

# UCIP ACADEMY

---



**STARFLEET COMMAND**  
**ADVANCED COMMAND SCHOOL**

## Introduction

Welcome to the Advanced Command School, I'm your instructor, Fleet Admiral Kerry Malone.

I'll be your guide through your final command education, Advanced Command. This element covers flag officer level command, preparing you for the trials and expectations of those who achieve the promotion to the flag grades.

Simming as a Flag Officer is a considerable step beyond simming as a line officer, berift with its own challenges and rewards. This guide is to help you avoid playing the 'cookie-cutter' style of flag officer. Most people who RP a flag officer feels the need to be gruff, uncompromising and grumpy. There's absolutely no need to warp your character's dynamic dramatically because you got given a star. Usually, by the time you've made it to the entry grades of the flag tier, you're already an experienced and well played out Captain or Colonel, so it's not going to be a dramatic change.

Lets get into this, shall we?

## Ranks explained

I know this seems amazingly trivial for someone of your vast experience and knowledge, but we're going back to basics here. I'm going to explain to you each rank, and what usually happens at it. Try to stay awake at the back there! \*Throws chalk\*

### *Naval Flag Ranks*



#### **Commodore**

This is your first grade at Flag Rank. A Commodore, otherwise known as a "One Star Admiral", is where your career dramatically diversifies from being a mere Captain. A Captain is only expected to command his or her own starship or starbase. Perhaps in exceptional circumstances, they'll have two or three smaller ships assigned to them for a specific mission. But generally, they have an independent command.

A common misconception with Commodore is that its merely a senior Captain, and that nothing changes when you achieve this. This is wrong!

Commodore's are always assigned a flag level command duty, often in tandem with the officers previous role, but not always. These are explained later on, but you are never a flag officer without a flag officer role. If you don't wish to SIM flag officer duties, you can't be a Commodore.



### **Rear Admiral**

After Commodore, you hit “Two Star”. This is where you will be called an Admiral, and from this point forward, you will be expected to operate as an Admiral. By this stage in your career, you won’t be responsible for a single starship, starbase or facility – but it has been known to happen on selected career paths.

Rear Admiral’s tend to be Division Chiefs, Medium size formation commanders and larger sector commanders.



### **Vice Admiral**

This is your “three star” rank, and often the place most people will cap out. Vice Admiral’s have a 60/40 split between desk duty and field duty in any role they hold. It is also the last flag rank that will be in the field as part of their duty assignment, ergo most people decide to halt advancement at this point.

Vice Admiral’s are generally large division chiefs, leaders of large formations and supervise vast areas of space.



### **Admiral**

Welcome to “Four Star” Admiral, often referred to as ‘full Admiral’. This is pretty much the rank ceiling for everyone in Starfleet. Admiral’s are almost exclusively desk bound, due to their value to the fleet in terms of experience, and are rarely placed in harms way.

Admiral’s can command large divisions, but usually occupy the top tiers of Starfleet Command, such as Chief of Staff or even Commander-in-Chief. Admiral’s command the largest formations in Starfleet, and are Quadrant Commanders.



### **Fleet Admiral**

“Five Stars”. The God rank. This is the highest rank in all of Starfleet, and is only ever granted to a select few. Only one Fleet Admiral can ever be on active duty in Starfleet, and is exclusively for the Commander-in-Chief of Starfleet. Fleet Admiral’s have absolutely no field presence whatsoever, except for inspection tours. There are rare exceptions, but they are that: rare. Only the best of the best ever make it this far, and many will fail to reach it.

## *Marine Flag Ranks*



### **Brigadier General**

This is your “One Star General” rank, right here. The rules of the Marine Corps are very different from that of the fleet, in that your command changes the moment you achieve higher rank. You will not keep your previous formation size command upon promotion to Brigadier General. However, in many cases, your unit is actually expanded to accommodate your new rank.

Brigadier General’s are found in command of either static Brigades or Marine Expeditionary Brigades. The sheer size of these formations requires a Brigadier General as there are multiple Colonel Grade officers under your command.

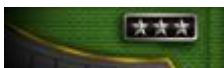
Brigadier Generals can also be assigned command of space formations and geographic commands.



### **Major General**

At “Two Stars”, your responsibilities move up to command of a marine division. With very few exceptions, divisions encompass all marine assets in an entire half-quadrant. This is a very sizable command authority. This is also the lowest rank that can command a Marine Expeditionary Force.

Again, Major General’s can hold positions similar to that of their naval counterparts.



### **Lieutenant General**

“Three Stars”, in terms of command responsibilities, you’ll wish you were still a Lieutenant. A Lieutenant General is the last real “field command” rank in the corps, where command of a Marine Expeditionary Force is the normal. Lt. General’s are found in command of larger divisions, or even corps. Although it is called the marine corps, it is actually bigger than a single corps, due to its very nature.

Lt. Generals can hold posts similar to that of their naval counterparts.



### **General**

The “Four Star” General is possibly the most revered rank in the entire corps. Officers who reach this pinnacle of their career tend to wield the respect that this generates. General’s will only enter the field for inspection tours, unless it is a major multi-part operation that requires experienced oversight. In this situation, you will find a General in command of a combined marine/naval operation.

General’s don’t tend to hold senior naval posts, but it does happen.



### **General of the SFMC**

In technical terms, this rank doesn't actually exist. The "Five Star" accolade is reserved for that of the Fleet Admiral. However, the rank was created should the Admiralty Board and the President decide to elect a marine to hold the office of Starfleet Commander-in-Chief. In the history of Starfleet, only one officer has held that title.

Alright, if you haven't dropped off, shall we move on to other topics?

## **Flag Officer Roles**

Alright, hands up, who can tell me what a Flag Officer does?

Yes you over there.

No, you're wrong. A flag officer doesn't just command a fleet. They comprise of the fleet's hierarchy, and compete over command of a limited amount of resources. Being a flag officer is akin to being a street brawler, with the same mentality as the Klingons – that promotion only occurs at the removal of your immediate superior. And they call us civilised...

Flag Officer Roles can be split into three distinct areas; Staff, Formation Command and Geographical Command.

### *Staff*

This is the most obvious, and funnily enough, the most feared role in the Fleet. This is generally because staff officers are desk bound, and don't fly out and do interesting things. However, it is these flag officers who wield the real power of Starfleet. Commanding a division of Starfleet puts you in charge of that division's many assets and missions.

Usually, you are working out of Starfleet Command at the Starfleet Campus on Earth. You'll have a nice office, an office staff, and a load of other people all working directly under you at the "Admiralty". You will be responsible for a specific area of Starfleet Command, such as Intelligence, Corps of Engineers, Aerospace, Science, Medical, etc.

Your role will be that of both administrative head of those organisations and advisor to the Starfleet Commander-in-Chief for your specific area. All branches of the fleet have their own operational assets, and can use general fleet assets for their own ends too.

All staff officers report to the Chief of Staff for Starfleet, who is akin to the most powerful officer in the fleet, save for the CinC. Access to the CinC is controlled by the Chief of Staff, and most people don't get past him/her.

Finally, the Commander-in-Chief is the supreme commander of Starfleet, and is responsible for the disposition of the entire fleet. He works with the Chief of Staff and Chief of Operations on the allocation of resources to the different departments, as well as overall strategy and operational protocols. The CinC promotes all flag officers.

### *Formation Command*

This is actually one of the most popular command assignments, as you will be placed in command of a formation of ships. This varies in size dependant on your rank, so a Commodore will command a smaller force than say a Vice Admiral.

The exact formation you would expect to command at particular ranks is detailed here:

[http://lcars.ucip.org/index.php?title=Starfleet\\_Command#Formations](http://lcars.ucip.org/index.php?title=Starfleet_Command#Formations)

Formation Commanders tend to be semi-independent commanders operating under the auspices of the Chief of Starfleet Operations, although there is usually a breakdown along the way.

Formation Commands are not specifically tied to a geographical region, unless told otherwise. In which case they would be assigned to a Geographic Command under a Sector Command Officer. Otherwise they can act independently of the geographic command structure, and operate under the fleet structure. This is usually explained in their command commencement orders.

### *Geographical Command*

Geographic Commands are usually assigned to operate out of specific Starbases, Colony's or Facilities within that zone. These vary in size, and increase with the officer's rank. Details on this can be found here: [http://lcars.ucip.org/index.php?title=Starfleet\\_Command#Geographical\\_Commands](http://lcars.ucip.org/index.php?title=Starfleet_Command#Geographical_Commands)

Geographic Commanders are almost exclusively desk based assignments, often given to commanders of large facilities as an extension of their station command duties. The officer in question is responsible for all Starfleet assets and operations within the geographic 'zone' they've been allocated as their command sphere.

Starships are often assigned to a specific sector command, and report to the sector commander. As explained above, formations can also have this stipulation. This tends to happen if the Sector Commander is an experienced officer compared to the relatively speaking junior formation CO.

## So Professor, how do I RP a Flag Officer?

As stated before, Jenkins, playing a flag officer is very different to playing a line officer. But it isn't completely alien. All you have to remember is that you are a senior and experienced officer, and you need to present that image when you post.

Now, that doesn't mean you need to not have fun. Hell, you can be an obnoxious moron for all you want, doesn't matter. As long as its believable, it can be played. RPing a flag officer is not all that difficult.

### Any tips?

Just have fun with it. Don't force it. Playing a flag officer is like a fart; if you have to force it, its going to be poo.

### Conclusion

In summation really, being a flag officer isn't that hard to do, its just a whole new way of playing a character. For some people, this will be easy, for others, it won't be. Not everyone's cut out to role-play a flag officer, and don't be ashamed if you're one of them. Some of the best writers I know are happy to stay at Captain/Colonel.

If you complete this course, you'll understand the life of a flag officer, but it doesn't mean you're able to play one. 😊