Uniforms of the Third Imperium

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If you are a GM like me, you want to give your players vivid descriptions of the world around them. With the military of the Imperium playing such a key role in character generation and in scenarios, I find myself getting more and more desperate for some guide to the uniforms of the Third Imperium. The military forces of the Imperium comprise the Imperial Army, the Imperial Navy, the Imperial Marines and the Imperial Interstellar Scout Service. We are not concerned, here, with organization, that is dealt with elewhere. Here we are only concerned with creating a useful guide to uniforms.

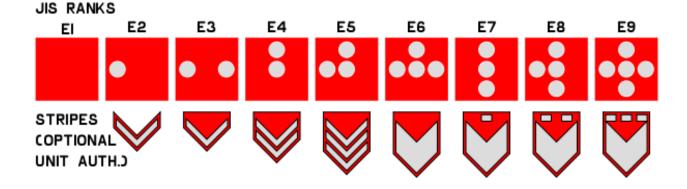
This booklet, then, is a collection of working notes. My own guide to the uniforms of the Imperium, based on some facts, some conjecture and a bit of guesswork. Sources are quoted where relevant. If you have anything to add, please email me on: <u>zozer@talktalk.net</u>

Ranks

Matt (*Mufossa75 on the CotI forums*) wrote: There was a TAS **Digest** article that went into some detail about Imperial uniforms. It was called, "Uniforms of the Terran Occupation Force." It described in great detail a (Marine) uniform that looks a lot like the New BSG uniform. They even went into details about rank insignia... called the Joint Imperial Service system, a joint-service system. I use those particular details when I describe uniforms to my own game party. Apparently one of the many Emperors got tired of having to memorize four different insignia systems so he issued a decree that all Imperial forces adopt a standardized system that can be identified immediately. For the enlisted soldiers: On a square patch on the upper arm, disc shaped pips are arranged in such a way that they ultimately form a cross shape called the "Warrior's Cross."

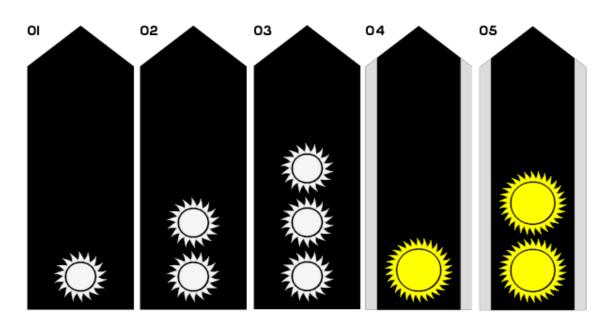
| | Army | Marines | Navy | | | |
|-----------|------------------|------------------|----------------------------|--|--|--|
| E1 | Private | Private | Starman Recruit | | | |
| <i>E2</i> | Lance Corporal | Lance Corporal | Starman Apprentice | | | |
| <i>E3</i> | Corporal | Corporal | Able Starman | | | |
| E4 | Lance Sergeant | Lance Sergeant | Petty Officer Third Class | | | |
| E5 | Sergeant | Sergeant | Petty Officer Second Class | | | |
| <i>E6</i> | Gunnery Sergeant | Gunnery Sergeant | Petty Officer First Class | | | |
| <i>E7</i> | Leading Sergeant | Leading Sergeant | Chief Petty Officer | | | |
| E8 | First Sergeant | First Sergeant | Senior Chief Petty Officer | | | |
| E9 | Sergeant Major | Sergeant Major | Master Chief Petty Officer | | | |

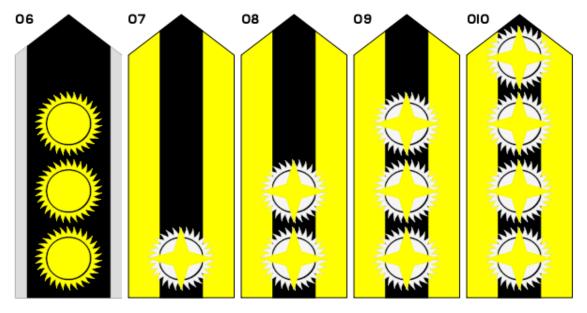
Enlisted Ranks



Commissioned Ranks

| | Army | Marines | Navy |
|-----|--------------------|--------------------|------------------|
| 01 | Second Lieutenant | Second Lieutenant | Ensign |
| 02 | First Lieutenant | First Lieutenant | Sublieutenant |
| 03 | Captain | Captain | Lieutenant |
| 04 | Major | Force Commander | Lieut. Commander |
| 05 | Lieut. Colonel | Lieut. Colonel | Commander |
| 06 | Colonel | Colonel | Captain |
| 07 | Brigadier General | Brigadier General | Commodore |
| 08 | Major General | Major General | Fleet Admiral |
| 09 | Lieutenant General | Lieutenant General | Sector Admiral |
| 010 | General | General | Grand Admiral |





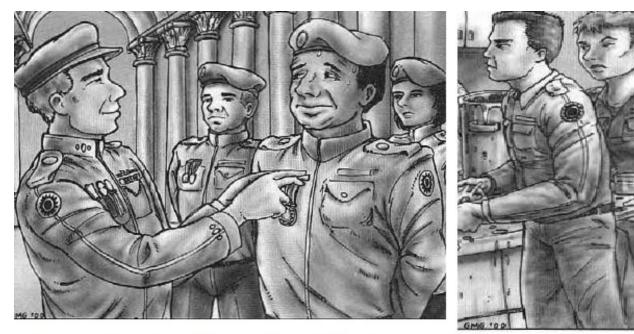
Rank insignia created from the Traveller Digest article by Aramis on the CotI forums.

Imperial Army



For evidence of the army's uniform, I was able to find several ink illustrations of imperial soldiers in *GURPS Ground Forces* as well as a description of their uniform. (pg24). "The Army dress jacket is black, with slate grey trousers. The uniform is trimmed with the soldier's branch colour. Officers have their branch colour bordered by silver threads". It is a high-collared jacket. Low Dress uniforms are worn with skill and unit badges. The main dress uniform includes all medals and skill badges, officers wear their

swords. The illustrations show a high-collar jacket with a pocket on each breast, a red imperial sunburst on the left or right shoulder sleeve, but some soldiers have unit patches instead. Piping runs down the centre of each sleeve to the cuff. Decorations are worn above the right-chest pocket, a name tag sits over the left-chest pocket. The jacket shoulders have epaulettes which can presumably carry rank, as can the raised collar. The officer or NCO seems to have rank insignia both on his raisd collar as well as the cuff.



Troopers/Soldiers/Marines from GURPS Ground Forces

| Branch | Colour |
|-------------------|--------|
| Lift Infantry | |
| Jump Infantry | |
| Cavalry | |
| Artillery | |
| Sylean Rangers | |
| Admin | |
| Support & Service | |
| Military Police | |
| Engineers | |
| Medical | |

The closest on-screen image I can find of a uniform like this are the military uniforms from Icarus Base in the TV series **Stargate: Universe**.



Swap the name tag to the left breast, assume the Icarus patch is a unit insignia, and that there is a red imperial sunburst on the right shoulder. Add coloured piping down each sleeve and along the central zipper.

Imperial Navy



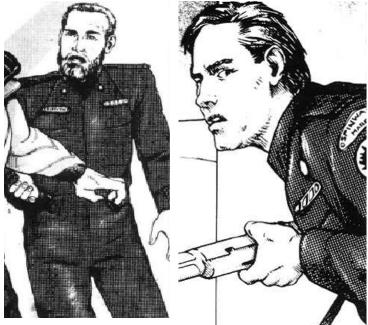
For evidence of the navy's uniform, I was able to find a reference in **Grand Survey** to a tailored-vacc suit: "Duty Suit. Naval personnel require protection from vacuum first and foremost. Body armor is worn by some security personnel and shipboard patrols but the main danger faced by naval personnel is from decompression. The standard duty uniform of naval personnel is a TL-14 tailored vacuum suit. This "duty suit" is designed to allow personnel to operate complex shipboard systems in a depressurized environment, without interfering with operational efficiency. The suit is

worn as uniform dress, and is made atmosphere-tight by gloves, an air rebreather unit and a soft, transparent "beachball" helmet. These are carried on the belt as part of duty kit. In the event of sudden loss of pressure, this suit allows personnel to survive for a time; hopefully long enough to remedy the situation or escape. For combat conditions, a rigid suit helmet and small life-support pack are used instead of the constant-carry emergency kit. A duty suit offers little protection against radiation, and does not maintain pressure very well. This is not a problem when plugged into a life-support console at a duty station, but for extended independent operations a more substantial suit is needed." (*Grand Survey* p.54)

Details of the Imperial Navy uniform's appearance can just be made out in the MegaTraveller book *Arrival Vengeance: The Final Odyssey*. The illustrations are included below.



It could easily be a tailored vacc suit. The IN uniform depicted here is a one-piece jump suit with epaulettes and zip down the front. It has a high collar, an imperial sunburst on the left shoulder and unit/squadron/ship patch on the right shoulder. There are two buttons/umbilical points just below the neckline, and a name tag



on the right chest. There may be breast pockets as well as a pocket on the right shoulder. I would imagine there would be cargo pockets on the trousers too. Distinctive is the diagonal seam running from neck to armpit.

Grand Survey gives us additional information about branch insignia.

Crew/Line/Staff: Starburst Boat Branch: Starburst, wing above (yellow) Flight Branch: Starburst, wing above (gold) Gunnery: Cannon emblem in yellow Engineering: Yellow jump spiral motif Medical Yellow Serpent and sword 'caduceus' Technical: Yellow burning torch Naval Regiment: Yellow starburst crossed by two cutlasses Attache: Yellow starburst surmounted by an open hand The closest on-screen image I can find of a uniform like this are the uniforms from first few seasons of Stargate:Atlantis.





