[Places-Types][Start]

* **Asteroid Belt With Life [xxxxxxxxxx]**
  + This is an asteroid belt with clumps of asteroids held together by thick plant life holding asteroids together. This includes large and small asteroids. They are not necessarily close together, but this connection often pulls asteroids into each other’s gravity wells. This is thought to be how some small planetary bodies were formed: by organisms holding matter together bringing them together. It is also thought that this may have come about after a planet was destroyed; life lived on and evolved to travel through the newly created belt.
* **Starless Planetary Systems [Dead System]**
  + There are systems in the cosmos that either have a dead star or never had enough mass to create a star. These systems still have a large mass at their centers and have bodies orbiting them like any other system. Although these systems are almost always barren of life they occasionally have microorganisms. These systems are used by mining corporations because they are still a rich site for precious minerals and are not useful from colonies or for their agricultural capabilities. This allows corporations to do what they want with them.

[Places-Types][End]

[Military-Ranks][Start]

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **NATO RANKS SCALE** | **Imperium Fleet [Navy]** | **Imperium Defense Force**  **[Army-Local]** | **Imperium Marines [Marines]** | **Imperium Knights of the Fleet [Space Force]** |
| **O-11** | Fleet Admiral | ----------------------------- | ----------------------- | ----------------------- |
| **O-10** | Grand Admiral | General | ----------------------- | ----------------------- |
| **O-9** | Admiral | Lieutenant General | General | ---------------------- |
| **O-8** | Vice Admiral | Major General | Major General | ---------------------- |
| **O-7** | Rear Admiral | Brigadier General | Brigadier General | Air Marshal |
| **O-6** | Commodore | Colonel | Colonel | Air Commodore |
| **O-5** | Captain | Lieutenant Colonel | Lieutenant Colonel | Group Captain |
| **O-4** | Commander | Major | Major | Wing Commander |
| **O-3** | Lieutenant Commander | Captain | Captain | Squadron Leader |
| **O-2** | Lieutenant | First Lieutenant | First Lieutenant | Flight Lieutenant |
| **O-1** | Sub Lieutenant  Or Midshipman | Second Lieutenant | Second Lieutenant | Flight Officer  Or Pilot Officer |
| **O-D** | Officer Cadet | Officer Cadet | Officer Cadet | Officer Cadet |

[Military-Ranks][End]

[Military-Unit Sizes][Start]

* **Knights of the Fleet Imperium**
  + **Group – 1000 Spacecraft – Knight Group Captain**
  + **Wing – 250 Spacecraft – Knight Wing Commander**
  + **Squadron – 50 Spacecraft – Knight Squadron Leader**
  + **Flight – 10 Spacecraft – Knight Flight Lieutenant**
  + **Element – 5 Spacecraft – Knight Flight Officer**
* **Fleet Imperium**
  + **Fleet – 600 Ships - Fleet Admiral**
  + **Task Force – 200 Ships - Grand Admiral**
  + **Battle Group – 40 Ships - Admiral**
  + **Flotilla – 20 Ships - Vice Admiral**
  + **Squadron – 10 Ships - Rear Admiral**
  + **Division – 5 Ships - Commodore**

* **Imperium Defense Forces**
  + **Planetary Army – 2,000,000 Soldiers - General**
  + **Corps - 500,000 Soldiers – Lieutenant General**
  + **Division - 100,000 Soldiers – Major General**
  + **Brigade - 50,000 Soldiers – Brigadier General - Colonel**
  + **Battalion - 5,000 Soldiers – Lieutenant Colonel - Major**
  + **Company - 500 Soldiers – Captain**
  + **Platoon - 100 Soldiers- First Lieutenant**
  + **Squad – 20 Soldiers – Sergeant**
* **Marine Forces of the Fleet Imperium**
  + **Corps - 60,000 Marines – General**
  + **Division - 20,000 Marines – Major General**
  + **Brigade - 5,000 Marines – Brigadier General - Colonel**
  + **Battalion - 600 Marines – Lieutenant Colonel - Major**
  + **Company - 200 Marines – Captain**
  + **Platoon - 40 Marines – First Lieutenant**
  + **Squad – 10 Marines – Sergeant**

[Military-Unit Sizes][End]

[Military-Ship Sizes][Start]

* **Imperium Navy**
  + **Auxiliary Ship**
    - Mine Countermeasure Ships
      * Scan for and destroy anti-ship mines.
    - Spacecraft Carrier
      * Has several different sizes, also most ships carry at least a small number of self-defense purpose spacecraft. The Spacecraft carrier is(are) the central ship(s) to a fleet, the most valuable ship; all other ships are there to defend it. They carry a large contingent of Marines, capable of landing said marines with support from space and air.
    - Amphibious Transport Dock
      * Built to transport and launch amphibious craft and vehicles with their crews onto hostile planetary targets. They have some offensive capability including space to space, space to planetary target, and spacecraft for defense and amphibious support.
  + **Combatant**
    - Littoral Combat Ships (Coastal, aka near atmosphere)
      * Littoral Combat Ships are built to be fast and to fight in close to planetary environments, providing air support to troops on the ground as well as being capable of standing its ground in space-space operations. These ships hold the fleets only aircraft. These aircraft are capable of dropping into planetary atmosphere and fighting at a much higher effectiveness than spaceships. They are capable of flying out of atmosphere and maneuver in space but are not very agile and their weapons are designed to be employed in atmosphere though can be used to limited affect in space.
    - Frigate
      * Frigates are “Rugged and Ready”. They are built to take a heavy beating and to be able to keep operating. Their common mission is to assist in a escort role to amphibious expeditionary forces.
    - Destroyer
      * Destroyers are “Agile and Lethal”. They are built to support carrier and expeditionary strike groups as well as surface strike groups. They are are multi mission capable.
    - Cruisers
      * Cruisers are “Multi mission”. They are built to attack and range and at close quarters. They can attack spacecraft, naval ships, and also attack planetary targets.
* **Imperium Knights of the fleet**
  + **Classes of ships will be named after handheld weapons, i.e. sword class, claymore, rapier etc. The names will reflect their abilities, i.e. claymore is sluggish, heavy armor and weapons, rapier is fast and agile, medium weapons, low armor.**

[Military-Ship Types][End]