

The Imperial Army

The Emperor is the Supreme Commander of the Imperial Military which includes the Imperial Army, Imperial Navy and the Imperial Marines. The Supreme Marshal of the Armies is the Commander In Chief of the Imperial Armies and directs the Imperial Military High Command. Together they formulate plans and direct the Imperial Armies based upon the wishes of the Emperor. In order to accomplish their mission they oversee the following Army institutions.

The Imperial Army (IA) is organized into the following officer corps or career branches:

- General Staff Corps (Plans & Operations)
- Infantry Corps
- Engineering Corps
- Armor Corps
- Artillery Corps
- Defense Corps (Ground-based Defenses)
- Medical Corps
- Military Police Corps
- Quartermaster Corps (Transportation & Logistics)
- Judge Advocate General Corps (Lawyers & Judges)
- Military Intelligence Corps
- Ordnance Corps
- Aerospace Corps (Air & Near Space Forces) (also known as COACC)
- Finance Corps
- Adjutant General's Corps (Personnel & Administration)
- Signal Corps (Communications)
- Special Operations Corps

The Operational Forces are organized into the following units:

- Quadrant Army* (100,000,000± men) – Commanded by a Vice Marshal (O-11) it consists of two or more sector armies. Quadrant Armies are headquarters organizations and not directly involved in combat operations.
- Sector Army* (35,000,000± men) – Commanded by a Vice Marshal (O-11) it consists of two or more sub-sector armies. Sector Armies are headquarters organizations and not directly involved in combat operations.
- Sub-Sector Army* (10,000,000± men) – Commanded by a Vice Marshal (O-11) it consists of two or more planetary armies. Sub-Sector Armies are headquarters organizations and not directly involved in combat operations.
- Planetary Army (3,000,000± men) – Commanded by an Army General (O-10) it consists of two or more frontier armies. Planetary Armies are headquarters organizations and not directly involved in combat operations.
- Frontier Army (often referred to as a Theater or Front) (1,000,000±) – Commanded by an Army General (O-10) it consists of two or more numbered armies along with dozens of combat and combat support battalions and brigades. Frontier Armies are headquarters organizations and not directly involved in combat operations.

Numbered Army (350,000± men) – Commanded by an Army General (O-10) it consists of three combat maneuver corps, a headquarters group, a signal brigade, a military police brigade, an artillery brigade, a support services brigade, an aviation brigade and an engineer brigade.

Corps (100,000± men) – Commanded by a Lieutenant General (O-09) it consists of three combat maneuver divisions, a headquarters battalion, an artillery brigade, a support brigade, an aviation brigade and an engineer brigade.

Division (30,000± men) – Commanded by a Major General (O-08) it consists of three combat maneuver brigades, a headquarters battalion, an artillery brigade, a support brigade, an aviation brigade and an engineer brigade.

Brigade (4,000± men) – Commanded by a Brigadier General (O-07), it consists of three combat maneuver battalions (usually 3,900 men plus the commanding general, the chief of staff, the brigade sergeant major and numerous senior and junior staff officers along with their sergeants and clerks and an assortment of additional support personnel).

Regiment** (2,000± men, but varies by the type of unit) – Commanded by a Colonel (O-06) it consists of two or more specialized combat squadrons with a command staff element and support troops.

Battalion (1,200± men) – Commanded by a Lieutenant Colonel (O-05) it consists of three to five combat maneuver companies (usually 660 men plus the commanding officer, the executive officer, the battalion sergeant major and numerous senior and junior staff officers (including the S-1, S-2, S-3, S-4, S-5, S-6¹) along with their sergeants and clerks and an assortment of additional support personnel).

Company (132 men) – Commanded by a Captain (O-03) it normally consists of three combat maneuver platoons (usually 126 men plus the company commander, executive officer, first sergeant, operations sergeant, supply sergeant and company clerk).

Platoon (42 men) – Lead by a Second Lieutenant (O-01) it normally consists of three combat squads (usually 39 men plus a platoon leader, platoon sergeant and assistant platoon sergeant).

Squad (13 men) – Lead by a Staff Sergeant (E-06) it normally consists of three combat teams (usually 12 men plus a team leader).

Team (4 men) – Lead by a Sergeant (E-05) or Corporal (E-04). A sniper team consists of 2 men, whereas an infantry fire team would normally have 4 men.

* Combining armies above the planetary level is extremely rare due to the enormous manpower and logistical demands involved.

** Regiments, Squadrons and Troops are an alternative organizational structure used primarily by specialized units such as rangers, aviation and cavalry formations. The number of assigned personnel will vary depending upon the assigned missions.

Combat units consist of: infantry, armor, field artillery, air defense artillery, cavalry and aviation.

Combat Support units consist of: military police, signal, engineers and military intelligence.

General Support units consist of: quartermaster, ordnance, judge advocate general, finance, medical and adjutant general.

Imperial Army Installations

Outpost or Forward Operating Base (FOB)

These are relatively small isolated installations. Examples include: missile or weapon launch site, remote early warning radar or communications relay station, field research test facility or a field artillery fire support bases. These installations may or may not be permanent but are specialized in scope and need to be re-supplied from larger bases.

Armory or Arsenal

These are smaller yet permanently protected buildings used for the training and maintenance of local militias, national guard or Army reserve forces. They also secure military weapons, equipment and supplies for emergency deployment.

Military Post, Fort or Airfield

These are permanent installations in isolated locations used to protect and garrison active duty troops and secure their weapons, equipment and supplies. They function as a permanent operating base controlling a strategic geographical location.

Military Base

A base is a large installation located next to or near a civilian city with easy access to various means of transportation (i.e., highway, railroads, airports or a military airbase). They host one or more major units or commands (i.e., military training schools, research facilities, a major headquarter command, a combat division or higher organization, etc.) They also have numerous non-military tenants (i.e., military social welfare agencies, base exchange (PXs/BXs), base hospital, recreational facilities, etc.). A base is not only permanent, but always growing. Most bases contain vast areas of land for training combat maneuver units or have weapons testing ranges.

Military Depot

A depot is a large facility which repairs and rebuilds military equipment, vehicles and aerospace craft. It is co-located with many civilian defense manufacturing plants.

Military District

A military district is responsible for the military protection of a geographical region of a nation, continent or planet. Its headquarters is located at one of the many bases, post or forts within the district.

Headquarters Staff

Unit Level*	Army**	Joint ***	Combined****	
S-1	G-1	J-1	C-1	Personnel & Administration
S-2	G-2	J-2	C-2	Intelligence & Security
S-3	G-3	J-3	C-3	Plans & Operations
S-4	G-4	J-4	C-4	Logistics
S-5	G-5	J-5	C-5	Engineering
S-6	G-6	J-6	C-6	Communications
S-7	G-7	J-7	C-7	Information Operations
S-8	G-8	J-8	C-8	Special Operations

* denotes Battalion to Brigade (within service only)

** denotes Division to Army (within service only)
(denote this would be N-1, etc for navy or A-1 for air force)

*** denotes Unified Commands (with other Imperial services)

**** denotes Combined Commands (with other allies (non-Imperial) forces)