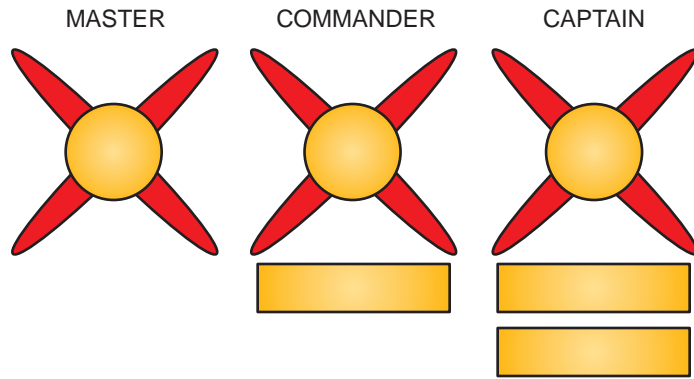
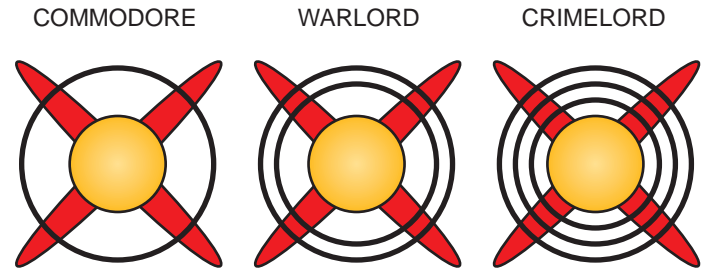


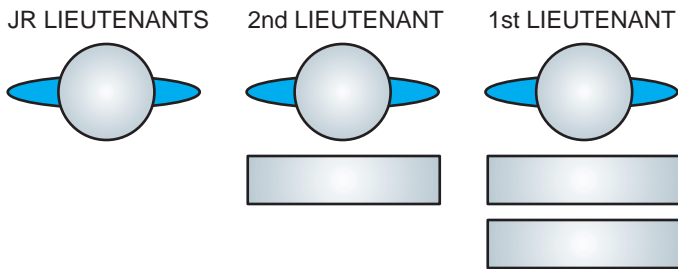
# ORION RANK INSIGNIA



Every ship will have a single command officer. Masters (equal to lieutenant commanders) run the smaller and less important ships. Most Orion combat ships have commanders. Only a few key ships will have a full-rank captain.

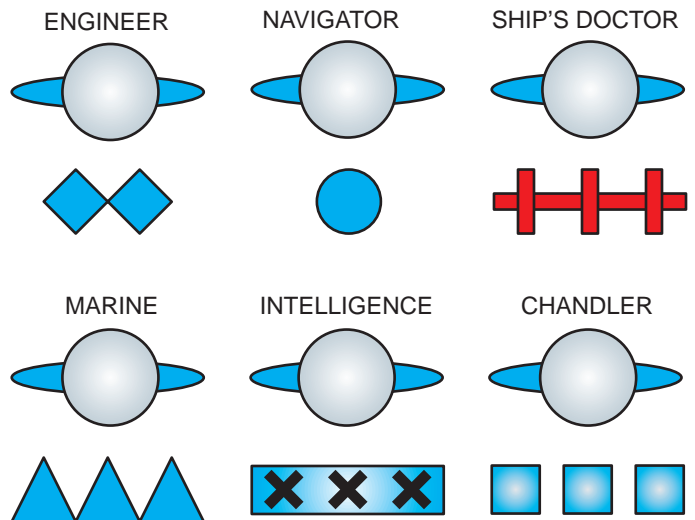


Orion “flag officers” who command multiple ships come in three ranks. Each cartel has a single crimelord and two-to-four warlords, plus as many commodores as the crimelord needs to control his ships and territory. A few crimelords have senior staff officers who hold command rank but a specialist warrant (e.g, commodore-chandler).

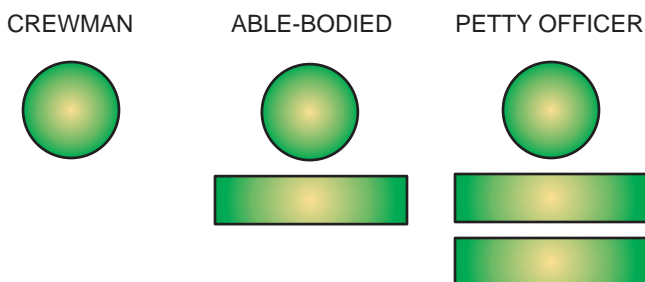


Orion officers come in two types, warrant officers with a technical specialty (e.g., engineering) and lieutenants (who outrank warrants). All wear blue +silver insignia. Most ships will have one 1st Lieutenant (the ship’s XO and second in command), one or more second lieutenants, and one or more junior lieutenants. (It is up to the captain to decide if a warrant deserves the more higher rank of lieutenant.) Lieutenants are generalists able to work effectively in any speciality area (except medical). They can but do not always serve as department heads.

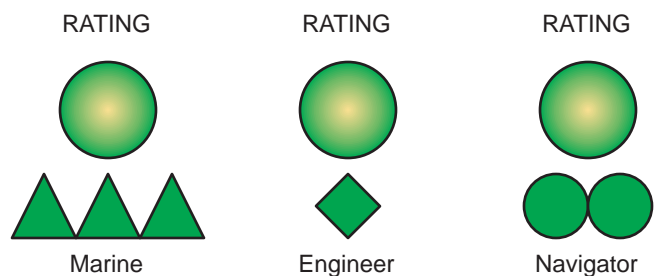
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Warrants are in one of six skill areas (as above). Changers handle cargo, accounting, sales, and purchases. Warrants have three levels of seniority distinguished by one, two, or three devices.



Orion enlisted crewmen wear green insignia. General crewmen wear a simple disk. An able-bodied crewman has experience and skills. Petty officers are general-skill team leaders.



Those Orion crewmen with a specific skill are called “ratings” and wear the small devices indicating their skill area. There are three ranks of these and the higher two are petty officers.