THE STARFLEET MARINE CORPS
New Elite Professions for the Star Trek Roleplaying Game by Decipher.

Two of the most popular elements of on-line Star Trek roleplaying, known as SIMs, are the Starfleet Marine Corps, and the Starfleet Fighter Corps. Both of these divisions of Starfleet are non-canonical. And in most of the on-line gaming groups that feature Marine Corps or Fighter Corps characters the fighter pilots are considered members of the Marine Division.

The best example of Marines in Starfleet portrayed on screen are the MACOs of Star Trek: Enterprise. And while the information in this booklet is targeted at 24th century characters and campaigns, a few tweaks can make it a viable system for creating and running MACO characters.

While not considered canon, Starfleet Marines have appeared in several semi-canonical sources. Most notably, the Next Generation novel, *The Forgotten War*. The **FASA** company also made extensive use of Starfleet Marines in several of their books, including the *Cadet's Orientation Sourcebook* (part of their core rule set), their Star Trek IV expansion supplement, and the published adventure, *A Doomsday Like No Other*, which gave character generation systems for both officers and enlisted members of the Marine Corps.

It is easy to assume that Starfleet does, indeed, have a Marine Corps. Even if they have never been shown on television, or in any of the movies.

The Fighter Corps is a bit of a different story. This is, largely, an invention of SIM players. For those who don't know, an on-line SIM is similar to a roleplaying game in that each member of the SIM creates one (or more) player-characters. Roleplay is conducted through fanfiction writing where the players write out the actions and reactions of their characters.

First popularized by the USS Galaxy simulation run by Mark Stephen Williams in the late 1990s, Star Trek "SIMing" has faded from popularity in recent years due to the closing of many of the premier games such as the aforementioned Galaxy, as well as the USS Miranda, and original USS Sulu SIMs.

Canon Star Trek has portrayed the existence of Starfleet starfighters. But no consistent descriptions of an organized military branch in charge of flying and maintaining these fighters has ever been specified. It is the on-line SIMers, mostly inspired by *Babylon 5*, or *Space: Above and Beyond*, who put the most detail into the Starfleet Fighter Corps, and the use of fighter pilots as characters in the Star Trek universe.

RANK STRUCTURE

Both the Starfleet Marine Corps and the Fighter Corps use a rank-system modeled after the Marines and infantry groups from Earth military history, the same way Starfleet has always used Naval-type ranks and a Naval command structure.

Enlisted crew members tend to function in more prominent positions in both the Marine and Fighter Corps than they do in the regular fleet, due to the nature of their assignments. A lot of fighter pilots will carry enlisted ranks. While a great many officers in the Marine Corps will be either command officers or

hold some specialty, while the actual "infantry" function of these Marines – the function most commonly attributed to the MACOs – is often carried out by enlisted personnel.

If a character is being played as an enlisted Marine crewman, or fighter pilot of enlisted rank, promotion is still gained through the Promotion edge, but the enlisted rank table below should be consulted for the appropriate test bonuses.

STARFLEET MARINE ENLISTED RANKS

RANK	Starfleet Rank Equiv.	SOCIAL TEST BONUS*	PROMOTION EDGE LEVEL
Private, 1st class	Crewman, 2nd class	+1	1
Lance Corpsoral	Crewman, 1st class	+1	2
Corpsoral	Petty Officer, 3rd class	+1	3
Sergeant	Petty Officer, 2nd class	+2	4
Staff Sergeant	Petty Officer, 1st class	+2	5
Gunnery Sergeant	Chief Petty Officer	+2	6
Master Sergeant	Sr. Chief Petty Officer	+3	7
Sergeant Major	Master Chief PO	+3	8

* - The Social Test bonuses only apply where they would be logical. ie. A Staff Sergeant is not going to receive a +3 to Social Tests, when dealing with a Marine Corps General. At Narrator's discretion, these "bonuses" could actually be applied as penalties if the situation calls for it.

All Marine Corps Enlisted personnel begin with the rank of Private, just as Starfleet officers start out with the rank of Ensign. If a character reaches the rank of Sergeant Major and wants to become a Marine Corps officer, then she may upgrade her Promotion edge to Level 9.

This would raise her rank to that of 1st Lieutenant. Characters entering the Marine Corps as officers (after going through an officer training program at the Starfleet Marine Academy, similar to the training Starfleet Academy Cadets undergo), begin at the 1st Lieutenant rank, and advance as an officer beginning with their first level of the Promotion edge.

STARFLEET MARINE CORPS OFFICER RANKS

RANK	Starfleet Rank Equiv.	SOCIAL TEST BONUS	PROMOTION EDGE LEVEL
2nd Lieutenant	Lieutenant, jg	+1	1
Captain (SFMC)	Lieutenant	+1	2
Major	Lt. Commander	+2	3
Lt. Colonel	Commander	+2	4
Colonel	Captain	+3	5

These tables can also be used to tabulate edges and Social Test bonuses for enlisted crew members in Starfleet, as well as Marine Corps enlisted personnel.

WORKING UP THROUGH THE RANKS

If a character starts out at the proverbial bottom of the ladder

with respect to rank as an enlisted Marine or crewman, then it may take her a long time to do so, but it is feasible for her to work her way up through the ranks even to the level of Colonel (or Captain).

This does happen in the real-life military. However if an enlisted crewman or Marine reaches the rank of Sergeant Major/Master Chief Petty Officer and she wishes to advance to an officer level, the Narrator may require the character pass an Officer's Training Course before actually allowing the officer rank, even if the character has purchased the Promotion edge to the appropriate level.

The Narrator can use her own judgment here, but the guidelines for training periods for skill advancement given in the Narrator's Guide (p. 126) can serve as a good basis for determining the length and difficulty of an Officer's Training Program.

In any case, for a character to advance from Private, to the rank of Colonel (or Crewman, 3rd Class to Captain) would require the purchase of 13 levels of the Promotion edge.

That's a career !

FLAG OFFICER RANKS

As with Starfleet, the Marine Corps also has officers serving in executive command levels, or Flag Officers. These high-ranking officers, often referred to as Marine Corps Brass, command large installations, or Marine Units aboard space stations or starbases.

They also, often, hold "desk jobs" at Starfleet Marine HQ on Earth, or at a similar installation elsewhere in Federation space.

MARINE CORPS FLAG RANKS

RANK	Starfleet Rank Equiv.	SOCIAL TEST BONUS	PROMOTION EDGE LEVEL
Brigadier General	Fleet Captain	+3	6
General (1 Star)	Commodore	+3	7
General (2 Stars)	Rear Admiral	+4	8
General (3 Stars)	Vice-Admiral	+4	9
General (4 Stars)	Admiral	+5	10
General (5 Stars)	Fleet Admiral	+5	11

This table differs somewhat from the Flag Rank table given in the Starfleet Operations Manual (p. 75). Here Fleet Captain is acknowledged to be a rank grade available in the 24th century (in the SOM it is only available as a 23rd century rank). Also, the 23rd century nomenclature is used to designate the different levels of admiralty (Rear, then Vice-Admirals, rather than two tiers of Rear Admiral, preceding Vice-Admiral).

This is common practice among the on-line SIMs mentioned before. And since a great deal of the information used here, involving Marines and Fighter Pilots is drawn from those SIMs, the rank structure used in the on-line writing games has been maintained.

Once a character acquires the Promotion edge level of 12 he or she is conferred the rank of *The Commander, Starfleet,* unless

she worked her way up through the enlisted ranks. In which case it would require an additional 8 levels (level 20) to reach the *Commander, Starfleet* position.

This rank designation, conferred upon a Fleet Admiral, is equivalent to a Chief of Staff, or Commander in Chief of Starfleet.

One of the most famous men to hold the rank of *The Commander, Starfleet* was Fleet Admiral Harry Morrow, who occupied the office in 2285, during the Genesis Planet situation.

It is recommended that once a character becomes *The Commander, Starfleet*, he or she should then be retired as a player character to become an NPC used in episodes to assign mission objectives to the player character's and their ship.

Having one PC who is in command of the entire Federation Starfleet might be of considerable detriment to game balance.

STARFLEET MARINE CORPS ELITE PROFESSION

Prerequisites: Starship Duty, Unarmed Combat 3+, Ranged Combat (Energy Weapon) 2+, Systems Operation 1+

Attributes: Agility is a Marine's favored attribute for the same reasons as this is the favored attribute of Starfleet Security officers. Agility plays an important role in combat, in both attack and defense maneuvers. A high Vitality is also the norm for a Marine, since their usual duties require an ability to resist fatigue.

Reactions: As with Soldiers and Security officers, a Marine must be able to react quickly in a combat situation. This makes Quickness a Marine's favored reaction.

PROFESSIONAL SKILLS

Unarmed Combat	AGL
Ranged Combat (Energy Weapons)	AGL
Tactics (Small Unit)	INT
Demolitions	INT
Survival	PER
First Aid	INT
Armed Combat	AGL
Observe	PER
Athletics	STR
Construct (Fortifications)	INT
Repair (Weapons)	INT

Professional Abilities:

Marine Corps personnel will have the same professional abilities as their regular Starfleet counterparts, depending on their division within the Marine Corps. For example, a Marine Corps command officer (an officer in charge of a unit or garrison) will have Starfleet Command Officer professional abilities. A Marine Corps Medic will have the professional abilities of a Starfleet Medical officer. And a member of the Starfleet Marine Corps of Engineers will have the same

professional abilities as a regular Starfleet Engineer.

Of course these professional abilities should be altered to reflect that characters assignment within the Marine Corps. The following table attempts to give some examples of these conversions based on the original professional abilities given in the Player's Guide (pp. 66-77).

Professional Ability Table

STARFLEET COMMAND	MARINE COMMAND
Commanding Presence	Commanding Presence
Starship/Starbase Protocol	Marine Unit Protocol
Starship Tactics	Marine Unit Tactics
Universal Renown	Universal Renown
Command	Command
STARFLEET MEDICAL	**MARINE MEDICAL**
Field Medicine	Field Medicine
General Medicine	General Medicine
Diagnosis	Diagnosis
STARFLEET ENGINEER	**MARINE ENGINEER**
Engineering Certification	Engineering Certification
Engineering Expertise	Engineering Expertise
Jury-rig	Jury-rig
Miracle Worker	Miracle Worker
System Overhaul	System Overhaul

The professional abilities available to all Starfleet officers in the Starfleet Operations Manual (pp. 34-40) should be available to all Marine Corps personnel, depending on their Marine Corps division. However, the Marines do not train or maintain Science Officers, or Counselors. These duties are performed by regular Fleet personnel, even on Marine bases. And rather than train Marine Corps security or Tactical personnel, the Marines prefer to train soldiers, and infantry.

All appropriate prerequisites for the standard Starfleet Officer professional abilities should apply to Marine Corps personnel. However, Narrator's may want to alter these somewhat to reflect the more militaristic style of training, and duty involved in being a Marine.

To reflect the standard field training of a Marine foot-soldier, the professional abilities from the basic profession of Soldier (Player's Guide, p. 64) and the elite profession of Special Forces (pp. 166-167) can be used.

The Marine should have the appropriate prerequisites for any professional abilities. And the game effects of these abilities should be used as described in the Player's Guide. This reflects the types of assignments a Marine will be ordered to undertake, as well as the skills a foot-soldier or infantryman in the 24th century would require to deal with ground combat and guerrilla warfare against an enemy like the Dominion.

Professional abilities maintain their tier levels. ie. A tier 2 professional ability for a Special Forces operative is acquired by a Marine as a tier 2 ability.

At the Narrator's discretion, Marines serving in the Medical Corps, or the Marine Corps of Engineering can also have the Soldier and Special Forces professional abilities, provided they have the prerequisites and available advancement points to acquire them.

But, because these particular personnel tend to concentrate on their assigned duties, and will already have a wide selection of professional abilities available for their chosen career packages a good rule of thumb to maintain might be that the Soldier and Special Forces abilities replace the Security division, and should only apply to Marines serving in a direct military capacity.

STARFLEET FIGHTER CORPS ELITE PROFESSION

Prerequisites: Starship Duty, System Operations (Flight Control, Weapons) 4+, Space Sciences (Astronomy) 2+, Computer Use 2+, Tactics (Space) 2+

Attributes: Fighter pilots need good reflexes to maneuver a small, armed space vessel into and out of tight places and dangerous situations. Agility is a Fighter pilot's favored attribute. Intellect is also an important attribute for a Fighter pilot, as well as Perception.

Reactions: Quickness is a given as the favored reaction for a Fighter pilot. Flying a starfighter requires razor-sharp reflexes.

PROFESSIONAL SKILLS

System Operations	INT
Space Science	INT
Tactics	INT
Computer Use	INT
Vehicle Operations*	INT

* - Starfleet Operations Manual, pp. 32-33

Professional Abilities:

For all intents and purposes, Marines in the Fighter Corps are the equivalent of the Marine Corps flight control personnel. As such, a Fighter Pilot will have essentially the same professional abilities as a Flight Control officer.

Fighter Pilots will also have available to them some of the professional abilities made available to Marines from the Soldier and Special Forces professions. The Fighter Pilot professional ability table lists all these professional abilities available to Fighter Pilots.

Fighter Pilot Professional Ability Table

ABILITY	TIER	SOURCE	DETAILS
Astrogation	1	Flight Control Officer	Player's Guide, p. 69
Atmospheric Craft	1	Flight Control Officer	Player's Guide, p. 69
Dogfighter	1	Flight Control Officer	Starfleet Ops Manual, p. 35
Hot Hands	1	Flight Control Officer	Starfleet Ops Manual, p. 35-36

Survival Training	1	Soldier	Player's Guide, p. 64
Evasive Maneuvers	2	Flight Control Officer	Player's Guide, p. 69
Battle-hardened	2	Soldier	Player's Guide, p. 64
Mission Specialist	2	Special Forces	Player's Guide, p. 167
Combat Piloting	3	Flight Control Officer	Player's Guide, p. 69
Wheelman	3	Flight Control Officer	Starfleet Ops Manual, p. 36

In addition to the professional abilities given in the table, all Fighter Corps members should have access to the usual Tier-1 Starfleet Officer abilities of Rounded, and Starship Duty, as well as the Tier 2 abilities, Intrepid and Capable.

These abilities are available, and indeed required for both Fighter Pilots and other Marine Corps personnel, and both members of the Fighter Corps and the regular Marine Corps can acquire any of the Tier-1 or Tier-2 abilities given on pages 34 & 35 of the *Starfleet Operations Manual* with the exception of *We Come In Peace* – Marine Corps personnel are trained to fight, and are usually called in when a peaceful resolution of a situation has failed.

The professional ability, *Spirit of the Fleet* should be renamed *Spirit of the Corps* for Marine personnel. But, it has the same in-game effects.

DEVELOPMENT PACKAGES

Marine Corps Personnel:

Infantryman
Trained to fight in the trenches, and go toe-to-toe with enemies such as the Jem'Hadar. These men and women are the backbone of the Marine Corps.

Skills: Any one Armed Combat skill +2, Athletics +2, Energy Weapons +4, First Aid +1, Observe (Listen or Spot) +2, Repair (Weapons) +1, Survival +2, Tactics (Ground) +1, any one Unarmed Combat +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Dodge, High Pain Threshold, Skill Focus (Keen Hearing), Skill Focus (Keen Sight), Weapon Mastery, Great Stamina.

Special Ops
Highly trained covert operators. These are the Marines who sometimes take on missions that most people would never return from alive. Covert guerrilla warfare, rescue missions, and even assassination assignments are standard duties of the Marine Corps Special Ops units.

Skills: Any one Armed Combat skill +3, Athletics (Jump, Run, or Swim) +3, Demolitions +2, First Aid +1, Observe (choose) +2, Energy Weapons +3, any other Ranged Combat skill +2, Survival +2, any one Unarmed Combat skill +3.

Pick 5: +1 to any professional skill

Pick 1 Edge: Dead Aim, Speed, Great Stamina, Lightning Reflexes, Weapon Mastery, Defensive Attack, Blends In

Fighter Corps Personnel:

Flying Ace
You were born to fly, and have always been able to literally fly circles around your enemies. Anyone who has you on his wing is coming back alive.

Skills: System Operations (Flight Control) +4, Energy Weapon +1, Repair +1, Space Science (Astrogation) +4, Survival +2, any one Unarmed Combat skill +2, Observe (Spot) +2, System Engineering (Flight Control) +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Lightning Reflexes, Skill Focus (3D Thinking), Skill Focus (Keen Sight), Zero-G Training

Recon Pilot
Your experience lies in long range patrols, and reconnaissance missions. You may not be the hottest pilot in a dog fight, but no one can match your endurance on a long flight, or your skill with spotting the slightest detail when flying recon.

Skills: Systems Operations (Flight Control) +3, Observe (Spot) +3, System Engineering (Flight Control) +1, Space Science (Astrogation) +4, Space Science (Stellar Cartography) +2, Energy Weapon +1, Survival +3, any Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Skill Focus (Keen Sight), Skill Focus (3D Thinking), Zero-G Training, Great Stamina, Iron Willed, Lightning Reflexes

ADVANCEMENT PACKAGES

Marine Corps Personnel:

Team Leader
You command a small group of Marines, usually deployed as a first-strike or recon team.

Professional Skill: Administration (Starfleet Marines) +1

Pick 1: Promotion edge/upgrade
Pick 1: Command edge

Pick 1 Edge: Courageous, Competitive, Thick Skull

Pick 1 Flaw: Reckless, Infamy (Aggressive), Intolerant (Jem'Hadar – *or appropriate enemy, given the PC's military experience*)

Unit Commander
You command a Marine detachment, either aboard a ship, or at a starbase. Equal to a department head position aboard a starship for a regular Fleet officer.

Pick 1: Promotion edge/upgrade
Pick 1: Command edge/upgrade

Professional Skill: Administration (Starfleet Marines) +2

Pick 2 Skills: Energy Weapons (Heavy Weapons) +2, Tactics (Ground Unit) +3, upgrade to 1 Unarmed Combat skill +2, Structural Engineering (Fortifications) +2, any Armed Combat skill +2

Pick 1 Edge: Bold, Courageous, Defensive Attack, Deliberate Attack, Dodge, Thick Skull, Suit Trained

Pick 1 Flaw: Arrogant, Infamy (Strict Commander), Intolerant (Jem'Hadar – *or appropriate enemy given the PC's military experience*)

Fighter Corps Personnel:

Wing Commander
You command a small group of fighters, usually between 2 and 4, assigned to frequent patrols or escort duty.

Professional Skill: Administration (Fighter Corps) +2

Pick 1: Promotion edge/upgrade
Pick 1: Command edge

Pick 1 Edge: Courageous, Skill Focus (3D Thinking), Exceptional Concentration, Zero-G Training

Pick 1 Flaw: Reckless, Infamy (Reckless Flying), Intolerant (Jem'Hadar – *or appropriate enemy, given the PC's military experience*), Rival (the CO of a different Wing on the same starbase or ship)

Squadron Commander
You command a squadron of starfighters and the men and women who fly them. A squadron usually numbers between 12 (for a small compliment carried aboard a non-carrier class starship) to 48 (usually a starbase contingent).

Pick 1: Promotion edge/upgrade
Pick 1: Command edge/upgrade

Professional Skill: Administration (Fighter Corps) +2

Pick 2 Skills: Energy Weapons (Heavy Weapons) +2, Tactics (Ground Unit) +3, upgrade to 1 Unarmed Combat skill +2, Structural Engineering (Fortifications) +2, any Armed Combat skill +2

Pick 1 Edge: Bold, Courageous, Skill Focus (3D Thinking), Exceptional Concentration, Lightning Reflexes, Thick Skull, Suit Trained

Pick 1 Flaw: Arrogant, Reckless, Infamy (Reckless Flying), Intolerant (Jem'Hadar – *or appropriate enemy given the PC's military experience*), Rival, (a competing CO of a fighter squadron on a different ship, or at a different outpost)

In addition to these advancement packages, which the Narrator should feel free to amend to fit the style of her own series; the advancement packages offered in the Starfleet Operations Manual (pp. 41 & 42) can easily be applied to members of the Marine Corps and the Fighter Corps divisions.

It is also possible for a character to transfer from the Marine Corps into the Fighter Corps division, if they have the appropriate skills and abilities, or have enough advancement points to buy them. Since the Fighter Corps is a division of the Marine Corps transfer should be relatively easy. It does require training as a combat pilot.

Alternatively, officers and enlisted crewmen wanting to serve with the Fighter Corps can work the flight deck on a starship carrying a fighter compliment. Marine Corps engineers can work to maintain the starfighters and the equipment used during fighter launch and recall.

And Marine Corps medics are often kept on standby during a fighter launch in case any of the pilots are injured during combat, or when returning their fighters to the ship's fighter bay or to the hangars on a stationary installation.

MARINE CORPS WEAPONRY

Marine Corps officers, and enlisted soldiers are armed with the same weapons as standard Fleet officers carry on potentially dangerous Away missions.

The Marine Corps sidearm is the Type-II Phaser. And Marines will usually carry a Type-III Phaser rifle into the field. Marines will also, often carry a large knife for use in Hand-to-Hand combat.

Most Marine Corps infantry officers will have training in the use of Heavy Weapons, which include the Photon Grenade, Photon Mortar, and Tetryon Pulse Launcher (see the Starfleet Operations Manual, p. 73).

Marine Fighting Knife

Specifications: 47 cm long. 0.5 kg.
Description: Perfectly balanced, with a hollow handle filled with a small-grain aggregate. The blade of the Marine Knife is slightly shorter than that of a Klingon d'k tahg. One edge of the blade is blunt. The other is serrated for one half of it's length, and kept very sharp as a rule. The handle of the Knife is also fitted with a set of titanium "knuckles", modeled after the "brass knuckles" of the 20th century, but made of much sturdier material.
Parry Modifier: -1
Damage: 1d6+3 (blade) 1d6+1 (handle)