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\*\* UNITED CONFEDERATION OF INTERSTELLAR PLANETS \*\*

\*\* BASIC SIMGUIDE \*\*

\*\* Version 2.01 \*\*

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## 1. Welcome / Introduction

This is a generic SIM guide that can be adapted to suit any type of SIMming, irrespective of genre. The basics of SIMming are the same; the only differences are the formats on how they are played as well as the In Character (IC) setting.

### 1.2 What to Expect in the Academy

The Academy is just one of the first steps in the processing procedure and protocol for UCIP. When you apply through the Fleet Application, your information is sent to the Game Master, some times also referred to as CO, of your desired SIM and the Academy. Once the Academy receives your application, they will contact you and ask for confirmation of the application. The Game Master of your desired SIM should and will do the same thing. Once the Academy has received confirmation of your application your training begins. This training is to help aid you in the SIMming environment of UCIP.

The Academy training consists of two parts, a comprehensive theory evaluation which relates to the Out of Character (OOC) side of SIMming as well as the In Character (IC) details. After successful completion of the comprehensive theory evaluation you will move onto the secondary training. You have the option to do one or both of these secondary training parts. This is to make sure that you have a general knowledge of the UCIP SIMming environment by putting what you have learned into practice.

The Secondary training consists of the Email Practical and the IRC Practical. We will first look at the Email Practical.

**Email Practical:** This consists of writing at least one log to a given scenario. This may or may not be specific to the type of genre you are joining, but will be a tool to gauge whether or not you have mastered the fundamentals of logging for UCIP.

Next we will look at the IRC Practical.

**IRC Practical:** This will consist of you partaking in an actual SIM as a guest and using your knowledge of the IRC SIMming protocols.

Every player in UCIP will have the same Comprehensive Theory test which will include both Email and IRC parts. However, after that it is up to you to determine whether or not you will need or want to learn both email and IRC SIMming protocols.

Once you have completed both parts of the Academy training, your Game Master will be notified. This is because in UCIP promotions are not possible without having completed the SIMGuide course. This includes the Comprehensive Theory Exam as well as either the Email Practical, IRC Practical, or both.

However, while you are in the academy not only can you take that time to learn the ways of UCIP but you can also give time to creating a character. And for most SIMmers this proves to be the most challenging and exciting part of SIMming. We will go into more detail about character creation later on in this guide.

## 1.2 Ten Rules of SIMming

by L.Horatio Hawke

1. Creativity is key, creativity gives life to your character.
2. Pay attention to detail. Keep up with what others are doing and writing, it just might affect your character.
3. Be flexible, anything can happen in a SIM.
4. Remember the Golden Rule. Treat others in your logs the way you would want to be treated in theirs, with respect.
5. For every action there is a reaction. If you put a gun to your head and fire, chances are, you're dead. Don't do dumb stuff.
6. Words are powerful, use them carefully, and write so others understand what you're doing.
7. Communicate. Talk out of character (OOC) with other crew members in email. It builds cohesion and can add to creativity.
8. Stay involved, you can't always be the center of attention... but that doesn't mean your character can't do anything.
9. Develop your character. Make sure you use traits about your character in your logs. Don't just write a bio and then play your character completely different.
10. Be consistent, that way others know what to expect of you. Overtime it can be like ESP.

## 2. Basics of SIMming

SIMming is another name for role playing over the internet medium with a group of people in a particular genre. Basically, you are playing a game of "Let's pretend" typically over the Email or IRC mediums.

In UCIP the genre you will be playing is diverse; it ranges from Star Trek, to Forensics, to Battlestar Galactica. However, you do not have to be a buff in order to do this. You will apply for a position within the group, and from that point on your In Character (IC) involvement with the group shall be from the viewpoint of your character. During a SIM, when you are playing your character, you will be doing things similar to that of the characters in your genre of choice adapted of course for the situation that your simulation is currently in.

You will also create this character with a background and a history. A Game Master will typically ask that you submit that information in the form of a 'Character Biography' for posting on the simulation website. This is done so that your fellow players both on the SIM and in the organization can know who your character is and some basic information. It also enhances the SIM experiences by giving your character a history that can potentially affect his present. However, we will talk more on Bio Creation later on in this guide.

As you gain experience in SIMming, you will learn that the addition of small subplots is often encouraged and over the course of time, you will discover what is and is not appropriate. Always remember, however, that when you are in doubt about something you wish to do, check with the Game Master (CO) or Assistant Game Master (XO).

Now that you have the general idea of the basics of SIMming let's look at a few things that can be done to help further your experience.

## 2.1 Time stamping

Several SIMs require the use of time stamping, and depending on the type of genre depends on the time of time stamping you will use. But remember it is ultimately up to the Game Master as to what they prefer. So we will explore the various types of time stamping used in UCIP.

**Star Trek:** These SIMs use Stardates. Here is how to determine the Stardate for a Star Trek SIM.

Stardates are in the the following format:  
24YYMM.DD

YY is the last two digits of the year, so if it was 2009 the year would be 09.  
MM is the two digit representation of the month, so if it was May the month would be 05.  
DD is the two digit representation of the dat so if it was the 8th the day would be 08.

UCIP SIMs in the Star Trek Division are in the 25th century. As such you must add 400 years to all dates within UCIP. This would make the 'correct' century for Stardates 2400. This is standard for both IRC and Email SIMs. On some SIMs the "24" at the beginning is understood.

Let's look at a couple of examples of Stardates.  
March 25th, 2007 would be 240703.25  
November 1st, 2009 would be 240911.01

**Battlestar and Forensic:** These SIMs do not use stardates because they are obviously not Star Trek related. So in return they just use the current date and the current year of their SIM. So it would look something like this:  
Nov. 15 2051  
11/15/51  
2051, November 15th

## 2.2 Behind the Scenes (BTS)

Behind the Scenes is often the most crucial element during a simulation, it is also often referred to as OOC (Out Of Character). Behind the scenes work is the stuff that goes on 'behind the scenes'. This is often the work that goes into creating a plot, keeping track of the SIM roster, writing briefings and reports, keeping track of who is on leave and excused.

Behind the scenes work is encouraged with members on a SIM. It can be as simple as asking the Game Master if a particular plot twist will be okay to as complex as coming up with a subplot involving multiple members of the SIM collaborating together.

During an IRC SIM the Game Master (CO) or Assistant Game Master (XO) may message you with a specific set of direction because they wish or want to steer the plot in a certain direction. What results is a seeming seamless story line. The more Behind the Scenes that can be used the smoother and more enjoyable a SIM can be.

In general if you need to clear something with the Game Master or Assistant Game Master by email, you will receive a response from them within 24 to 48 hours. It is perfectly acceptable to use email for Behind the Scenes work.

### 3. Email SIMming

Email SIMming involves writing at least one log, sometimes also referred to as post (depending on the SIM criteria) each week and sending it to your SIMs mailing list. You will be writing from the view point of your character, which will generally be in the third person. To help you do this, visualize a room with 20 people in it. Each person is in charge of a character in this episode of your SIM. As a team, you must work together in order to write the story. Once something has been written you cannot change it but must adapt what you wish to write in order to fit what has been written.

Your Game Master will send a SIM Report each week to summarize what has occurred since the last report. This will generally include information you may need to know over the coming week. It is important to remember that an Email SIM is ongoing, missions and plots can last anywhere from a few weeks to several months. There is never a certain and clear ending to the story, and conclusions, if there are any, will depend solely on what happens as the weeks pass by.

#### 3.1 Basics of Email SIMming

- Due to the nature of Email simulations, they often have no clear beginning or ending.
- When you join a SIM, the mission it is on will most likely have been under development for some time.
- Watch the logs that the other players send out to see what they are doing.
- Read the SIM Reports that go out each week in order to catch up on the SIM. It will clarify any confusion during the week. If it doesn't clarify things, contact the Game Master and the Assistant Game Master for advice.
- Watch the Game Master and Assistant Game Masters logs for direction in the SIM.
- Write a log, if you are unsure about it, send it to the Game Master and Assistant Game Master for approval or suggestions.
- In most cases, players will be permitted to log whenever they please. In a few cases you might be asked to hold on to your log until someone else has done theirs in order to avoid conflict.
- Jump in when you feel ready.

#### 3.2 Writing a Log

Expectations - The Game Master will generally expect one quality duty log per week. A quality log will add to the current plot, develop your character, or start a new subplot within the current plot. A quality log does not worry so much about length as it does about content. Do not take that to mean you can write a few sentences for you log and get away from it. Quality logs will typically be a minimum of three good, solid paragraphs. As you gain experience, your logs will tend to get much longer.

If you are unsure about your log, you can always contact the Game Master or Assistant Game Master. They will generally get back to you within 24 to 48 hours. In most cases, the log that is initially sent is fine and your Game Master will tell you to go ahead and post it. If not, your Game Master will write you back and tell you what you might need or want to change. Your Game Master is there to help you have a good time, not the other way around.

### 3.3 Posting a Log

You will post your logs as your Game Master instructs. Most of the Email SIMs in UCIP use a mailing list. Ask your Game Master for details on this. On extremely important thing to remember, as this often is a pet peeve of many people who are on multiple mailing lists, make sure you do your Subject Lines of your logs appropriately. The Standard format is:

Timestamp (Depending on Genre), Rank (If applicable), Name, Position

Here are some examples from the different genres, but remember your Game Master may have a specific way they want it done. So always ask first.

Example 1 - SD 240905.20 Ensign Susy Michealson, Assistant Medical Officer

Example 2 - Nov. 20 2051 Captain Matthew Barks, Team Leader

Example 3 - 11/03/21 Elizabeth Wuntington, Governor

### 3.4 Types of Logs

There are two types of logs, Communicative and Narrative.

The Communicative Style is more of a script format and utilizes some of the IRC language and looks like this:

```
Ens Redshirt> ::enters the turbolift, heading to his quarters:: Deck 12
Cmdr Greenshirt> ::enters the turbolift at deck 5 smiling at the ensign::
Finally heading for some rest I see Ensign.
Ens Redshirt> TL> Aye sir, it's been a long shift!
Cmdr Greenshirt>TL> I want to finish the gamma study of this quadrant tomorrow,
report to the bridge at 1100 hours.
Ens Redshirt>TL> Yes sir. ::exits lift::
```

The narrative style however is greatly preferred over the communicative style of logging and the general style expected for Email SIMs. A narrative style will look something like this:

Ensign Joe decided to head back to his quarters. Entering the turbolift, he requested to be taken to Deck 12 where his quarters were located. As the turbolift reached Deck 5 it stopped to allow Commander John to board. Smiling as he entered the Commander looked at Joes exhausted appearance "Finally heading for some rest I see Ensign." Ensign Joe responded "Aye sir, it has been a long shift." John looked at the Ensign "Understood, I want to finish the gamma study of this quadrant tomorrow, report to the bridge at 1100 hours." "Aye sir," Joe replied as he got off the lift at his stop.

Also at the same time logs can be a combination of both styles, interwoven into one log. As time passes on your SIM you will come to discover other methods used in doing logs. Feel free to incorporate these methods into yours. You do not have to write the same type every week. Make sure that if there is a conversation in your log that it is clear who is saying what.

### 3.5 Out of Character Comments

These comments should be kept to an absolute minimum, and come before or after the log in an email SIM.

#### 4. IRC SIMming

IRC SIMming involves 'live' participation over IRC. You and the rest of the players will meet at a specific time, in a specific place to do your SIM each week. You would be working from the point of view of your character and basically ad-libbing or acting out your character for that SIM.

You will be given a 'Mission Briefing' before the beginning of the SIM. In most cases, you have a goal to accomplish, twists and turns are written by the members of the SIM and you can often end up going in directions you did not even think of. The SIM ends when you Game Master dismisses you.

##### 4.1 The Start of the SIM

Players should be familiar with both IRC and Email procedures. There are many times when an IRC Game Master will request that their players write logs during the week. Likewise there are many Email Game Master who will schedule IRC SIMs to enhance the SIM experience.

-Arrive to the SIM on time. Preferably 15 minutes before the SIM is scheduled to begin.

-At the scheduled SIM time, the Assistant Game Master will call the crew to attention saying "Attention on Deck." You should then type `::attn::` so that the Game Master and Assistant Game Master both know you are paying attention.

-The Game Master will give the SIM briefing, or mission of the SIM. If there are holes in the players in regards to posts, s/he will organize people so that those posts are filled.

##### 4.2 SIM Language

This is the type of language that you would see during an IRC SIM. This is more catered towards the Star Trek Genre but can be adapted to any genre. The relative idea is the same.

```
:: walks into the room ::
```

This indicates your character has done an action. Actions are always placed between double colons `::`

Under no circumstance should the `/me` or `/action` command in IRC be used for actions during a SIM.

Actions should be done in third person, present tense.

```
{{ Hello Joe }}
```

This indicates your character has telepathically sent a message to someone.

When combined with the double colons indicates an action done telepathically `{{::sends privately to Joe:: Hello Joe.}}`

```
((Man I am so bored.))
```

This indicates your character is thinking to themselves.



[Please restate the question]

This indicates the computer is speaking.

This is primarily done on Star Trek genre IRC SIMs.

+taps+ John to Sara, we have a situation here.

This indicates communicating with someone via the commbadge or comm systems.

The +taps+ should come before the communication itself.

+taps+ is for use within the ship only

This is primarily done on Star Trek genre IRC SIMs.

+com+ Constitution to away team.

This indicates out of ship communication via the comm systems.

The +com+ should come before the communication itself.

+com+ is for use for out of ship communications only.

This is primarily done on Star Trek genre IRC SIMs.

#### 4.3 Ship Location Lingo

The following section will go into Location Lingo. A majority of it is Star Trek Genre based, so your Game Master may have different Location tags. Check with them first to make sure what to use. In an IRC SIM it is standard procedure that when you are not on the bridge you put a location symbol in front of everything that you say or do. These are used to cut down on the confusion during the SIM. The Lingo is as follows:

Designation Location

- \*> Non-specific location
- AT> Away Team
- BB> Battle Bridge
- E> Engineering
- M> Medical / Sickbay
- HD> Holodeck
- Q> Quarters
- S> Main Security
- SB> Shuttle Bay
- TR> Transporter Room
- TL> Turbolift

A Game Master may also specify alternative designation for things that are not listed here. For Email SIMs a line at the beginning of your log that stats your current location will suffice.

#### 4.4 Out of Character Comments

These will always be enclosed in brackets <<Out of Character>>.

They should be kept to an absolute minimum.

They should be used for clarifications during the SIM.

## 5. Character Biography Creation

The Golden Rule for character creation is "never, ever, create a superman." Basically what this means is don't give your character hordes of special powers, seventeen arms, x-ray vision or fire - breathing abilities. Stick to what has been established in the genre of your SIM, and avoid almighty characters. Most Game Masters will not allow them on their SIM. It is character flaws that make them interesting and more fun to play with. Also keeping your biography up to date after it has been created is a good way for you and anyone wanting more information on your character to look at.

One thing that experience SIMmers have found from SIMming is that is much more rewarding if you take the time and make the effort to create and develop a defined biography. Let your imagination go wild, but not too wild.

Here are some tried and true ways to create your character.

Select your position and create your characters talents and history to reflect that.

This outline will give you a good basis for creating your character, but feel free to expand on it.

Full Name:  
Nickname:  
Rank:  
Assignment:  
Place of Origin (Place of Birth):  
Date of Birth:  
Age:  
Species:  
Sex:  
Height:  
Weight:  
Eye Color:  
Hair Color:  
Strengths:  
Weaknesses:  
Physical Attributes:  
Personality:  
Likes:  
Dislikes:  
Hobbies:  
Personal Biography:  
Service Record:  
Awards:  
Other:

I know this may seem like a lot of information, and remember you don't have to use all of it, but this helps when deciding what you want your character to be. This is not required but it certainly helps. And all the SIMGuide instructors will be more than willing to help you come up with your character, they will not create it for you but will be willing to answer any questions you have regarding the character biography. Now that you have the general knowledge of UCIP and its SIMming environment, we at the UCIP Academy would like to "Welcome you to UCIP!" And remember the biggest Golden Rule for SIMming. "HAVE FUN!"

## 6. UCIP Chain of Command and Position

In order to organize things with efficiency in UCIP there is a clear Chain of Command. We will explore that Chain of Command as well as some of the more popular positions within each of the genres in UCIP. We will look at the Star Trek, Battlestar, and other's Genre as well as explore the UCIP Senior Staff Chain of Command.

### 6.1 Star Trek

We will explore this area first as it encompasses a greater percent of all of UCIP SIMs.

Positions - First let's explore the positions as this will be the primary responsibilities of your character should you join a Star Trek SIM.

#### Commanding Officer ( CO )

The Commanding Officer of a Star Trek SIM is 'god'. Their duty is to run the ship on a day to day basis. They keep track of what is happening on the SIM at all times. Maintains discipline on the SIM. They are the only person on the SIM who may order weapons fired and Away Teams sent on missions. They are the only person on a SIM who may use the IRC /action command. The /action command is used to further the plot without have to actually SIM it out using the crew and phasers. This will speed up unnecessary parts of the plot during the SIM and provides a direction for the SIM to go. It is also used to clarify points of contention between crew members whose sensors show two different things. They are also the only person who may cancel a log or cancel an event. They are the final judges on all disputes in the SIM.

#### Executive Officer ( XO )

They are responsible for raising shields during an imminent battle situation. They keep tabs on how the crew feels about the CO. They advises the CO during times of both battle and diplomacy. They lead the Away Teams. They insure the CO's personal safety on rare occasions when the CO must be on an Away Team. They assist the CO in any way necessary during a SIM. They observe all ship to ship communication and receive status reports from all the departments and pass those reports along to the CO. They are also expected to give an alternate point of view on a given situation. The CO typically turns to the XO for another take on a situation. There may be times that the XO may believe that the CO is making an error in their decision, and it is the XO's job to make sure the CO understands their objections so that they know the XO's viewpoint for consideration. However, once the CO's decision has been made it is the responsibility of the XO to carry them out, no matter how they feel personally.

#### Helm ( CONN / HELM )

They lay in a course at the direction of the XO or CO. They perform evasive maneuvers during a battle. They execute maneuvering commands after (not before) the order to 'engage' is given.

#### Chief Operations Officer / Assistant Operations Officer ( COPS / AOPS )

They declare all planetary sensor readings and they notify the Science Department. In the absence of a Science Officer they take over for Science. They declare in - ship sensor readings that would not be caught by engineering. (IE: Minor drops in sensor efficiency or electrical interference) They declare all onboard damage during a battle, they do not declare the enemies damage. They declare the status of ship and non - combat status of enemy ships. They monitor ship - to - shore sensors. They monitor non - combat long range sensors.

Chief Tactical Officer / Assistant Tactical Officer ( CTAC / ATAC )

They are responsible for maintaining balance between the ship and enemy damage in a battle situation. They control and fire all weapons, they raise and lower the shields, but they only do so when ordered by the CO. They control the cloaking device (only if there is one) and coordinates with Operations in running the tachyon beam to scan for other cloaked vessels. They open the hailing frequencies and they inform the CO of all incoming hails. They are also the only ones who may detect ships in the vicinity. They monitor ship - to - ship sensors. They take over for Security when the Chief of Security is not present or is unavailable.

Chief Science Officer / Assistant Science Officer ( CSCI / ASCI )

They are responsible for the proper functioning of the Science Department in a SIM. They do detailed planetary scans (IE: Life signs). They scan for temporal anomalies (IE: Wormholes and other spatial discrepancies). They take over for Operations when an operations officer is unavailable.

Chief Engineering Officer (Chief Engineer) / Assistant Engineering Officer (Assistant Engineer) ( CEO /AEO )

They are responsible for the proper functioning of the Engineering Department. They are responsible for keeping the ships systems running smoothly. They monitor power output and usage (IE: Keeping shields and engines in balance). They may be called upon to eject the warp core in cases of an imminent breach. They may be called upon to solve non - ship related engineering or mechanical problems.

Chief Medical Officer / Assistant Medical Officer ( CMO / AMO )

They are responsible for the proper functioning of the Medical Department. They ensure the ship is protected against any and all biological hazards. They approve and help coordinate any possible beam downs for Away Teams into a potentially bio - hazardous situation. They coordinate Medical teams in an emergency situation. They fill in for the ships Counselor when there is no Counselor present or the Counselor is unavailable.

Chief Security Officer (Chief of Security) / Assistant Security Officer ( CSEC / ASEC )

They are responsible for the proper functioning of the Security Department. They are responsible for the internal security of the ship, detention cells, weapons lockers, and the alert status of the Security Teams. They make maintenance schedules for the security systems of the ship, and let Tactical know the week before that work needs to be done. They select member of the Security Department to go on every Away Mission.

Now that you have a basic understanding of the Departments, let's look at the Department, Ship, and Rank Chain of Command.

Department Chain of Command

Department Head  
|  
Sub - Department Head  
|  
Department Staff

## Ship Chain of Command

Commanding Officer  
|  
Executive Officer  
|  
Department Head  
|  
Sub - Department Head  
|  
Department Staff

## Rank Chain of Command

Admiralty  
|  
Commissioned Officers  
|  
Cadets  
|  
Warrant Officers  
|  
Enlisted  
(Non - Commissioned Officers)

To see a list of all the ranks please visit  
<http://www.ucip.org/miscellaneous/ranks/> .

## 6.2 Battlestar Galactica

Next we will explore the Battlestar Positions and Chain of Command.

Positions - First let's explore the positions as this will be the primary responsibilities of your character should you join a Battlestar SIM.

### Commanding Officer ( CO )

The commanding Officer is the officer in charge of a battlestar, and has ultimate authority over all operations aboard the ship/SIM.

### Executive Officer ( XO )

The Executive Officer is second in command of a battlestar and is responsible for administrative duties and the detailed management of affairs so the commanding officer is free to deal with broader issues.

### Commander, Air Group ( CAG )

The Commander, Air Group is the senior most pilot aboard a battlestar and is responsible for the planning and execution of all flight operations.

### Viper Pilot

Viper Pilots are combat pilots trained to fly the Colonial space superiority fighter known as a viper.

## Raptor Pilot

These pilots fly the Colonial reconnaissance spacecraft known as a raptor. Raptors are used for reconnaissance, scout operations, electronic countermeasures, and are used for general transport of supplies and personnel.

## Chief Medical Officer ( CMO )

The Chief Medical Officer is responsible for ensuring the mental and physical well - being of the crew.

## Medical Officer ( MO )

Medical Officers are doctors assigned to a battlestar. They help the CMO in ensuring the mental and physical well - being of the crew.

## Nurse

The Chief Nurse, usually an NCO, is the senior nurse within the medical department. They are in charge of overseeing and directing the other nurses within the department. Marine

Marines are the combat and security forces aboard a battlestar. For more information on the positions in a Battlestar Genre SIM go to <http://www.ucip.org/prometheus/positions.html> .

Now that you have a basic understanding of the Departments, let's look at the Department, Ship, and Rank Chain of Command.

## Department Chain of Command

Department Head

|  
Staff

## Ship Chain of Command

Commanding Officer

|  
Executive Officer

|  
Department Head

|  
Staff

## Rank Chain of Command

Commissioned Officer

|  
Enlisted  
(Non - Commissioned Officers)

To see a list of all the ranks please visit <http://www.ucip.org/prometheus/ranks.html> .

### 6.3 Pegasus Harbor Police Department

UCIPs first and currently only Non-SciFi and Non-Trek SIM is a Pbem simulation called Pegasus Harbor Police Department. The SIM is set in 'real time' (IE: today's current date is mirrored in the SIM) in a fictional city on the West Coast of the United States and covers the lives and work of the entire police department and supporting agencies as they go about the daily task of protecting the public from crime, disasters while trying to live their own 'normal' lives.

SIM Website: <http://www.ucip.org/harbor>

#### Positions

First let's explore the positions as this will be the primary responsibilities of your character should you join Pegasus Harbor Police Department. All new players start as a Beat Patrol Officer for a probation period of 4 weeks (the equivalent time to a cadet in Starfleet). After this they are able to move into a wide variety of departments including but not limited to the following: Detectives, CSIs, Tactical Response, Harbor Patrol, Highway Patrol and the K9 Unit.

This is a short list of positions, to further view additional positions go to:

<http://www.ucip.org/harbor/units.html>

Now that you have a basic understanding of the Departments, let's look at the Department, SIM, and Rank Chain of Command.

Division Commander

|

Unit Commander

|

Team Commander

|

Team Member

#### Rank Chain of Command

Pegasus Harbor PD has a different rank structure than most of the SIMs in UCIP. Here we will list all the varying ranks from lowest rank to highest rank.

Patrol Officer I (all new cadets start at this rank)

Patrol Officer II / Detective II

Patrol Officer III / Detective III

Senior Lead Officer / Senior Lead Detective

Sergeant I / Detective Sergeant I

Sergeant II / Detective Sergeant II

Lieutenant I

Lieutenant II

Captain I

Captain II

Captain III

Commander

5) Pegasus Harbor has its own SIM Manual which would be of excellent viewing for any prospective Pegasus Harbor 'cadet' and also provides more information on the promotion policy - as such this is an important part of the training process for the SIM. All new members should be directed to this to read in their own time.

This can be found at: <http://www.ucip.org/harbor/manual.html>

#### 6.4 UCIP Chain of Command

Now we can take a look at the UCIP Chain of Command and what is involved with that. These will be listed from senior most member of the staff to lowest member of the staff.

President  
Vice President  
Division Commander  
Deputy Division Commander  
Commanding Officers  
Executive Officers  
Department Heads  
Sub - Department Heads  
Department Staff

So remember when dealing with the Chain of Command to not skip a single step, usually matters can be resolved immediately with the Department Heads if not the Command Team.

#### 7. Credits

<http://www.ucip.org/about/staff.html>  
<http://www.ucip.org/prometheus/ranks.html>

Admiral Ankita Nagal, Commanding Officer Battlestar Prometheus.

<http://www.ucip.org/prometheus/positions.html>  
<http://www.ucip.org/prometheus/positions.html>

Email Basic Guide Version 1.0 by Rear Admiral Suzanna Blokpoel  
Senior Officers Training Guide Version 2.0 by Instructor T'Parik

Operations Course Guide Version 3.0 by Training Instructor Julien Aubert  
UCIP simulation Guide Version 6.0 by Jaenava

Captain II Marcus Knight, Chief of Forensics, Pegasus Harbor PD (Game Master)

<http://www.ucip.org/harbor>  
<http://www.ucip.org/harbor/units.html>  
<http://www.ucip.org/harbor/manual.html>