# Imperial Army



The **Imperial Army** serves as the planetary fighting forces for the Imperium.

* Its soldiers deal with actions, battles, and campaigns on or near a planet's surface.
* Collective term for the [Unified Armies](http://wiki.travellerrpg.com/Unified_Armies) of the [Imperium](http://wiki.travellerrpg.com/Third_Imperium).

Please see the following [AAB](http://wiki.travellerrpg.com/AAB) [Library Data](http://wiki.travellerrpg.com/Library_Data) articles for related information:

* [Imperial Navy](http://wiki.travellerrpg.com/Imperial_Navy) (IN)
	+ [Colonial Navy](http://wiki.travellerrpg.com/Colonial_Navy)
		- [Subsector Navy](http://wiki.travellerrpg.com/Subsector_Navy)
		- [Planetary Navy](http://wiki.travellerrpg.com/Planetary_Navy)
	+ [Imperial Star Marines](http://wiki.travellerrpg.com/Imperial_Star_Marines) (ISM)
	+ [Imperial Naval Intelligence](http://wiki.travellerrpg.com/Imperial_Naval_Intelligence) (INI)
	+ [Naval Depot](http://wiki.travellerrpg.com/Naval_Depot)
* **Imperial Army** (IA)
	+ [Close Orbit and Airspace Control Command](http://wiki.travellerrpg.com/Close_Orbit_and_Airspace_Control_Command) (COACC)
	+ [Ground Force Command](http://wiki.travellerrpg.com/Ground_Force_Command) (GFC)
	+ [Nautical Force Command](http://wiki.travellerrpg.com/Nautical_Force_Command), a [Wet Navy](http://wiki.travellerrpg.com/Wet_Navy) (NFC)
	+ [Imperial Army Intelligence](http://wiki.travellerrpg.com/Imperial_Army_Intelligence) (IAI)
	+ [Sylean Rangers](http://wiki.travellerrpg.com/Sylean_Rangers)
	+ [Colonial Forces (Planetary Defense Forces)](http://wiki.travellerrpg.com/Planetary_Defense_Force)
* [Imperial Interstellar Scout Service](http://wiki.travellerrpg.com/Imperial_Interstellar_Scout_Service) (IISS)
	+ [Express Boat Network](http://wiki.travellerrpg.com/Express_Boat_Network)
	+ [Imperial Intelligence](http://wiki.travellerrpg.com/Imperial_Intelligence) (ImpInt)
		- [IISS Rangers](http://wiki.travellerrpg.com/IISS_Rangers)
		- [Rhylanor Taoiseach](http://wiki.travellerrpg.com/Rhylanor_Taoiseach)
	+ [Imperial Secret Service](http://wiki.travellerrpg.com/Imperial_Secret_Service) (ISS)
* [Mercenaries](http://wiki.travellerrpg.com/Mercenary)
	+ [Imperial Rules of War](http://wiki.travellerrpg.com/Imperial_Rules_of_War)
	+ [Mercenary Slang](http://wiki.travellerrpg.com/Mercenary_Slang)
	+ [Repatriation Bond](http://wiki.travellerrpg.com/Repatriation_Bond)

## Description (Specifications)

The [Unified Armies](http://wiki.travellerrpg.com/Unified_Armies) of the [Imperium](http://wiki.travellerrpg.com/Third_Imperium) is built upon the regimental system, in which each sufficiently populous [Imperial](http://wiki.travellerrpg.com/Third_Imperium) world within a [subsector](http://wiki.travellerrpg.com/Subsector) raises a regiment (typically of three to five battalions) from its own [planetary defense force](http://wiki.travellerrpg.com/Planetary_Defense_Force) to be equipped and trained to [Imperial](http://wiki.travellerrpg.com/Third_Imperium) standards. The battalions of these regiments are then deployed to the various brigades of the *Imperial Army* as needed, which are in turn organized into Imperial Army divisions. *Imperial Army* organization typically extends to the [subsector](http://wiki.travellerrpg.com/Subsector) level, and is under the ultimate authority of the local [Subsector Duke](http://wiki.travellerrpg.com/Imperial_Nobility), who generally appoints a *Subsector Marshal* to oversee its operations within his demesne. Large scale operations (as are typical during wartime) are overseen by the *Sector Grand Marshal* who is generally appointed by the presiding [Sector Duke](http://wiki.travellerrpg.com/Imperial_Nobility).

### Mission (Goals)

No information yet available.

### Doctrine & Strategy (Operations)

No information yet available.

### Rank & Grade (Hierarchy)

|  |
| --- |
| **Senior Army Officer Ranks**  |
|  |  |
| **O12** » Grand Marshal (Sector Marshal)  |  |
| **O11** » Vice-Marshal (Subsector Marshal)  |  |
| ============================  |  |
| **O1-O10** » [See Specific Force-Command Ranks Tables] * [Close Orbit and Airspace Control Command](http://wiki.travellerrpg.com/Close_Orbit_and_Airspace_Control_Command)
* [Ground Force Command](http://wiki.travellerrpg.com/Ground_Force_Command)
* [Nautical Force Command](http://wiki.travellerrpg.com/Nautical_Force_Command)
* [Colonial Forces (Planetary Defense Forces)](http://wiki.travellerrpg.com/Planetary_Defense_Force)
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The upper level organizational ranks and grades used by this force are included in the table to the right.

As the **Imperial Army** is subdivided into three distinct force-commands, each of which with its own unique set of service-ranks, only the senior-most ranks overseeing all of the branch services are included here. An Army Vice-Marshal oversees all Imperial Army operations (of all branches) within his/her/its associated [subsector](http://wiki.travellerrpg.com/Subsector), reporting to both the local [Subsector Duke](http://wiki.travellerrpg.com/Duke) and the Sector Grand Marshal. The Grand Marshal oversees all Army Operations within his/her/its associated [sector](http://wiki.travellerrpg.com/Sector), reporting directly to the [Sector Duke](http://wiki.travellerrpg.com/Duke).

## History & Background ([Dossier](http://wiki.travellerrpg.com/Dossier))

As the early **Imperial Army** grew in size due to the ongoing [Imperial](http://wiki.travellerrpg.com/Third_Imperium) acquisition of new worlds and territories, it became apparent early on that the Army would soon be dealing with very large unit numbers and an immense organizational structure unless something were done to reorganize the system. In the year [123](http://wiki.travellerrpg.com/123), the High Command of the **Imperial Army** instituted a new organizational structure known as the regimental system. Under this new system, the **Imperial Army** became decentralized, with the local army of each world raising a number of battalions or specific regiments for service with the **Imperial Army** at the [subsector](http://wiki.travellerrpg.com/Subsector) level to be used for off-world deployment.

### TO&E (Organization)

The Imperial Army is divided into three major force commands:

* [Ground Force Command](http://wiki.travellerrpg.com/Ground_Force_Command) (**GFC** - the Army's land forces).
* [Close Orbit and Airspace Control Command](http://wiki.travellerrpg.com/Close_Orbit_and_Airspace_Control_Command) (**COACC** - the Army's air and near-orbit forces, or "aerospace force").
* [Nautical Force Command](http://wiki.travellerrpg.com/Nautical_Force_Command) (**NFC** - the Army's sea forces, called the "[wet navy](http://wiki.travellerrpg.com/Wet_Navy)" to distinguish it from the [Imperial Navy](http://wiki.travellerrpg.com/Imperial_Navy)).

Additionally, individual member worlds maintain their own local defense forces, from which certain regiments are raised and trained to Imperial standards and deployed in order to form the [Unified Armies](http://wiki.travellerrpg.com/Unified_Armies) of the [Imperium](http://wiki.travellerrpg.com/Third_Imperium):

* [Colonial Forces (Planetary Defense Forces)](http://wiki.travellerrpg.com/Planetary_Defense_Force)

### Force Composition

*Grand Marshal of the Unified Armies of the Imperium:* The highest appointment in the Imperial Army. The Imperial Grand Marshal's job is entirely political and involves representing the Unified Armies at Court and advising both the [Moot](http://wiki.travellerrpg.com/Moot) and the [Emperor](http://wiki.travellerrpg.com/Emperor). The Grand Marshal of the Unified Armies of the Imperium normally holds a minimum noble title of Viscount.

### Selected Vehicle Classes

Some [vehicle](http://wiki.travellerrpg.com/Vehicle) classes widely used within the [systems](http://wiki.travellerrpg.com/System) and [worlds](http://wiki.travellerrpg.com/World) of this force include:

* [TBD](http://wiki.travellerrpg.com/TBD)

## Worlds & Sectors ([Astrography](http://wiki.travellerrpg.com/Astrography))

This force primarily operates in the following areas:

* [Imperial Space](http://wiki.travellerrpg.com/Imperial_Space)

### Uncommon Mercenary Slang

*Non-canon:* Feel free to enter further information and/or personal experiences with this tradition.

* [Alpha Oscar](http://wiki.travellerrpg.com/index.php?title=Alpha_Oscar&action=edit&redlink=1) alert order, action order
* [Bug Bomb](http://wiki.travellerrpg.com/index.php?title=Bug_Bomb&action=edit&redlink=1) biological weapon
* [Delta Bravo](http://wiki.travellerrpg.com/index.php?title=Delta_Bravo&action=edit&redlink=1) dead body
* [Delta Xray](http://wiki.travellerrpg.com/index.php?title=Delta_Xray&action=edit&redlink=1) destroyed
* [Dream Ticket](http://wiki.travellerrpg.com/Dream_Ticket) a clear cut, straight forward battle, well paid, short term, ideal for a unit who wants to fight and leave.
* [Rock(s)](http://wiki.travellerrpg.com/index.php?title=Rock(s)&action=edit&redlink=1) unguided ballistic ordnance
* [Sierra Bravo](http://wiki.travellerrpg.com/index.php?title=Sierra_Bravo&action=edit&redlink=1) standby
* [Sierra Oscar Bravo (SOB)](http://wiki.travellerrpg.com/index.php?title=Sierra_Oscar_Bravo_(SOB)&action=edit&redlink=1) soul onboard
* [Sploog Bomb](http://wiki.travellerrpg.com/index.php?title=Sploog_Bomb&action=edit&redlink=1) chemical weapon
* [Thunderball](http://wiki.travellerrpg.com/Thunderball) nuclear device