

***Rebel Alliance  
Sourcebook  
Addendum***

Version 1.3



# Rebel Alliance Military



## GameMaster Note

The intention here is to simplify or clarify some aspects for military-centric campaigns. It is meant as a quick reference chart to add some background flavor if you are running or playing in a traditional military themed campaign. Perhaps your players are enlisted warriors and would like to see rank insignia; this sort of thing.

[WEG's "Rebel Alliance Sourcebook"](#) and ["Rules of Engagement"](#) as well as several [FFG](#) books provide some information and the authors do a good job in many respects. By all means use what they have. This is just to supplement the work already done with some of The Author's opinions and editorializing. In this way, there are contradictions to what is in the RPG sourcebooks.

Keep in mind, the Rebel Alliance is fighting a desperate war against a vastly superior force; they are constantly on the run and struggle for resources. Early in the war, the fight was by desperate groups all spread apart on any number of worlds, and this Addendum is primarily focused on an ideal organization which may not ever be realized. Think of how in "Rebels" [Iron Squadron](#) was just one ship, which is not how the term "squadron" is *usually* used.

Some or all may not apply to your game. Perhaps much of this wouldn't even materialize until the New Republic is established. Hey, it's a game, have fun.



# Rebel Alliance Military



## GM Note:

Again, consider that perhaps early in the rebellion before the Alliance, there would be little time for ranks, uniforms, medals. There would be so (relatively) few fighters in your planet's rebel cell that you wouldn't need to worry much about echelons and different service branches. Even once the Alliance is formed, do they have all kinds of funds or facilities to develop ranks, uniforms, medals? This Addendum supposes they do to a certain extent, but this is just for sake of ease and uniformity. The larger the Rebellion gets, the more structure it needs, and this Addendum will help you as GM to account for several factors.

Corporal Syl Avzonis



Lead Scout;  
Esk Co (5<sup>th</sup> Battalion)

Commodore Gwin



Commander,  
Assault Sqd 2 (3<sup>rd</sup> Fleet)

Ensign Dorovio Bolt



X-Wing Pilot,  
Red 12, Red Squadron

MSG Celiv dey Zhir



3<sup>rd</sup> Regiment;  
1<sup>st</sup> Sgt, Taskforce Blade

*"...Princess Leia's Rebel forces will not do anything in order to win. They will not sacrifice lives. They do not descend to the level of the enemy. That is the difference between the Rebels and the Empire. It's possible to fight because you love, not just because you hate." – Irvin Kershner "Once Upon A Galaxy"*



# Rebel Alliance Military



GM Note: On the topic of rank, much and more can be said. In the original WEG books, Rebel ranks are shown (right) to be a uni-ranks system, differed by red for Army and blue for Navy.

In the movies there are more insignia: some with blue and red pips, there are the arm patches of the Hoth troopers, and the plates/collar insignia seen on Generals Madine and Calrissian...all of these never well defined *officially*.

**Rebel Rank Insignia**  
(worn on uniform chest)

Rank	Army Designation (Red Pips)	Navy Designation (Blue Pips)
General	5	0
Colonel	3	0
Commander	0	3
Major	3	0
Captain	0	2
Lieutenant	0	1

Legend:  
● Army Designation (Red)  
● Navy Designation (Blue)

So, in this uni-rank system, there are Colonels in the Navy and Commanders in the Army, etc. It seems strange to those familiar with modern western ranks, but in a "galaxy far, far away" it may not be strange. Another example of a uni-rank system is the Colonial military in Battlestar Galactica.

Also, WEG never included enlisted rank insignia. The later WEG "[SpecForce Handbook](#)" does this somewhat as does the FFG book "[Age of Rebellion](#)", just poorly.

In the brilliant *Rogue One*, Cassian Andor is wearing a Green rank insignia, which had not been seen up to that point. The "[Rogue One Visual Guide](#)" indicated this was an Army rank, but Captain Andor is one of few wearing this color, and red had seemed to traditionally been listed as the Army color.

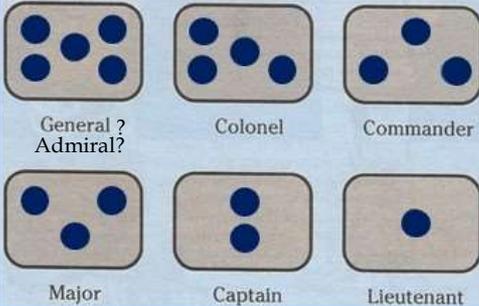
Furthermore, The WEG books don't really address if SpecForce and Starfighter Command are also service branches or if they are just Allied Supreme Commands (addressed later) and every SpecForce Trooper or Pilot are just in the Army and Navy respectively.



# Rebel Alliance Military



## Rebel Rank Insignia (worn on uniform chest)

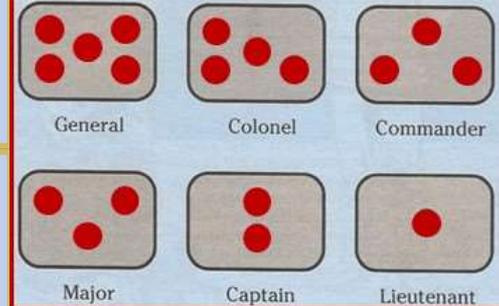


Want to keep it simple? By all means use the original rank system. Again, it may seem strange to have a Major in a navy, etc... that is just because it's different than "the real world", but that has no real bearing on the SW universe or your game. Still, this doesn't account for an enlisted corps.

←-----???-----→

Maybe a simple structure like this makes most sense for a planet's rebel cell that has yet to become part of the Alliance.

## Rebel Rank Insignia (worn on uniform chest)



**GM Note:** You will see as this Addendum unfolds a somewhat original design of rank badges with the Alliance Military divided into 4 military branches and depicts enlisted, warrant officer, and commissioned officer ranks.

Consider this:  
Perhaps Captain Andor is a SpecForce Officer who is assigned to Alliance Intelligence...

Captain  
Declin Fe'Las



Commander,  
Lambda Co (7<sup>th</sup> Batt, 4<sup>th</sup> Reg)

Lieutenant  
Bacuzzaj



Tactical Officer,  
Assault Frigate *Triumph*

Lieutenant  
Zella Rerre



Flight Leader,  
Lancer Squadron

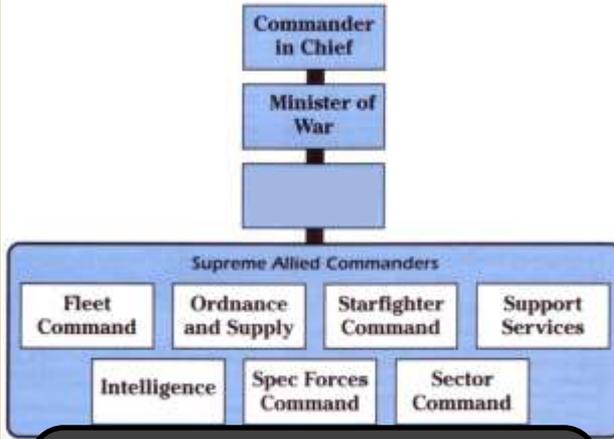
Captain  
Cassian Andor



SpecForce 7<sup>th</sup> Regiment;  
Assigned to Alliance Intel



# Rebel Alliance Military



The Author has removed "Chief of Staff" from the chain of command; certainly each position would have a chief of staff, but an extra level of leadership seems redundant.

GM Note: As previously mentioned, the original WEG sourcebook (Left) lists Starfighter Command and SpecForce as "Supreme Allied Commands" but does not really delineate where the Army and Navy fall in relation to all this.

What I suggest is to use the modern structure where the Service Branches (**Army**, **Navy**, **Spec Force**, **Starfighter Corps**) train and equip the military, and the Supreme Allied Commands (Alliance Intelligence, Ordnance and Supply, Support Services, and Sector Command [Theaters and Sectors]) conduct the war.





# Rebel Alliance Military



General Dodonna



Commander, Massassi Theater

Commander, Sector Command

General Rieekan



Commander, Anoat-Kallea Theater

Army Chief of Staff

Admiral Raddus



Commander, Alliance Fleet

Navy Chief of Staff

Admiral Ackbar



Commander, Alliance Fleet

Navy Chief of Staff  
Admiral of the Fleet

GM Note: These are examples to fit characters into the structure of this Addendum; there are changes to what is depicted on screen per the Author's best discretion.  
- These examples throughout the Addendum are not in any particular order, and represent a variety of time periods. Again, the Author swapped around some titles to align with this Addendum.

Major General Dravis



Commander, Massassi Theater Intelligence

General Cracken



Chief, Alliance Intelligence

Commodore Merrick



Commander, Massassi Wing

General Madine



SpecForce Chief of Staff



# Rebel Alliance Military



Keep in mind that the Alliance may not be so lucky to have Admirals and Generals in such large order; several may have to wear multiple hats. Example: the Chief of Staff of the Army may also be the Theater commander of "\_\_\_\_\_" and also in charge of all ground forces of the "\_\_\_\_\_" region, where in a more perfect galaxy these positions would be given to three beings.

GM Note – Think of the 4 Service Branches like this:

- Alliance Army: all modern army functions as well as conventional Marine Corps functions, but no special forces; led by a General
- Alliance Navy: all modern navy functions (well, in space of course), but no special forces or starfighters; led by an Admiral
- Alliance SpecForce: All special forces functions; led by a General
- Alliance Starfighter Corps: all modern air force functions (well, in air and space), but no special forces; led by an Admiral

Allied High Command

Service Branches

Commander in Chief

Minister of War

Army  
Chief of Staff

Navy  
Chief of Staff

SpecForce  
Chief of Staff

Starfighter Corps  
Chief of Staff

Sergeant Major of the  
Army

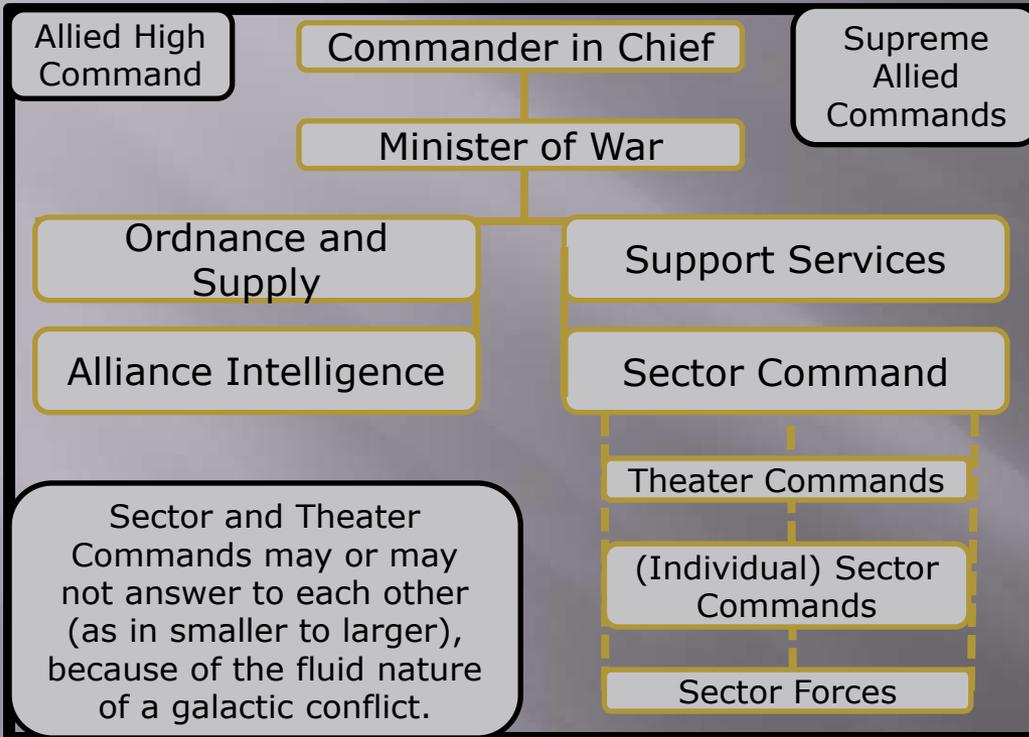
Master Chief Petty  
Officer of the Navy

Sergeant Major of  
SpecForce

Master Chief Petty  
Officer of StarCorps



# Rebel Alliance Military



**Functional Supreme Allied Commands:** These SACs operate all over and are responsible for supporting the whole war effort, not just the war effort in one sector or theater. As the galaxy is a large place, they may have a deputy to run operations under a local Sector or Theater Commander.

**Operational Supreme Allied Commands:** These SACs are executing the war in a region; they are coordinated by the head of Sector Command. A large fleet can independently be its own mobile "Theater Command", but can just as easily be assigned to a specific Sector or Theater.

Supreme Allied Commands are joint service organizations: they are led by either Admirals or Generals and are staffed by personnel from any service branch as well as civilians.



**Sector Force/Sector Command:** A Sector Force can be either the local Rebel cell organic to a sector (like Atrivis on the left) or could just as easily be a Sector Command of the regular Alliance Forces fighting in that sector. Perhaps both exist depending on the situation.



# Rebel Alliance Military



Brigadier General Han Solo



Commander, Endor Strike Force

Commander [Jun Sato](#)



Commander, Phoenix Cell

Commodore Lando Calrissian



Commander, Gold Wing

Captain Nein Numb



Deputy Commander, Gold Wing

GM Note: Solo is hard to pour into rigid structure. In *Empire*, he is of course the Captain of the Millennium Falcon, but even though he pulls his weight on Hoth and works with the Rebel, he does not appear to a member of the Rebel Alliance Military just yet. It seems like he is not yet a Captain in the military sense. People do follow his orders, but that seems more based on him being a "natural leader". In fact, he leaves Hoth Base without permission, giving Gen Rieekan notice only as a courtesy. In *Jedi*, he is made a General, and in keeping with this Addendum, it seems like he might have been made a Brigadier General in SpecForce as the Strike Team was largely SpecForce.

Commander Wedge Antilles



Commander, Rogue (Red) Squadron

Lieutenant Heff Tobber



U-Wing Pilot, Blue 8, Blue Squadron

Vice Admiral Hera Syndulla



Commander, Outer-Rim Special Operations

Major [Orrimaarko](#)



Commander, Taskforce Xesh



# Rebel Alliance Military



## GM Note:

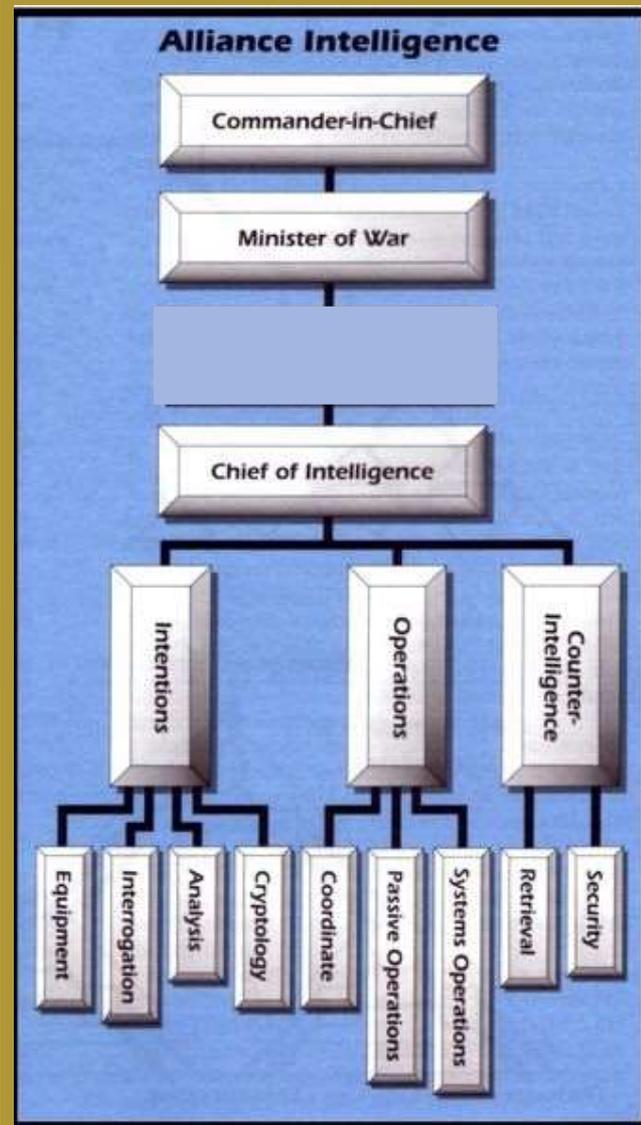
The WEG Rebel Sourcebook does an amazing job of defining the structure (right) of Alliance Intelligence

Something you may want to consider: do you want the Alliance Intelligence leadership in your campaign to be a 'Supreme Allied Command' (as detailed earlier) or would you prefer it to be a government agency?

If you keep it a Supreme Allied Command, then [General Cracken](#) and many below him could be military and therefore be re-assigned to and from regular combat units. Think more like the [OSS of WWII](#). The 3 divisions could be led by Lieutenant Generals, Vice Admirals, or even a civilian, and so on down.

If you want to make it a government agency, look at the organization of the CIA or FBI, where it is primarily non-military. In this paradigm, General Cracken is the Director or Intelligence (perhaps addressed as General due his prior rank). The 3 divisions would lead by Deputy Directors, and so on down. Perhaps this only happens after the New Republic is established.

Remember that Alliance Intelligence supports the Rebel Alliance as a whole: government, military, etc. Each military Service Branch would also have its own Intelligence sub-section, solely for military intelligence.





# Rebel Alliance Military



## General Notes and Terms

*GM Note: Much of this is based on American military, but just because something is done in the real world does not mean it has to be that way in fictional setting long, long ago in a galaxy far, far away. Use familiar terms, traditions, etc to make it easy for play, but you don't have to be boxed in to "how it really is".*

**Brevet:** An honorary commission, usually for heroic or specific service, giving the recipient a higher rank while remaining at the same pay grade.

**First Sergeant:** The "Top Kick"; this is the highest ranking NCO of smaller Army and SpecForce units and taskforces, literally the "first" sergeant. This term may or may not be used officially, and it isn't used once you get to the Sergeant Major level. In units with no manpower issues, another NCO or SNCO might be designated Acting 1<sup>st</sup> Sgt to help care for the troops.

**Command Petty Officer:** For Navy and StarCorps units, the rough equivalent of the First Sergeant or Sergeant Major. [*GM note: think Chief of the Boat in any navy movie you have seen*] On a small ship or unit there might not be a Senior NCO, so the most senior petty officer is appointed the Command Petty Officer. In the lower echelons, the senior enlisted is the Lead Petty Officer.

**Scale:** Often the rank of commanders or senior enlisted is based on the scale of the unit. A large starship will have a Captain as CO and a Master Chief Petty Officer as the senior enlisted, but on a small ship that won't necessarily be the case. Take into account the mission; a large depot might be commanded by a Captain whereas a combat infantry unit with the same number of personnel might be commanded by a LtCol. If a Command only has 3 small sized combat starships, then the highest rank *might* be Commodore but not Admiral. Most Theater or Sector Commands would be led by Admirals and Generals because of all the personnel assigned, but if a particular Command is small, give command a lower rank as the case dictates.

**Positional Rank:** There is rank in the person and rank in the job. For example, there may be a Major in command of a unit with another Major as their deputy. Usually this is because of experience, but it could be the first Major was simply placed in command, and it is the second Major's job to support them. In a perfect galaxy, the deputy Major would then be on top of the list for the next command.



# Rebel Alliance Military



## General Notes and Terms

**Staff:** Having a staff may be a luxury that many Rebel commanders won't have. The larger the unit, the more difficult it would be to sustain: a General with 20,000 troops in her command can't possibly manage every detail on her own. Perhaps staff functions are filled by lower echelon leaders doing double duty. For example, in a starfighter squadron, there usually aren't so many pilots just sitting around that you can have extra officers appointed as staff. This means that some pilot will be their units "Maintenance Officer" as well as a pilot and probably also Flight Leader. When a commander has a staff, the deputy commander is either the same grade or 1 grade down, and staff officers are 1 or 2 grades below. A starship is somewhat different: the Captain's staff is his Department/Division Heads and perhaps some attached officers.

Make this as simple or as complicated as you want, here is a [source](#) to get you started with more details. Don't feel like you have to use "S1" or "G2" or anything, you can just use a title like "Logistics Officer". However, someone has to fill these important roles; if you have a senior officer as a character, they should have a staff.

### Common Staff Positions

- Personnel
- Intelligence
- Operations
- Logistics
- Plans and Tactics
- Communications

GM Note: Having your players be Staff Officers is probably not going to be a lot of fun in the role-playing action sense, at least not for the long term. However, these roles are extremely important. Use this to build the structure of the military units with whom your characters interact.

**Table of Organization and Equipment (TOE):** a document that prescribes the organization, manning, and equipment of units, as well as information on the mission and capabilities of a unit as well as the unit's current status. However, in a galactic rebellion, TOEs can be difficult to create or maintain while evading the Empire.



# Rebel Alliance Military



Admiral Bazlix



Commander,  
Kuat Theater

Specialist Pao



6<sup>th</sup> Regiment;  
Taskforce Massassi

Command Sgt Major  
Lapif Wal



Sergeant Major,  
34<sup>th</sup> Brigade

Admiral Juno Eclipse



Vice Chief of Staff,  
Alliance Navy  
Naval Forces Commander,  
Mid-Rim Theater

## GM Note:

Consider this scenario: Your game starts with a Squadron of 12 starfighters with a Commander as CO and a LCDR as XO. A battle happens, and the 4 most senior pilots are killed. Now, the most senior officer is a Lieutenant, and a fairly new LT at that. Does the LT become the CO and get promoted to Commander? Yes, the LT is now the Squadron Commander, but they do not have to be promoted to Commander. They could stay at their current rank of LT until they prove they can handle the responsibility and then be promoted to LCDR. This is just an example and can apply in any number of situations.

Sergeant 1<sup>st</sup> Class  
Reyé Hollis



Artillery NCO,  
Hoth Defense Battalion

Lt Commander  
Toryn Farr



Chief Com-Scan Officer,  
Hoth Base

Commander  
Luke Skywalker



Commander,  
Rogue Squadron/Group

Corporal Wil Aertt



4<sup>th</sup> Regiment;  
Fire Team Leader, TF Hoth



# Rebel Alliance Military



## **Tier Descriptions**

**Admiral of the Fleet (O-11):** *This is under the assumption that in a galactic setting, the most senior officer of the military should be a naval officer as they are the force mover and projector. Otherwise use either a General or Admiral as head of the military.*

**Flag and General Officers (O-7 to O-10):** Commands the service branches, theater commands, major taskforces, major subordinate commands, and large echelons.

**Command Grade Officers (O-4 to O-6):** CGOs command the mid-size to large operational units primarily responsible for the execution of battle.

*GM Note: There is no simple line of demarcation as to what command's billets are between JOs and CGOs. For example, a Starfighter squadron **could** be commanded by a Lieutenant but are more likely commanded by Lt Commanders or Commanders; there is flexibility for experience, mission, attrition, etc. Also consider the scope of the unit's mission and the scale of the command.*

**Junior Officers (O-1 to O-3):** Commands the small to mid-size tactical units; just because they are "junior officers" does not mean some do not have command responsibility. Some junior officers may be able to build up their experience without having to be in overall command, such as junior officers on a starship, staff officers, or a platoon leader in a company. However, others are placed in independent command right away.

**Warrant Officers (WO):** An officer appointed based upon a specialized field of technical and tactical ability. These positions require a high caliber of competency and experience.



# Rebel Alliance Military



**Senior Enlisted Advisor:** There is one SEA for each branch of the military, assigned to their respective Chief of Staff. They serve as the senior enlisted leader and advisor in matters dealing with enlisted personnel. Each SEA is an advisor to the many governmental and military boards dealing with enlisted personnel issues.

**Command E-9s:** These are the senior enlisted leaders of larger commands and are a positional title, not really a higher rank.

**Senior NCOs (E-7 to E-9):** SNCOs are the leaders of the enlisted force and advisors to their commanders. While junior officers technically outrank them, good junior officers are taught to seek their advice and experience, and SNCOs in turn mentor JOs.

**NCOs (E-4 to E-6):** Non-commissioned officers are the backbone of any successful military. They are leading the day to day work, are subject matter experts in their field, and manage the enlisted force. In smaller units, it is possible that the most senior enlisted person is an NCO and not a SNCO.

**Specialist (E-4):** Specialists are literally that, they should know their job (and perhaps others) and be completely self-starting; they are often put in charge of work parties and programs. This rank is used to recognize those with expertise but where the NCO positions are already filled. Obviously in a war, it may not be used often with high attrition. This rank may be bypassed based on the needs of the unit and the talents of the person.

**Enlisted (E-1 to E-3):** In a perfect galaxy, E-1 and E-2 would be for basic training, technical training, and initial on the job training. However, during much of the Rebellion and into even the early NR era that may or may not have been possible. Some might have attended basic training, but perhaps some did not. Some might have volunteered or been thrown right in the fight with their initial time essentially all OJT and trial by fire. All E-3s should be competent at their job and able to act independently. SpecForce is different in that 99% serve in another branch first and nearly always go thru Spec Force training, which is why they have no E-1.



# Rebel Alliance Military



## GM Note: Here are some suggestions for helping choose your player's rank:

- Note 1: For starting players with lower level stats, perhaps start with lower ranks. You don't have to, but it gives them something to achieve and reflects less experience.
- Note 2: The FFG Age of Rebellion books do a good job addressing rank among players, ie disputes or overbearing players. Another source is the YouTuber "[Runeslinger](#)"

- **Army:** For the most part, you don't want your players to be Generals or Colonels, you want them fighting in the battle. Scale your player's ranks to keep them in the fight. It is going to be the easiest to have them in a single squad or even fire team. Of course, perhaps you want to run a larger scale campaign, for which you will find many resources in this Addendum.

- **Navy:** If your setting is a starship, you might want your players to be officers or senior NCOs and run the ship. Having a PC be the Captain saves you as the GM a lot of talking to yourself.

- **Starfighter Corps:** This Addendum proposes that there is a separate Starfighter Corps. For gaming purposes, the most fun would probably be as pilots. There are any number of options: all officers like many modern militaries, perhaps use Warrant Officers, or even use Enlisted. Many will argue that you *have* to be an officer to be a pilot, but this is Star Wars not the real world; you can do what you want. That said, this Addendum does assume pilots are officers, perhaps to reflect that they are in sole command of an incredibly powerful war machine.

- **SpecForce:** One option is to keep rank low, think the Colonial Marine platoon we see in *Aliens*. However, SpecForce troops are more experienced, so you could have a top-heavy rank scale.

- **SpecOps:** [Special Operations](#) is run by Alliance Intelligence. It is not a military operation, so rank is less important. SpecOps uses warriors from all branches of the military, so a [SpecOps Team](#) could have pilots, SpecForce, etc, and could also include any other form of Rebel "agent": Smuggler, Mercenary, Gambler, quixotic Jedi, Armchair Historian...potentially anyone who has volunteered and committed to fight the Empire but is not a member of the military. [Are these "volunteers" paid? Who is to say? The GM is to say!] Anyway, this is a fun setting for a campaign to have a variety of character types fighting the Empire. Give your motley group a tramp freighter and your PCs will be all set and wont have to worry about rank so much.



# Rebel Alliance Enlisted Corps



## Army

### *Junior Enlisted*

Grade (Pay)

E-1 (200) Private (PVT)

E-2 (225) Private (PV2)

E-3 (250) Private 1st Class (PFC)

E-4 (300) Specialist (Spec)

### *Non Commissioned Officers*

E-4 (350) Corporal (CPL)

E-5 (400) Sergeant (SGT)

E-6 (450) Staff Sergeant (SSG)

### *Senior NCOs*

E-7 (500) Sergeant 1st Class (SFC)

E-8 (550) Master Sergeant (MSG)

E-9 (650) Sergeant Major (SGM)

Command Sergeant Major

SGM of the Army (SMA)

## Starfighter Corps

### *Junior Enlisted*

Grade (Pay)

E-1 (200) Craftsman (CMN)

E-2 (225) Craftsman (CM2)

E-3 (250) Able Craftsman (Able)

E-4 (300) Specialist (Spec)

### *Non Commissioned Officers*

E-4 (350) Petty Officer 3rd Class (PO3)

E-5 (400) Petty Officer 2nd Class (PO2)

E-6 (450) Petty Officer 1st Class (PO1)

### *Senior NCOs*

E-7 (500) Chief Petty Officer (CPO)

E-8 (550) Senior Chief Petty Officer (SCPO)

E-9 (650) Master Chief Petty Officer (MCPO)

Command Master Chief Petty Officer

MCPO of StarCom (MCPCOM)

## SPECForce

### *Junior Enlisted*

Grade (Pay)

E-1 (200) -----No E-1-----

E-2 (225) Private 1st Class (Pfc)

E-3 (250) Lance Corporal (LCpl)

E-4 (300) Specialist (Spec)

### *Non Commissioned Officers*

E-4 (350) Corporal (CPL)

E-5 (400) Sergeant (SGT)

E-6 (450) Staff Sergeant (SSG)

### *Senior NCOs*

E-7 (500) Gunnery Sergeant (GSGT)

E-8 (550) Master Sergeant (MSG)

E-9 (650) Sergeant Major (SGM)

Command Sergeant Major

SGM of SpecForce (SMSF)

## Navy

### *Junior Enlisted*

Grade (Pay)

E-1 (200) Deckman (DMN)

E-2 (225) Deckman (DM2)

E-3 (250) Able Deckman (Able)

E-4 (300) Specialist (Spec)

### *Non Commissioned Officers*

E-4 (350) Petty Officer 3rd Class (PO3)

E-5 (400) Petty Officer 2nd Class (PO2)

E-6 (450) Petty Officer 1st Class (PO1)

### *Senior NCOs*

E-7 (500) Chief Petty Officer (CPO)

E-8 (550) Senior Chief Petty Officer (SCPO)

E-9 (650) Master Chief Petty Officer (MCPO)

Command Master Chief Petty Officer

MCPO of the Navy (MCPON)

Rank worn on uniform chest or arm for most uniforms

GM Note: This organization takes pilots like Luke and Wedge and shifts them to a separate service, Starfighter Corps, like most modern Air Forces. If you don't want starfighters separated, they would be part of the Navy

GM Note: E-# are used mainly since it is familiar, to show equivalency and may or may not be used in the game: your call.

GM Note: You may notice some similarities to the modern US military and some differences; guess what, this is all made up.



# Rebel Alliance Officer Corps



## Army

### *Junior Officers*

#### Grade (Pay)

O-1 (300) Second Lieutenant (2LT)

O-2 (325) First Lieutenant (1LT)

O-3 (350) Captain (CPT)

### *Command Grade Officers*

O-4 (450) Major (MAJ)

O-5 (500) Lieutenant Colonel (LTC)

O-6 (550) Colonel (COL)

### *General Officers*

O-7 (600) Brigadier General (BG)

O-8 (650) Major General (MG)

O-9 (750) Lieutenant General (LTG)

O-10 (800) General (GEN)

## Starfighter Corps

### *Junior Officers*

#### Grade (Pay)

O-1 (300) Ensign (ENS)

O-2 (325) Lieutenant Junior Grade (LTjg)

O-3 (350) Lieutenant (LT)

### *Command Grade Officers*

O-4 (450) Lieutenant Commander (LCDR)

O-5 (500) Commander (CDR)

O-6 (550) Captain (CAPT)

### *Flag Officers*

O-7 (600) Commodore (COMM)

O-8 (650) Rear Admiral (RADM)

O-9 (750) Vice Admiral (VADM)

O-10 (800) Admiral (ADM)

## All Branches – Warrant Officers

Warrant Officer (WO)

Master Warrant Officer (MWO)

Senior Warrant Officer (SWO)

Chief Warrant Officer (CWO)

## SPECForce

### *Junior Officers*

#### Grade (Pay)

O-1 (300) Second Lieutenant (2LT)

O-2 (325) First Lieutenant (1LT)

O-3 (350) Captain (CPT)

### *Command Grade Officers*

O-4 (450) Major (MAJ)

O-5 (500) Lieutenant Colonel (LTC)

O-6 (550) Colonel (COL)

### *General Officers*

O-7 (600) Brigadier General (BG)

O-8 (650) Major General (MG)

O-9 (750) Lieutenant General (LTG)

O-10 (800) General (GEN)

## Navy

### *Junior Officers*

#### Grade (Pay)

O-1 (300) Ensign (ENS)

O-2 (325) Lieutenant Junior Grade (LTjg)

O-3 (350) Lieutenant (LT)

### *Command Grade Officers*

O-4 (450) Lieutenant Commander (LCDR)

O-5 (500) Commander (CDR)

O-6 (550) Captain (CAPT)

### *Flag Officers*

O-7 (600) Commodore (COMM)

O-8 (650) Rear Admiral (RADM)

O-9 (750) Vice Admiral (VADM)

O-10 (800) Admiral (ADM)

O-11 (900) Fleet Admiral (FADM)

Rank worn on uniform chest or arm for most uniforms

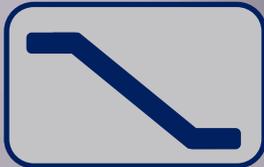
GM Note: This organization takes pilots like Luke and Wedge and shifts them to a separate service, Starfighter Corps, like most modern Air Forces. If you don't want starfighters separated, they would be part of the Navy

GM Note: O-# are used mainly since it is familiar, to show equivalency and may or may not be used in the game: your call.

GM Note: The Pay chart is simply a place holder; something to consider. Do Rebels get paid? If so, how much and how often? What is average income for SW?



# Rebel Alliance Navy



**Deckman (DMN)**



**Deckman (DM2)**



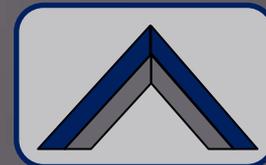
**Able Deckman**



**Specialist**



**Petty Officer 3<sup>rd</sup> Class**



**Petty Officer 2<sup>nd</sup> Class**



**Petty Officer 1<sup>st</sup> Class**



**Chief Petty Officer**



**Senior Chief Petty Officer**



**Master  
Chief Petty Officer**



**Command Master  
Chief Petty Officer**



**Master Chief Petty Officer  
Of the Navy**



# Rebel Alliance Starfighter Corps



**Craftsman (CMN)**



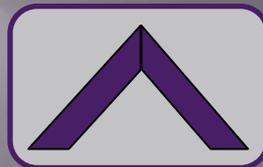
**Craftsman (CM2)**



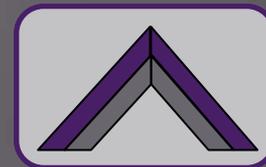
**Able Craftsman**



**Specialist**



**Petty Officer 3<sup>rd</sup> Class**



**Petty Officer 2<sup>nd</sup> Class**



**Petty Officer 1<sup>st</sup> Class**



**Chief Petty Officer**



**Senior Chief Petty Officer**



**Master  
Chief Petty Officer**



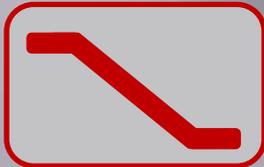
**Command Master  
Chief Petty Officer**



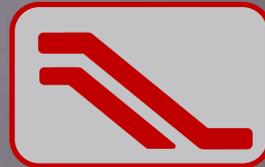
**Master Chief Petty Officer  
Of Starfighter Corps**



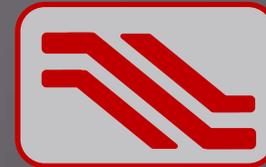
# Rebel Alliance Army



**Private (PVT)**



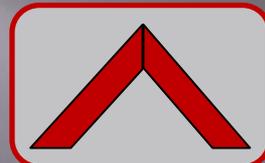
**Private (PV2)**



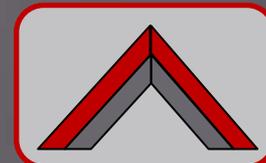
**Private 1<sup>st</sup> Class**



**Specialist**



**Corporal**



**Sergeant**



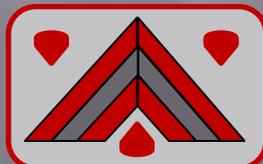
**Staff Sergeant**



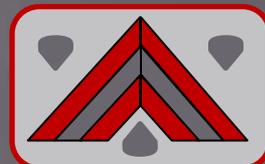
**Sergeant 1<sup>st</sup> Class**



**Master Sergeant**



**Sergeant Major**



**Command  
Sergeant Major**



**Sergeant Major  
of the Army**



# Rebel Alliance SpecForce



No E-1 as SpecForce only recruits largely from combat veterans of the other branches; very few raw recruits



**Private 1<sup>st</sup> Class**



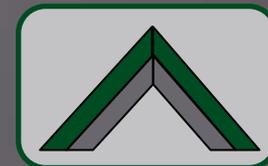
**Lance Corporal**



**Specialist**



**Corporal**



**Sergeant**



**Staff Sergeant**



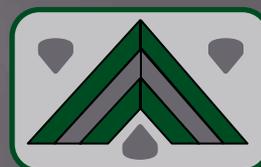
**Gunnery Sergeant**



**Master Sergeant**



**Sergeant Major**



**Command Sergeant Major**



**Sergeant Major of SpecForce**



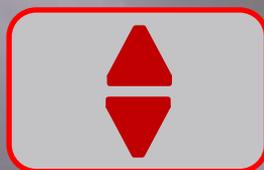
# Rebel Alliance Warrant Officers



GM Note: Each service Branch has 4 grades of Warrant officers. For sake of space, they are shown once with a representative badge.



**Warrant Officer**



**Master  
Warrant Officer**



**Senior  
Warrant Officer**



**Chief  
Warrant Officer**

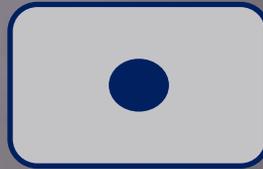
**Warrant Officers (WO):** An officer appointed based upon a specialized field of technical or tactical ability. These positions require a high caliber of competency. Warrant officers can and do command detachments or vessels in some cases. Some examples of WOs could be very skilled computer programmers, Nurses, and Master Gunners (in this case, WOs are beings qualified as gunners, basic pilots, and tactical experts; gunners who are only qualified as a gunner would be enlisted)



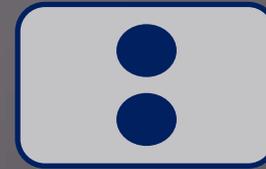
# Rebel Alliance Navy



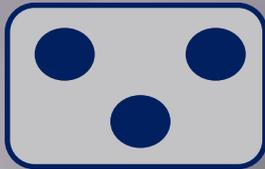
**Ensign**



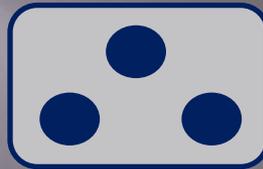
**Lieutenant JG**



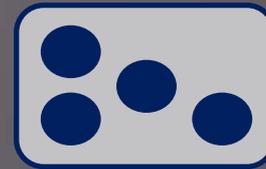
**Lieutenant**



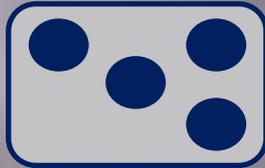
**LT Commander**



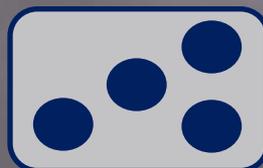
**Commander**



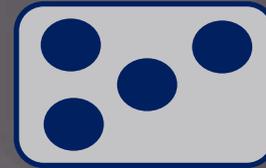
**Captain**



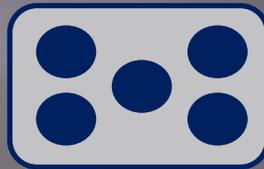
**Commodore**



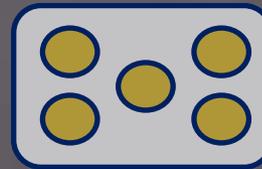
**Rear Admiral**



**Vice Admiral**



**Admiral**



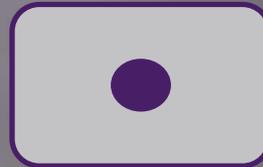
**Fleet Admiral**



# Rebel Alliance Starfighter Corps



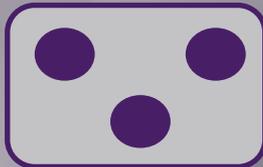
**Ensign**



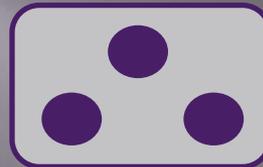
**Lieutenant JG**



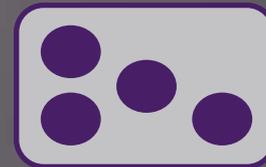
**Lieutenant**



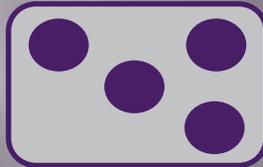
**LT Commander**



**Commander**



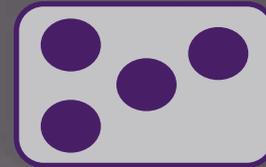
**Captain**



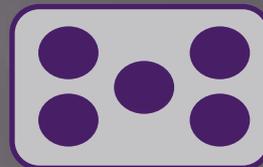
**Commodore**



**Rear Admiral**



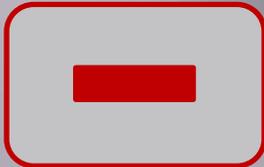
**Vice Admiral**



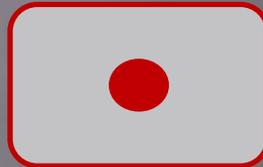
**Admiral**



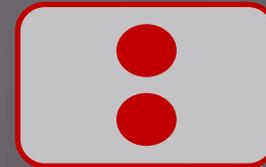
# Rebel Alliance Army



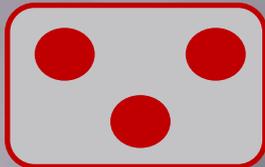
**Second Lieutenant**



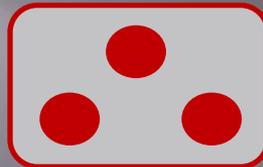
**First Lieutenant**



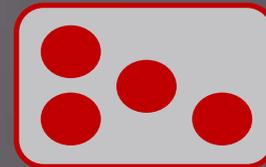
**Captain**



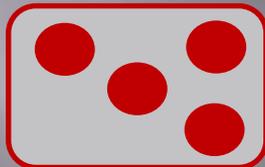
**Major**



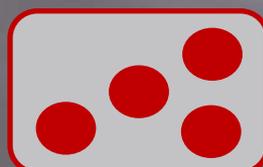
**Lieutenant Colonel**



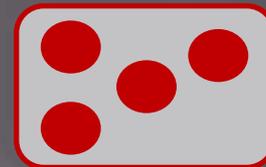
**Colonel**



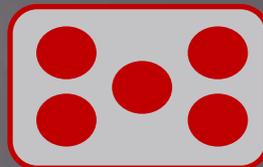
**Brigadier General**



**Major General**



**Lieutenant General**



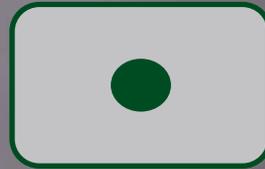
**General**



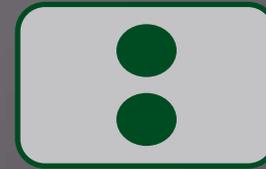
# Rebel Alliance SpecForce



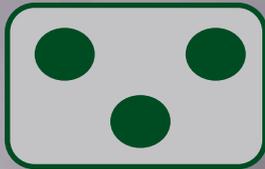
**Second Lieutenant**



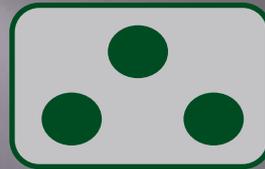
**First Lieutenant**



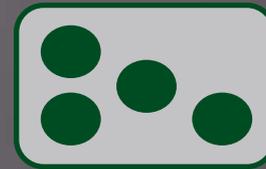
**Captain**



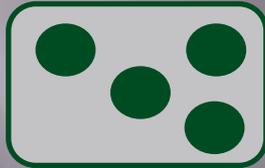
**Major**



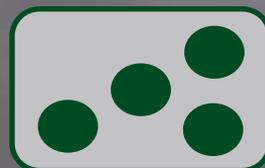
**Lieutenant Colonel**



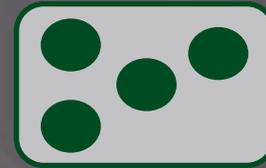
**Colonel**



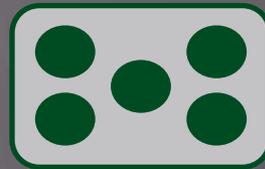
**Brigadier General**



**Major General**



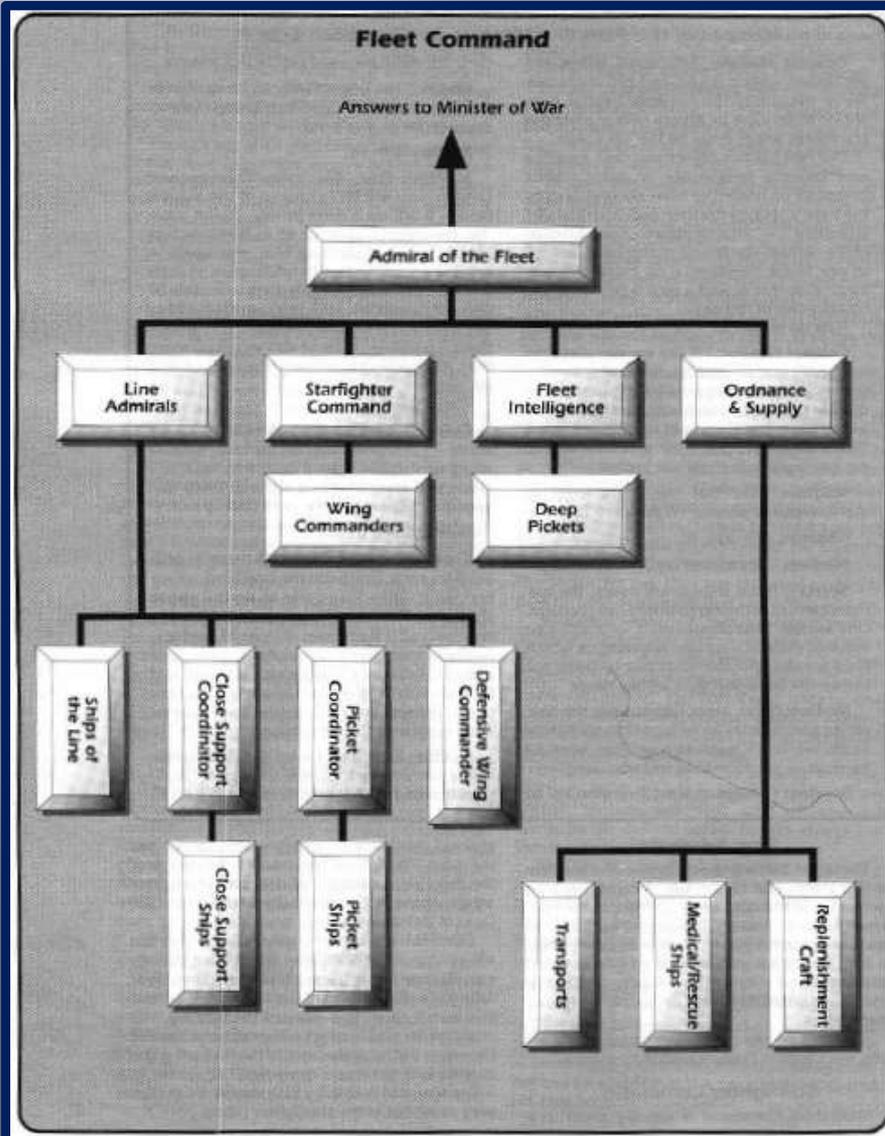
**Lieutenant General**



**General**



# Rebel Alliance Navy



*GM Note: This is from the WEG "Rebel Alliance Sourcebook" and works very well as a fleet organizational chart. You can go bigger, you can go smaller, you can deep-dive modern military org charts; knock yourself out. Scale it as needed. Move your org around as you see fit; make it as simple or as complicated as you wish.*

- **Command:** single starship, commanded by a WO or Officer, referred to as "Captain".
- **Force:** a number of starships, typically smaller capital ships and close support vessels related by function or mission, commanded by the senior CO.
- **Squadron:** a number of starships, typically combat capital ships commanded by either a Commodore or senior Captain (may be referred to as Commodore).
- **Taskforce:** sometimes temporary and vary in size, command based on size and mission.
- **Battle Group:** 2+ Squadrons, a major division of a Fleet, commanded typically by a Rear Admiral.
- **Fleet:** 2+ Battle Groups, assigned to a sector or theater, commanded typically by an Vice Admiral, except when deemed as its own "theater command" and commanded by an Admiral, like 1<sup>st</sup> Fleet.



# Rebel Alliance Navy



Chief Warrant Officer  
Rackbaras



Petty Officer 2<sup>nd</sup> Class  
Jacyn Laquerro



Captain Trenno



Command Master Chief Petty Officer  
Vek Loxar



Chief Technical Officer  
Medical Frigate *Redemption*

Med Tech,  
Tierfon Base

Master Shipwright,  
Mon Cala Shipyards

Command Petty Officer,  
Taskforce Crimson

GM Note:

Campaign Idea: One option is run a ship based campaign in the *general style* of the WEG [DarkStryder Campaign](#). Here, each player would run 3 characters: an officer on the ship, a starfighter pilot, and then a soldier or SpecForce operator. This allows you as GM to run different aspects of a campaign as well as explore many scenarios, and for the players it allows them to keep their character where their specialties lie. If the ship isn't large enough to have starfighters, then perhaps they run 2 PCs.

Able Deckman  
Laval Ben-Sar



Machinist,  
Cruiser *Liberty*

Chief Petty Officer  
[Krudar](#)



Chief Gunner,  
Corvette [FarStar](#)

Lieutenant Junior Grade  
[Pushpa Flalom](#)



Chief Engineer,  
Corvette [FarStar](#)

Specialist  
Evin Xushon



Security Guard,  
Escort Carrier *WarStrike*



# Rebel Alliance Navy



## Capital-Class Ship

(mid-large sized)

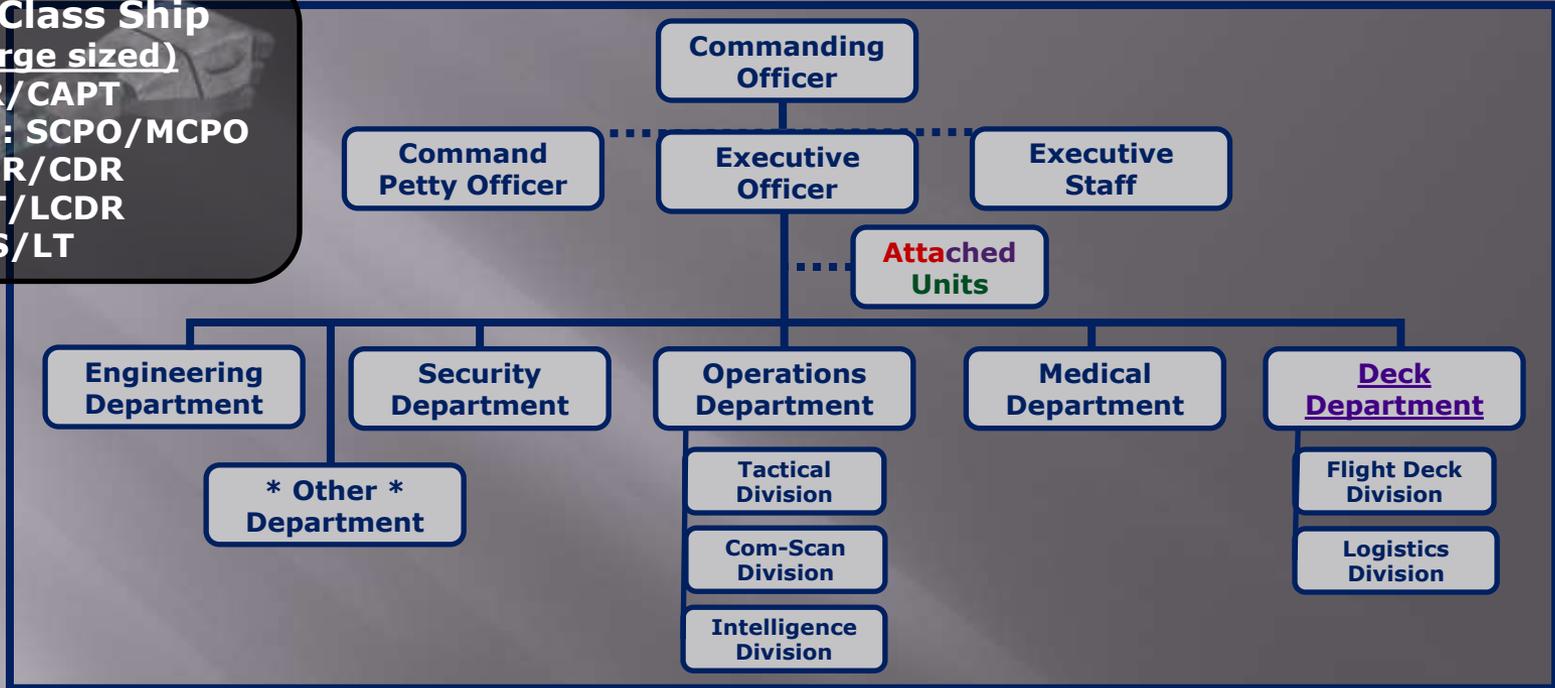
CO: CDR/CAPT

-CMDPO: SCPO/MCPO

XO: LCDR/CDR

Dept: LT/LCDR

Div: ENS/LT



GM Note: This is just an example of an average ship organization, and it can change by ship type, size, etc. Departments and divisions are separated by function.

Especially for game purposes, move the divisions and/or departments around as best suits your players; make it as simple or as complicated as it needs to be for the game or what makes logical sense for the ship.

One example could be on a larger ship the Flight Deck section could be its own Department. Another example could be that if one of your players is the ship's Intelligence Officer, you could move that section to its own Dept, or place them as a member of the "Executive Staff".



# Rebel Alliance Army



Echelon	Strength	OIC	NCOIC
Fire Team	2-5 soldiers		Corporal
Squad	2+ Fire Teams		Sergeant
Platoon	2-10 Squads	2Lt	1 <sup>st</sup> Sgt: SSG
Company	2-10 Platoons	CPT	1 <sup>st</sup> Sgt: SFC
Battalion	2-10 Companies	LTC	1 <sup>st</sup> Sgt: MSG
Regiment	2-10 Battalions	COL	SgtMaj: SGM
Brigade	2-10 Regiments	BG	SgtMaj: CSM
Division	2-10 Brigades	MG	SgtMaj: CSM
Corps	2-10 Divisions	LTG	SgtMaj: CSM
Sector/Theater Army	2+ Corps	GEN	SgtMaj: CSM

**GM Note:** This is based on the US Army, but with changes to account for the scale of the galaxy. In the US, there are multiple 4 star generals, and that is just for one country; it seems for a galaxy that might get out of hand. So, the idea here is that while in the US a Battalion might have 2-5 Companies, in the SW galaxy a Battalion might have 10 Companies, and so on up and down the echelons. This is also the reason for further stratifying Regiments and Brigades as well as the rank differences from the US Army.

- **1Lt and MAJ:** Often are in deputy OIC or staff positions, but either can command Company-sized units based on manpower, experience, mission, and/or equipment.
- **Mobile Infantry:** Many Rebel units are by necessity mobile, being able to move across continents and to other planets; these fall under the mobile infantry concept. An example is the [Brigade Combat Team](#), a large maneuverer unit, fully self-sustainable.
- **Fleet Marine Corps:** the Rebel's *III Corps* is also known as the Fleet Marine Corps, and comprised of the soldiers permanently attached on board the Navy's starships. One type of brigade-sized unit in the Fleet Marine Corps is a [Marine Expeditionary Unit](#).



# Rebel Alliance Army



General  
Gideon Argus



Specialist  
Darla Farlight



Command Sergeant Major  
Irisel Powuet



Senior Warrant Officer  
Hadoz



Commander,  
Outer-Rim Theater

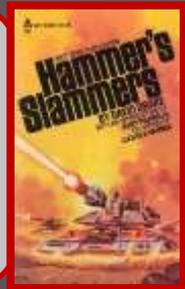
Demolitionist,  
2<sup>nd</sup> Platoon (Resh Co)

Sergeant Major,  
III Corps

Quartermaster,  
Tierfon Base

## GM Note:

Campaign Idea: your players are soldiers in an armor or mechanized infantry unit. There are many amazingly cool repulsorlift vehicles in the various rpg sourcebooks for you to choose from, or you could go with actual hover tanks of some kind in the **general style** of Hammer's Slammers. In this case, the crew of a tank itself is effectively a squad. Your players could be the crew of a single tank, or with a little more effort on the GM's part each PC could be a tank commander.



In any ground campaign, you will have to address how your army unit gets from one place to the other.

1<sup>st</sup> Lieutenant  
Janah Kettol



Staff Sergeant  
Zidric Lozver



Private  
Airk Vohn



Lieutenant Colonel  
Gideon Argus II



Adjutant,  
Razor Co (15<sup>th</sup> Armor)

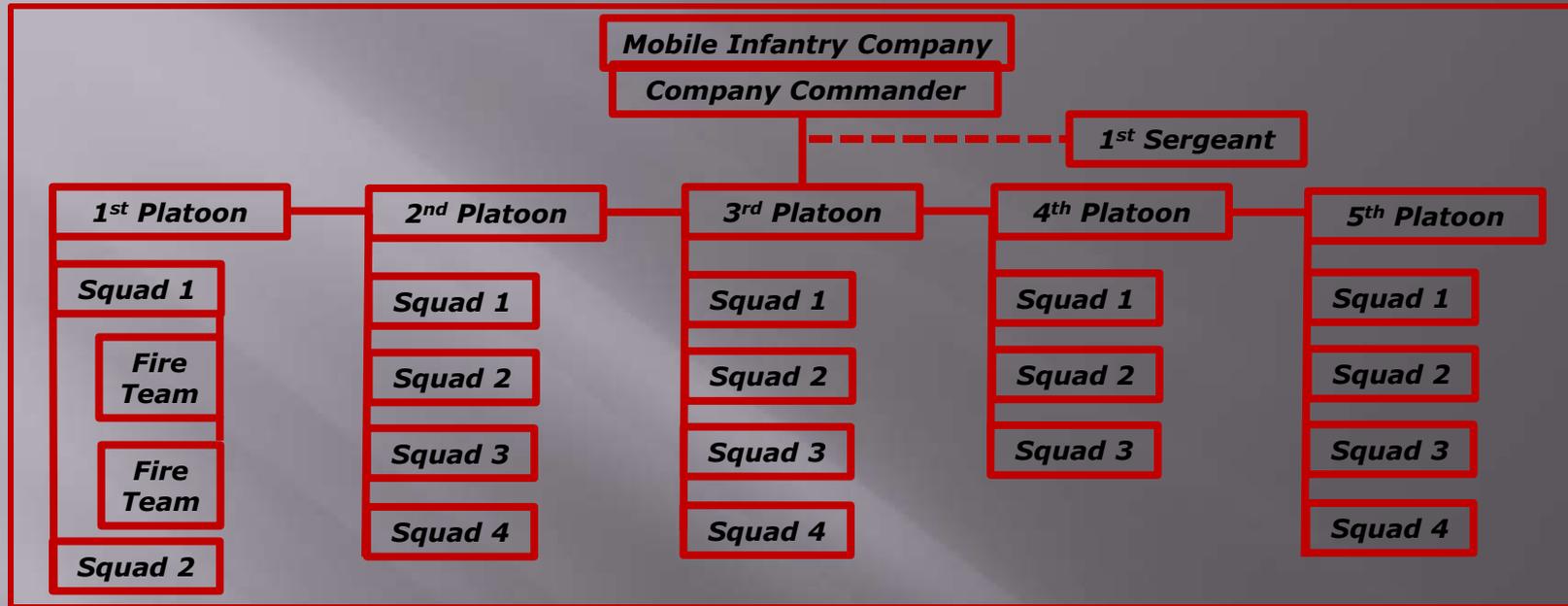
Military Police,  
Safe World Bravo Two

Soldier,  
9<sup>th</sup> Platoon (Zeta Co)

Operations Officer,  
55<sup>th</sup> Regiment



# Rebel Alliance Army



## GM Note:

- **Example** Company: Number and function of Squads and Platoons will vary; this **example is just representative**, only 1 set of Fire Teams shown for sake of space, and if there is attrition or lack in manning a Squad may be the smallest echelon.
- Depending if the company is independent, one platoon may need to be a support platoon. If deployed with a larger unit that has support echelons, they may be able to have all platoons be combat oriented.
- Being a "mobile" unit implies they can move, so that could mean they have a ship of their own or are assigned to a ship; they could also be a light mechanized unit with various fighting speeders (here is a modern [example](#) of something similar, and you can replace the real world vehicles with [Freerunners](#), [Tramp Shuttles](#), [ULAVs](#), etc.)
- Normally, platoon/squad leaders have to pull double duty to fulfill staff functions. Aside from the 1<sup>st</sup> Sgt, a Company CO might have a clerk or [adjutant](#), but even a Rebel company doesn't always have the luxury of having so many extra officers like higher echelons might, even if they operate independently.



# Rebel Alliance Starfighter Corps



**Starfighter Corps is the second smallest branch of the Alliance military after SpecForce. It is mostly focused on employing starfighters, but can still have its own organic support personnel, starships, bases, carriers, support ships, etc., but in many cases they have to rely on the Army and Navy due to resources.**

**- GM Note: one option is to bring in small combat craft, bombers, or sloops-of-war: warships in the 30m range with small crews (SW versions of a B-17 or PT Boat, etc). These could be blast boats, combat-rigged light freighters, or specially built ships of similar size. These same sorts of ships could also be employed by the Navy as picket ships for fleets, so perhaps there is push-and-pull as to which branch should operate them.**

<b>Echelon</b>	<b>Strength</b>	<b>OIC</b>
Element	2-3 Starfighters	<i>ENS-LTjg</i>
Flight	2+ Elements	LTjg-LT
Squadron	2+ Flights	LT-LCDR-CDR
Group	2+ Squadrons	<i>CDR-CAPT</i>
Wing	3 Squadrons or 2+ Groups	<i>CDR-CAPT-COMM</i>
Battle Force	2+ Wings	<i>RADM</i>
<i>Numbered</i> Force	Theater Command	<i>VADM</i>
Major Command	High Command	<i>ADM</i>

**Much of how a Squadron, Group, or Wing is organized could be based on where their support comes from. If they are independent, they need subordinate support echelons. In these cases, the Group, Squadrons, Flights are more about the people in them and their function, not the all important starcraft of an operations unit. If assigned to a base or ship, a Squadron might just be 12 pilots and 12 craft, and that is it.**

**Battle Force: If a fleet is fortunate enough to have more than two wings, it may be organized into a Battle Force. However, in some cases, the two wings might remain separate with two wing commanders.**

***Numbered* Force: As in 1<sup>st</sup> Star Force, 2<sup>nd</sup> Star Force, etc. This is the over-arching organization for a theater or region. They oversee, employ, and assign out their Wings, Groups, and Squadrons. They are an administrative level, not operational**

**Major Command: These are the largest commands, overseeing a function like training or if the Rebels gain ground it would be a large multi-sector size division of the galaxy.**



# Rebel Alliance Starfighter Corps



Rear Admiral  
Farrah Songg



Commander,  
Battle Force Eta

Warrant Officer  
Chazz Tomas



Master Gunner  
Blaze 4-Weaps, Blaze Sqd

Petty Officer 1<sup>st</sup> Class  
Si'Vul-Redybic



Crew Chief,  
Dart Squadron

Craftsman  
Byan Bein



Droid Mechanic,  
Escort Carrier WarStrike

GM Note – Starfighters or Attack Repulsorcraft in any Service Branches:

This Addendum does propose the [Starfighter Corps](#) as a separate branch and that all or most starfighter pilots are officers. However, there can always be exceptions! Here are some possible scenarios:

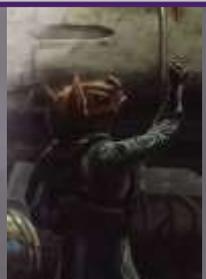
- A ship's captain is able to keep his own starfighter squadron, so the crew and mechanics would be [Navy](#) and not [StarCorps](#).
  - An [Army](#) unit with its own combat airspeeders, you could think them like SW "[Apaches](#)" and their pilots could be Warrant Officers
- Again, in both cases you could just as easily have them be part of [Starfighter Corps](#) and keep this more like a real world air force.

Lieutenant  
Haran Urr



Flight Leader,  
Ochre Squadron

Lieutenant jg  
Chrizzett



X-Wing Pilot,  
Vermillion Squadron

Specialist  
Debu Larrisian



Gunner  
Blaze 9-Weaps, Blaze Sqd

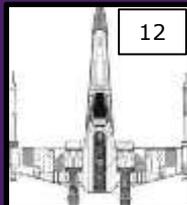
Lt Commander  
Lakayla Abithi



Commander,  
Vermillion Squadron

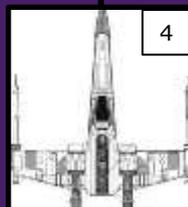
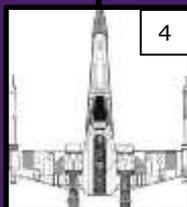
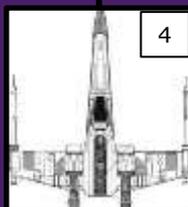


# Rebel Alliance Starfighter Corps



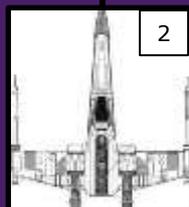
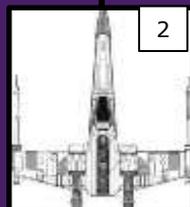
## Squadron

Squadrons may consist of a single or mixed fighter type  
The Squadron Commander reports to their Group or Wing Commander, if assigned to a starship the XO or CO, or to the CO of the unit they are assigned to



## Three Flights in Each Squadron

Flights commonly consist of four fighters  
Flight Commanders report to Squadron Commanders



## Two Elements in Each Flight

The element is the smallest tactical unit deployed  
Each element consists of a leader and a wingman  
Wingmen are responsible for each other's safety

Squadrons are organized into Groups and/or Wings. A Group is typically 2 Squadrons, and a Wing is 3. There are a number of organizational paradigms: a Wing might be 3 squadrons with no Groups, or could be 2 Groups of 2 Squadrons each, and so on and so on. Groups and wings will often have support squadrons or flights, performing a specific function as needed.

The wing includes starfighters, bombers, or small combat craft, crew, and all other personnel and equipment. In a wing supporting a joint unit, the Wing Commander reports to the ship's captain if on a large carrier-cruiser, to the overall commander if spread out in a taskforce, battle group, or fleet, or to the Sector or Theater Commander.

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# Rebel Alliance SpecForce



Echelon	Strength	OIC   NCOIC
Fire Team	2-5 soldiers	Corporal
Squad	2+ Fire Teams	Sgt-SSgt
Platoon	2+ Squads	2Lt-1LT   1 <sup>st</sup> Sgt: SSgt-GSgt
Company	2+ Platoons	CPT-MAJ   1 <sup>st</sup> Sgt: GSgt-MSG
Battalion	2+ Companies	LTC   1 <sup>st</sup> Sgt: MSG-SGM
Regiment	Regiments by Function	COL   SgtMaj: SGM
Division	Theater Command	MG   SgtMaj: CSM
Corps	High Command	LTG   SgtMaj: CSM

**SpecForce is the smallest branch in number of personnel and correspondingly has fewer senior officer positions. For example, there is only one "4 star" general (O-10), the SpecForce Chief of Staff, General Madine, fewer Lt Generals, etc. Overall, the culture within the service seeks to focus on the mission rather than rank and promotion.**

- SpecForce works differently than the Army. Here, Regiments are accounting units who maintain and train a pool of operators, then those operators are pulled and formed into [Taskforces](#) as needed: usually Platoon - Company sized, and only occasionally larger for major endeavors. Even more rare would be a Squad-sized TF.
- Example [Taskforce](#) types:
  - Search & Rescue: requires a ship; needs a Pilot(s), medic(s), & specialists in the extraction environment
  - Marine Ops: often assigned to a ship or base; comprised of mostly 1<sup>st</sup> and 6<sup>th</sup> Regiment operators
  - Aurek Team: assigned to a Rebel cell or Sector Force to train them in special tactics
  - Strike Team: the most common, made up of any/all Regiments; ready for any mission
- **Regiments:** Regiments oversee the training and manning of their specialty: [1<sup>st</sup> Regiment – Marines \(SpaceOps\)](#), [2<sup>nd</sup> Regiment – Pathfinders](#), [3<sup>rd</sup> Regiment – Urban Guerrillas](#), [4<sup>th</sup> Regiment – Wilderness Fighters](#), [5<sup>th</sup> Regiment – Infiltrators](#), [6<sup>th</sup> Regiment – Heavy Weapons Specialists](#), and [7<sup>th</sup> Regiment – Technicians](#)
- **Division:** much like the other branches, the higher echelons oversee operations in various sectors or theaters; however, the Rebels rarely get to stay in one set area for a long time. The Division works with the other forces in the area to assign Taskforces, pulling specialists from the Regiments, and then assigning [Taskforces](#) out to various Commands for a mission, long or short term.
- **Corps:** unlike the Army, who needs multiple Corps, SpecForce is organized under a single Corps; the Corps overseas the operations of the Divisions and their Taskforces, and the training and manning of the Regiments.



# Rebel Alliance SpecForce



Master Warrant Officer  
Tag Ryder



Lieutenant General  
Alona Troy



Sergeant Major  
Nik Sant



Staff Sergeant  
Vait Ozun



3rd Regiment;  
Tactical Officer, TF Blade

Commander,  
SpecForce Corps

Sergeant Major,  
Endor Strike Force

Instructor,  
7th Regiment Training Cadre

## GM Note – All Service Branches:

NCOIC – Non-Commissioned Officer in Charge: the highest ranking NCO of a section or unit, sometimes a general term as there are many positional titles

OIC – Officer in Charge: the officer in charge of a section or unit, sometimes a general term as there are many positional titles.

CO – Commanding Officer: the big cheese

XO - Executive Officer: the secondary cheese. In small units, there may be no XO.

Adjutant - the principal administrative staff officer of a unit

Aide-de-camp – a personal assistant or secretary to a high ranking officer

Colonel Jaxon Brand



Gunnery Sergeant Li



Sergeant Dana Jiken



Major General  
Sarra dey Tih



Commander,  
1st Regiment

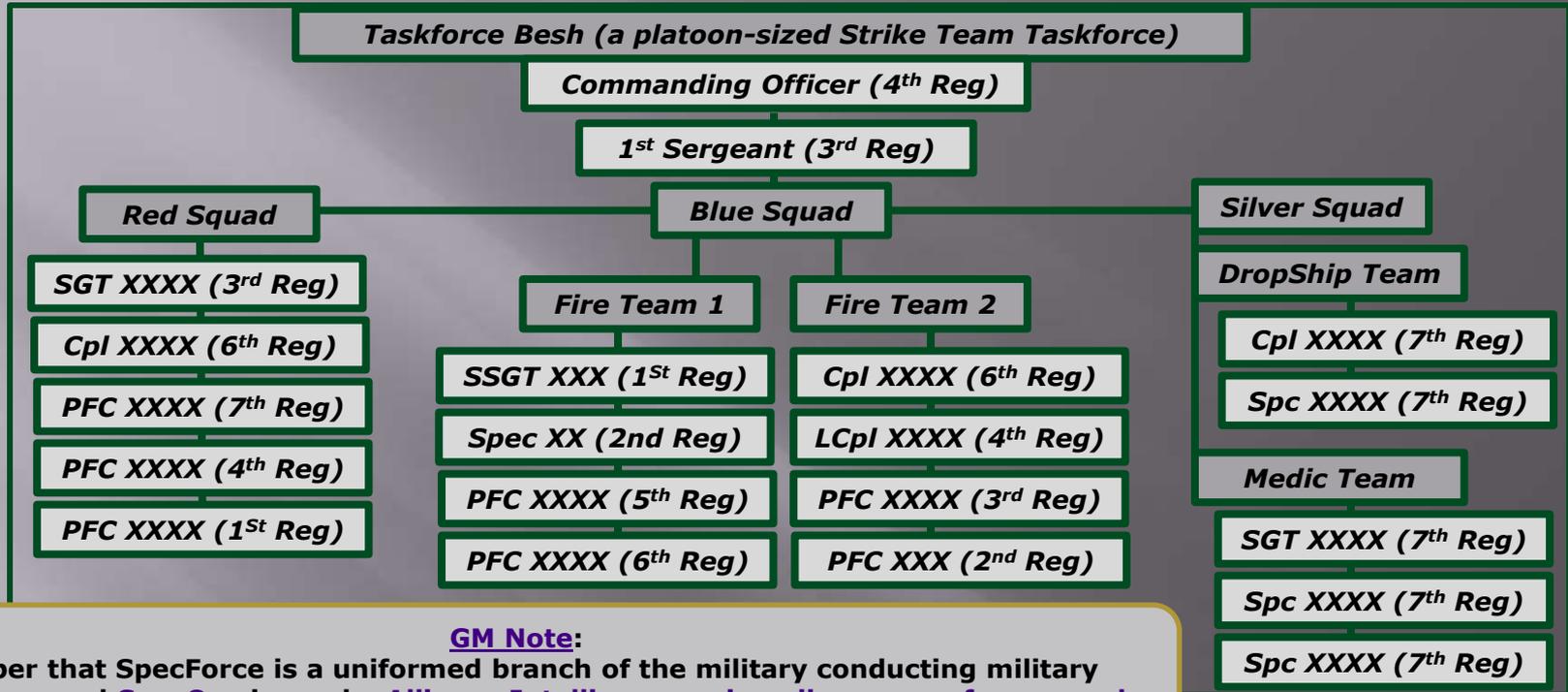
5th Regiment;  
1st Sgt, Team 14

4th Regiment;  
Squad Leader, TF Arrow

Intelligence Officer,  
Sullust Sector Command



# Rebel Alliance SpecForce



### GM Note:

Remember that SpecForce is a uniformed branch of the military conducting military operations, and **SpecOps** is run by **Alliance Intelligence using all manner of personnel (including military, but not limited to) in order to conduct intelligence operations.**

### GM Note:

- Example Taskforce: Number and function of Squads/Fire Teams will vary; **this example is just representative**; if there is attrition or lack in manning a Squad may be the smallest echelon. There are any number of in-game reasons to organize an example like this in this way, and just as many reasons to organize it differently; base it around the background of your PCs and nature of your NPCs.
- Unless they operate from their own ship or base, Taskforces are often dependent on the Army or Navy for support
- In smaller Taskforces, officers and NCOs have to pull double duty to fulfill staff functions.
- Taskforces can be either short or long term; all based on mission or the situation.



# Rebel Alliance Uniforms



GM Note: it may be unreasonable to have a galactic rebellion on the run from an Empire to all have the same uniform. However, maybe the unit your players are in have been able to standardize.

Representative Rebel Alliance Uniforms



Scout



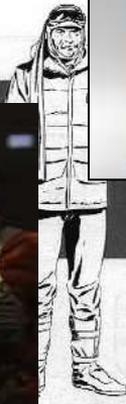
Fleet Troop



Fleet Officer



Commando



Echo Base Officer



Echo Base



Representative Rebel Alliance Uniforms



Pilot's Flight Suit



Pilot's Ground Uniform



Mon Calamari Crewman





# Rebel Alliance Uniforms



GM Note: Here is the Author's attempts to hire artists to design his ideas of standard uniforms



Combining Colonial Marines with Rebel Commandos



Update of Rebel Fleet Trooper



Idea that the pilots might have a velcro sleeve patch with wings, rank, and Sqd



Combing elements from the officer uniform seen in ROTJ:  
- Left Collar: Major Command  
- Right Collar: Command  
- Occupation Badge  
- Rank  
- Optional Crono or Comm on wrists  
- side arm worn as chosen





# Alliance Medals, Ribbons and Badges



“The number of common military and civilian decoration bestowed by the Alliance is truly staggering”  
– FFG *Lead by Example*

## GM Notes

**Medals and Ribbons:** Would the early Rebellion have all kinds of Medals and Badges? Perhaps, or perhaps not. It is possible that these, just like more consistent uniforms, would come later in the fight or maybe not even until the New Republic. The following is based on some awards that come from games and books and others from the Author’s opinion of a more streamlined award system.

**Specialty Badges:** In an attempt to keep things simple, as many badges as possible have been grouped into large functional areas and worn by any branch they are needed: a medic in the Army wears the same badge as a medic in the Navy, and so on. There would be some that would be service specific, however such as SpecForce and the Infantry Badge. Perhaps most with Flight Wings would be in the Starfighter Corps, but you may want to organize things differently. Your army-based campaign might even have its own organic starships or speeders, so they would wear the same badge as a naval crew or pilots as the case may be.

**Other Badges or Awards:** The modern military is full of all kinds of badges and ribbons for all kinds of things. However, it seems like a asset-strapped rebellion might not have the time for all that. Here are two awards that might be earned, but may or may not be physical badge. As the Rebellion progresses into the New Republic, there will probably be more and more:

- [True Gunner](#): to earn this badge, one must be more than a qualified starship gunner or have even successfully taken out an enemy ship. One must show a through knowledge of the weapon system and a keen grasp on tactics with consistent excellence and superior performance as a gunner.

- Space Warfare Rating: not every Rebel has experience serving on a starship before potentially being placed into battle. It seems reasonable to expect that those specialties related to starship operations have knowledge in any area needed, but what about medical, logistics, soldiers, mechanics, computer, communication specialists, etc. who may have never even been on a ship? No doubt they will be able to do their job on board, but what about assisting in an emergency? This badge shows that the recipient has learned the basics for each major component of a starship, and can operate in any primary capacity if needed.



# Rebel Alliance Badges



This will be a work in progress until the Author can find an artist to work with

## Specialty Badges

### Any Service Branch

Flight Wings  
Gunnery/Artillery  
Intelligence  
Personnel  
Judge Advocate General  
Logistics  
Engineering  
Communication (Computers, Sensors)  
Starship Operations  
Medical  
Military Police/Security  
Ordnance  
Maintenance  
Fire/Emergency Response

### Army only badge

Infantry Badge  
Armor

### SpecForce only badges

1<sup>st</sup> Regiment – Marines (SpaceOps)  
2<sup>nd</sup> Regiment – Pathfinders  
3<sup>rd</sup> Regiment – Urban Guerrillas  
4<sup>th</sup> Regiment – Wilderness Fighters  
5<sup>th</sup> Regiment – Infiltrators  
6<sup>th</sup> Regiment – Heavy Weapons Specialist  
7<sup>th</sup> Regiment – Technicians

The general idea is a simple design, modeled on this example from the real world



Initial idea: something simple, in this general style, where the symbol in the middle (medical is shown) is replaces for each overarching career



Flight Wings could look something like this; stylized wings not feathered



## Senior Command badges

Perhaps Senior Commanders would wear a special badge, indicating their overall command



# Rebel Alliance Medals



This will be a work in progress until the Author can find an artist to work with

## Medal of Bravery



For conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving conflict with an opposing armed force

## Kalidor Crescent



For conspicuous and intrepid gallantry to pilots who had performed beyond the call of duty

## Coreellian Cross

A large cross with a broad vertical and short horizontal beam, beams end in crescents facing outward, a brass banshee bird with outstretched wings mounted to the front of the cross.  
Ribbon is blue, gold, red

Any person serving in any capacity who has distinguished themselves in action or in operations conducted with friendly forces by taking extraordinary heroic action at the risk of their own life.

## Illudium Star

5 pointed star made of illudium with a centered laurel wreath around a red alliance starbird, ribbon is silver with red striped border

For actions above and beyond the call of duty while physically engaged with the enemy.



# Rebel Alliance Medals



## Mantooine Medallion



Medal is two overlapping diamonds of copper forming a sharp-edged figure eight with a deep blue ribbon.



For an act of conspicuous bravery and courage under fire.

## Distinguished Service Medal



Silver diamond medallion and gold ribbon



For exceptional and distinguished leadership in a capacity of great responsibility to the Alliance

## Life Medal



Alliance symbol medallion featuring two clasped hands and green ribbon with a black border



For heroic deeds in saving live(s) in a non-combat scenario

## Redbird Badge



Red Alliance symbol on a black ribbon



For being injured in the line of duty

## POW Medal



A hexagon medallion with diagonal white and black crossed wires on a grey ribbon



For anyone taken Prisoner of War who served honorably during the period of captivity

## Shooting Star



4-point star medallion and starfield colored ribbon



For safe return through enemy territory after forced separation from a combat mission



# Rebel Alliance Medals



## Superior Service Medal



A metal disc with the Alliance symbol embossed on it, suspended from a blue and red ribbon



For ongoing excellence in the line of duty.

## Distinguished Action Medal



Small round silver medallion featuring the Alliance starbird, a silver ribbon with a single broad blue stripe down the middle.



For heroism or conspicuous gallantry while engaged with the enemy.

## Distinguished Flying Medal



A round silver medallion portraying a stylized ion turbine suspended from a broad, rectangular ribbon with a broad central silver stripe flanked by two thin blue stripes



For heroism, conspicuous gallantry, or incredible prowess while operating or crewing a starship or airspeeder.

## Order of Valor



A crescent embossed on a field of stars, suspended from a blue ribbon



For brave and valorous conduct under fire.

## Meritorious Service Medal



Gold hexagon medallion and red ribbon with two white stripes



For recognition of significant non-combat meritorious service

## Commendation Medal



Silver hexagon medallion and green ribbon with blue center stripe



For recognition of non-combat meritorious service or achievement



# Rebel Alliance Ribbons



**This will be a work in progress until the Author can find an artist to work with**

## GM Note

How do you decide what medal, ribbon, or award to give your players?

Well, there are descriptions, but in militaries all over the real world there are always arguments as to what qualifies for this or that, and qualifications change over time.

Some are self explanatory, but others could be open for debate. In general, look at what your players did and what impact it had. The higher the impact and the greater the risk *could* mean a higher award.

	Medal of Bravery
	Kalidor Crescent
	Coreellian Cross
	Illudium Star
	Mantooine Medallion
	Distinguished Service Medal
	Life Medal
	Redbird Badge
	POW Medal
	Shooting Star
	Superior Service Medal
	Distinguished Action Medal
	Distinguished Flying Medal
	Order of Valor
	Meritorious Service Medal
	Commendation Medal
	Chancellor's Award
	Valorous Unit Award
	Meritorious Unit Award
	Campaign Ribbons

Medals are worn either as ribbons (with any other ribbons) or as a small medals on the Dress Uniform, the circumstance of the occasion determines if either medals or ribbons are worn. Most would not wear ribbons or medals on a utility uniform.

One exception is that some pilots wear their Battle Tabs on their Flight Suits.

In the Formal Uniform, the Medal of Bravery, Kalidor Crescent, and Coreellian Cross are worn in a large version over the neck (just one; if they have one or both of the others, they are worn in the smaller version). For those who have not yet earned one of the 3 highest awards, at the being's expense, they have the option to wear their highest medal in a similar large version over the neck if they are able to procure it.



# Rebel Alliance Ribbons



## Unit Award Ribbons

### **Chancellor's Award:**

A holdover award from the Old Republic, given to units specially recognized by the Chief of State

### **Valorous Unit Award:**

For award by the Minister of War to units for heroic combat action.

### **Meritorious Unit Award:**

For award to units for sustained meritorious service.



## Campaign Ribbons aka "Battle Tabs"

**Battle of Endor** - Bronze disc depicting Endor on a green ribbon with gold stripes on the edges

**Death Star** - Silver Death Star silhouette on a black ribbon

**Death Star II** - Silver Death Star II silhouette on a black ribbon

**Defense of Hoth** - Silver silhouette of Hoth with a black starbird on a ribbon of white-blue

**Defense of Yavin** - Silhouette of Yavin, bronze disc with diagonal copper and gold bands on a red ribbon with brown stripes

**Battle of Scarif** - Silhouette of Scarif on a ribbon of blue

" \_\_\_\_\_ " Campaign -

**Battle of " \_\_\_\_\_ " -**

...and so on...and on...

## Appurtenances

(medal and ribbon devices)

4 devices max per medal/ribbon

Bronze Diamond: each subsequent award

Silver Diamond: in lieu of 5 Bronze

Aurebesh Numerals: for more than 20 awards, or more than 5 Redbirds

Arrowhead: denotes award received during participation in a combat jump or combat assault landing



# Rebel Alliance Military



Commander  
Xan Derrycc



Executive Officer,  
Corvette *FarStar*

Agent [Merritt Jonnel](#)



Alliance Intelligence

PFC [Daru Vemin](#)



2<sup>nd</sup> Regiment;  
*Assault Team, FarStar*

Lieutenant  
Baron Darklighter



Pilot;  
Assigned to Alliance Intel

[Author's](#) Summary: As I have tried to state many times, all of this is just semantics; any changes are my opinion or clarifications that I think will help in a military-centric campaign. Use it, or use what is in the various books. If your game is, for example, a Squad of Rebel soldiers or a Squadron of starfighters; this might help. I hope whatever you do is fun.

🔥 May The Force Be With You 🔥

