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***USS DAKOTA USS 4171***  
***HANDBOOK***





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## THE PAST, SHIP'S HISTORY

***USS South Dakota (BB-57)*** was a battleship in the United States Navy from 1942 until 1947. The lead ship of her class, South Dakota was the third ship of the US Navy to be named in honor of the 40th state. During World War II, she first served in a fifteen-month tour in the Pacific theater, where she saw combat before returning to New York for an overhaul. Back on operational duties in May 1943, she joined British Home Fleet patrols in Scapa Flow before sailing to the Pacific in August 1943 for a second tour. There, she participated in combat operations preparatory to the invasion of Japan until her return to the United States in October 1945.

## The present, Ship's History

The ***USS Dakota*** is a Brownwood Class Assault tug that was designed to be troop transport during the encounter with the Borg. After the encounter she was moth balled until after the War with the Dominion. When Starfleet needed additional ships to patrol heated areas of the Cardassian borders, the Dakota was pulled from mothballs, refitted with the latest technological weaponry and to that was added 2 transportation pods that carried the Marine Strike Group, 173rd MSG, Code name Black Cats.

## DEPARTMENTS

This section will cover the Departmental structure of the Dakota and her attached Marine Strike Group. This is simply a brief overview of each Department; a full breakdown will be established in separate individual Department Manuals to follow later.

### COMMAND DEPARTMENT

Command is responsible for the daily administration of the Chapter, and safety, well being, and efficiency of her crew.

**COMMANDING OFFICER [CO]** - Official representative of the Chapter; Responsible to maintain the STARFLEET Charter, and ensure the Chapter complies with SFI rules and regulations. The CO files regular monthly reports.

**Executive Officer [XO]** - Commanding Officer's right hand man; Oversees the general administration of the Chapter, also maintains the general efficiency of the ship and crew, coordinating with department Chiefs.

**Second Officer [SO]** - This Officer is responsible primary duties are providing advice regarding crew promotions, disciplinary decisions, detailed analysis of all documents created by the Executive Officer's department, and comments and suggestions regarding changes which will affect either the Executive officer's department, or the ship as a whole. Provides maps, directions, and coordinate transportation to events. This officer will also be responsible for locating and booking accommodation if needed. They will also be in charge of manual collation. However, bear in mind each Department should create their own The Officer holding this rank reports directly to Executive Officer.

### COMMUNICATIONS DEPARTMENT

**Communications Officer [COO]** - This Officer/NCO is responsible for monthly mailings, including meeting reminders, to create our quarterly newsletter, 'Rapid Fire!' They also support and coordinate with the Engineering Department with the website. The NCO or Officer holding this position reports directly to Executive Officer.

**Public Relations / Recruitment Officer** - This Officer/NCO is responsible for promoting the Chapter, main contact for media, other orgs, etc. This officer is also responsible for promoting the chapter via the means of flyers, adverts on the internet, etc. The person holding this position reports directly to Communications Officer.

## **ENGINEERING DEPARTMENT**

The Logistics department aboard the Dakota is responsible for all things regarding administration, ranging from Personnel to production of the Chapter's Internet presence.

**Chief of Engineering [CoE]** - The Chief Engineer is responsible for all Officers/NCO's assigned to the Engineering Department.

**Head of Internet Services [HOIS]** - The HOIS is responsible for creating the Dakotas web site, administration of domains and administration of all member lists with relations to the Dakota.

Office of Graphic Design: The office of graphic design will design logos and assist with publications as needed for the various Ships' departments/divisions.

## **TACTICAL / SECURITY DEPARTMENT**

Ensures disruptive persons are removed from Chapter events. Maintains order at events, and everyone's stays focused on topics at hand, provides security at events.

**Senior Tactical Officer [GUNS]** - During events, such as meetings, they maintain order, evict disruptive persons, and makes sure everyone stays on topic, plus any and all other security issues. They also supervise all other members of the ships Security force and coordinates with the MSG OIC as needed for support. The person holding this position reports directly to Executive Officer.

**JAG Officer [JAG]** - The JAG Officer advises the CO and XO on all legal matters that may arise. They can act as legal counsel for any member who may require it.

## **MEDICAL DEPARTMENT**

The Medical Department is responsible for the moral and well being of the crew, assisting with changes in life and health in their day to day life.

**Chief Medical Officer [CMO]** - This Officer would design programs to improve the health and well being of the crew. I.e. Emergency Procedures (i.e.: fire, flood, severe weather) and maybe give tips, and suggestions on Basic first aid. Would also be involved in distribute information regarding real life medical advances, nutrition, diet & exercise, medical screenings & warnings, and general health. The Officer holding this position reports directly to Executive Officer.

**Recreation/ Moral Officer** - The recreation officer suggests fun and interesting events to fit member's interests. The Officer/NCO also gives attention to member's special dates, i.e. birthdays, promotions, Etc.

## SCIENCE DEPARTMENT

The Science department is responsible for suggesting and organizing scientific events; Design quizzes and competitions, will also be in charge of Research & Development.

**Chief Science Officer [CSO]** - The Chief Science Officer plans and organizes scientific events, to include both 'off ship' outings, e.g. science museum trips and online scientific activities, e.g. SETI. They also keep the crew abreast of any latest scientific advancement.

**Research & Development [R&D]** - This Officer is constantly researching new developments for the benefit of the Chapter and her crew. This is an open field; as such development could include new avenues of recruitment, or a new fictional upgrade for the ships computers. The R&D Officer sees these developments through to their production, working alongside other Departments if needed.

**Personnel Officer** - This Officer/NCO is responsible for maintaining accurate member records; Provide up-to-date roster information. Remind members of renewal dates. They will also keep track of member's progress toward promotions. The NCO or Officer holding this position reports directly to Chief Medical Officer.

## MARINE STRIKE GROUP

**Officer in Command [OIC]** - Official representative of the MSG; Responsible to maintain the STARFLEET MARINE CORPS Marine Strike Group [MSG], and ensure the MSG complies with SFMC rules and regulations. Files regular Bi-monthly reports. The OIC reports to the Commanding Officer directly.

**Deputy Officer in Command [DOIC]** - OIC's right hand man; Oversees the general administration of the MSG, also maintains the general efficiency of the MSG, coordinating with department Chiefs as needed.

**First Sergeant [TOP]** - Senior NCO of the MSG that is not the OIC/DOIC. They are the training NCO responsible for assisting the members of the MSG with what classes to take from the SFMCA and helping coordinate the needs of the MSG in the MURP (Marine Unit Readiness Program) program. They also assist new members of the MSG in acquiring the needed materials for uniforms and accessories.

**Drill Instructor [DI]** – NCO who supervises the Cadet members of the MSG assisting in the special needs and guidance of the Cadets, including classes from SFMCA and the Cadet Program. They also work with the OIC/DOIC in creation of projects and programs for the Cadets development towards becoming full Marines.

## SHIP AND CREW PROMOTION GUIDE

Rank	Symbol	SFA Classes	Requirements
Crewman Recruit	E1	0	None
Crewman Apprentice	E2	1	Member in Good standing
Crewman	E3	5	Member in Good standing
Petty Officer 3 <sup>rd</sup>	E4	10	Member in Good Standing
Petty Officer 2 <sup>nd</sup>	E5	12	MiGS, OTS
Petty Officer 1 <sup>st</sup>	E6	15	MiGS, OTS
Chief Petty Officer	E7	25	MiGS, OTS, Courses in Specialty 5
Senior Chief Petty Officer	E8	45	MiGS, OTS, Courses in Specialty 10
Master Chief Petty Officer	E9	50	MiGS, OTS, Courses in Specialty All
Ensign	O1	0	MiGS, OTS
Lieutenant (Jr)	O2	5	MiGS, OTS
Lieutenant (Sr)	O3	10	MiGS, OTS, Courses in Specialist
Lieutenant Commander	O4	15	MiGS, OTS, Courses in Specialty 5
Commander	O5	25	MiGS, OTS, Courses in Specialty 10
Captain	O6		OTS, OCC, Promotion by Fleet
Fleet Captain	O7		By Fleet Promotion
Commodore	O8		By Fleet Promotion
Rear Admiral	O9		By Fleet Promotion
Vice Admiral	O10		By Fleet Promotion
Admiral	O11		By Fleet Promotion
Fleet Admiral	O12		By Election of captains.

## OBJECTIVES

- To pursue topics of interest to all and learn as much as we can about them.
- To accept all people for whom they are on the inside without regard to race, religion or species. Understanding the diversity is what builds a great organization of people working together for a common goal.
- To understand that we each have our own perceptions of fun and to accept others perceptions as valid. To work together to ensure fun for all participants.
- To travel to events as a group or individually and to represent SFI in a positive manner as such to possibly encourage others to join us.
- To enjoy ourselves in all activities that we choose to pursue attempting to maximize the fun for all.
- To maintain communication between all departments and members so that issues can be quickly resolved with as little drama as possible.
- To Experience life and the wonderful things it has to offer to it fullest. Recognizing that our unique and individual perspectives can add to everyone's enjoyment of life.
- To remind ourselves that we are but a small part of the universe. To dream larger than life because our futures and the futures of our children depend on our ability to dream the future into existence.

## MEETINGS

Since the USS Dakota is a correspondence chapter, all activities are facilitated via email.

*[www.uusdakota.org](http://www.uusdakota.org)*

## TECHNICAL

Statistics: Classification:  
Assault Transport / Tug  
Class: Brownwood  
Naval Construction Contract:  
4101

Dimensions: Overall  
Dimensions

Length: 234.74 m  
Width: 141.72 m  
Height: 63.63 m

Primary Hull:

Length: 180.04 m  
Width: 147.72 m  
Height: 32.94 m

Nacelle Dimensions:

Length: 154.81 m  
Width: 12.63 m  
Height: 18.32 m

Displacement: 242,361 mt

Crew Decks: 10

Ship Complement: 490 (80

Officers, 300 Enlisted, 110 Marines)

Duration: 4/16

Speed: Optimum Speed: Warp 4

Max. Safe Cruising: Warp 6.2

Emergency Speed: Warp 8.4

Maximum Speed: Warp 9.2

Destructive Speed: Warp 9.3

Weapons: Phasers: Type X (Refit)

6 banks (2 per bank)

Phaser Output:  $5.0 \times 10^{11} \text{W}$  /  $2.5 \times 10^{11} \text{W}$  Cont.

Mega Phaser Mounts : 2

Phaser Output:  $2.6 \times 10^{12} \text{W}$  /  $1.31 \times 10^{12} \text{W}$  Cont.

Photon Torpedo Launcher:

4 Tubes (2 Fore, 2 Aft)

150 Class V Photon Torpedos

Defenses: Shield Holdoff:  $1.3 \times 10^{12} \text{W}$

Shield Refresh:  $3.7 \times 10^{11} \text{W}$

Tractor Beam Emmitter: Mount 1

Tow Capacity:  $3.67 \times 10^6 \text{ mt}$

Max Beam Range:  $1.68 \times 10^5 \text{ km}$

Shuttle Bays: 2

Capacity: 4 Type 6 Personal Shuttles

8 Worker Bee Class Pods

4 Type 15 Shuttle Pods

Transport Container Connection: 2

Maximum Transport Pod Capacity : 4 (With severe reduction in Impulse drive performance)

