

Computer Security Access

CODE USAGE EXAMPLES

Chief Of Security

- (Cortez-Beta-4-Theta)

Assistant Chief of Security

- (Parker-Gamma-3-Theta)

Security Officer

- (Kosuke-Gamma-2-Theta) Command Codes

Alpha (Command Grade Officers)

- Access to all areas.
- Access to lockout all stations or entire areas.

Beta (Department Heads)

- Access to non-command sealed areas of the ship.
- Access to lockout specific stations.

Gamma (Assistant Department Heads/Junior Officers/Warrant Officers/Senior NCOs)

- No special access privileges.
- Access to lockout specific stations.

Delta (NCOs)

- No special access privileges.
- Access to lockout own station.

Epsilon (Cadet/Civilian)

- No special access privileges.
- Unable to lockout any station.

SPECIAL CODES

Omega (Engineering Override)

- Access to all key access points to systems.
- Unable to lockout any station.

Theta (Security Override)

- Access to all areas.
- Unable to lockout any station.

Sigma (Medical Override)

• Access to all areas where injured personnel are present (internal scan verification).

- Unable to lockout any station.

Kappa (Special Intelligence Override)

• Access to all intelligence material, used only by intelligence officers.

- Unable to lockout any station.

SECURITY ACCESS LEVELS

Level 10 (Omega Directive - Command Access Only)

- Full access to classified material on the Omega Directive.
- Restricted to CO's, Fleet Commanders, Subdivision Commanders.
- No other special access.
- Unable to restrict the security clearance of any officer.

Level 9 (Chief of Starfleet Operations and Deputy)

- Full access to classified material.
- Full access to Starfleet mission information.
- Full access to personnel information.
- Able to restrict the security clearance of any officer level 10, 8 and below.

Level 8 (Starfleet Intelligence Admiralty)

- Full access to classified material.
- Full access to Starfleet mission information as determined by Starfleet Head of Operations.
- Full access to personnel information Starfleet Head of Operations.
- Able to restrict the security clearance of any officer level 7 and below.

Level 7 Alpha (Subdivision Commander and Deputy [i.e. - SFMC, First Force, Starfleet Corps of Engineers, etc.])

- Access to classified material as relates to Subdivision or as determined by Starfleet Intelligence or Starfleet Commander.
- Full access to Subdivision mission information.
- Full access to Subdivision personnel information.
- Able to restrict the security clearance of any officer level 6 and below.

Level 7 (Fleet Commander and Deputy)

- Access to classified material as relates to fleet.
- Full access to fleet mission information.
- Full access to fleet personnel information.
- Able to restrict the security clearance of any officer level 6 Alpha and below.

Level 6 Alpha (Fleet Head Staff)

- Limited access to classified material, as determined by the Fleet Command.
- Full access to mission information as relates to departments overseen in Fleet.
- Full access to personnel information as relates to department in Fleet.
- Not able to restrict the security clearance of any officer.

Level 6 Beta (Formation Commander and Executive [i.e. FLO, STRGRU, BATGRU, TF and TG])

- Access to classified material as relates to the formation, as determined by the Fleet Command or Starfleet Intelligence.
- Full access to formation mission information.
- Full access to formation personnel information.

- Able to restrict the security clearance of any officer level 6 and below.

Level 6 (CO)

- Limited access to classified material, as determined by Fleet Command or Starfleet Intelligence.
- Full access to mission information.
- Full access to personnel information.
- Able to restrict the security clearance of any officer level 5 and below.

Level 5 (XO)

- Limited access to classified material, as determined by Starfleet Intelligence.
- Full access to mission information.
- Full access to personnel information.
- Able to restrict the security clearance of any officer level 4 and below.

Level 4 (Department Heads)

- No access to classified material.
- Full access to mission information.
- Full access to personnel information.
- Able to restrict the security clearance of any officer level 3 and below.

Level 3 (Assistant Department Heads)

- No access to classified material.
- Full access to mission information.
- Limited access to personnel information.
- Able to restrict the security clearance of any officer level 2 and below.

Level 2 (Junior Officers, Warrant Officers & Senior NCO's [CPO/GSgt and up])

- No access to classified material.
- Full access to mission information.
- No access to personnel information.
- Unable to restrict the security clearance of any officer.

Level 1 (NCO's [Crmm/PVT to PO1/SSgt])

- No access to classified material.
- Limited access to mission information.
- No access to personnel information.
- Unable to restrict the security clearance of any officer.

Level 0 (Cadet or Civilian)

- No access to classified material.
- No access to mission information.
- No access to personnel information.
- Unable to restrict the security clearance of any officer.