

To determine the type of ship a Federation Cadet is posted to, roll 1d100 on the Cadet Cruise Assignment Table, modifying the roll with the Cadet Cruise Assignment Modifiers.

Cadet Cruise Assignment Table

01-15	Explorer (roll on Explorer Chart)
16-35	Cruiser (roll on Cruiser Chart)
36-50	Warship (roll on Warship Chart)
51-75	Scout (roll on Scout Chart)
76-100	Science Vessel (roll on Science Vessel Chart)

Cadet Cruise Assignment Modifiers

Presence 7+	-10
Presence 6	-5
Presence 4 or less	+5
Intellect 7+	-10
Intellect 6	-5
Per previous Cadet Cruise	+10

Explorer Chart

01-10	Intrepid Class (Light Explorer)
11-30	Sovereign Class (Heavy Explorer)
31-50	Nebula Class (Exploratory Cruiser)
51-70	Galaxy Class (Explorer)
71-90	Excelsior Class (Exploratory Cruiser)
91-100	Aerie Class (Surveyor)

Cruiser Chart

01-05	Prometheus Class (Light Cruiser)
06-15	Akira Class (Heavy Cruiser)
16-40	Nebula Class (Exploratory Cruiser)
41-70	Ambassador Class (Heavy Cruiser)
71-100	Excelsior Class (Exploratory Cruiser)

Warship Chart

01-05	Prometheus Class (Light Cruiser)
06-15	Defiant Class (Heavy Escort)
16-25	Akira Class (Heavy Cruiser)
26-40	Ambassador Class (Heavy Cruiser)
41-55	Nebula Class (Exploratory Cruiser)
56-75	New Orleans (Frigate)
76-100	Excelsior Class (Exploratory Cruiser)

Scout Chart

01-30	Talon Class (Scout)
31-100	Nova Class (Heavy Scout)

Science Vessel Chart

01-50	Miranda Class (Science Vessel, Supply Ship)
51-100	Oberth Class (Science Vessel)

Once the Cadet Cruise is finished, roll 1d100 on the Cadet Cruise Results Table, modifying the roll with the Cadet Cruise Results Modifiers.

Cadet Cruise Results Table

01-05	Passed with High Honors; promoted to Lieutenant (JG)
06-15	Passed with Honors; assigned as Ensign
16-60	Passed; assigned as Ensign
61-100	Repeat Cruise Procedure

Cadet Cruise Results Modifiers

For assignment

Explorer Command, Intrepid Class	-20
Explorer Command	-10
Warship Command	-10
Science Vessel Command	+10

For Attribute scores

Presence 7+	-10
Presence 6	-5
Presence 4 or less	+5

For any previous Cruise +10

Department Head School and/or Command School generally takes one year, and the character advances one rank upon completion.

Once a character is ready for their First Tour, roll 1d100 on the First Tour Assignment Table, modified by the First Tour Assignment Modifiers.

First Tour Assignment Table

01-10	Explorer (roll on Explorer Chart)
11-20	Cruiser (roll on Cruiser Chart)
21-30	Warship (roll on Warship Chart)
31-60	Scout (roll on Scout Chart)
61-100	Science Vessel (roll on Science Vessel Chart)

First Tour Assignment Modifiers

For Attribute scores

Presence 7+	-10
Presence 6	-5

For Cadet Cruise Results

High Honors	-20
Honors	-10

After each Tour, an Officer Efficiency Report is filed on the character, based on their performance. To determine how the character performed for each Tour, roll 1d100 on the Officer Efficiency Report Table, modified by the Officer Efficiency Report Modifiers.

Officer Efficiency Report Table

01-10	Outstanding
11-25	Excellent
26-75	Good
76-90	Fair
91-100	Poor

Officer Efficiency Report Modifiers

Presence 7+	-10
Presence 6	-5
Intellect 6+	-5

After the character's First Tour, further Tours can be determined by rolling 1d100 on the Tour Assignment Table, modified by the Tour Assignment Table Modifiers.

Tour Assignment Table

	-25 or less	-10 to -20	-5 to +5	10 to 20	25+
Explorer	01-30	01-20	01-10	-	-
Cruiser	31-50	21-40	11-20	01-10	-
Warship	51-70	41-60	21-30	11-20	01-10
Scout	71-75	61-70	31-60	21-50	11-50
Science Vessel	76-80	71-80	61-80	51-90	51-90
Starbase	81-90	81-90	81-90	91-100	91-100
Starfleet Academy	91-100	91-100	91-100	-	-

Tour Assignment Modifiers

For Attribute scores

Presence 7+	-10
Presence 6	-5
Presence 4 or less	+5

For Officer

Efficiency Reports

Outstanding	-20
Excellent	-10
Good	0
Fair	+10
Poor	+20