

The Imperial Navy Organization (IN)

The Imperial Navy is commanded by the Supreme Admiral (O-12) who is the Commander-In-Chief of all Imperial Naval forces and leads the Imperial Naval High Staff (sometimes known as the Admiralty). Together, they formulate plans and direct the operating forces of the Imperial Navy based upon the wishes of the Emperor.

The Imperial Navy is organized into the following career bureaus and operational offices:

- Bureau of Naval Operations (Plans & Operations for the Operating Fleets)
- Bureau of Naval Installations (Stations / Districts / Starbases / Depots)
- Bureau of Ships (Technology & Engineering)
- Bureau of Medicine (Medical)
- Bureau of Personnel (Administration)
- Bureau of Ordnance (Weaponry)
- Office of Naval Intelligence (ONI)
- Naval Office of Criminal Investigations (NOCI)
- Naval Training Command
- Naval Transport Command
- Naval Recruiting Command
- Naval Strategic Communications Command
- Imperial Marines (See Imperial Marines)

The Operational Forces are organized into the following formations:

- Armada – Commanded by a High Admiral (O-11), an Armada is a combination of two or more Imperial and Colonial fleets. Armadas are only formed on an as needed basis and rarely seen.
- Fleet – Commanded by a Fleet Admiral (O-10) each sub-sector contains one Imperial Fleet referred to as the Home Fleet, and in many cases a smaller Colonial Fleet. Fleets consist of numerous Strike Forces, Battle Groups and Squadrons.
- Strike Force – Commanded by a Vice Admiral (O-09) each Strike Force contains more than one capital ship (battlestars, fleet carriers and cruisers) along with a variety of escorts (frigates and destroyers) and support ships (tenders, tankers, resupply and assault landing ships). A strike force may consist of between 13 and 24 ships all dedicated to a single mission.
- Battle Group / Wing – Commanded by a Rear Admiral (O-08) each Battle Group contains at least one capital ship and a variety of escorts and support ships. A Battle Group may consist of between 5 and 9 ships all dedicated to a single mission. Examples of Battle Groups: orbital assault groups, underway support groups, convoy escort groups, etc.
- Flotilla – Commanded by a Captain (O-06) each Flotilla contains of 4-12 non-jump-capable ships (i.e., system defense boats, fleet tugs) assigned to a starbase. This formation is used exclusively by the Colonial Star Patrol.
- Squadron – Commanded by a Commander (O-05) each Squadron contains five or more jump-capable ships of the same type or tonnage (i.e., frigates, destroyers and cruisers) along with one support tender or resupply ship. Or it could contain 4-12 small non-jump-capable ship's craft (i.e., starfighters, shuttlecraft, scout-couriers, assault lighters) operating from a fleet carrier, battlestar or a naval base.
- Starship – Commanded by a Commodore (O-07) for a Battlestar, Captain (O-06) for a Cruiser or Fleet Carrier, a Commander (O-05) for a Destroyer or Fleet Tender, a Lieutenant Commander (O-04) for a Frigate or Troop Transport, a Lieutenant (O-03) for a Scout/Courier or System Defense Boat (SDB).

Imperial Naval Installations

Imperial and Colonial fleets maintain a network of Naval Outpost, Naval Stations, Naval Starbases and Naval Depots to support sector and sub-sector naval operations.

Naval Outpost, usually commanded by a Lieutenant (O-03), are small remote locations for specific purposes (i.e., a deep weapons site, remote surveillance site). They can only support several small craft.

Naval Stations, usually commanded by a Commander (O-05), are small installations usually co-located with an existing civilian orbital starport or downport providing limited support to naval starships and smaller craft, or they could be designated as a covert deep space communications relay site, sub-sector tachyon surveillance and control center or even a classified research laboratory far removed from populated space. Some naval stations have a squadron of starfighters or scout-couriers.

Naval Starbases, usually commanded by a Commodore (O-07), are massive orbital facilities of 1,000,000 dTons and above. They are strategically located in larger star system and can provide supply and maintenance capabilities to an entire naval fleet. They're also the command & control center (naval headquarters) for various operational organizations such as squadrons, flotillas, wings, strike forces and battle groups. But its' main role is to provide a military presence within the star system and its surrounding space. Not every system has a Starbase; it depends upon their size and importance of the planet to the Imperium. A starbase may have one or more wings of starfighters and specialty small craft flotillas along with a contingent of Imperial Marines as security. If they're responsible for the defense of a planetary system or an entire sub-sector they're referred to as a Naval District and command all Imperial and Colonial forces within that area.

Naval Depots, usually commanded by either a Rear Admiral (O-08) or Vice Admiral (O-09), encompasses an entire star system, with planetary bases and numerous orbital facilities. It contains a 100,000,000+ dTon Naval Starbase along with various orbital living habitats, orbital maintenance facilities, supply warehouses, a naval shipyard, a naval research station and a weapons testing range along with planetary military bases, both Imperial Army, Marines, Scouts and Colonial assets. Naval Depots generally support the sector's service academies and the operational naval headquarters for an entire sub-sector or sector. Naval Depots in frontier sectors often contain a tachyon communications array and space traffic control system which monitors the space lanes dozens of parsecs away as well as maintaining a line of remote sensor stations guarding the Imperial border. Finally, most Naval Depots are built around a massive "Stargate", created by the Ancients, where naval ships as large as battlestars transit back and forth to other sectors. Access is restricted to Imperial ships and civilian vessels with clearance. If an armada is to be organized this is where it would start. Naval Depots also maintain a mothball fleet of earlier tech level starships for use in a war or to use as targets in naval gunnery exercises.

Organization of a Naval Starship

Larger warships are divided into numerous internal operational departments as follows:

- Bridge (includes Command & Control, Helm and Navigation)
- Communications (includes Communications, Sensors and Central Computer Systems)
- Weaponry (includes any Offensive and Defensive Systems)
- Engineering (includes Jump and Maneuver Drives, Power Plants, Fuel and Environmental Systems)
- Medical (includes Corpsman, Nurse, Physician Assistant (PA), Physician or Flight Surgeon)
- Flight (includes Ship's Boat Pilots & Maintenance Crews)
- Administration (includes Personnel, Finance & Legal Services)
- General Services (includes Quartermaster, Mess & Cargo Operations)
- Security (includes a Marine Security Detail)

In the Imperial Navy there are three types of commissioned officers: **Line Officers**, **Flight Officers** (Pilots) and **Restricted Duty Officers** (Physicians, Lawyers, Intelligence Analysts, Administrators). Only line officers can command a starship or a naval squadron, battle group, strike force or fleet; only flight officers can command a ship's craft or a boat squadron, group, wing or flotilla; restricted duty officers can only command within their specialty fields.

Starship Classifications

Starships have jump or warp drives built in the following configurations:

- Scout / Couriers are 100-150 dTons jump-capable ships with limited armor and weapons and commanded by a Lieutenant (O-03).
- T-Ships (Tenders / Transports / Tankers) range between 25,000 to 200,000 dTons with no armor or weapons and commanded by a Lieutenant Commander (O-04).
- Frigates range between 400 and 2000 dTons with limited armor and weapons. They are usually commanded by a Lieutenant Commander (O-04).
- Destroyers range between 10,000 and 50,000 dTons with armor and weapons. They are usually commanded by a Commander (O-05).
- Cruisers are 50,000 dTons and larger with armor and weapons. They are commanded by a Captain (O-06).
- Fleet Carriers are 250,000 dTons and larger with less armor and no major weapons. They are commanded by a Commodore (O-07). They carry a full wing of smaller craft including starfighters and stay far behind the line of battle.
- Battlestars are 750,000 dTons plus with extensive armor and major armaments including spinal mount weapons. They are commanded by a Commodore (O-07) but usually are the flag ship of a Naval Battle Group commander by a Rear Admiral (O-08) or a Naval Strike Force commanded by a Vice Admiral (O-09). Battlestars carry up to four wings of small craft, mostly starfighters. They also carry a regiment of Imperial Marines with all their vehicles.

Small Craft Classifications

Small Craft do not have jump or warp drives and are divided into operational units of from 4 to 16 as follows:

System Defense Boats are 400 to 800 dTons with armor and weapons. They are commanded by a Lieutenant (O-03). SDBs are only assigned to the System Defense Forces.

Shuttlecraft are 50 to 200 dTons with no armor nor weapons. They are commanded by a Sub-Lieutenant (O-02). They are used to transport cargo and personnel to and from planetary surfaces.

Assault Gunships are 20 to 40 dTon planet combat craft with some armor and ground assault weapons. They are commanded by a Sub-Lieutenant (O-02) or greater.

G-Carriers are 50 to 200 dTon combat transport craft with limited armor and weapons. They are commanded by a Sub-Lieutenant (O-02).

Refueling Skimmers (also called Skips) are 100 to 1,200 dTon craft used to collect fuel from a gas giant. They are commanded by a Sub-Lieutenant (O-02).

Small Craft Organizations

Wings – Commanded by a Captain (O-06) a wing consists of 2-6 squadrons of various types.

Squadrons – Commanded by a Commander (O-05) each squadron consist of 2-6 flights of small craft of similar types. A typical squadron contains of between 12 and 24 small craft.

Flights – Commanded by a Lieutenant (O-03) a typical flight consist of two to four small craft on a mission.