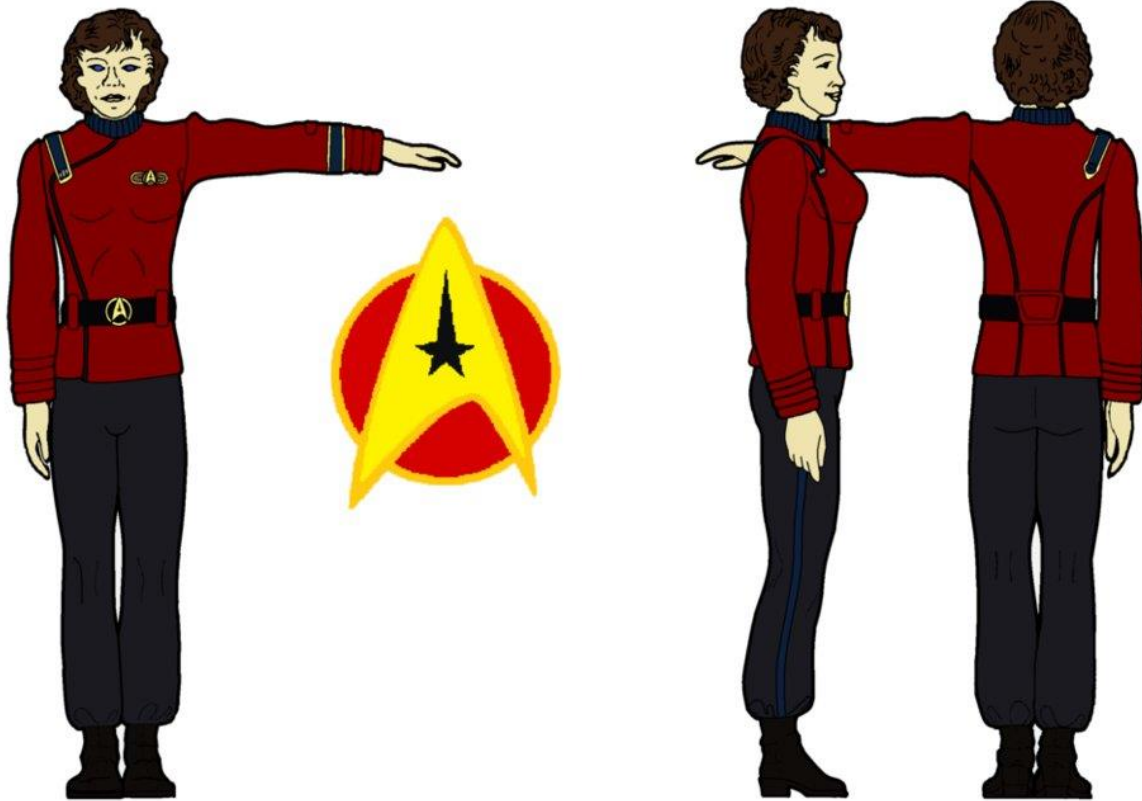
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2273 - 2317
DUTY FIELD JACKET CADET SECURITY**



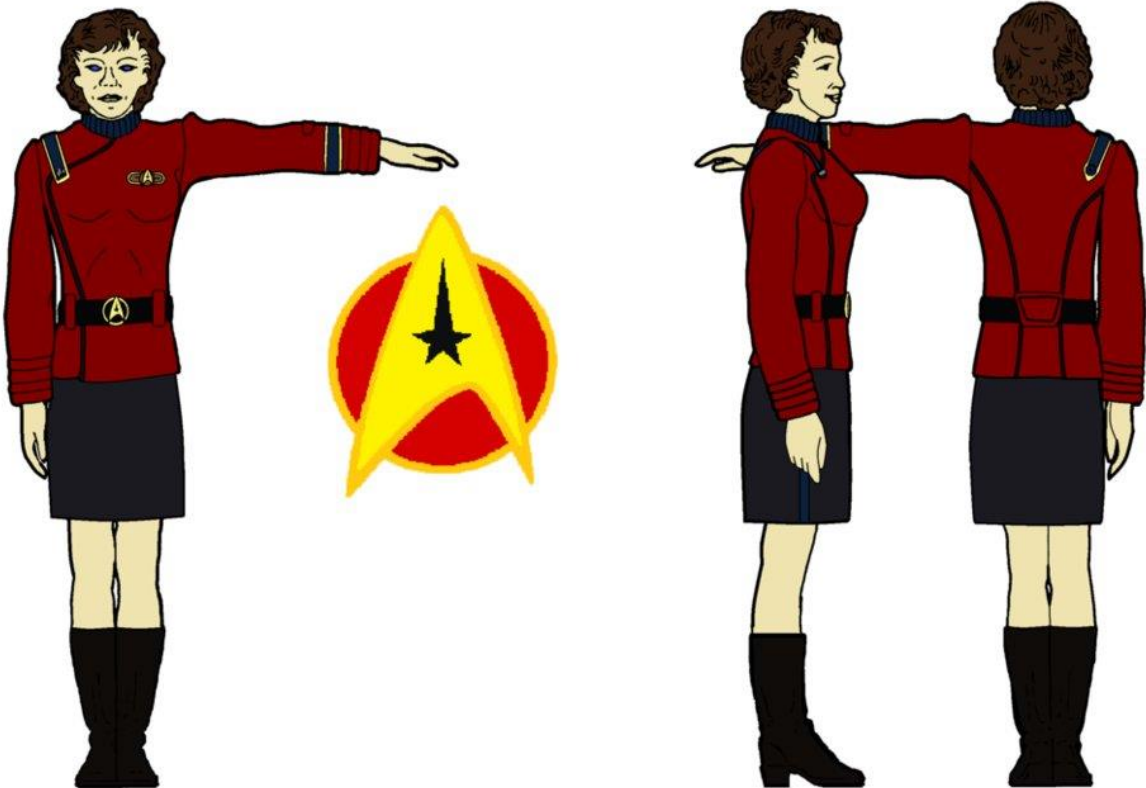
**STARFLEET FEMALE OFFICER
2273 - 2317
TACTICAL UNIFORM CADET SECURITY**



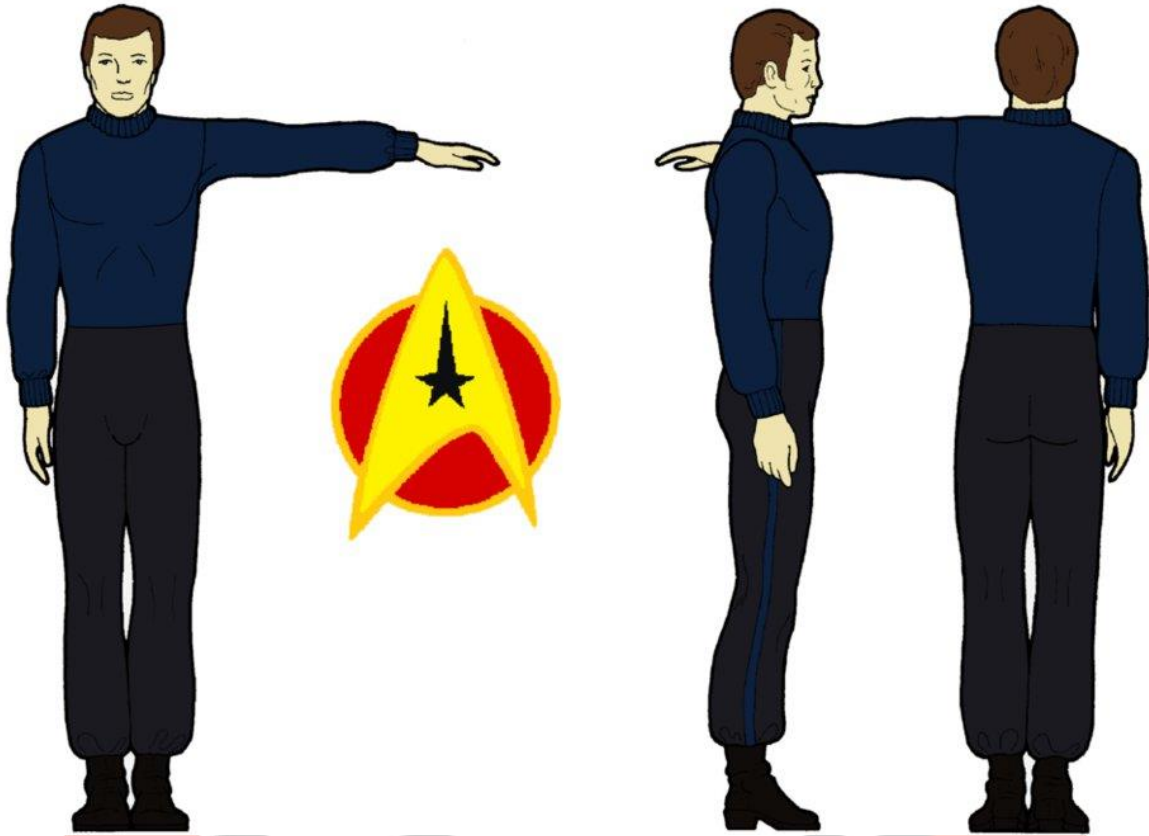
Diplomatic Service department
STARFLEET FEMALE OFFICER
2273 - 2317
DUTY UNIFORM DIPLOMATIC SERVICE



**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM DIPLO. SRV.**



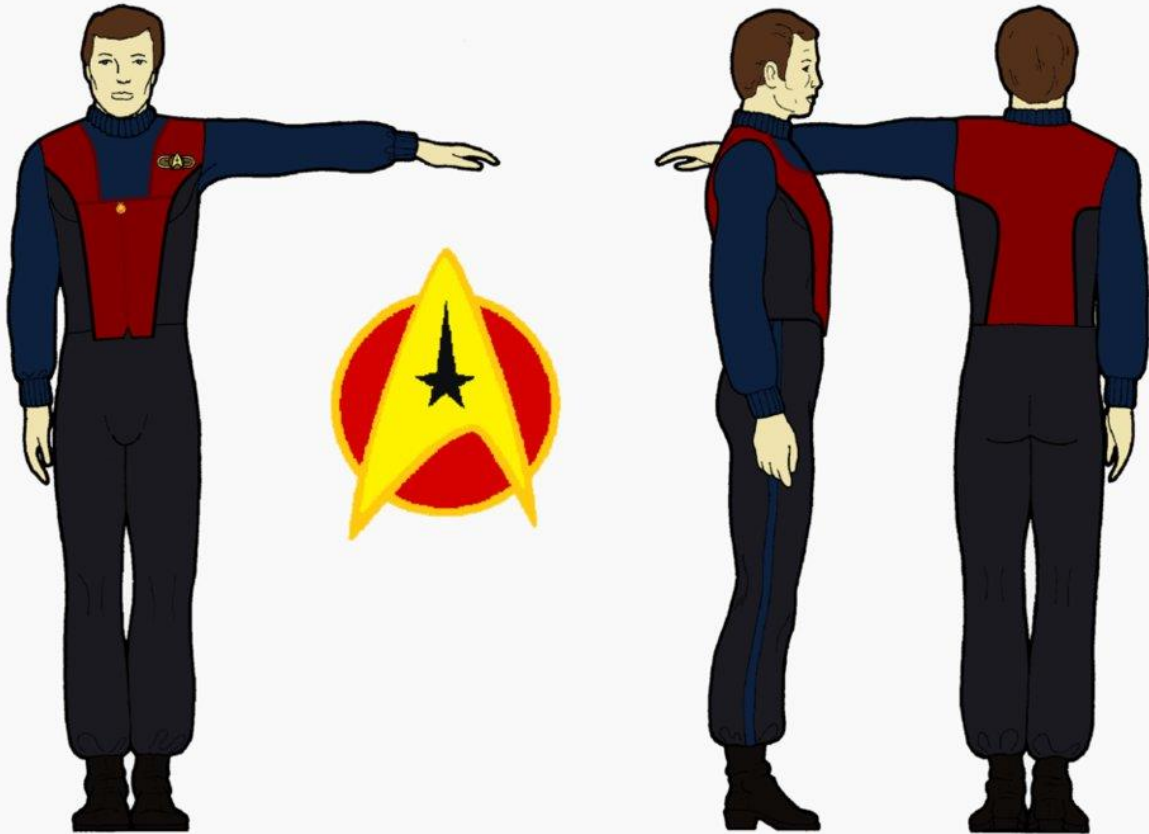
**STARFLEET MALE OFFICER
2273 - 2317
DUTY TUNIC DIPLOMATIC SERVICE**



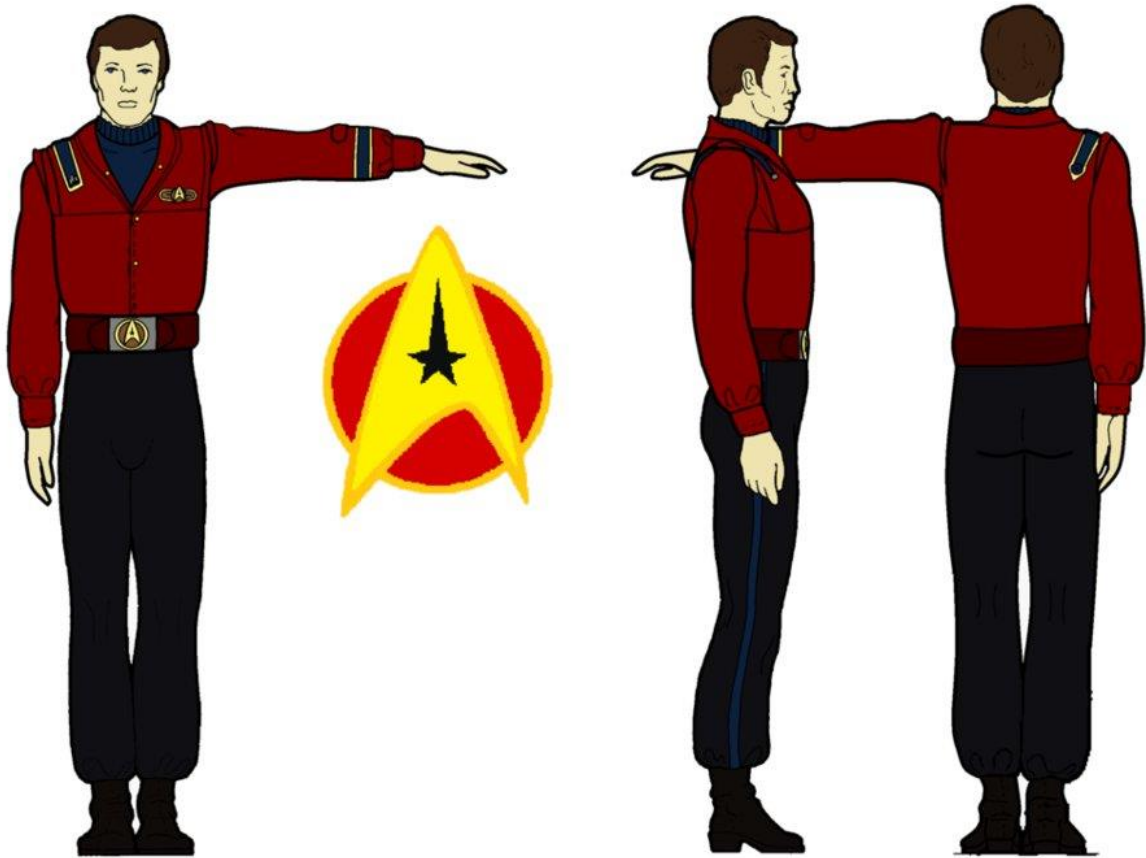
**STARFLEET MALE OFFICER
2273 - 2317
DUTY JACKET UNDERVEST DIPLO. SRV.**



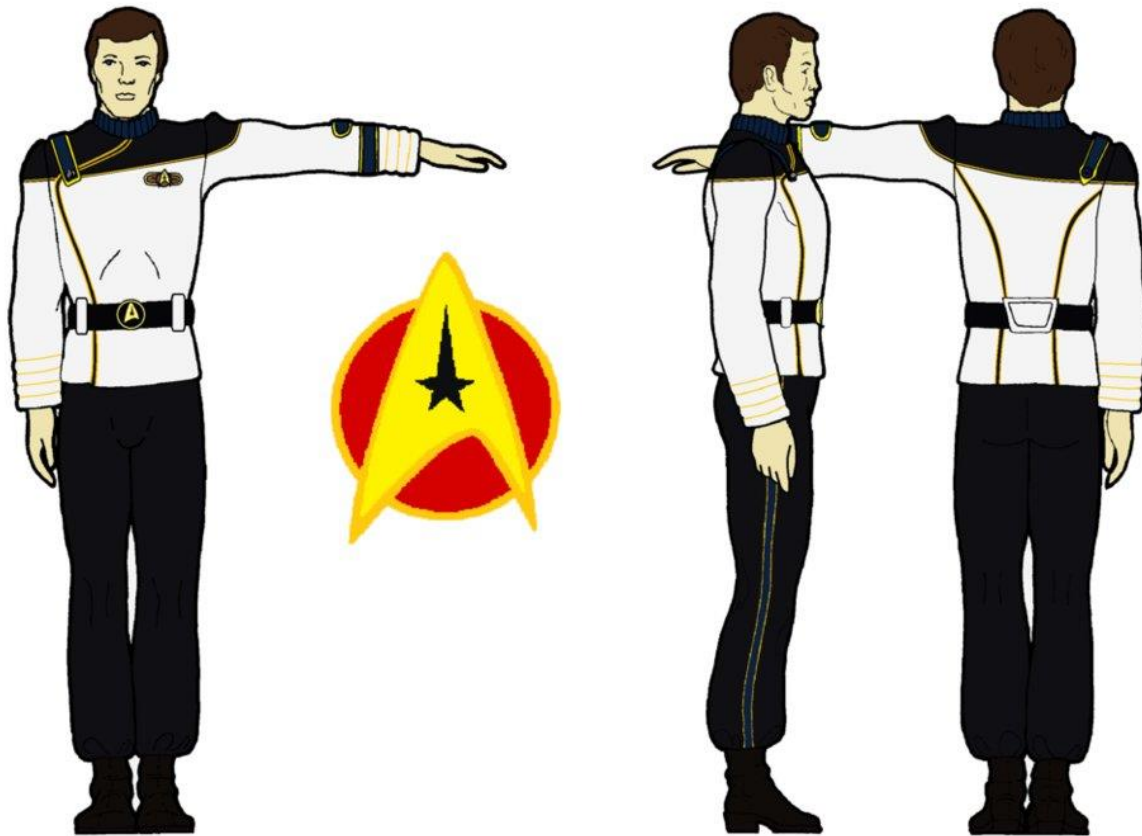
**STARFLEET MALE OFFICER
2273 - 2317
RELAXED DUTY VEST DIPLO. SRV.**



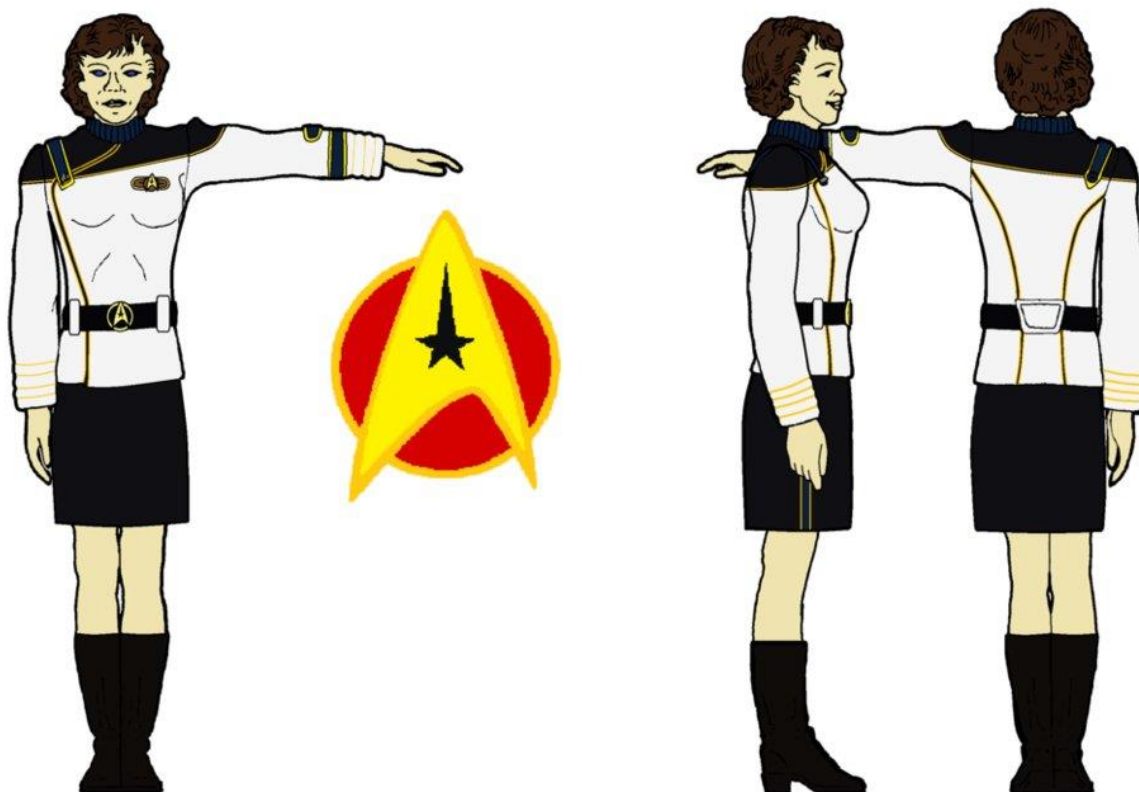
STARFLEET MALE OFFICER
2273 - 2317
DUTY BOMBER JACKET DIPLOMATIC SERVICE



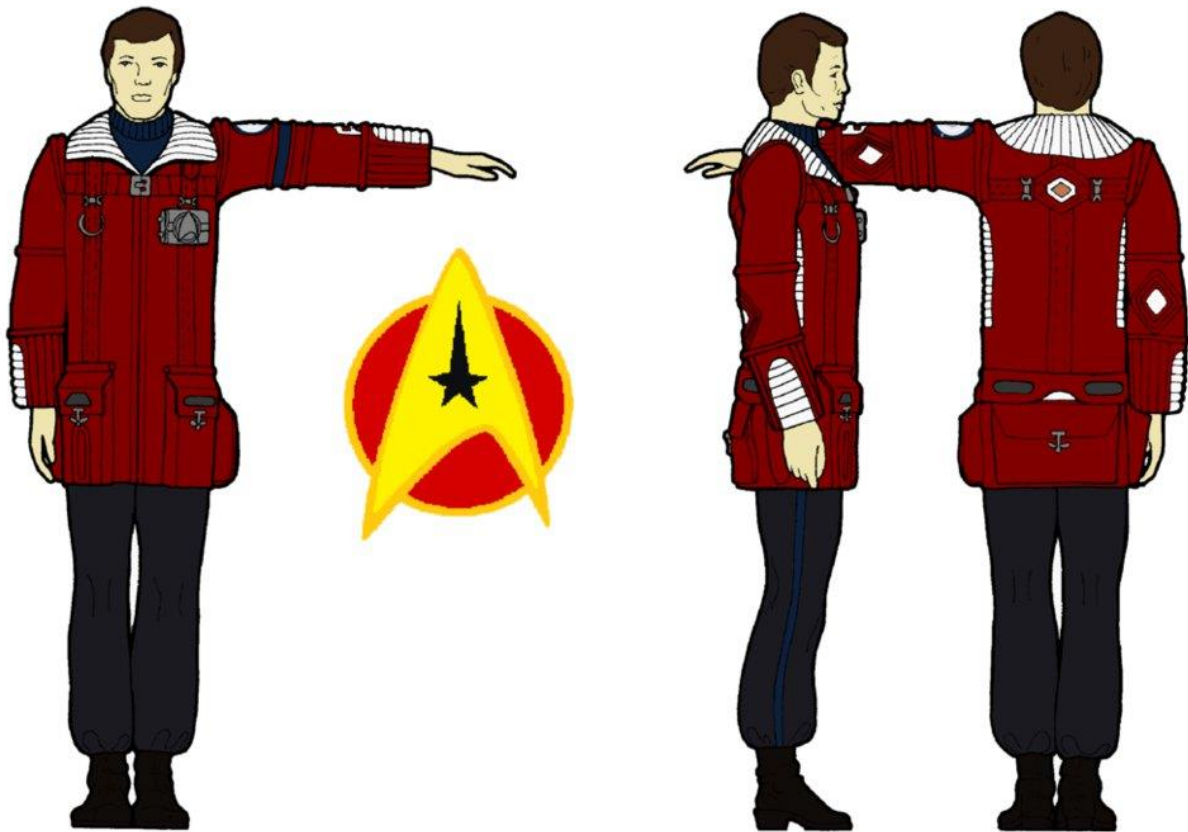
**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS DIPLOMATIC SERVICE**



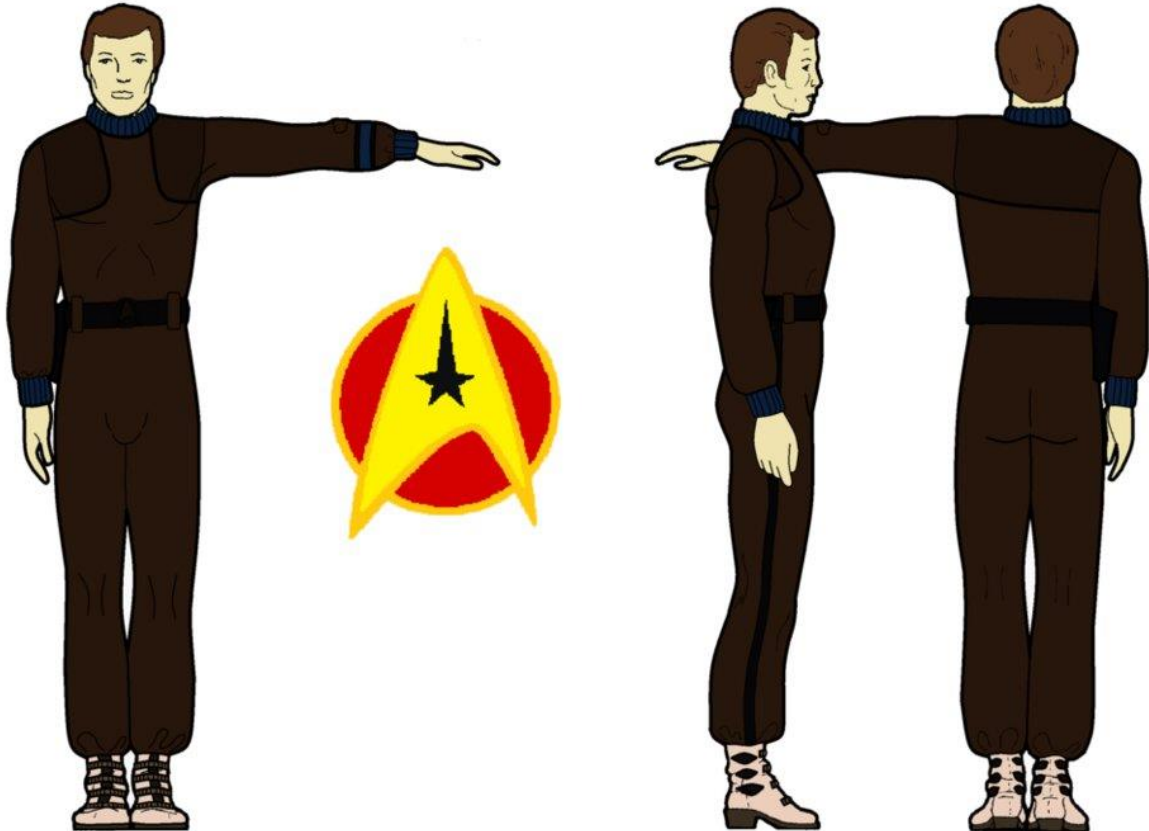
**STARFLEET FEMALE OFFICER
2273 - 2317
FORMAL DRESS DIPLOMATIC SERVICE**



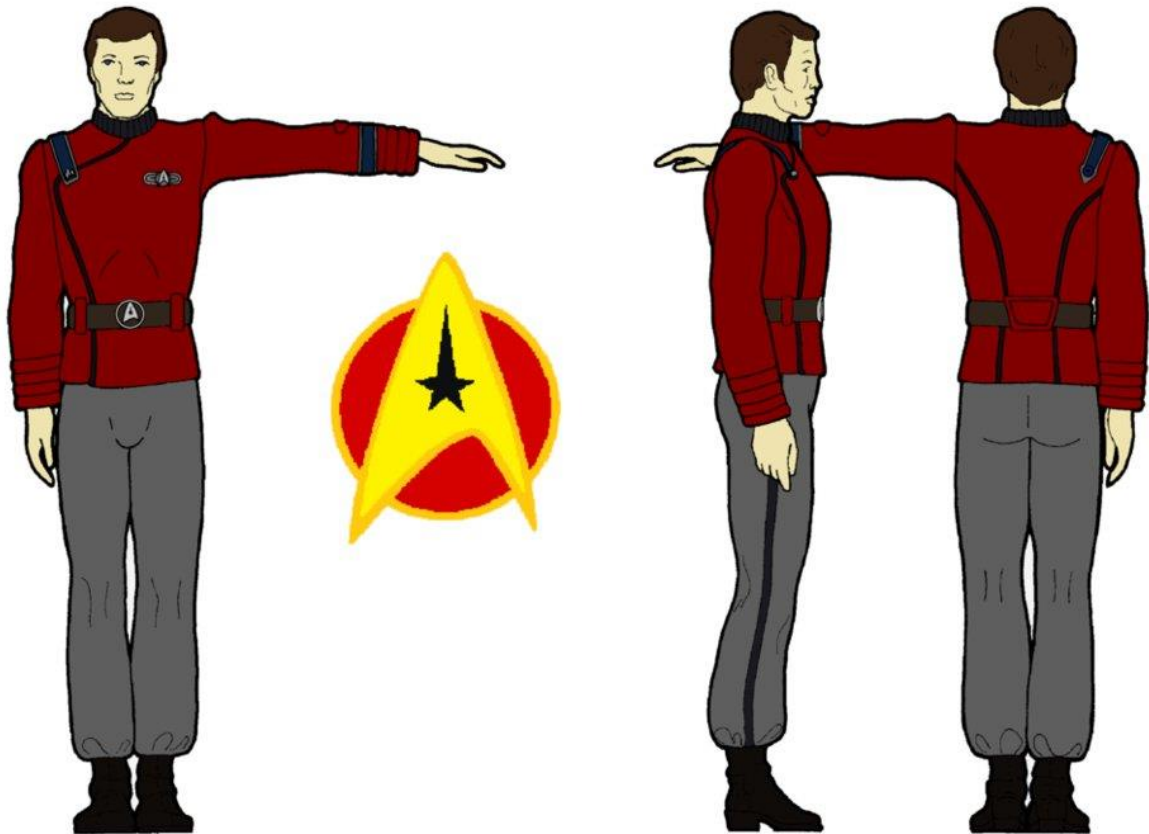
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2273 - 2317
DUTY FIELD JACKET DIPLOMATIC SERVICE**



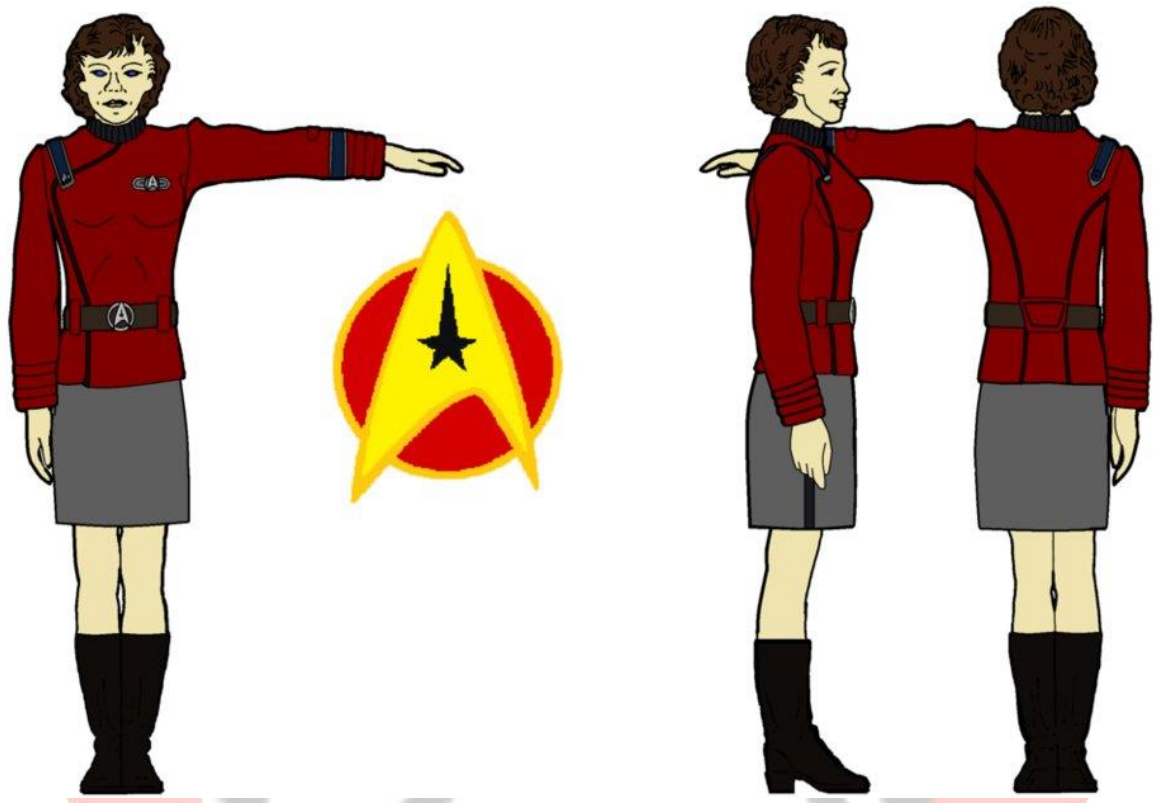
**STARFLEET MALE OFFICER
2273 - 2317
TACTICAL UNIFORM DIPLO. SERVICE**



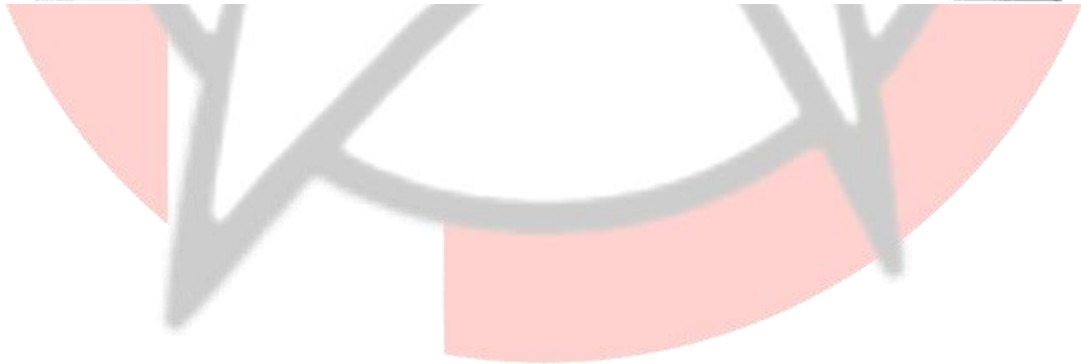
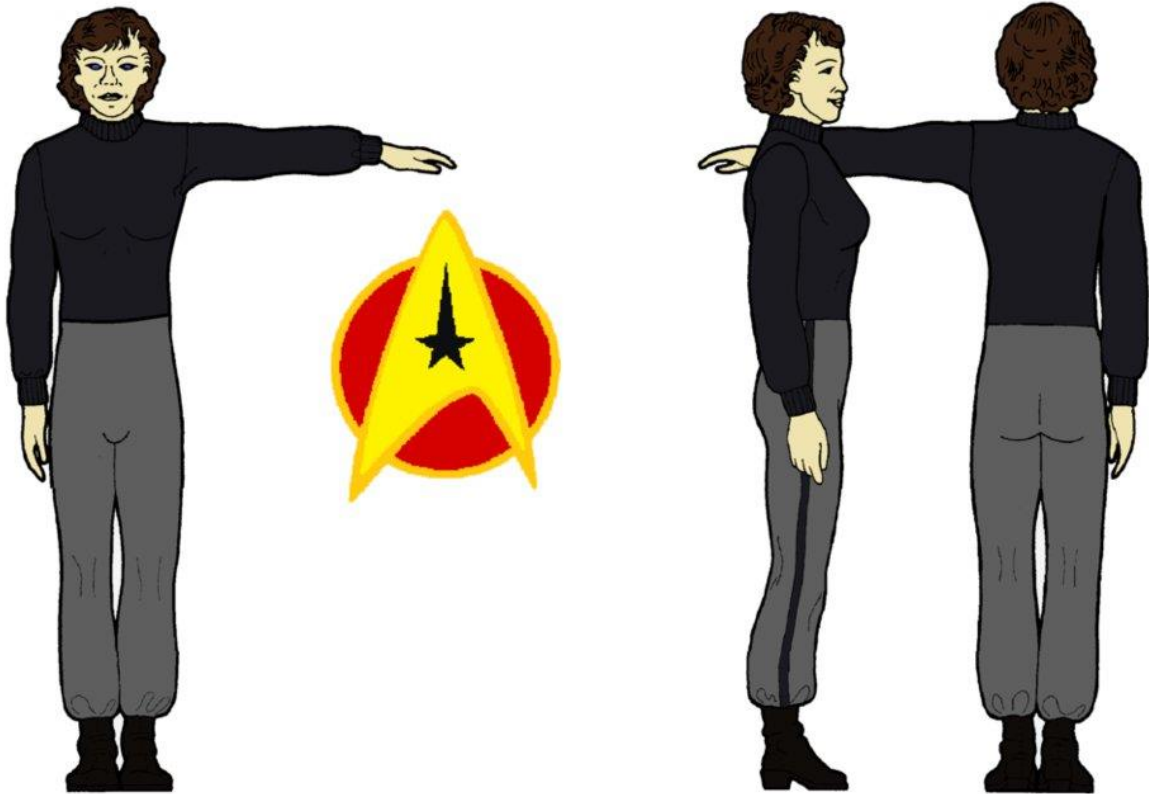
**STARFLEET MALE NCO
2273 - 2317
DUTY UNIFORM DIPLOMATIC SERVICE**



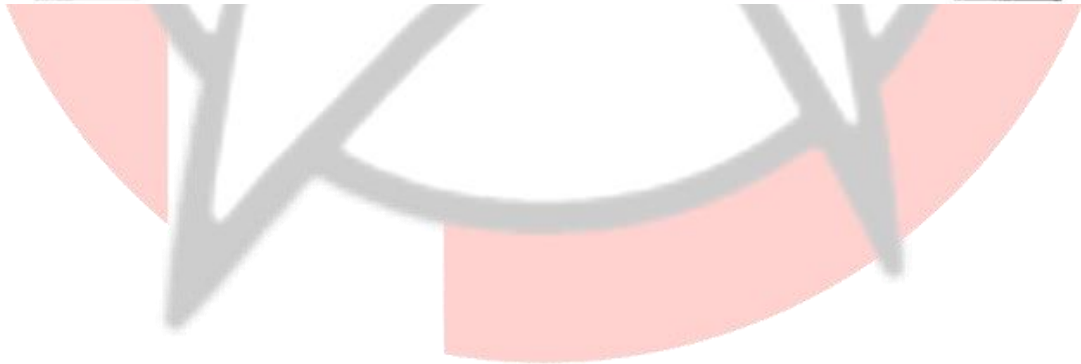
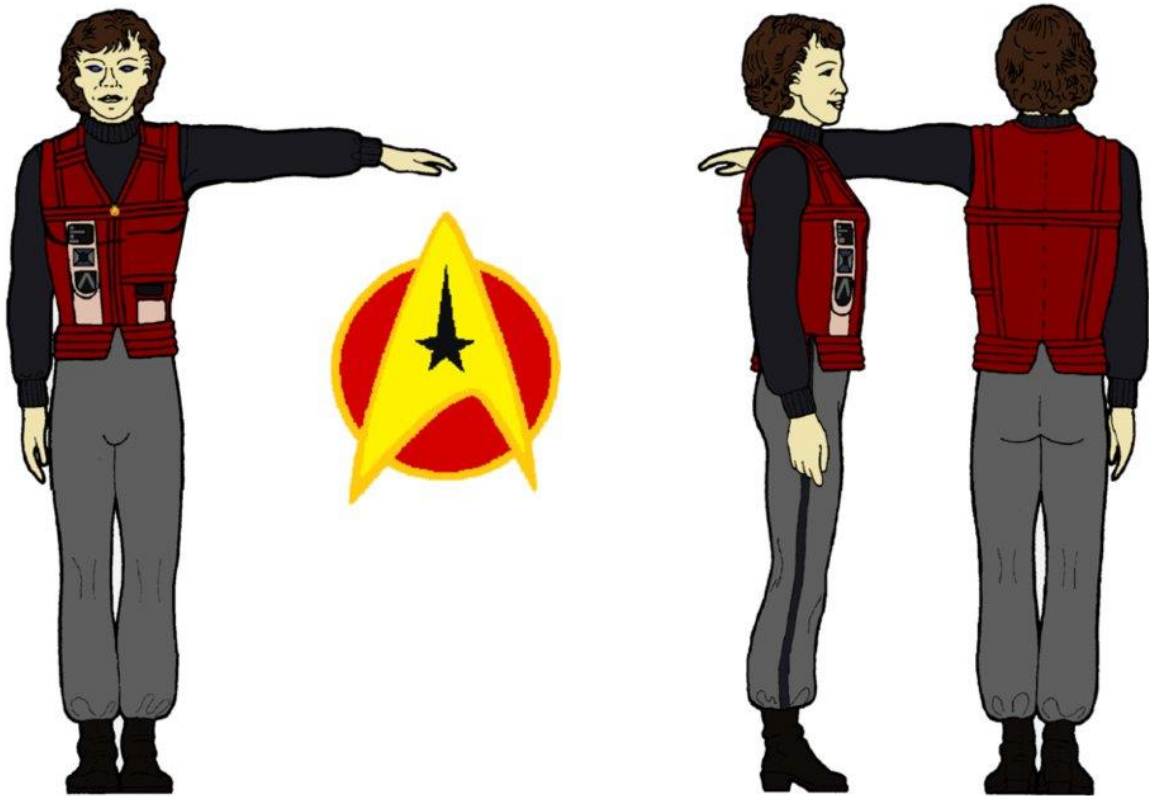
**STARFLEET FEMALE NCO
2273 - 2317
ALT. DUTY UNIFORM DIPLO. SRV.**



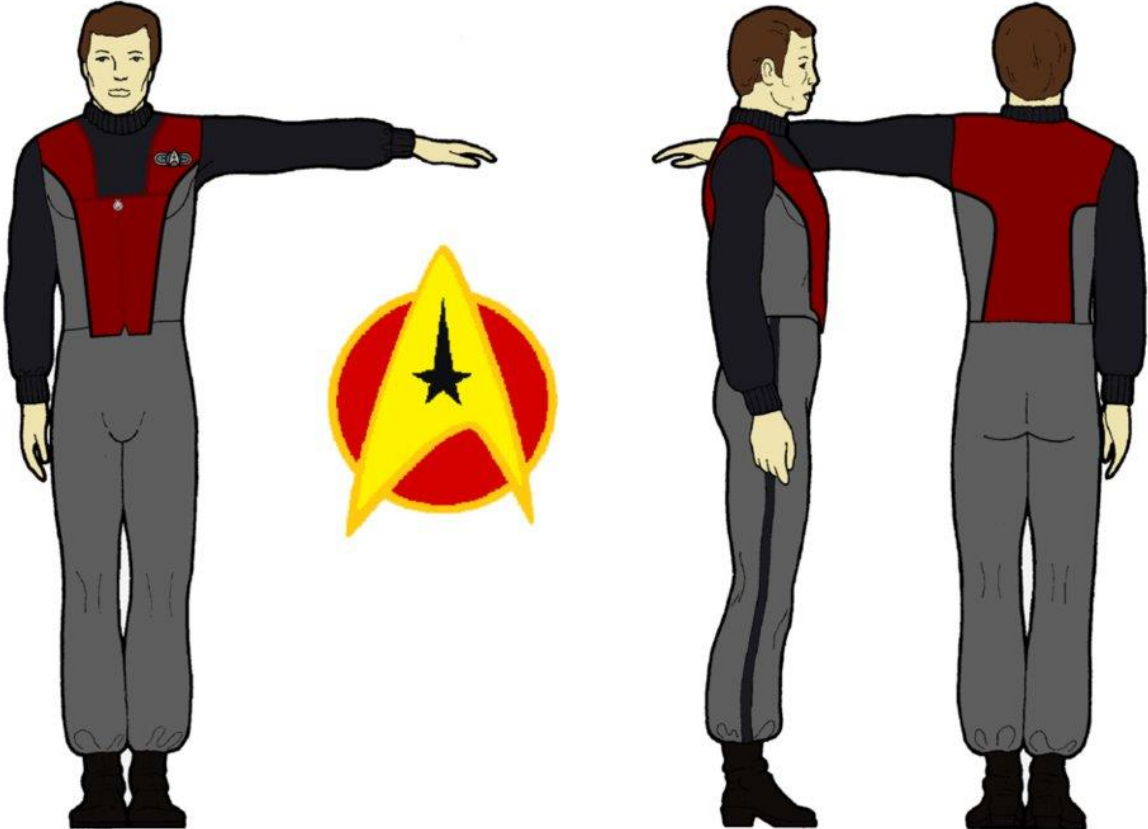
**STARFLEET FEMALE NCO
2273 - 2317
DUTY TUNIC DIPLOMATIC SERVICE**



**STARFLEET FEMALE NCO
2273 - 2317
DUTY JACKET UNDERVEST DIPLO. SRV.**



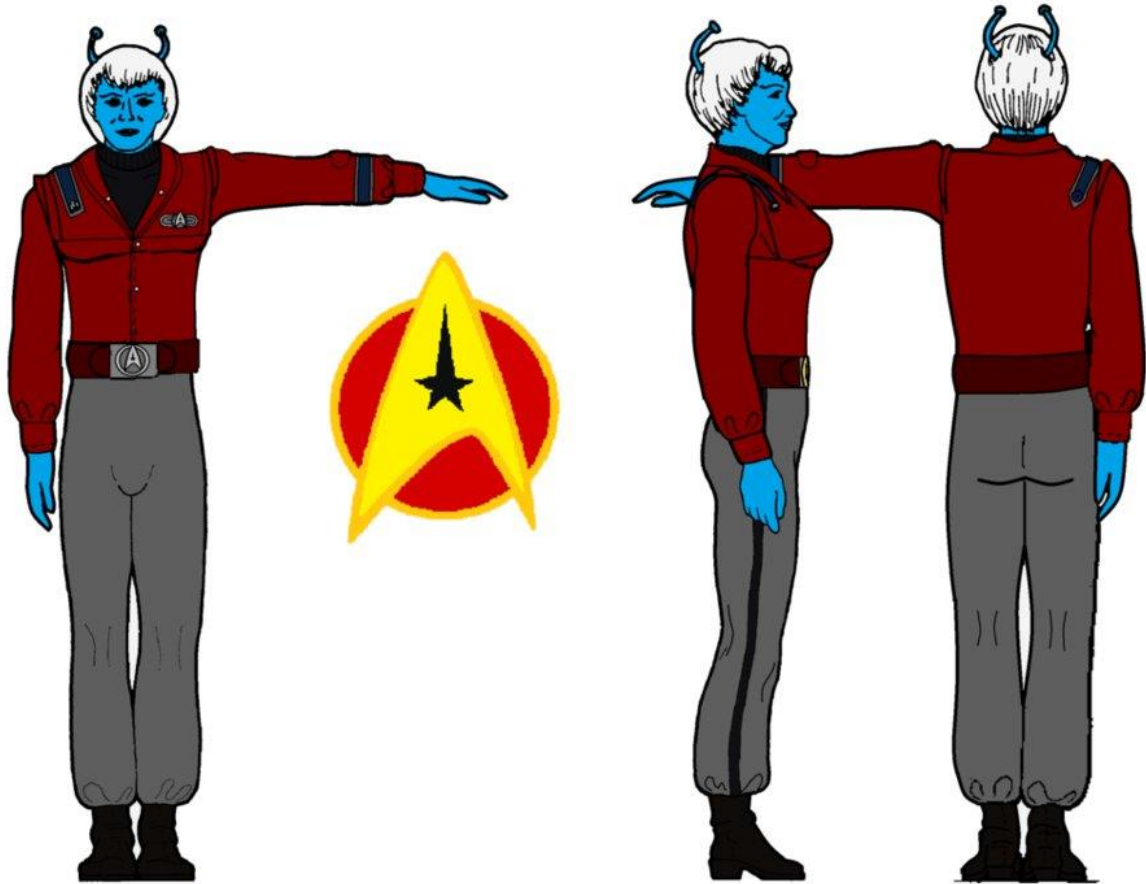
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2273 - 2317
RELAXED DUTY VEST DIPLO. SRV.**



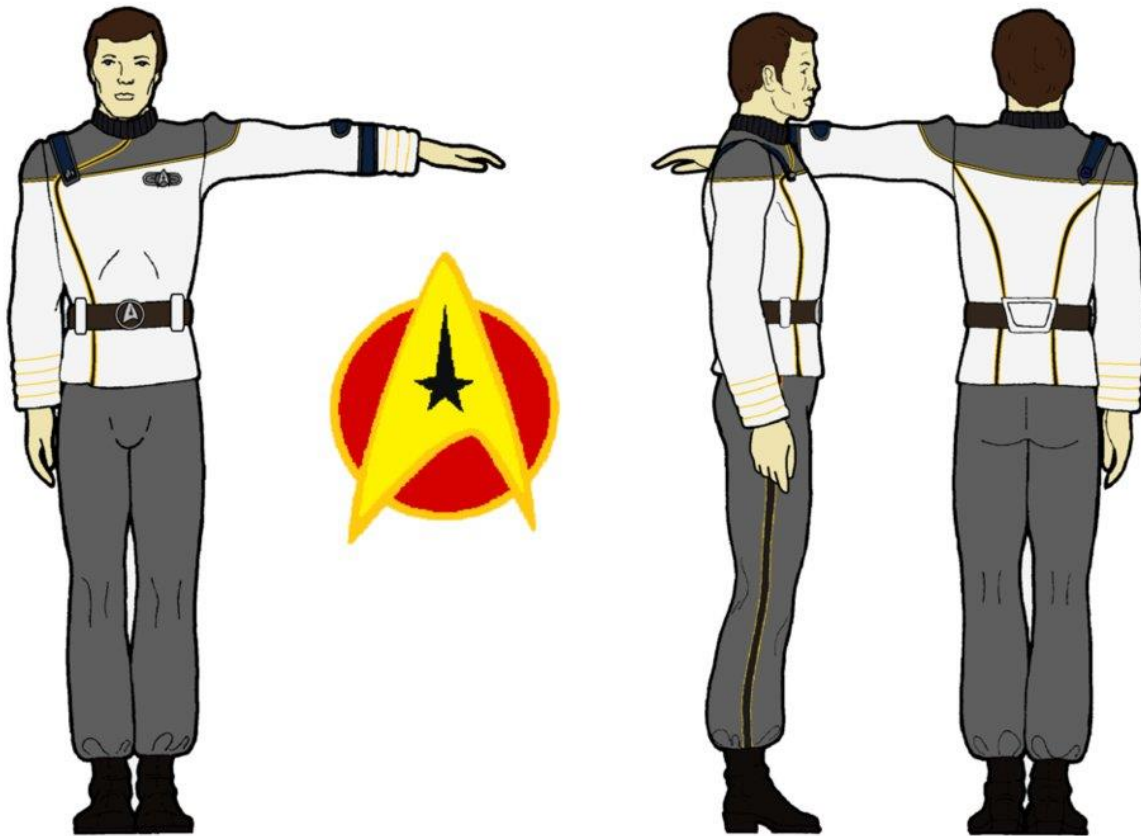
STARFLEET FEMALE NCO

2273 - 2317

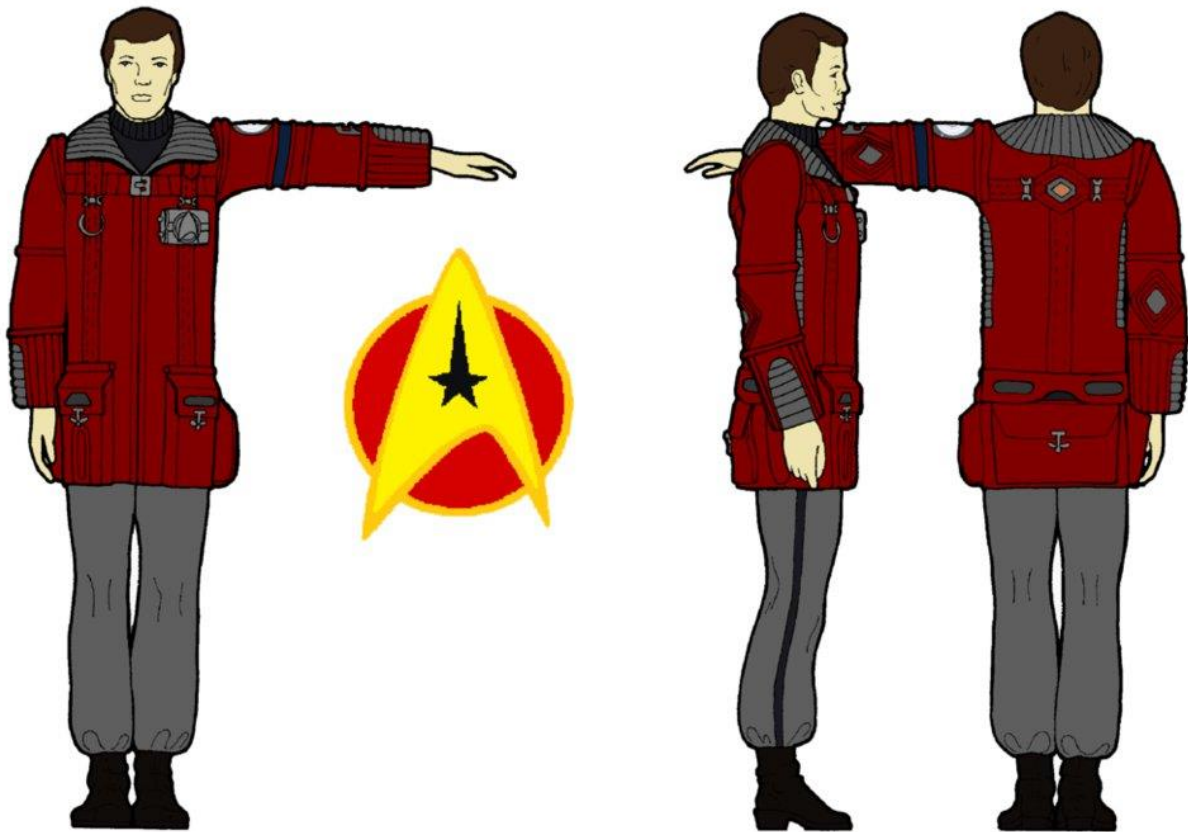
DUTY BOMBER JACKET DIPLOMATIC SERVICE



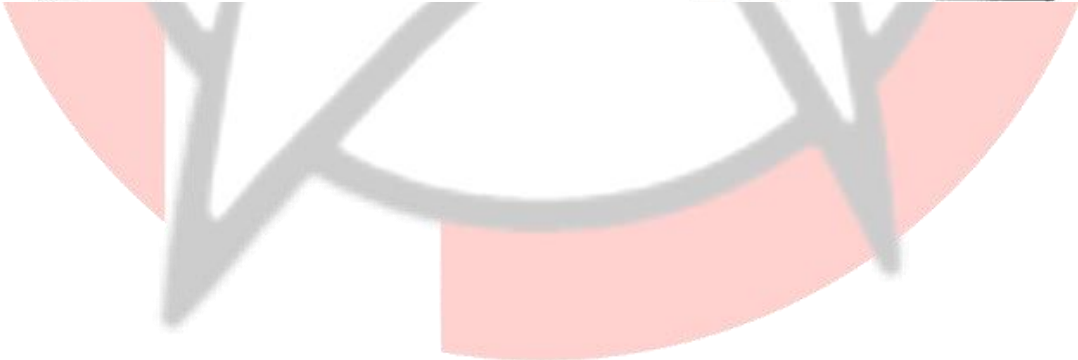
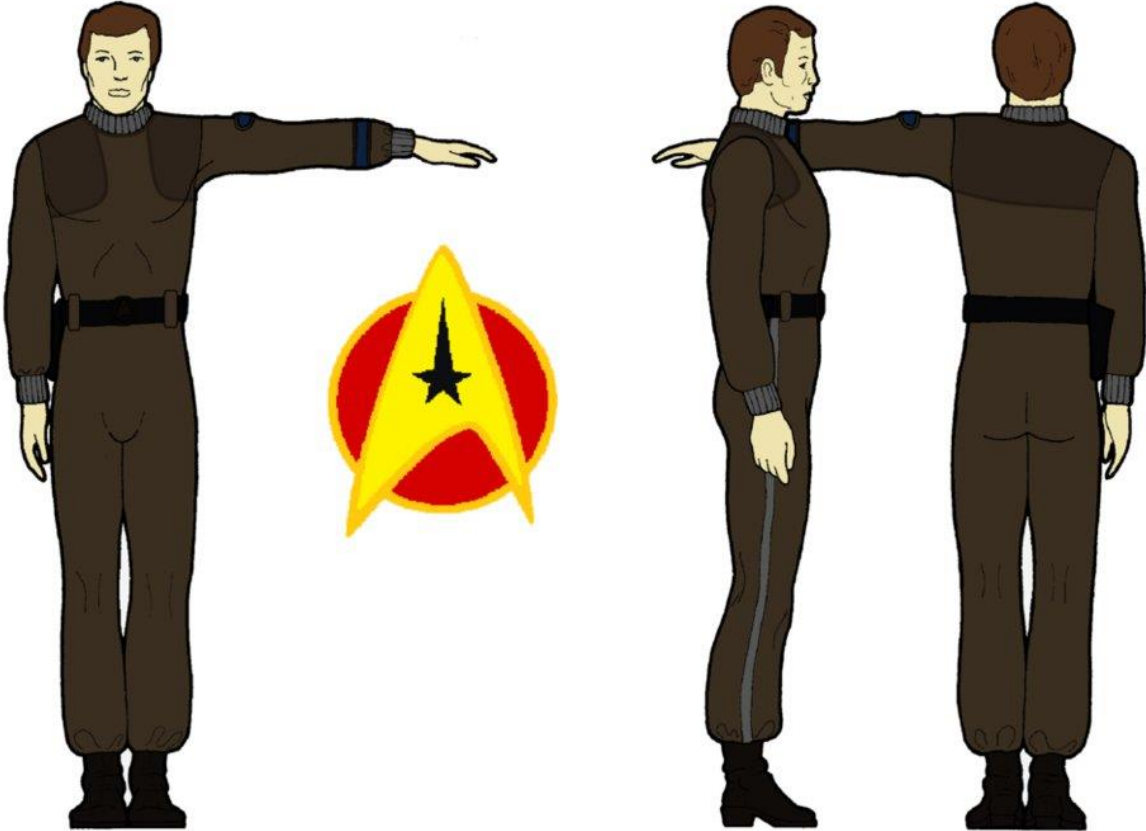
**STARFLEET MALE NCO
2273 - 2317
FORMAL DRESS DIPLOMATIC SERVICE**



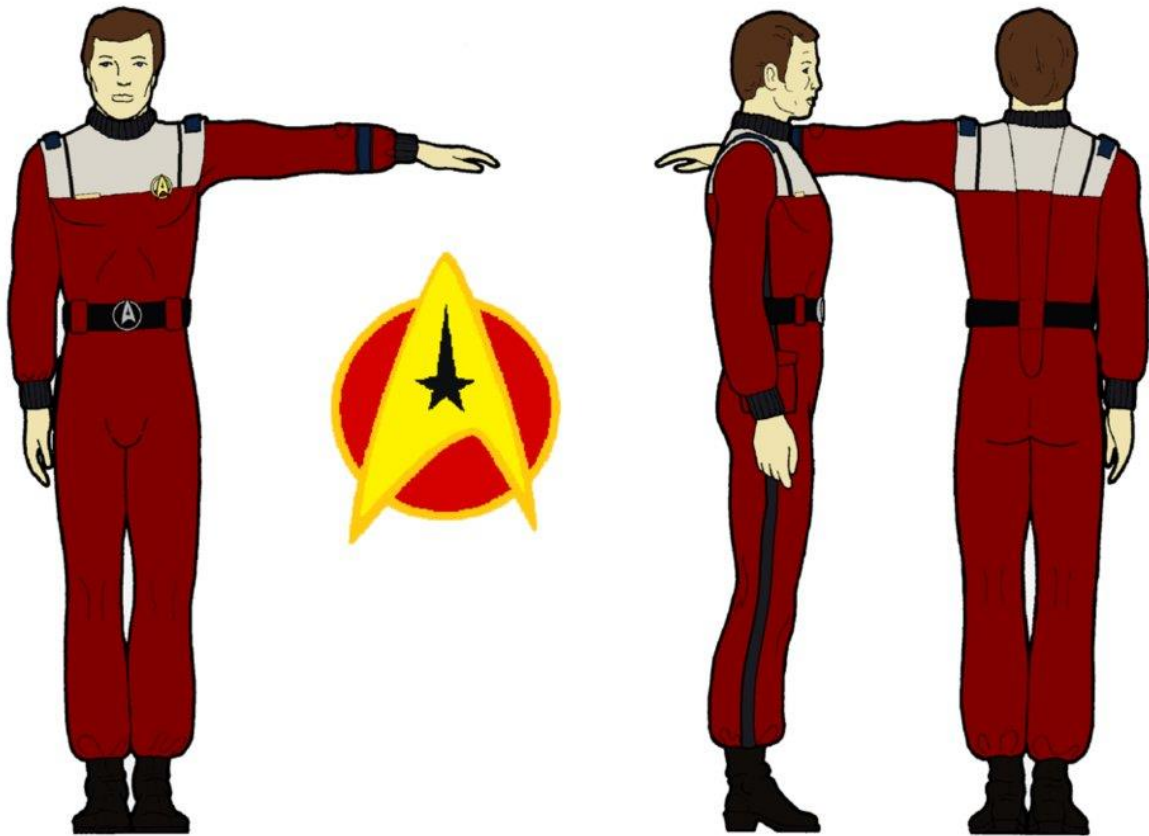
**STARFLEET MALE NCO
2273 - 2317
DUTY FIELD JACKET DIPLOMATIC SERVICE**



**STARFLEET MALE NCO
2273 - 2317
TACTICAL UNIFORM DIPLO. SERVICE**

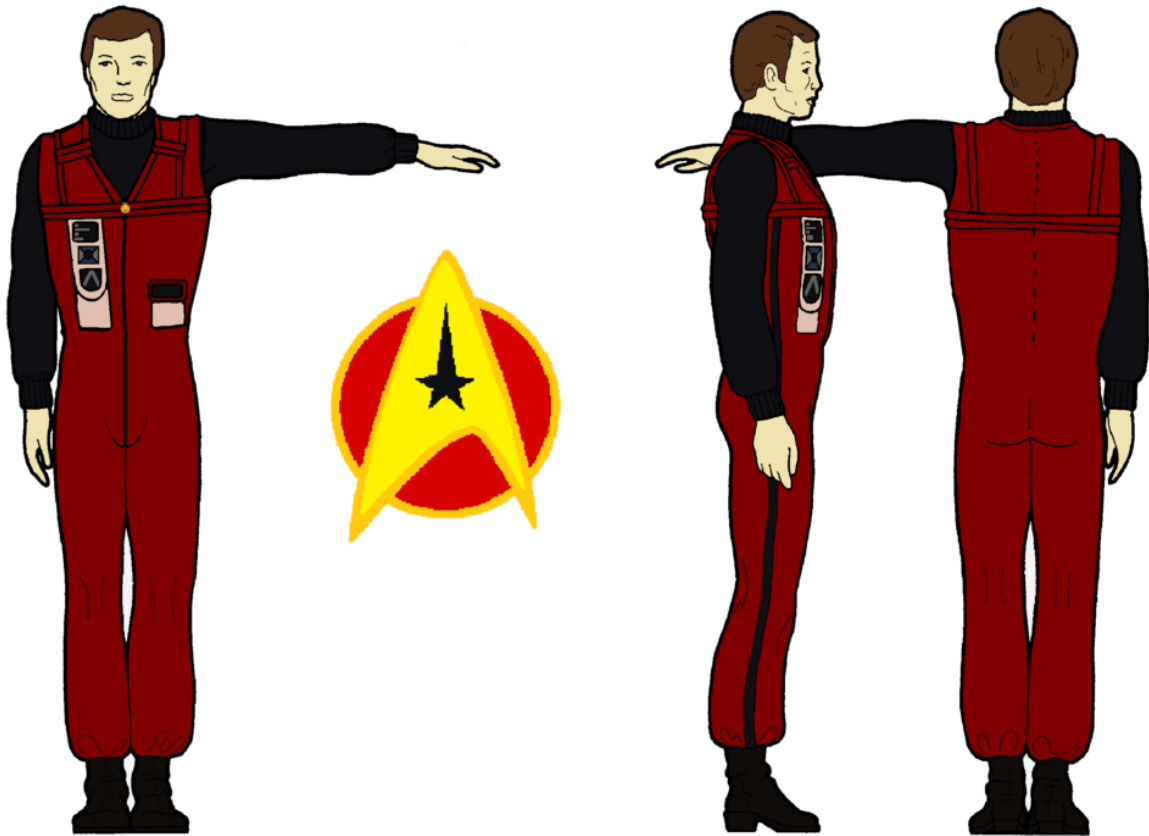


**STARFLEET MALE ENLISTED
2273 - 2317
DUTY UNIFORM DIPLOMATIC SERVICE**

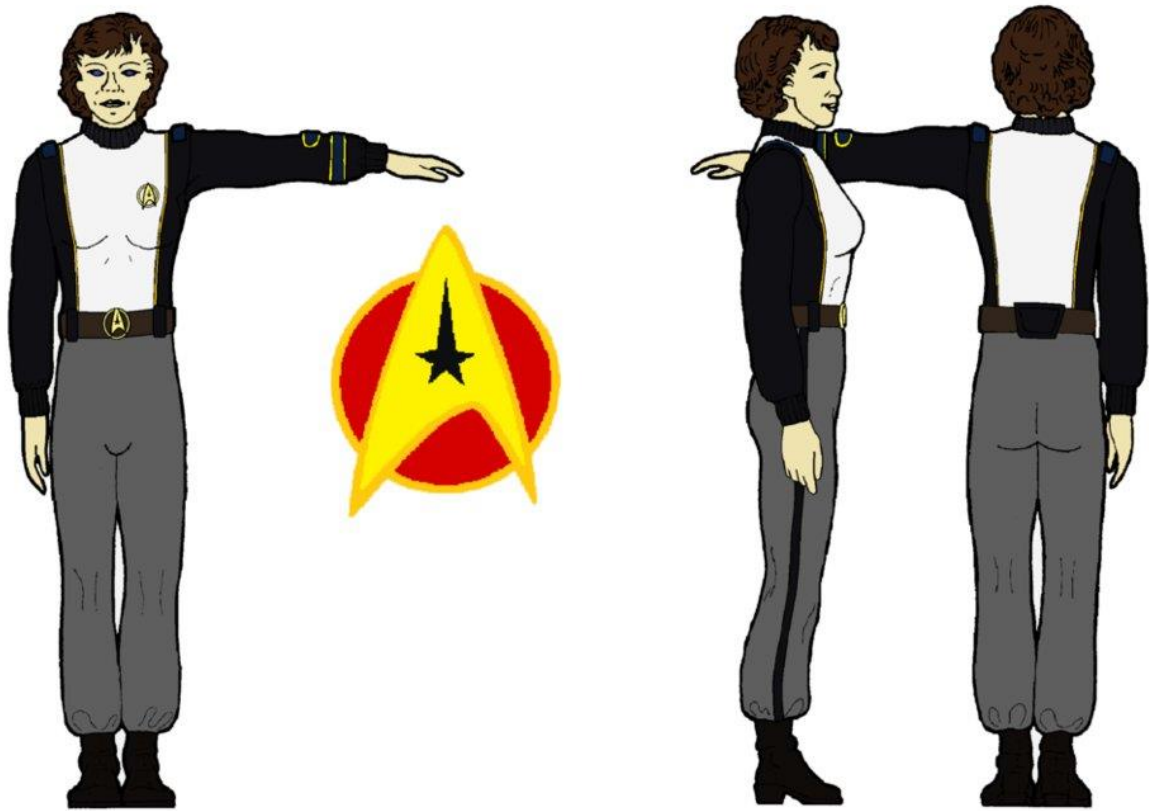


STARFLEET MALE ENLISTED 2273 - 2317

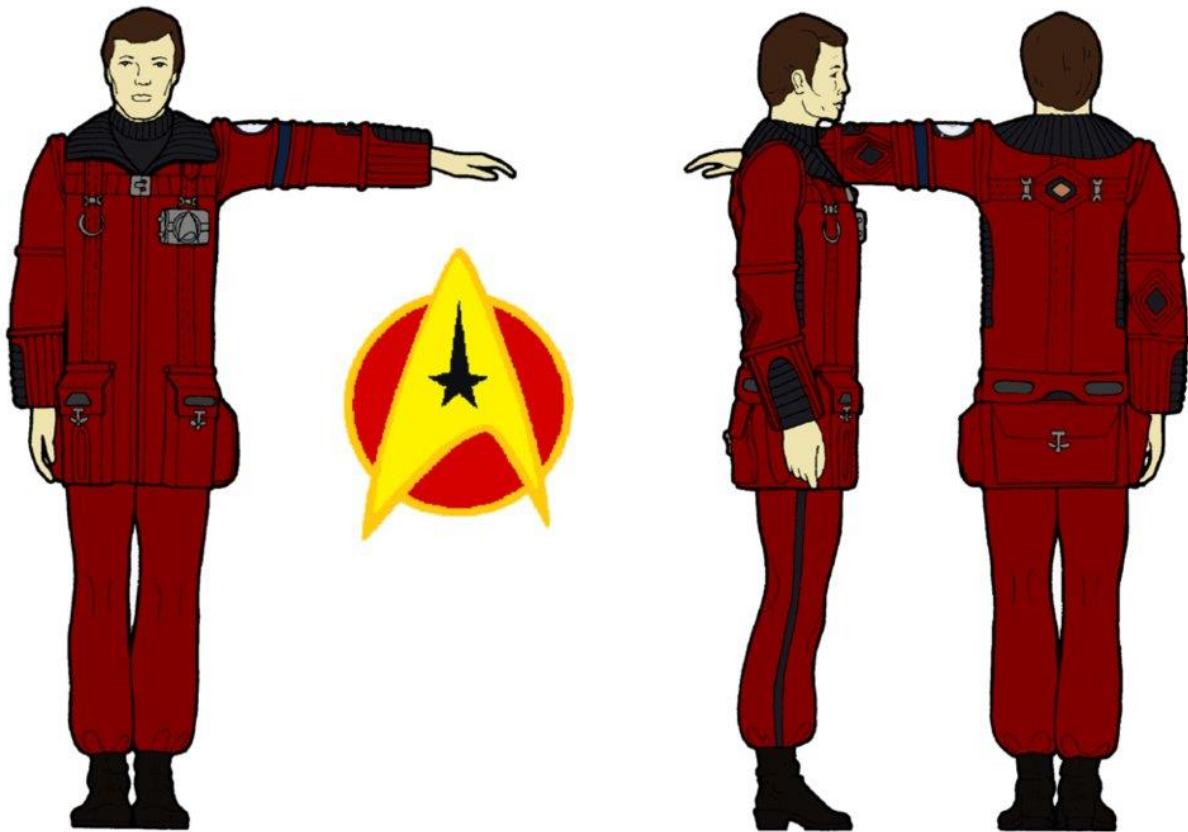
DUTY JACKET UNDER JUMPSUIT DIPL. SERVICE



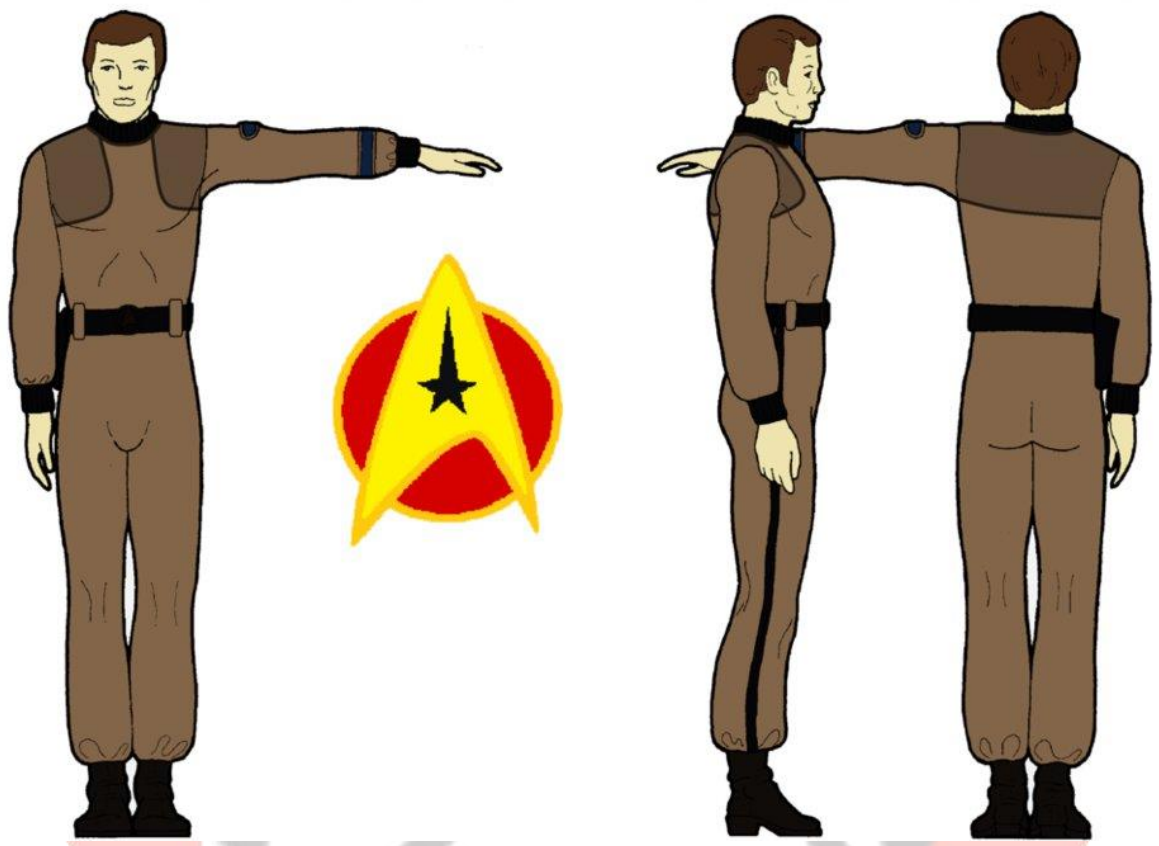
**STARFLEET FEMALE ENLISTED
2273 - 2317
FORMAL DRESS DIPLOMATIC SERVICE**



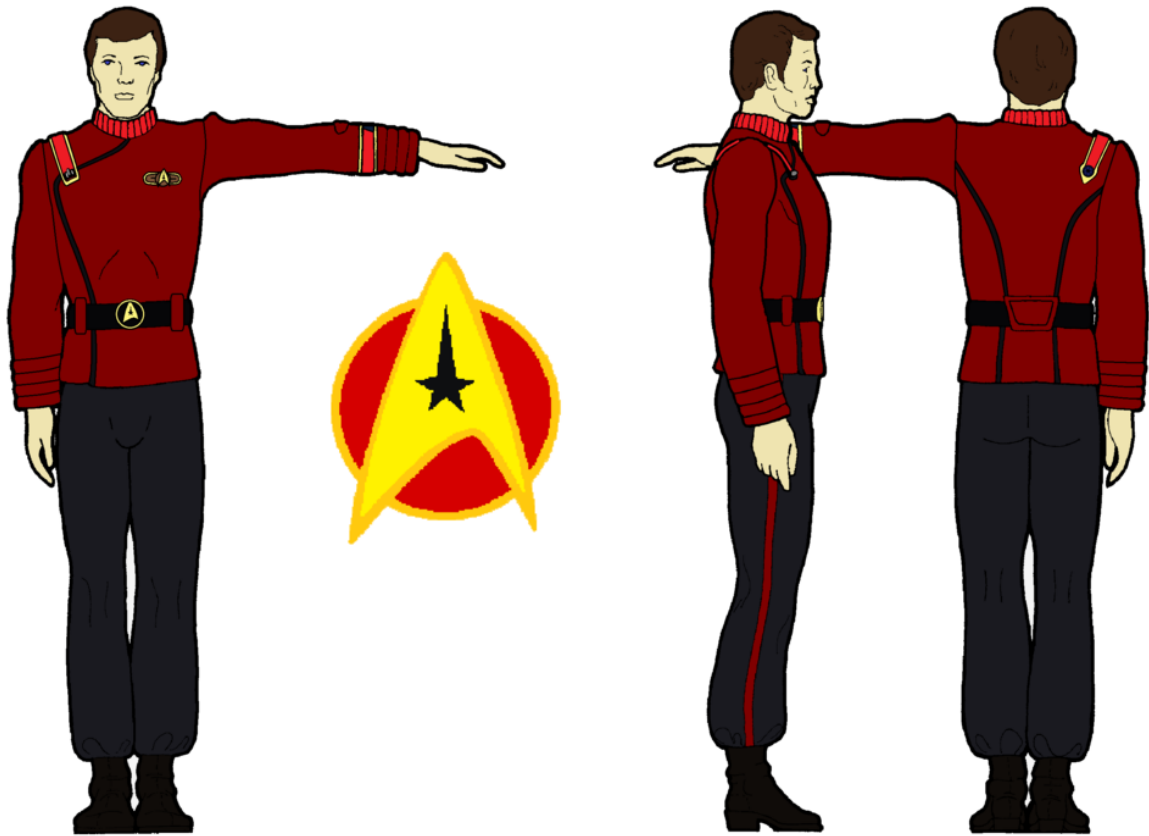
**STARFLEET MALE ENLISTED
2273 - 2317
DUTY FIELD JACKET DIPLOMATIC SERVICE**



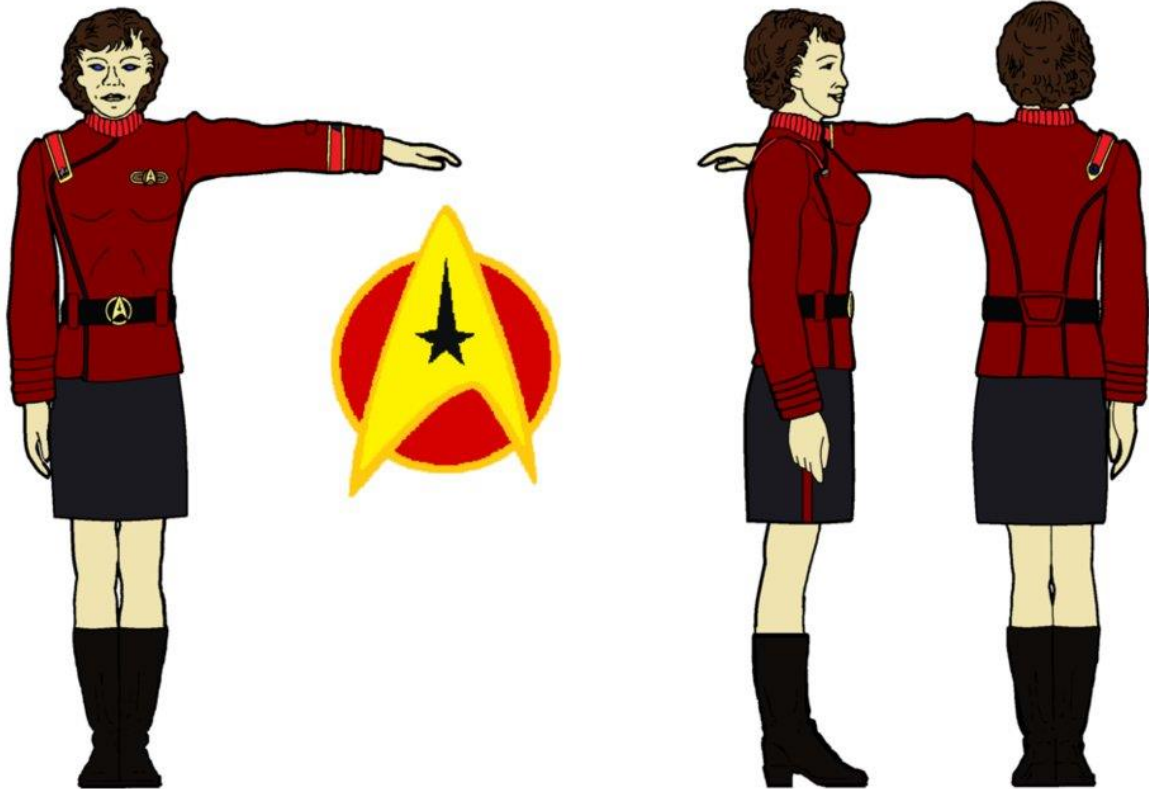
**STARFLEET MALE ENLISTED
2273 - 2317
TACTICAL UNIFORM DIPLO. SERVICE**



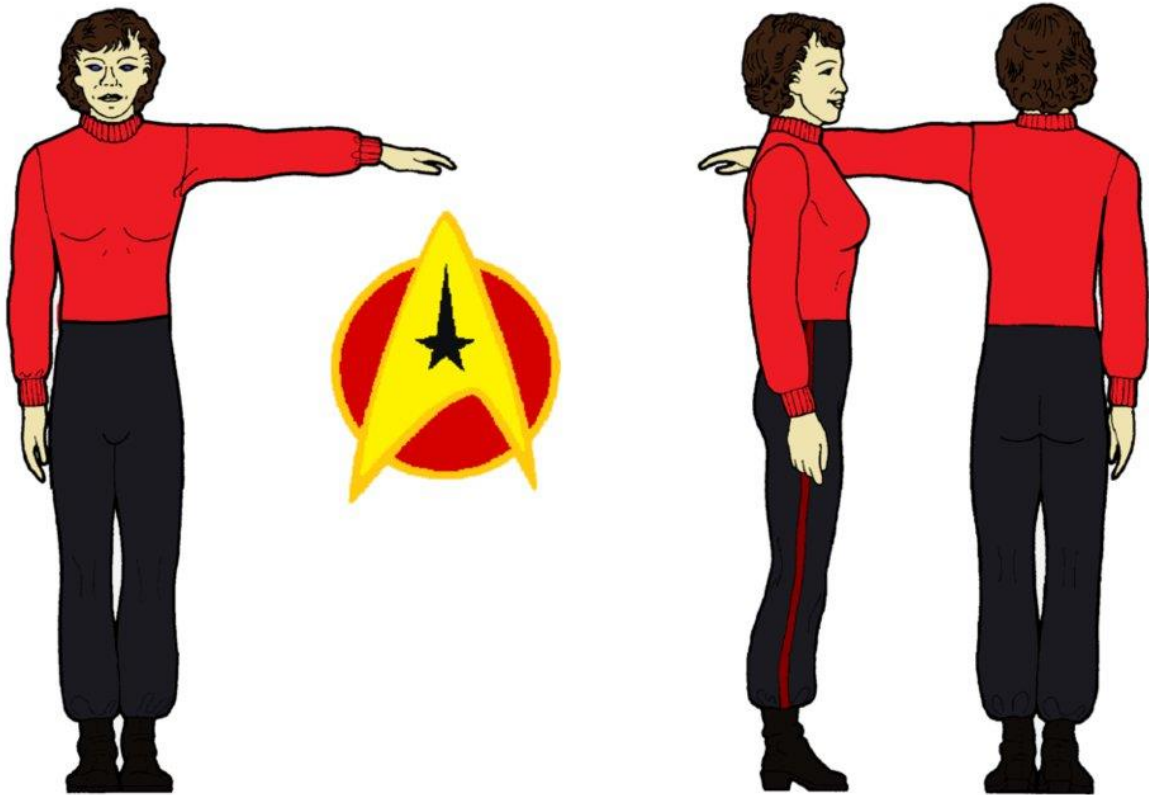
**STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM CADET DIPLO. SERVICE**



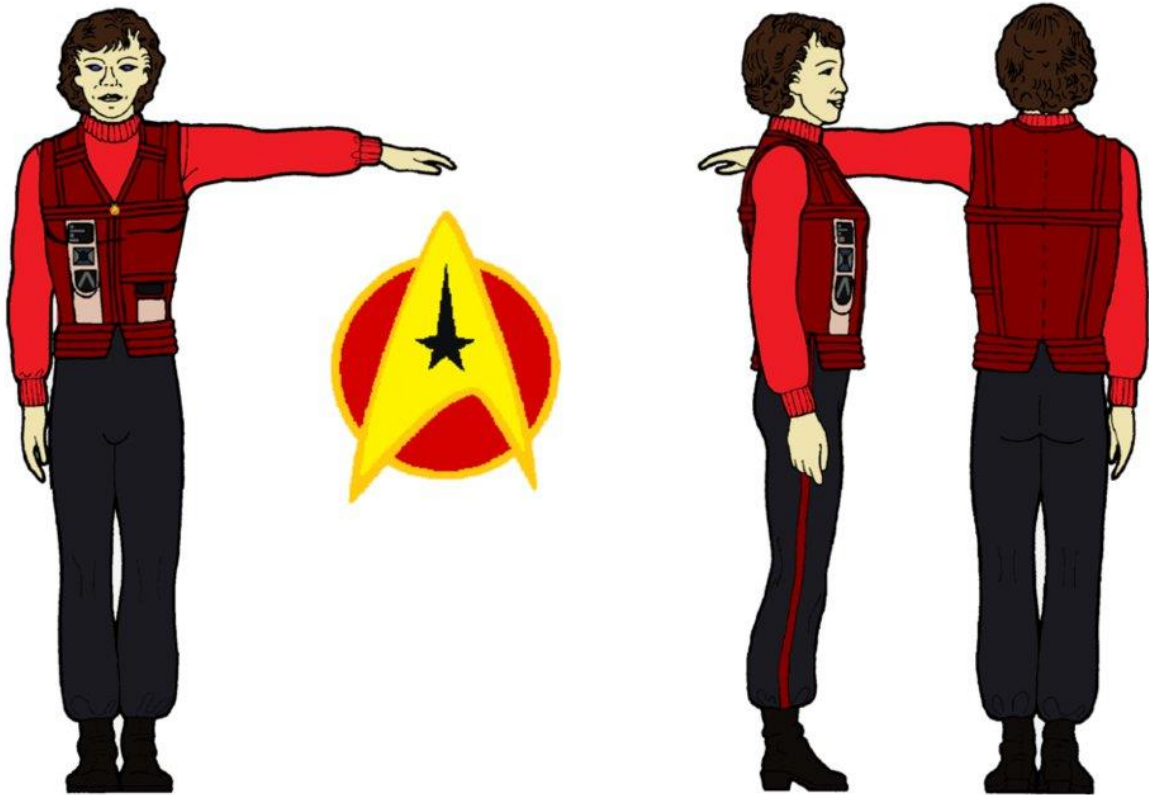
STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM CADET DIPLO. SRV



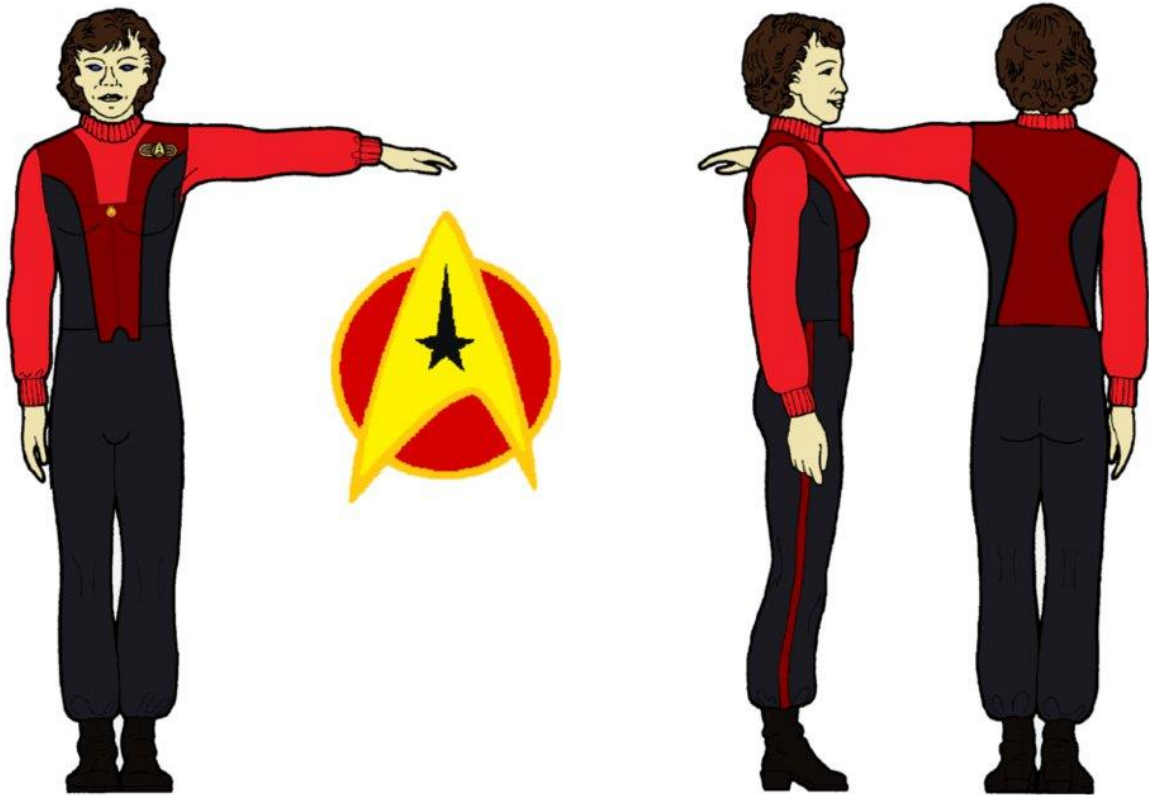
**STARFLEET FEMALE OFFICER
2273 - 2317
DUTY TUNIC CADET DIPLO. SERV.**



STARFLEET FEMALE OFFICER
2273 - 2317
DUTY UNDERVEST CADET DIPLO SRVC



STARFLEET FEMALE OFFICER
2273 - 2317
RELAXED DUTY VEST CADET DIPLO. SRV.



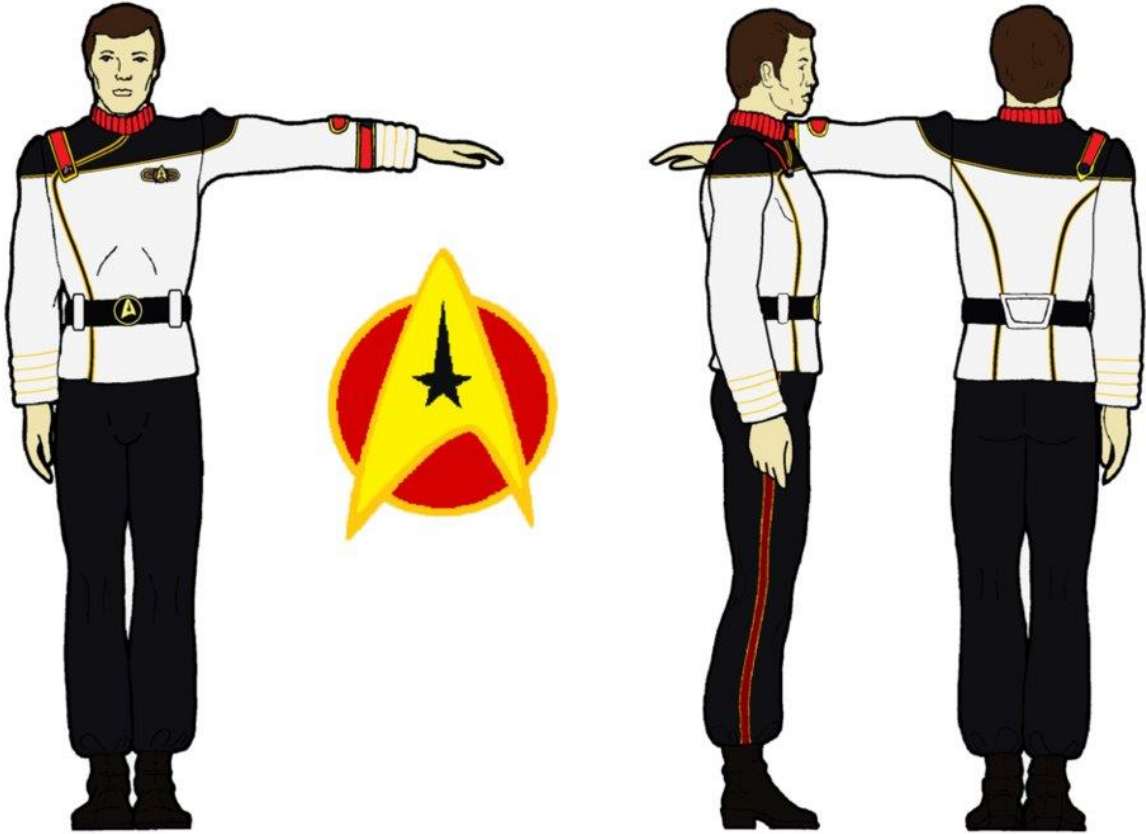
STARFLEET FEMALE OFFICER

2273 - 2317

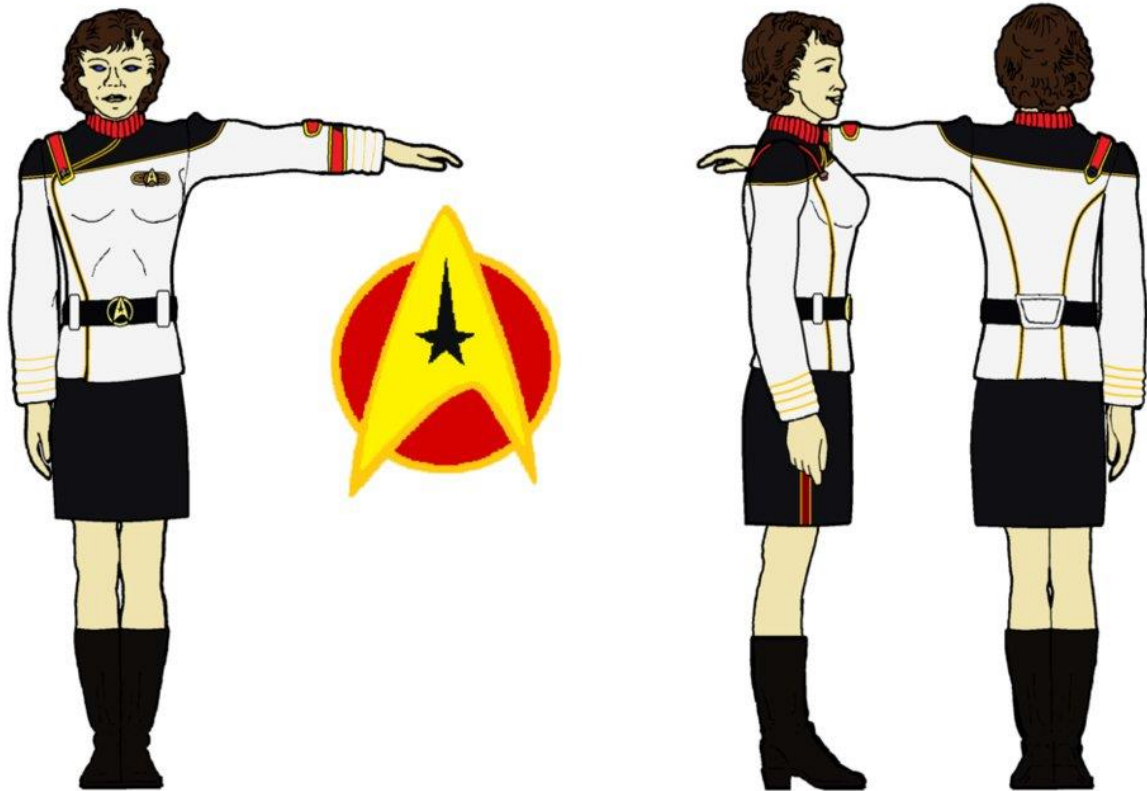
DUTY BOMBER JACKET CADET DIPLO. SERVICE



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS CADET DIPLO. SERVICE**



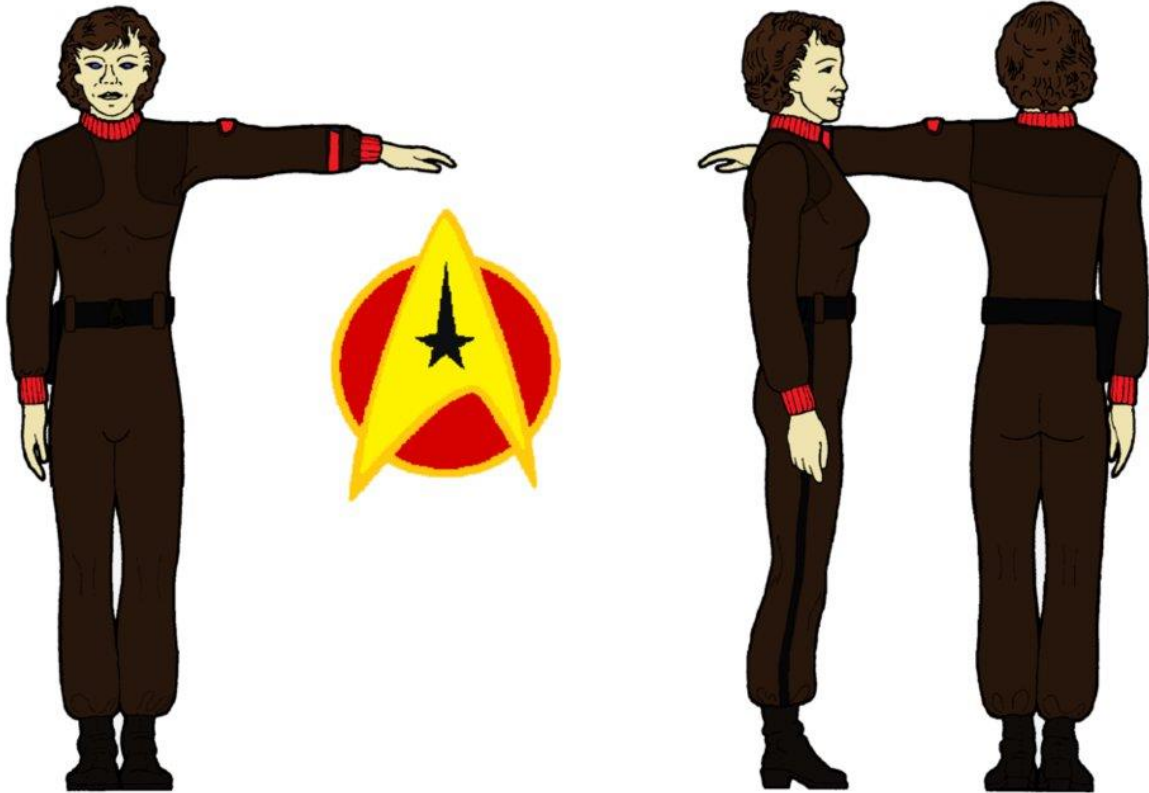
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2273 - 2317
FORMAL DRESS CADET DIPLO. SERVICE**



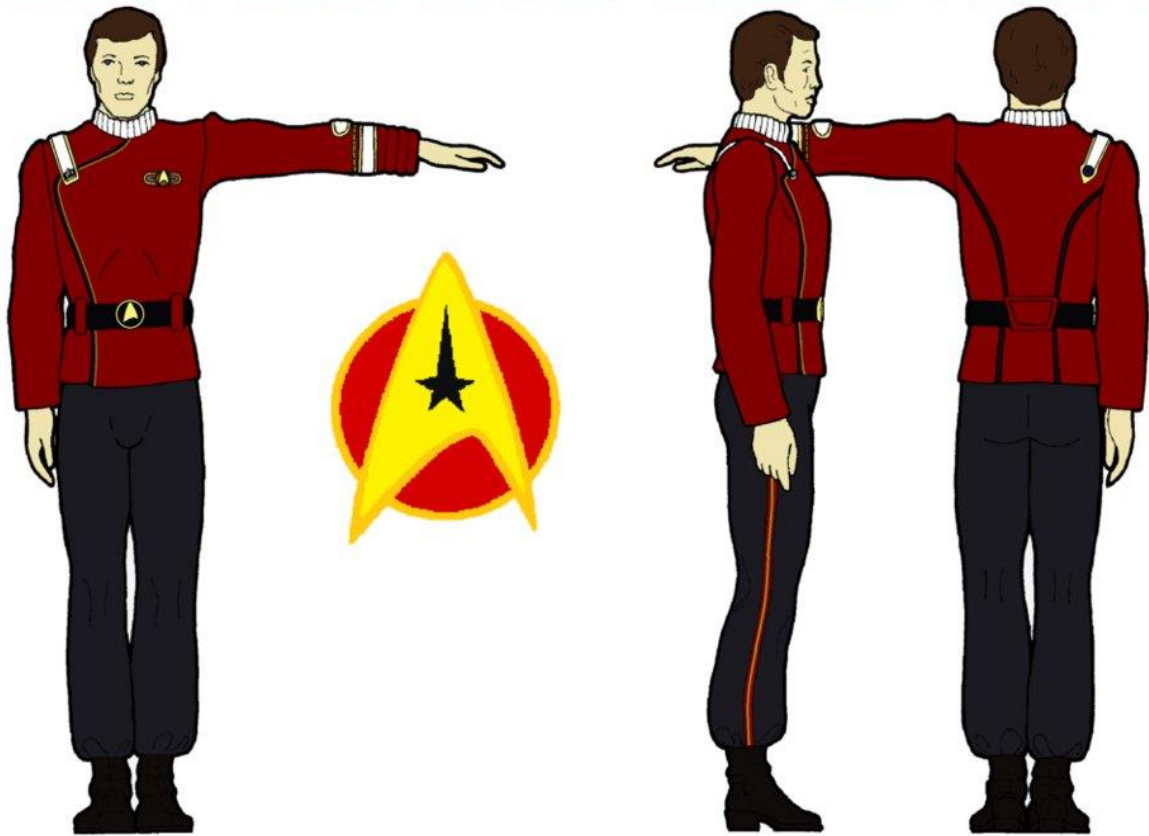
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2273 - 2317
DUTY FIELD JACKET CADET DIPLO. SERVICE**



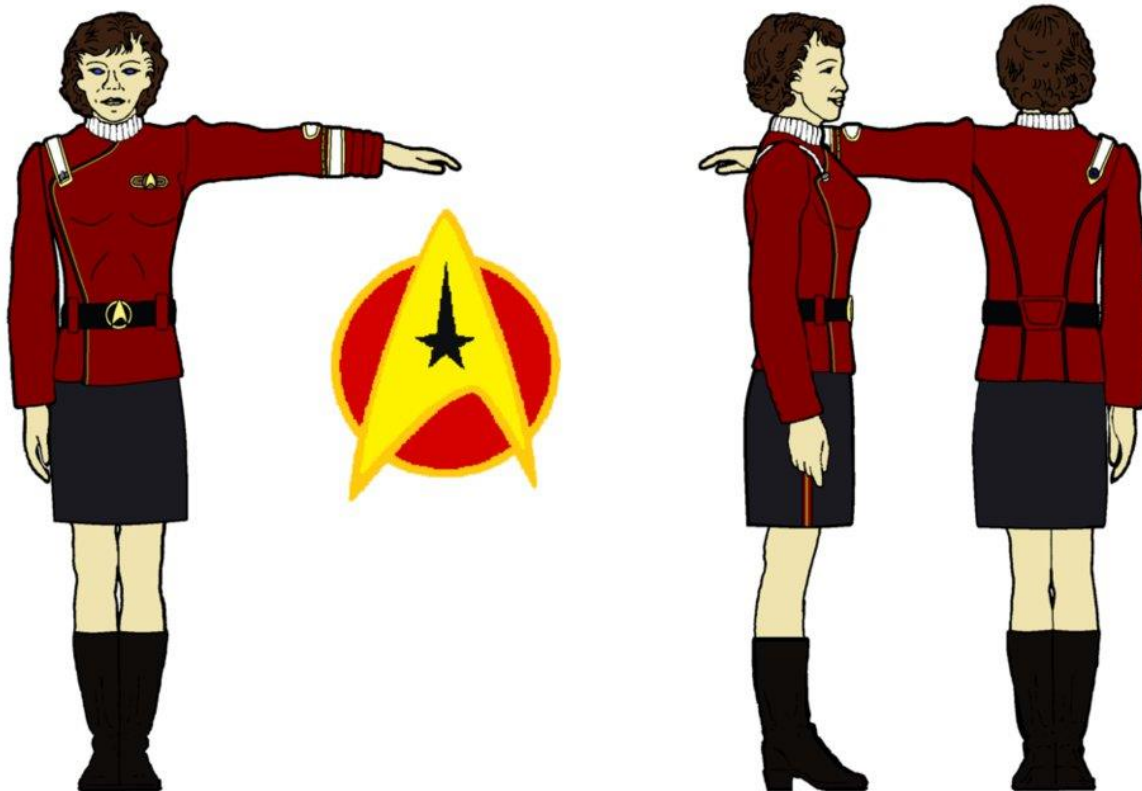
STARFLEET FEMALE OFFICER
2273 - 2317
TACTICAL UNIFORM CADET DIPL. SERV.



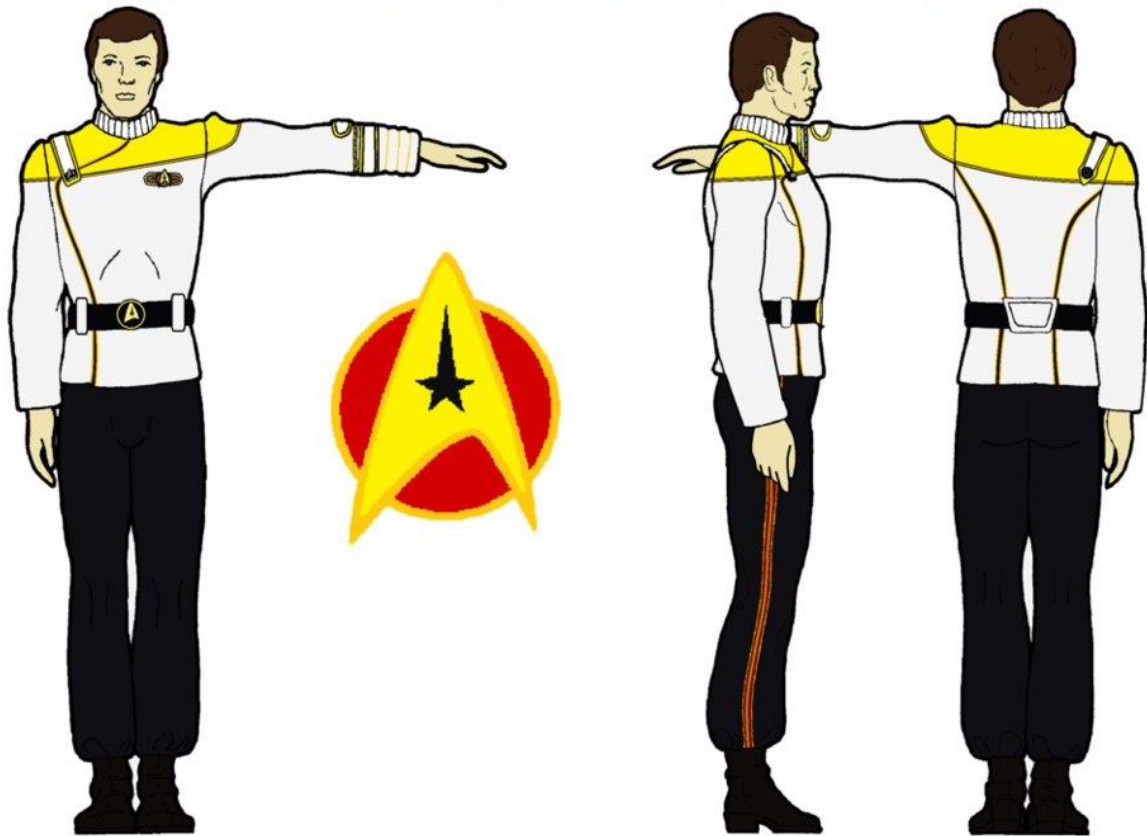
Flag Officers
STARFLEET MALE OFFICER
2273 - 2317
DUTY UNIFORM FLAG OFFICER



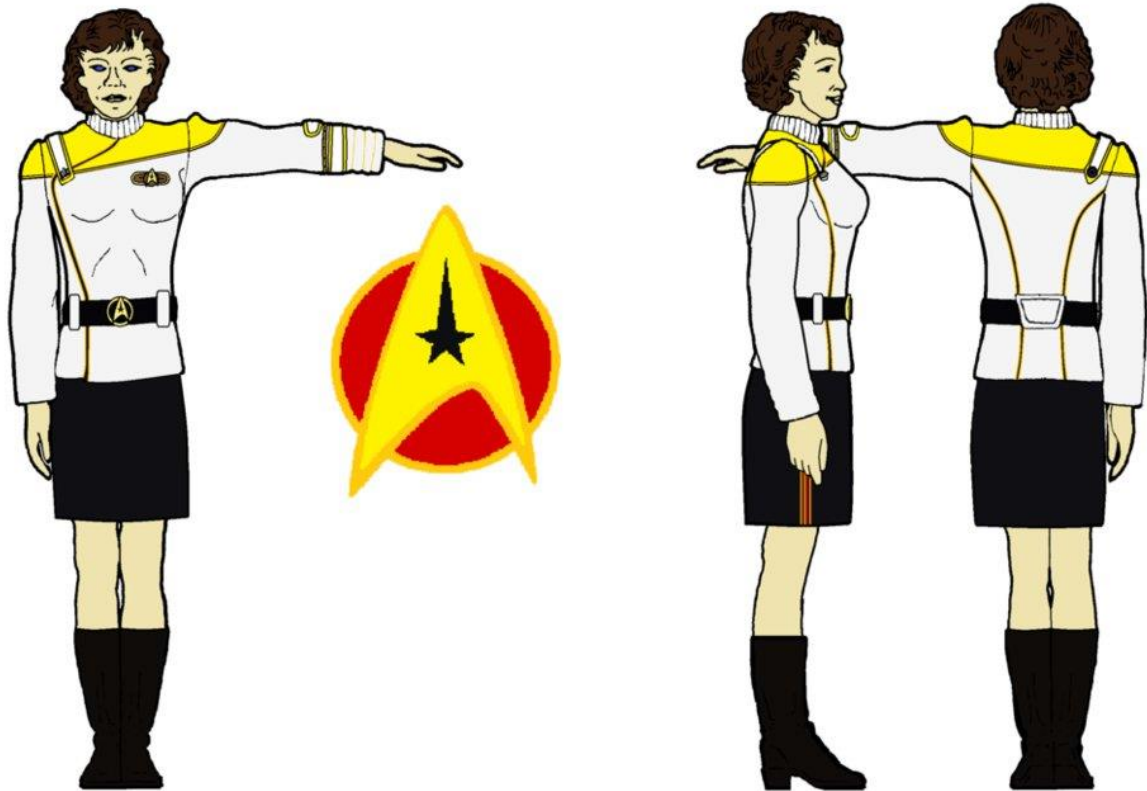
**STARFLEET FEMALE OFFICER
2273 - 2317
ALT. DUTY UNIFORM FLAG OFFICER**



**STARFLEET MALE OFFICER
2273 - 2317
FORMAL DRESS FLAG OFFICER**



**STARFLEET FEMALE OFFICER
2273 - 2317
FORMAL DRESS FLAG OFFICER**



Weapons, Equipment, and Away Team gear



Assault phaser

COMPRESSION PHASER 20



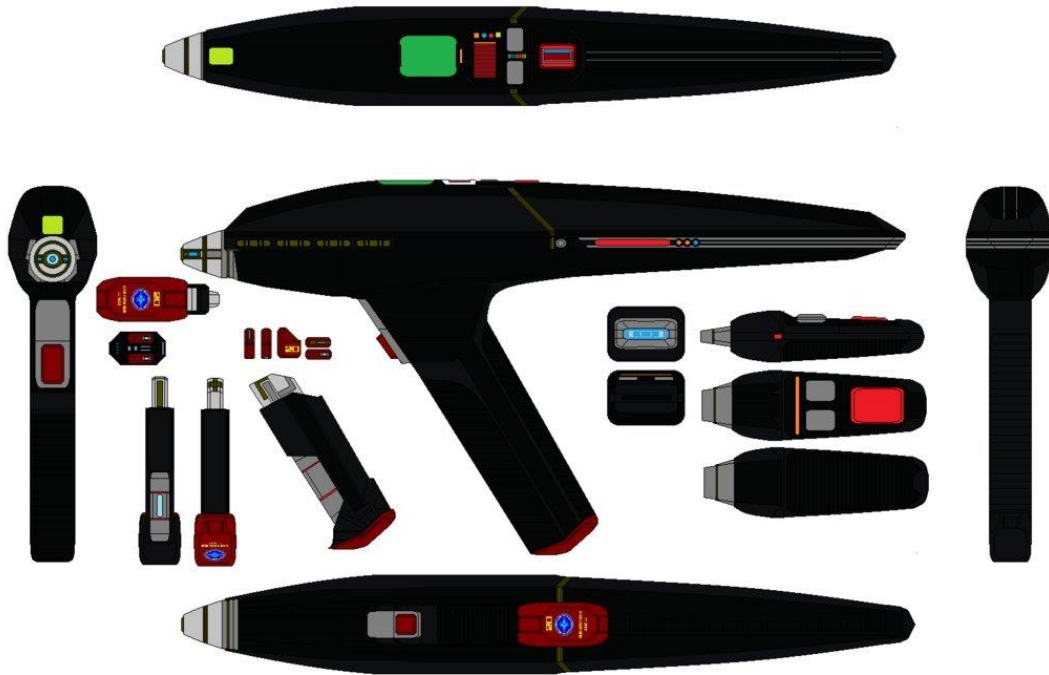
Compression phaser

ASSAULT PHASER 2 MK 9



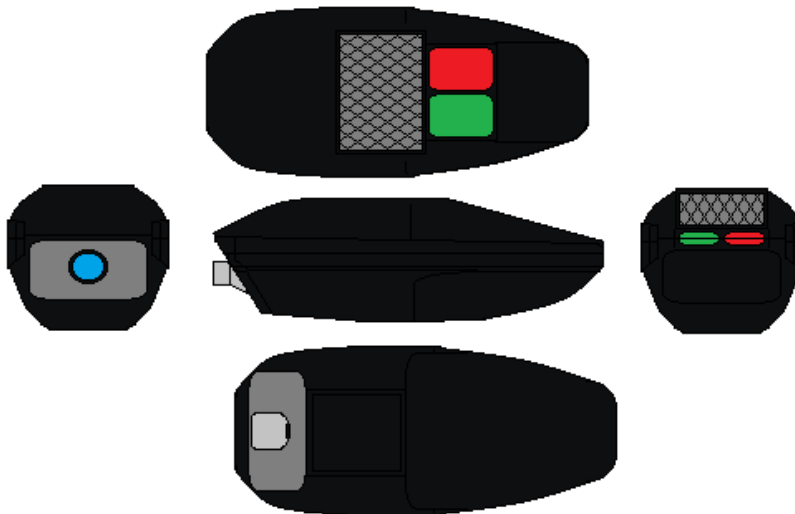
Assault phaser 2 Mark 9

PHASER MARK 12



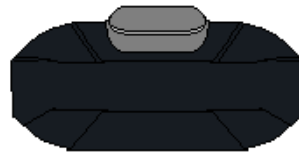
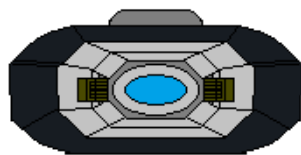
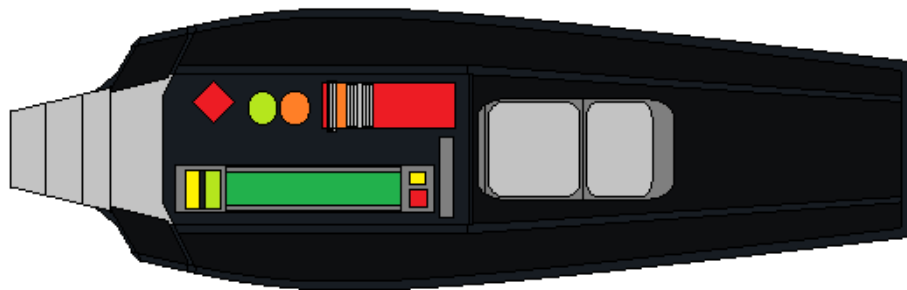
Assault phaser Mark 12

STAR FLEET ASSAULT PHASER TYPE 1



Type 1 Assault Cricket phaser

PHASER MK 7 TYPE 1

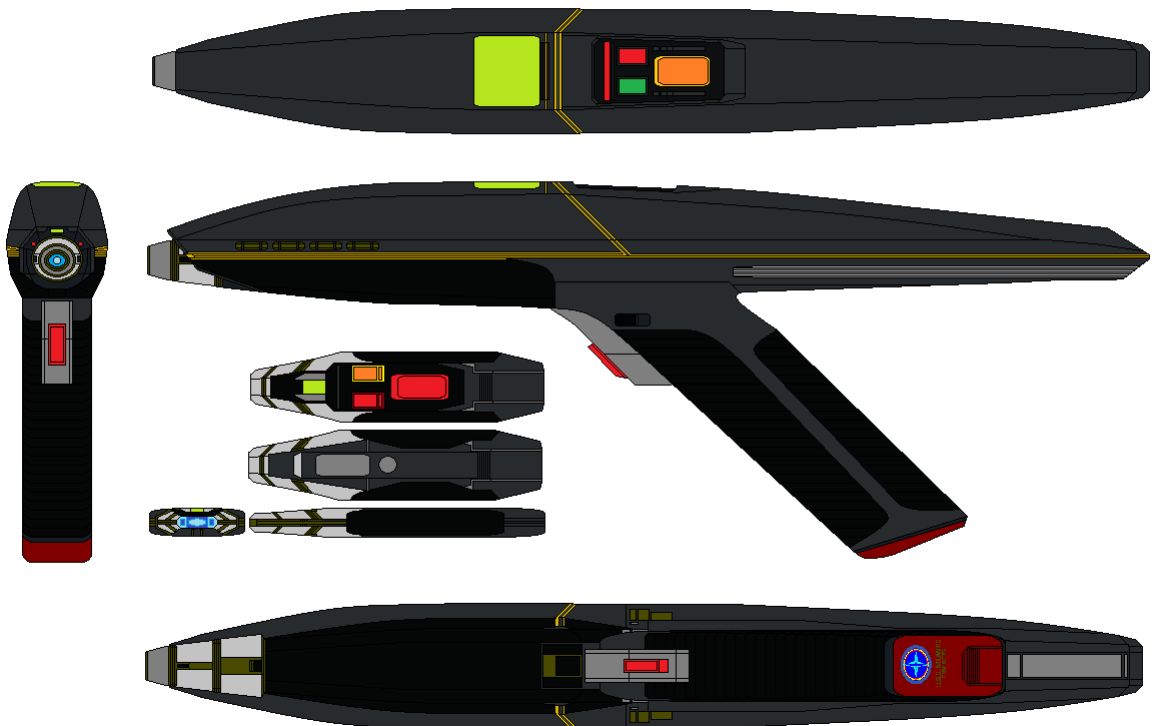


Type 2 Assault Cricket Phaser

PHASER MK 8

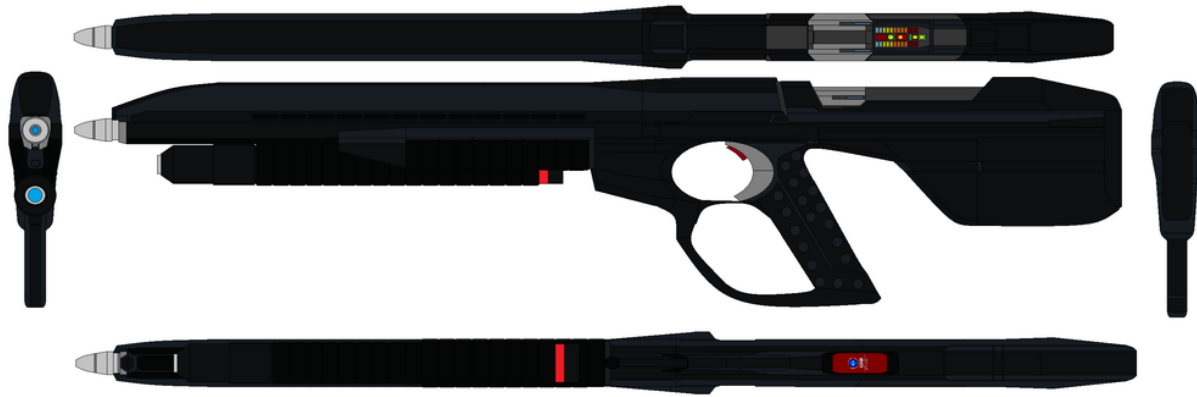


PHASER MARK 14



Phaser Mark 8 and 14 units

ASSAULT PHASER RIFLE MK 9B



ASSAULT PHASER RIFLE MK 9A4



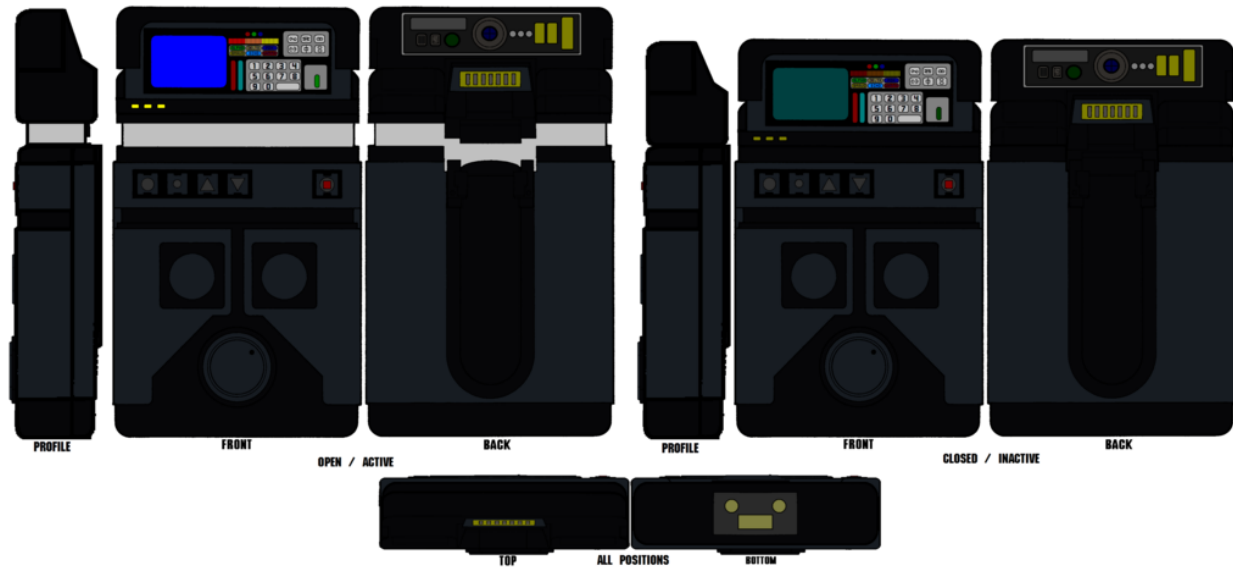
Assault phaser rifles Mark 9B and 9A4

STARFLEET FIELD EQUIPMENT 2273 - 2317 TYPE 14 FIELD COMMUNICATOR

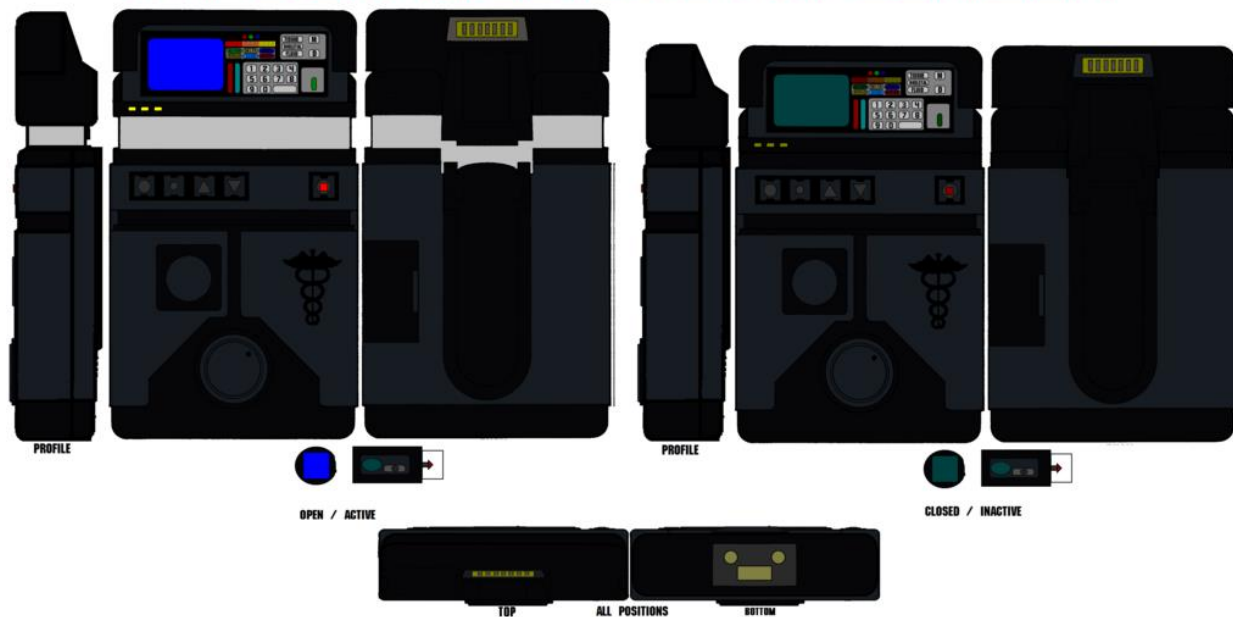


Field communicator

STARFLEET FIELD EQUIPMENT 2273 - 2317 TYPE 6 TRI-CORDER



STARFLEET FIELD EQUIPMENT 2273 - 2317 TYPE 6M MEDICAL TRI-CORDER



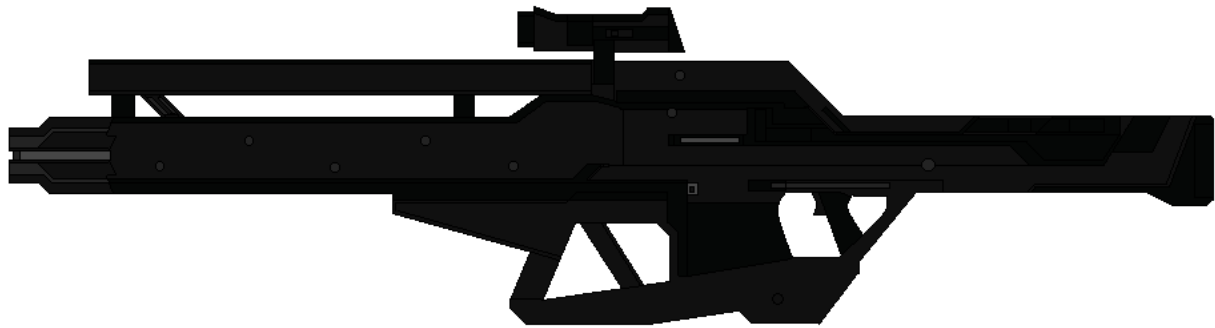
Tricorder and medical tricorder



ASSAULT PHASER MK 10 MACO



The new SSTF phaser pistols



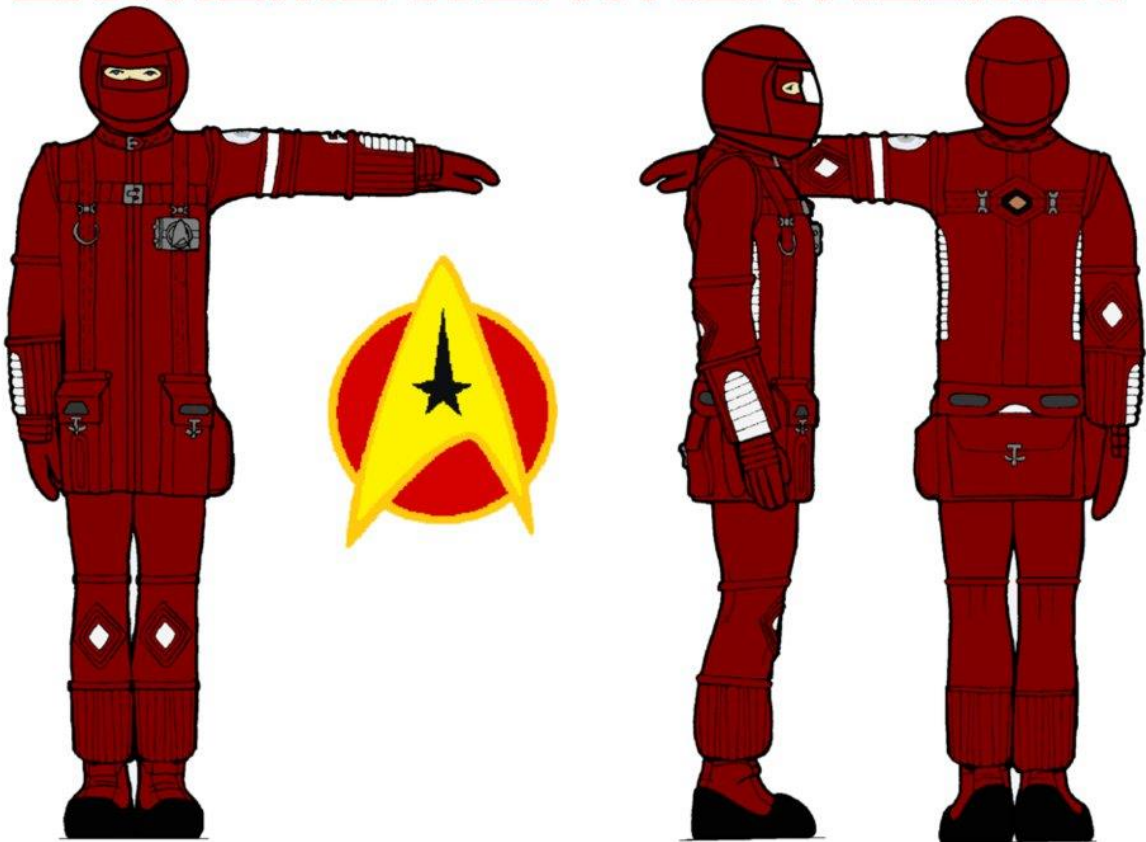
SSTF plasma rail gun



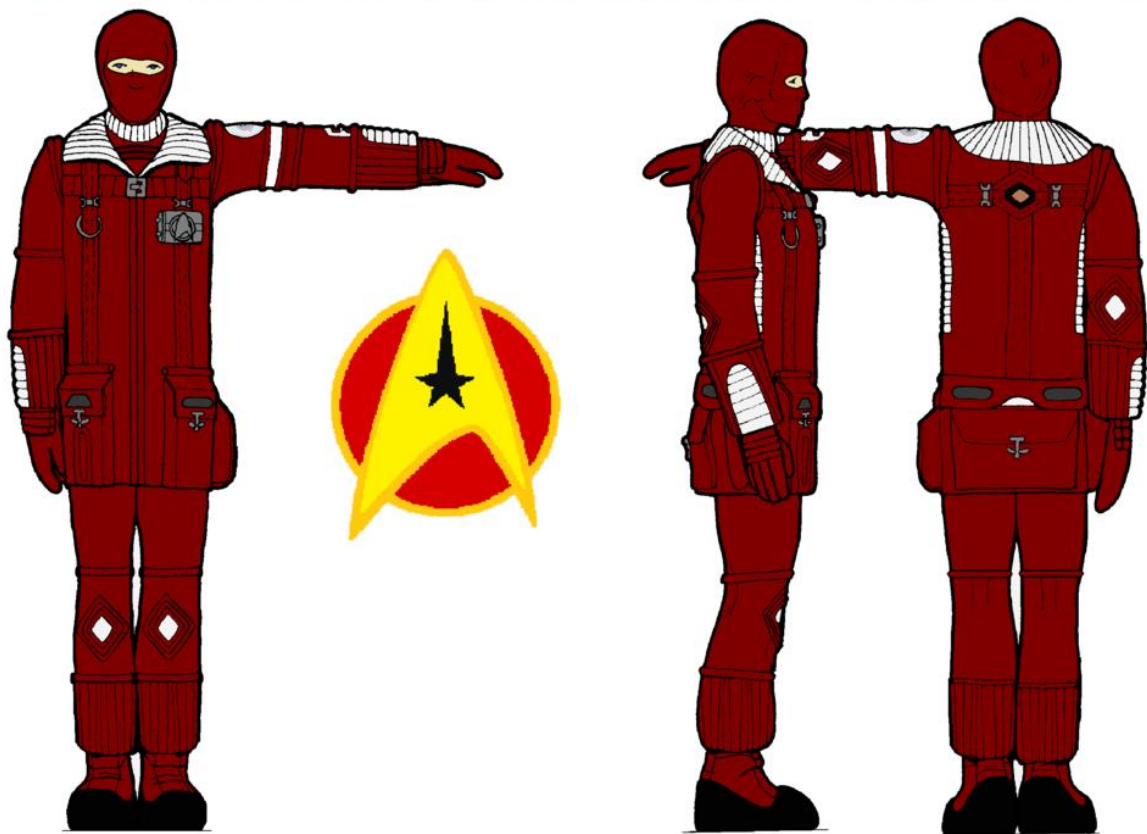
ASSAULT RAIL RIFLE MARK 2

The new SSTF phaser rifle

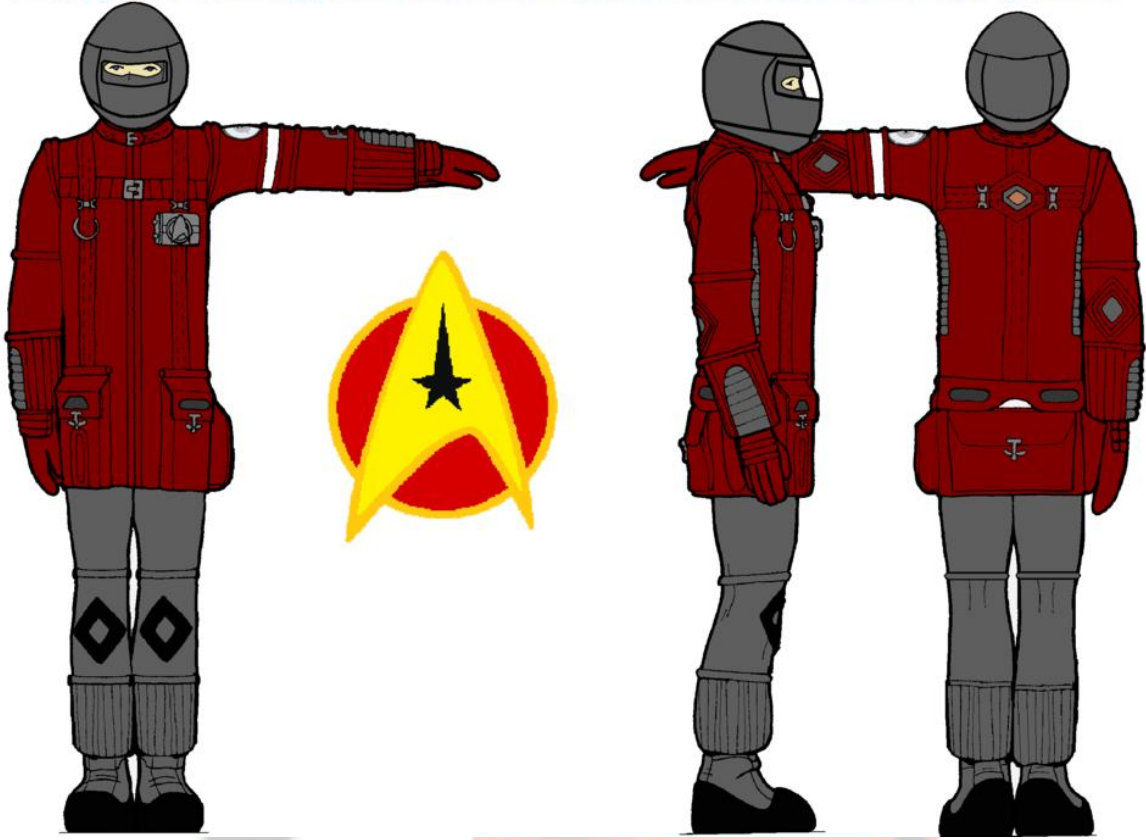
**STARFLEET UNISEX OFFICER
2273 - 2317
EXTREME WEATHER HELMET**



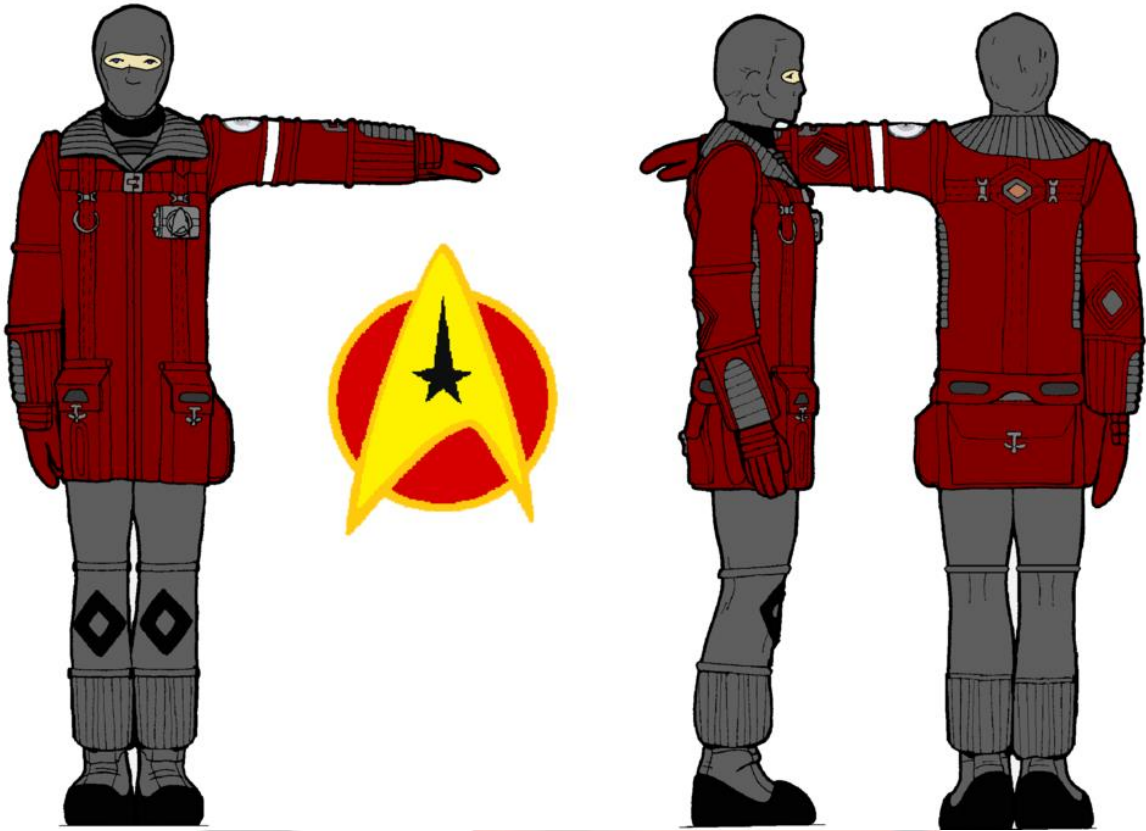
**STARFLEET UNISEX OFFICER
2273 - 2317
EXTREME WEATHER UNIFORM HOOD**



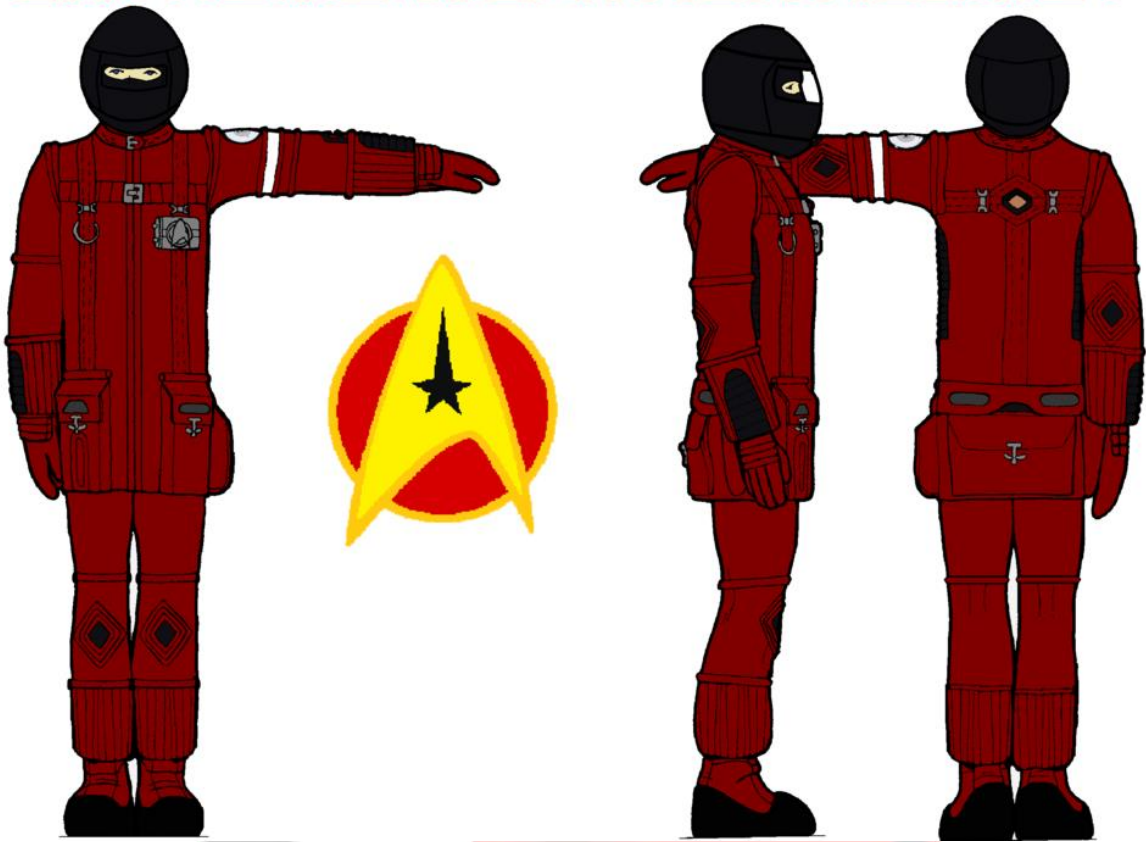
STARFLEET MALE NCO
2273 - 2317
EXTREME WEATHER HELMET



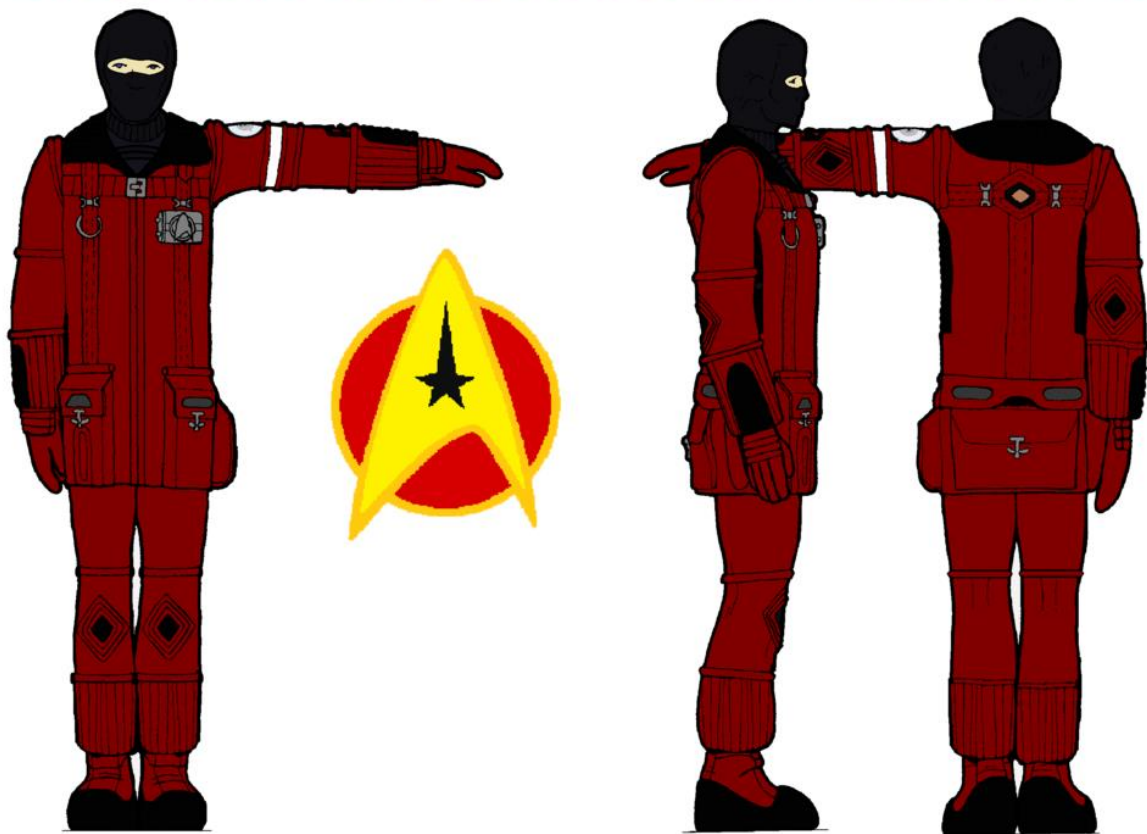
**STARFLEET UNISEX NCO
2273 - 2317
EXTREME WEATHER UNIFORM HOOD**



**STARFLEET MALE ENLISTED
2273 - 2317
EXTREME WEATHER HELMET**



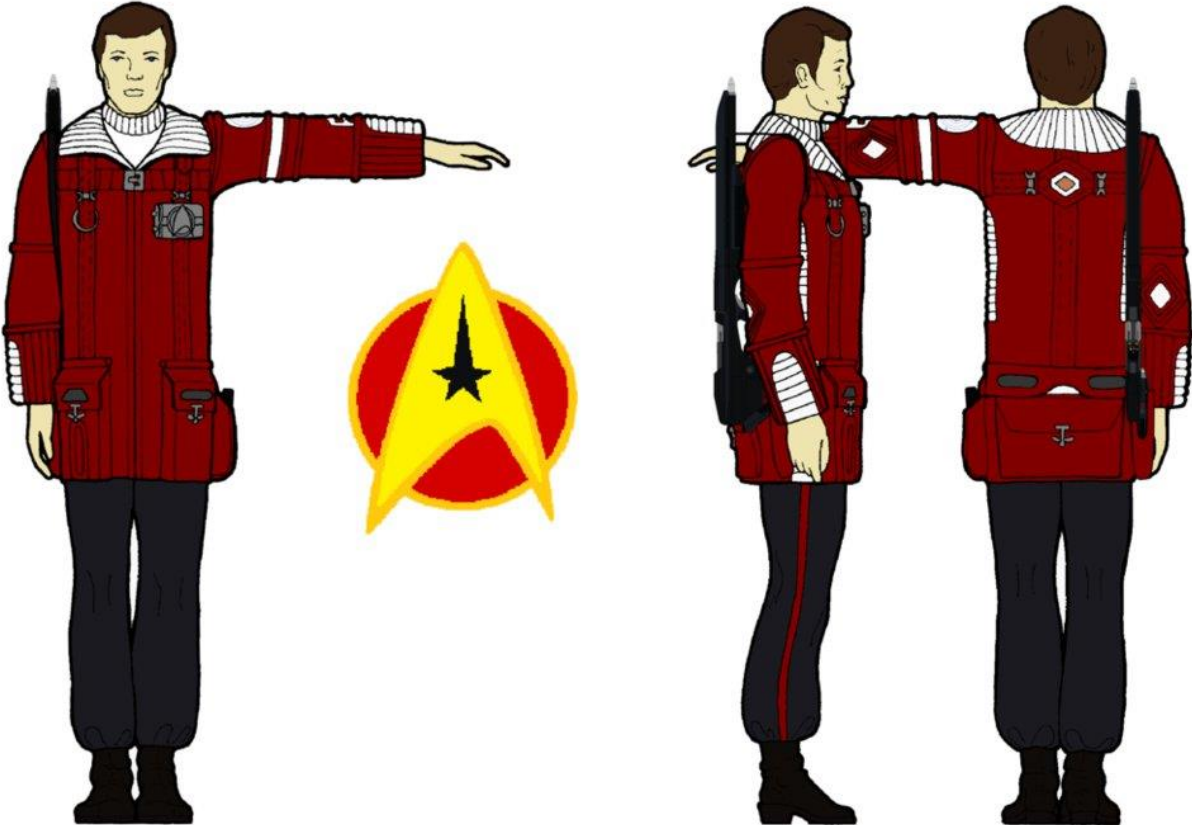
**STARFLEET UNISEX ENLISTED
2273 - 2317
EXTREME WEATHER UNIFORM HOOD**



**STARFLEET EQUIPMENT UNISEX
2273 - 2317
LIGHT AWAY TEAM EQUIPMENT**



**STARFLEET EQUIPMENT UNISEX
2273 - 2317
MEDIUM AWAY TEAM LOADOUT**





Name: Leon Scott Kennedy

Rank: Lieutenant Senior Grade

SSTF Rank: Corporal

Serial Number: MM9301998

DOB: 04/07/2910

Race: VG Human

Birthplace: Raccoon City; VG Earth

Relations:

- **Father: Captain James Kennedy (deceased)**
- **Mother: Andrea (deceased)**

Position: Tactical officer, relief helmsman, part-time SSTF member

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy; also received SSTF training during his last two years at the Academy**
- **Recipient of the Hikaru Sulu scholarship award**

Previous Assignments: None, first tour of duty aboard the Enterprise (was aboard previously as part of an internship)

Hobbies and Interests: Motorcycle racing, billiards, poker, guitar music, space flight, fitness, obstacle course exercises, laser hockey, blitzball, space racing, bungee jumping, rock climbing, hiking, camping, and jogging

Favorite foods: Earth barbecue cooking, Earth Italian cuisine, Earth Mexican cuisine, Earth American cuisine, and Bajoran cuisine

Languages: English, Spanish, and Klingon



Name: Claire Redfield

Rank: Lieutenant Senior Grade

Serial Number: AC9281998

DOB: 06/04/2912

Race: VG Human

Birthplace: Raccoon City; VG Earth

Relations:

- **Father: Capt. Thomas Redfield (deceased)**
- **Mother: Diane (deceased)**
- **Brother: Lt. Cmdr. Chris Redfield**

Position: Primary navigator

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy**
- **Recipient of the James T. Kirk scholarship award**

Previous Assignments: None; first tour of duty aboard the Enterprise (was previously aboard as part of an internship and participated in a four-month training cruise)

Hobbies and Interests: Motorcycles, dirt-bike racing, bowling, laser hockey, target shooting, swimming, poker, board games, rock music, and hiking

Favorite foods: Earth American cuisine, Earth Italian cuisine, and Earth Mexican cuisine

Language: English and Klingon



Name: Marvin Branagh
Rank: Lieutenant Commander
Serial Number: RW9291998
DOB: 07/17/2894
Race: VG Human
Birthplace: Raccoon City; VG Earth
Relations:

- **Wife:** Jennifer
- **Son:** Andrew
- **Daughter:** Lindsey

Position: Assistant Chief Engineer

Notes of Distinction:

- **Graduated with honors from VG Starfleet Academy and the Montgomery Scott University of Engineering**
- **Recipient of the Montgomery Scott Scholarship award**
- **Received commendations for devising a new method of energy efficient warp propulsion**
- **Double major in engineering and transporter operations, minor in science**

Previous Assignments:

- **VGSS Voyager: 2917-2924; Lieutenant and engineering officer under Captain Helena Douglas**
- **Raccoon Shipyards: 2925-2929; chief engineering specialist**

Hobbies and Interests: Billiards, Earth guitar coffeehouse music, Earth 1960s lounge music, camping, Holo-Tetris, poker, blackjack, and murder mystery literature

Favorite foods: Earth European cuisine and Kaferian cuisine

Language: English



V.G.S.S. ENTERPRISE

CONSTITUTION REFIT--REGISTRY NUMBER NCC-1701
RECOMMISSIONED IN THE YEAR 2922 A.D.

IWATA ADVANCED SHIPYARDS

ONE OF FIFTEEN ACTIVE SHIPS IN VG STARFLEET TO CARRY THE NAME

VG STARFLEET COMMAND	ENGINEERS	SPACEFRAME DEVELOPMENT	PROPULSION SYSTEMS	SYSTEMS MANAGEMENT	RESEARCH & DEV.
Fleet Adm. Wiser Than Many	Steve Skoutafalos	Kyle Herbert	Erica Harbauer	Angelica Margaret	Laura Post
Fleet Adm. Shigeru Miyamoto	Lynn McClaren	Vic Mignogna	Erica Lindbeck	Don Weller	Yosuke Hayashi
Fleet Adm. Charles Martinet	Akira Ohashi	D.C. Douglas	David Fielding	Charles Coleman	Sarah Rosan
Fleet Adm. Kenji Iwamoto	Lucien Dodge	Cherami Leigh	Manu Inbrayani	Neil Carlson	Marcus Paroske
Fleet Adm. Eugene Jarvis	Erica Mendez	Steve Cannon	Robert Axelrod	Christine Henri	Michelle Silva
Keur Adm. Rand Miller	Richard Epcar	C.J. Graham	Sarah Anne Williams	Bill Trnen	Derwin Munroe
Vice Adm. David Wise	Kate Higgins	Henry Dardenne	Martin Crachborn	Leslie Swan	
Vice Adm. Grant Kirkhope	John Helton	Paul Mercier	Joel Alhman	Todd Haberkorn	CHIEF-OF-STAFF
Vice Adm. Yoko Shimomura	Michael McCarthy	Alyson Court	Chris Seavor	Matthew Mercer	Eugene Kodenberry, Jr.

“...to boldly go where no one has gone before.”



Space... the Final Frontier

*These are the voyages of the starship Enterprise
Her ongoing mission: to explore strange new worlds
To seek out new lifeforms and new civilizations
To boldly go where no one has gone before*



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**admiral-horton (designed the ortho for the refit
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