

STAR WARS

ROLEPLAYING GAME



Meritorious Commendations Sourcebook

Nicholas Leydig

Meritorious Commendations Sourcebook

by Nicholas Leydig

Medals are an excellent way to reward your PCs for a job well done, and are easy to work into a campaign if you are playing members of the Alliance. One of the brightest reasons for giving medals as reward is avoiding the pitfall that most GMs inevitably fall into. The players roleplay well, and rightly expect to be rewarded for a job well done. So the GM arranges for a valuable piece of hardware to fall out of the sky, with no relation whatsoever to the plot. The characters lick their greedy lips over their acquisition, and turn it to gaining more assets. Using medals as reward encourages altruistic roleplaying, with an emphasis on heroic acts. Besides, you'll definitely appreciate the smile on your player's faces when they learn they have received the Kalidor Crescent for bravery.

Alliance Medals

Award Structure

Many awards, especially individual citations, are uniform throughout all branches of the Rebel Alliance Military. For example, the Corellian Cross may be presented to any member of the military, Navy, Army or Starfighter Command. This promotes a sense of interservice cooperation within the Rebel Alliance and highlights the need for all branches to work together.

Award Presentation

Each specific award has its own requirements as to who must present it, and how. Each award is to be presented in a formal ceremonial atmosphere, befitting the honor being bestowed. The President of the Provisional Council, or a duly appointed representative will present the Coruscant Star of Valor.

Posthumous Awards

Awards given posthumously will be presented to next of kin, or, if due to interference that is made impossible, will be held in trust by the Alliance

military until such time as the award can be presented. If there is no next of kin, the award will be presented, along with a memorial to the fallen comrade.

Order of Precedence

When wearing decorations in conjunction with an Alliance military uniform, there is a clearly delineated precedence of medals. They are as follows:

Alliance Military Decorations

Alliance Service or Campaign Tabs

Alliance Nonmilitary Decorations and Proficiency Badges

Non-Alliance Military Decorations

Level of Medals

Upon receiving a medal the character can pick one bonus. The bonuses are not cumulative the character cannot pick the same bonus again. A higher level bonus supersedes the lesser. Ex. a level one bonus of +1 to bargain is not added to a level two bonus of +2 to bargain. The character now has a +2 to bargain.

Class 1

- +1 to bargain on items in an Alliance friendly store.
- Access to Availability 1 weapons/equipment from an Alliance quartermaster.
- + 1 to command of Alliance squads.
- Ability to call in 1 favor from a lower ranked Alliance officer.
- Once a mission, an alliance friendly store may give an item at or under 20 credits for free. Roll a die if even item is free

Class 2

- +2 to bargain on items in an Alliance friendly store
- Access to Availability 2 weapons/equipment from an Alliance quartermaster.
- + 2 to command of Alliance squads.
- Ability to call in 2 favors from a lower ranked Alliance officer.
- Once a mission, an alliance friendly store may give an item at or under 30 credits for free. Roll a die if even item is free.

Class 3

- +1D to bargain on items in an Alliance friendly store
- Access to Availability 3 or Fee weapons/equipment from an Alliance quartermaster.
- + 1D to command of Alliance squads.
- Ability to call in 2 favors from a equal ranked Alliance officer.
- Once a mission, an alliance friendly store may give an item at or under 40 credits for free. Roll a die if even item is free

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Class 4

- +1D+1 to bargain on items in an Alliance friendly store
- Access to Availability 3 or restricted weapons/equipment from an Alliance quartermaster.
- + 1D+1 to command of Alliance squads.
- Ability to call in 2 favors from a higher ranked Alliance officer.
- Once a mission, an alliance friendly store may give an item at or under 50 credits for free. Roll a die if even item is free

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Class 5

- +2D to bargain on items in an Alliance friendly store
- Access to Availability 4 or illegal weapons/equipment from an Alliance quartermaster.
- + 2D to command of Alliance squads.

- Ability to call in 3 favors from a higher ranked Alliance officer.
- Once a mission, an alliance friendly store may give an item at or under 100 credits for free. Roll a die if even item is free

**Admiral of the Fleet
Commendation**



Class 2 Medal

An award given to pilots of the Alliance to Restore the Republic.

Alliance Civilian Battle Award



Class 1 Medal

This award is given to nonmembers of the Alliance who, “ through meritorious or gallant action in combat, although not members of the Alliance military, have distinguished themselves through bravery, in combat against an enemy of the Alliance.” This award is often presented to smugglers, and others who, while not formally members of the Rebel Alliance, their action on behalf of the Alliance merits recognition.

Alliance Medal of Honor



Class 3 Medal

Also known as the Crimson Phoenix Medal, a Rebel Alliance military decoration awarded in the name of the Chief of State of the Alliance to Restore the Republic to those who performed above and beyond the call of duty while serving in, or with, the Alliance Military.

The award was a silver badge shaped shield emblazoned with the red phoenix of the Alliance, attached to a fine red ribbon.

Alvace Star

Class 2 Medal

A Rebel Alliance military decoration awarded by the Alliance to Restore the Republic to pilots who led their units out of dangerous combat situations. Aven Cholus was decorated with one Alvace Star because of her performance during the Battle of Fendry.

Award of the Mechanic's Nightmare

"Looks like one of Cubber's children."

—Garik Loran, jokingly comparing the statuette to one of Cubber Daine's mechanics

Class 0 Medal

A decoration of honor presented to Wraith Squadron pilot Garik Loran in jest following his survival of the Battle for the Razor's Kiss in 7 ABY. During the battle, Garik Loran suffered heavy damage to his X-wing starfighter as well as considerable damage to his own person. The canopy of his cockpit was punctured by enemy laser fire, which in turn hit him in his left side. It was something of a miracle that he survived from his injuries, much less being able to fend off the pain and the coldness of vacuum to first destroy a TIE Interceptor close on the tail of fellow pilot

Tyria Sarkin, and then finding the strength to maneuver his fighter to safety. The award itself was a gray statuette of a New Republic mechanic with a wrench upraised as a weapon. The mechanic's expression was of pure, if silly, rage. The figure was half the length of a Human forearm. The award was in mock tribute to the extremely damaged state Loran's X-wing was in when returned to the Nebulon-B escort frigate *Tedevium*, described by Commander Wedge Antilles as, "the worst shape her mechanics had ever seen a flying snubfighter." Loran himself had to be cut out of the cockpit, as part of his charred flesh had melted together with the cockpit's instrumentation.

Badge of Merit



Class 2 Medal

This award has existed since the Alliance's inception, and is awarded "To any member of the Alliance military serving in any capacity who has distinguished himself by outstanding or meritorious achievement or service." This badge can be awarded for combat or non-combat actions, and is generally awarded when the action or service is not judged sufficient for presentation of the Mantooine Medallion.

Bakura Service Star

Class 1 Medal

This tab was awarded for participation in the Bakura campaign that took place almost immediately after the Battle of Endor. It is awarded for any service that involved the Bakura campaign, and is the first Alliance service

recognition award to be awarded exclusively as a tab. It consists of two hands shaking; one representing the Empire, the other representing the Alliance, with a bronze star above it. This award was dedicated to the Captain and crew of the Corellian Gunship, which so bravely died in battle during that campaign.

Battle of Endor Hero's Medal



Class 2 Medal

This service medal is given to all Alliance personnel involved in either the fleet engagement, fighter attack, or ground assault that lead to the destruction of the second Death Star. At this time, the Alliance has decided upon tabs, as opposed to medals to denote campaigns in which one served, so the hero medal was also offered as a service tab. However, the previous campaigns will not be assigned tabs, and can still be worn as service medals. The Endor service tab has special embroidering to denote one's role in the battle. A black dot in the middle signifies the Death Star run, an X-Wing fighter signifies participation in small ship combat, a Mon Calamari Cruiser signifies any role on a capital ship, and members of the ground assault team get stylized images of the Death Star shield array in the center of the patch.

Ace Azzameen was awarded this medal for his valor in the assault against the second Death Star.

Battle tab

A battle tab was a type of uniform decoration that was sewn onto the left sleeve of a starfighter pilot's flight suit. These tabs indicated the battles

that a given pilot participated in, and were usually uniquely decorated to reflect the particular battle they represented, or circumstances within the battle that made the participant stand out. The New Republic pilot Tycho Celchu was known to have worn battle tabs on his flight suit for the Battles of Hoth, Endor, Bakura, and Coruscant, with the tab for Endor bearing a black dot that signified his run through the second Death Star.

Burdine Cluster



Shira Brie wearing the Burdine Cluster on her collar.

Class 1 Medal

An award given by the Alliance to Restore the Republic to a member who displayed heroism in battle. Shira Brie was presented this award by Princess Leia Organa for her actions on Shalyvane where she saved her fellow members within Rogue Squadron from an attack by a horde of Em'liy.

Clonetrooper Helmet

Class 1 Medal

Stylized early Clonetrooper Helmet supported by a black ribbon. Issued to enlisted men who perform their duty with apparent disregard for their own lives. Issued by a NCO as opposed to a commissioned officer, and is meant to be as much an award as a warning. Additional issuing are smaller pins attached to the ribbon (Two additional awards are given, and then the person in question is either transferred to a non-combat position, or is honorably discharged.). Not recognized by the New Republic, and, when able

to, they discharge individuals who have been awarded this medal.

The Cargo Crate

Class 0 Medal

A cargo crate suspended from a red ribbon. Issued to Rebel soldiers and allied personnel who are able to liberate a large supply of war material. There are four levels, Bronze, Silver, Gold and Gold with Diamond Clusters. Bronze is for Small Arms and Droids, Silver for Vehicles and Heavy Weapons, Gold for Starships (Be they fighters or freighters), and Gold with Diamond Clusters for capital ships. Additional issuing is indicated by small pins attached to the supporting ribbon (Up to a maximum of 3 additional.). It has never been officially accepted by the New Republic, and soldiers have been punished for wearing them while in dress uniforms for being "Out of uniform

Corellian Cross



Class 3 Medal

An award given to Rebel Alliance pilots and existed since the inception of the Rebellion until the inception of the New Republic. The award commemorated the signing of the Corellian Treaty, which marked the birth of the Alliance. . By unifying three independent resistance groups under this treaty, our leader, Mon Mothma, forged the initial structure of the Alliance and set in motion the downfall of the Emperor.

The award parameters have always been, "Any person serving in any capacity in the military, who has distinguished themselves in action with the military, or in operations conducted with

friendly foreign forces, by taking extraordinarily heroic action at the risk of life sufficient to set the individual apart from his or her comrades."

This award is often given in lieu of another, higher award which was not appropriate, or when the action or actions was thought insufficient for a higher award.

Recipients included Ace Azzameen and Keyan Farlander, the latter for his role in capturing the warheads used to destroy the Imperial-class Star Destroyer Invincible.

Coruscant Liberation Award

Class 2 Medal

This is given to all intelligence agents, fleet members, fighter squadrons, and other agents involved in the campaign against Coruscant. It depicts an image of Coruscant, with the symbol of the Alliance emblazoned on it in blood red. This award is dedicated to all the members of Rogue Squadron, who made the liberation of Coruscant possible.

Coruscant Medallion

Class 3 Medal

This medal was given for long service to the Rebel Alliance.

Coruscant Star of Valor

Class 4 Medal

One of the first medals that was issued by the New Republic, first struck in 7 ABY. It commemorated the participants of the First Battle of Coruscant and was declared to be the highest honor that could be given for valor by the developing government. It is presented "For service and bravery beyond the bounds of what can be asked of a citizen by a government, and a willful commitment to put the good of the many above their own personal welfare." Any member of the Army, Navy, or Starfighter Corps can be awarded this medal, so long as they fit the stated

qualification. The Chief of State of the New Republic always gives this award.

The first recipients of the award were the members of Rogue Squadron, which included Asyr Sei'lar.

Crescent of Valor

Class 1 Medal

A Rebel SpecForces decoration awarded for brave and valorous conduct under fire. It took the form of a crescent embossed on a field of stars and hung from a blue ribbon.

Cross Crosslet

Class 3 Medal

A Rebel SpecForces decoration awarded for outstanding valor that went well beyond the call of duty. As such, it was awarded posthumously 45% of the time. The Cross Crosslet was a gold cross on a platinum background.

Crynyd Award

Class 2 Medal

Given to pilots in the Alliance to Restore the Republic for acts of conspicuous bravery during space-to-space fighting. It was named after Arvel Crynyd.

Dead-eye necklace



Class 2 Medal

An award issued to the members of Alliance Military who performed an exceptional rating on their marksmen training test. According to Alliance records only the top 1% of competitors receive this recognition.

Death's Head

Class 2 Medal

Stylized Stormtrooper Helmet supported by a black ribbon. Issued to enlisted men who receive a "Death Mark" from the Empire in direct response to a mission they preformed for the Rebel Alliance. Acknowledged by the New Republic, but no longer issued.

Field Achievement Award

Class 1 Medal

A medal given to all Rebel Alliance field operatives who survived their first mission

Hoth Service Medal

Class 1 Medal

This medal is awarded to any member of the Rebel Alliance who served at Hoth base, fought in the Battle of Hoth, or any of the subsequent actions that saved so many Allied lives. Those who actually fought in the Battle of Hoth are further presented with the Hoth Defence Service Pin, to be affixed to the Hoth Campaign Ribbon.

Iron Fist Campaign Tab

Class 1 Medal

This is given to members of the Alliance who participated in the hunt for Grand Admiral Zsinj and the hunt for the Iron Fist. It depicts a Super Star Destroyer, listing badly, with gouts of flame spewing from every possible place on the hull. Han Solo was once quoted as saying that this was the only award he ever really earned. It is therefore fitting to know that this award is dedicated to him and the valiant crew of the Mon Remonda, who opposed Zsinj at every turn.

Kalidor Crescent

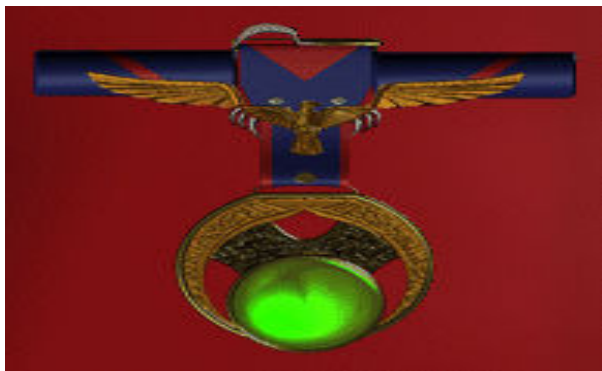


"The day I picked up the Crescent, I could have flown without thrusters and knocked out TIE Interceptors just by spitting at them."

—Wedge Antilles

Class 1 Medal

A prestigious award given to those who served in the military forces of the Alliance to Restore the Republic and the New Republic. The medal was named after a winged predator from the planet Davnar II and was only given to pilots who had performed beyond the call of duty, displaying both skill and bravery in combat. For continued acts of heroism, recipients could earn upgraded classes of the award. Recipients of the Kalidor Crescent and its variations were among the most famed members of the Alliance Military, including Wedge Antilles, Keyan Farlander, Nien Nunb, and Jek Tono Porkins.



Kalidor Crescent with Bronze Cluster, Silver Talons, Silver Scimitar, Golden Wings and Diamond Eyes

The Kalidor Crescent was introduced by the Alliance to Restore the Republic to recognize starfighter pilots who had displayed exceptional

feats of both bravery and skill, above and beyond the call of duty.

Up until at least 0 BBY, it was the most prestigious award given to Rebel pilots. As such, recipients of the award were regarded with great respect and achieved a degree of celebrity status among their peers. Such was the importance of the award that, during the early years of the Rebellion, it was often presented by the Alliance's Chief of State, Mon Mothma.

Although it was originally intended for members of the Alliance Starfighter Corps, the Kalidor Crescent was known to be awarded to those who served the Alliance in other disciplines, including members of the Alliance Army. After the death of Emperor Palpatine, and the rise of the New Republic, the medal continued to be awarded to members of the New Republic Defense Force, and remained a mark of prestige.

The medal was named after the famed winged predator from the planet Davnar II to commemorate its grace and power. The bird's precise aerial maneuvers represented the standards expected of Rebel starfighter pilots. The medal showed the kalidor in inverted flight, with its curving wings surrounding a gemstone.

This gemstone was often green in color, though amber colored gems were known to be used on occasion. On the short ribbon above the gem was a small molded kalidor. The medal also came with a longer ceremonial silk ribbon, which was used to place the medal around the recipient's neck. However, the medal was not generally worn for everyday duties and many recipients stored the award in a metal case when not wearing it.

After receiving the Kalidor Crescent, a recipient could earn upgraded classes of the medal for further acts of heroism; for each act that was worthy of a Kalidor Crescent, they were awarded another embellishment. Prior to the Battle of

Yavin, there were a total of five such further decorations. In order of precedence, these were:

Bronze Cluster: The Bronze Cluster was a small bronze pip which was attached to the ribbon between the gem and the kalidor. *Class 2 Medal*

Silver Talons: The Silver Talons added a set of silver claws to the kalidor mold on the ribbon. *Class 3 Medal*

Silver Scimitar: The Silver Scimitar was a small figure of a curved sword which attached to the top bar of the ribbon. *Class 3 Medal*

Golden Wings: The Golden Wings attached above and to either side of the kalidor. *Class 4 Medal*

Diamond Eyes: The Diamond Eyes were a pair of small diamonds which were attached to the ribbon above the kalidor. As of 0 BBY, nobody had ever earned the Diamond Eyes. Following the Alliance's victory against the Death Star I at the Battle of Yavin, the Rebels created a further enhancement to the Kalidor Crescent Level. *Class 5 Medal*

Kenobi Medallion

Class 3 Medal

A bronze medal that was awarded to Alliance Army personnel for displaying extraordinary acts of bravery in combat. Presented by the Alliance, was bestowed upon those individuals who sacrificed everything for the elimination of the New Order. Thus, the award was only given posthumously. Jek Porkins was one of the first recipients of the award, for his heroic actions in the Battle of Yavin.

The Kenobi Medallion was later presented to surviving personnel.

The medal, named for the famous Jedi Master Obi-Wan Kenobi, was given to Reyé Hollis for his service during the Battle of Hoth.

Kiner Medallion

Class 3 Medal

An medal awarded to intelligence officers for exceptional information retrieval going above and beyond the call of duty. Due to the shadowy nature of the Intelligence business this medallion is never worn by active agents.

Mantooine Medallion



Class 4 Medal

An award given to Rebel Alliance pilots since the Alliance's birth. The award commemorated the courage of resistance fighters on Mantooine, who led an attack on an Imperial outpost only to be subsequently decimated by the Empire; they were instrumental in convincing other resistance leaders to pool their forces and join the Alliance. This medal is awarded "for any person serving in any capacity in the Alliance military who has distinguished himself by exceptionally meritorious service to the Government in a duty of great responsibility."

This award, unlike others, may be awarded in peacetime, but only for great contributions to the overall readiness of the military. Keyan Farlander received the award for his role in the capture of the Death Star plans.

Medal of Bothawui



Class 3 Medal

A medal awarded by the Rebel Alliance during the Galactic Civil War. It was "Named in honor of the Bothan people, many of whom sacrificed themselves in the war against tyranny. Awarded for distinguished service in intelligence gathering and fighting the rising tide of oppression and injustice."

This award for intelligence gathering symbolized that while weapons, food and other supplies are vital to the resistance movement, information is the most vital resource of all.



Princess Leia Organa awards Luke Skywalker a medal of honor.

Class 3 Medal

A decoration consisting of a gold, ten-point medal emblazoned with a symbol and attached to a red, white, and blue ribbon.

Princess Leia Organa awarded Luke Skywalker a medal of honor for destroying a maverick moon on a collision course with the New Academy for Space Pilots.

Medal of Bravery



Class 5 Medal

An award presented by the Alliance to Restore the Republic to members of its organization who had displayed a great feat of bravery in battle. It was made of gold.

In 0 ABY, for their efforts in destroying the Death Star, Luke Skywalker and Han Solo were awarded this honorable medal.

Some time after Arvel Crynyd's death in 4 ABY, that led to the destruction of the Star Dreadnought Executor, he was posthumously awarded the Medal of Bravery.

Medal of Honor

Mon Calamari Cross

Class 3 Medal

Aquamarine cross supported by a light blue ribbon. Issued to soldiers and customs agents who go above and beyond the call of duty to suppress illegal activities, particularly against smugglers hindering the Rebel Alliance/New Republic or supporting the Imperial Remnant

Nebula Award

Class 4 Medal

A military decoration awarded to Rebel Alliance staff and Special Forces members "who displayed uncompromising loyalty and unswerving bravery in the face of imminent danger". It was unknown whether the Rebel Alliance's offspring, the Alliance of Free Planets, New Republic, and Galactic Federation of Free Alliances, continued to award the Nebula.

The Nebula Award was given twice to General Airen Cracken; one of the times for surviving capture and Bravo Six interrogation at the hands of the Imperial Security Bureau on Quantan. His

other Nebula Award was given for an unknown feat.

The Award was also given in absentia to an agent known at the time only as Jan Strange (later known to be Jan Ors), who infiltrated Imperial Intelligence to engage in counter-intelligence, sabotage, and covert extraction.

Order of Alderaan

Class 1 Medal

This medal was awarded posthumously for dying in the line of duty.

Order of Calamari

Class 2 Medal

A Naval Medal awarded for Tactical skill.

Order of Endor

Class 3 Medal

This medal was awarded for Battle excellence.

Order of Hoth

Class 3 Medal

An Army medal awarded for Tactical excellence.

Order of the New Republic

Class 3 Medal

Meritorious long service. This Medal supplanted the Coruscant Medallion not long after the establishment of the New Republic.

Order of Yavin

Class 3 Medal

A Naval Medal awarded for Tactical excellence.

Organa Medallion

Class 4 Medal

An medal awarded to intelligence officers for exceptional Infiltration of an enemy position. Due to the shadowy nature of the Intelligence business this medallion is never worn by active agents.

Platinum Valor Cross

Class 4 Medal

An award bestowed upon Rebel Alliance members. One of the most distinguished medals awarded to Alliance officers. Ma'w'shiye was awarded one while still with the Rebel Alliance.

Redbird

Class 1 Medal

Awarded to Alliance to Restore the Republic personnel who were injured in the line of duty. One of the awards given to members of all branches of the Alliance Military, it was a small red pin shaped like the Alliance insignia. Members of the Alliance SpecForces were often injured enough to have rows of Redbirds.

Rohal Cross

Class 3 Medal

An award given by the Alliance to Restore the Republic. This distinguished award was given to those beings who displayed unusual levels of valor and bravery during a mission. R2Z-DL was the only droid to ever receive the Cross for valor.

Shield of Yavin

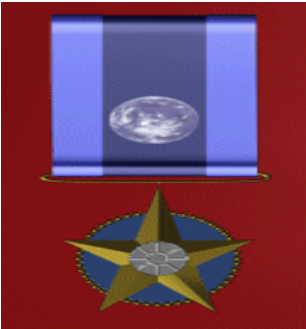


Class 2 Medal

An award given to Rebel Alliance starfighter pilots. It was canonized after the Battle of Yavin. It is awarded to all who served in the defence of Yavin in any capacity, whatsoever. Unfortunately, many of these were awarded posthumously. Keyan Farlander received the award for his role in helping the Mon Calamari Star Cruisers Yali and

Maria escape Imperial attack on their way to the new Rebel Echo Base on Hoth.

Star of Alderaan



Class 2 Medal

A citation granted by the Rebel Alliance and named in honor of Alderaan.

The award commemorated the role played by Alderaan and its leader, Bail Organa, in the creation of the Alliance. Even when a Senator, Organa risked his life to plot rebellion with Mon Mothma. His contribution cannot be overemphasized. Neither can the example set by the once warlike citizens of Alderaan who have rebuilt their society based on peace and equality of all races.

Established after the destruction of Alderaan and presented by an Alderaanian survivor, and might be phased out when the last Alderaanian-born person dies, out of respect for the tradition of Alderaan. The Star of Alderaan was given for bravery in wartime operations when the action is thought insufficient to receive a Corellian Cross.

Mon Mothma defined its prerequisite as "a person who, while serving in any capacity in the Alliance military, is cited for gallantry in action against an enemy of the Alliance while engaged in military operations involving conflict with an opposing force, or while with friendly foreign forces in armed conflict with an enemy."

Recipients include Keyan Farlander for his efforts at the Battle of Yavin and Kyle Katarn for ending the Dark Trooper project

Star Cluster

Class 2 medal

A medal awarded for Bravery.

Star Cross

Class 4 Medal

A medal awarded for superior implementation of tactics. This is often given for tactics that turned the course of a war turning certain defeat into a crushing victory.

Superior Service Medal

Class 1 Medal

A Rebel Alliance medal for continuing excellence in the line of duty. It was a simple medal disc embossed with the Rebel Alliance symbol, suspended from a red and blue ribbon.

Talons of Hoth



Class 2 Medal

An award given to pilots in the Alliance to Restore the Republic.

Keyan Farlander received the award for his role in defending the CR90 corvette Ram's Head from Imperial attack.

Trand Medallion



Class 2 Medal

An award bestowed upon Rebel Alliance members. Ma'w'shiye was awarded one while still a member of the Alliance.

True Gunner

Class 4 Medal

The highest order of gunnery awarded within the ranks of the Alliance to Restore the Republic.

During his service with the Tierfon Yellow Aces prior to joining Rogue Squadron, Lieutenant Wes Janson earned his True Gunner's insignia through "consistent excellence and superior performance as an officer and a gunner," according to General Jan Dodonna at the awards ceremony at Tierfon Fighter Base.

Usor Cluster

A Class 3 Medal

An award bestowed upon Rebel Alliance members, signified extreme valor in battle. Ral Shawgrim was awarded one for his service during the Jendar Campaign.

Alliance Patches, Badges + Pins

Combat and Special Skill Badges are given to show proficiency in a specific area of military operations involving hazardous service, or to show completion of a rigorous training set. All badges are to be awarded at the senior officer's discretion, and units or individuals serving with particular distinction will be awarded a senior badge.

Air Assault Badge

Given for completion of Alliance Air Assault School

Blue Lightsaber Pin

A Lightsaber with a blue blade pin. Issued to soldiers by Luke Skywalker after the Battle of Endor for "Extraordinary Duties in the field". Created by High Command to further provide "proof" that the Jedi are returning. Recognized by the New Republic, but no longer issued.

Camaasi Clover

Bright green clover pin. Issued upon completing a potentially dangerous mission without having to resort to violence (Including the usage of explosives.).

Combat Infantry Badge

Given for completing basic Alliance infantry training, or completion of one combat mission against the enemy.

Combat Medic Badge

Given for completion of Alliance Field Medic Training Course.

Crossed Vibroblades

Shoulder Patch. Issued to soldiers that entered melee combat and survived

Expert Infantry Badge

Given for demonstrating superior combat skills, or completion of five missions

Expert Medic Badge

Given for completion of five missions as a medic.

Explosives Technician Badge

Given for completing Alliance Explosives Training.

Gray Stripes

Gray stripe sewn into the cuffs of the BDU. Issued to ground troops that have cross-trained with spaceborne vehicles (Eg. Landing Craft and Freighters).

Green Lightsaber Pin

A Lightsaber with a green blade pin. Issued after the Battle of Endor by any Jedi to soldiers who perform a duty to support the newly formed Jedis. Issued to Civilians or Soldiers who are able to find Jedi artifacts, or assist Jedi in battle. Handed out by the cartful during the Yuzzhan-Vong incident.



Given for completion of Starfighter training, or one mission involving combat.

Judas Badge

A pentagon shoulder badge divided into 5 sections. Depicting Jungle, Urban, Desert, Aquatic and Space. This badge is awarded to a soldier when he has fought a campaign in each type of terrain. A soldier wasn't considered a veteran until he had one of these badges.

Marksman's Badge

Round shoulder patch of a red bull's-eye on a black background. Issued to soldiers who rank "Marksman" with a blaster rifle (Blaster or Blaster: Rifle of 5D or above). Pre-Requisite to Sniper Training.

Rocketeer's Patch

Lapel patch of a rocket pack. Issued to soldiers that have cross-trained with rocket or jet packs (Rocket Pack Operation or Jet Pack Operation of 4D or above).

Signalman's Patch:

Lapel patch of a transmission dish. Issued to soldiers that have cross-trained with comm equipment (Communications of 4D or above).

Sensor Operator's Patch

Lapel patch of a sensor tower. Issued to soldiers that have cross-trained with sensor equipment (Sensors of 4D or above).

Starfighter Combat Badge

Surgeon Badge

Given to all fully qualified surgeons upon enlisting.

High Command Citations

If a particular individual merits the positive attention of one of his superiors, often times an Alliance High Command citation is in order. The hierarchy of the awards is quite simple: the higher the rank of the person who presents the award, the more prestigious it is. These citations come with service ribbons, and are awarded specifically for exceptional or meritorious service in fulfilling one's role in the military. They are as follows:

Commander's Citation

Usually presented by a direct superior: squadron commander, gunnery commander, platoon leader, etc.

Group Commander's Citation

Usually presented by a higher superior: wing commander, Chief Engineering Officer, company commander, etc.

Admiral of the Fleet Commendation

Peculiar to the navy, this award may be presented to any personnel whose performance is worthy of the admiral's notice.

High Command Citation

If one's actions are infamous enough, word will reach the Alliance Military High Command, who can then deign to issue this award. This award is often accompanied by a promotion.

Presidential Citation

Given by the President of the Provisional Council, or President of the New Republic (as opposed to the Chief of State), this award is the most prestigious Citation, and is often accompanied by a promotion effective immediately after receiving the citation.

Alliance Schools of Advanced Learning

There are several schools of advanced training available to Alliance officers who meet certain requirements. Unlike the Empire, the Alliance encourages its citizens to become educated and enlightened. They provide these schools free of charge to officers and non-coms, and at a nominal rate to civilians associated with sympathetic governments or the Alliance itself. Applications are available from your commanding officer or Executive Officer. If your application is accepted you will be given a temporary leave from your duties (pending CO's approval) and will be taken to the school that you will be attending.

The Schools range in size and scope and they are staffed by some of the best minds in the galaxy. The Empire places little value on knowledge, and we are happy to accept those people whom the Empire deems too smart for their own good.

Students can transfer their grades back to their post and have them count in their personnel evaluations. This can be used by the CO to judge their suitability for promotion.

The Schools:

Alliance College of Advanced Starship Engineering

Located on the Isis colony (a code name for one of our main starship construction facilities), the CASE is one of the most rigorous programs

available. Navy Engineers on Capital ships as well as Starfighter Techs come here to learn the advanced design and maintenance of Starships from the bulk transports used to ferry supplies to the X-wing fighter and on up to the MC-80 Mon Calamari Cruisers, some of the most modern and complex ships in the galaxy. There are three separate programs:

Starfighter/ Space Transports Program

This program concentrates on the X-wing, Y-wing, A-wing and some new experimental fighters. It also covers the Light Freighter and transports used by the Alliance. It is a four week intensive program.

Requirements: Starfighter Repair 5D, Starship weapons repair 5D, Space Transports repair 5D

Final Skill: Starfighter Engineering (A) 1D, Space Transport Engineering (A) 1D, Starship Weapons Engineering (A) 1D

Capital ship program

This program concentrates on the maintenance of the Alliance's capital ships, from the ubiquitous Correllian Corvette to the Ships of the Line. It is a six week intensive program.

Requirements: Capital ship repair 5D, capital ship weapons repair 5D

Final Skill: Capital Ship Engineering (A) 1D Capital Ship Weapon Engineering (A) 1D

Comprehensive program

This program covers star fighters, space transports and capital ship repair as well as a unit on starship design. This is the breeding grounds for tomorrow's engineers and starship designers. It is an eight week extra intensive program with a four day recess half way through to keep the students healthy.

Requirements: Capital ship repair 5D, capital ship weapons repair 5D, Starfighter Repair 5D, Starship weapons repair 5D, Space Transports repair 5D, Starfighter Repair 5D, Starship weapons repair 5D, Space Transports repair 5D

Final Skill: Starfighter Engineering (A) 1D, Starship Weapons Eng. (A) 1D, Space Transport Engineering (A) 1D, Capital Ship Engineering (A) 1D, Capital Weapon Engineers (A) 1D or any concentrated program in one or two sections.

Alliance School of Advanced Medicine

Located on the Sarpen colony, this program covers Advanced Medicine. Unfortunately, due to the nature of the Alliance, we can not give students a full Medical Degree. That must come later, through field work. This 10 week program is a start though.

Requirements: First Aid 5D

Final Skill: Medicine 1D

Alliance College of the Sciences

This school is the foremost school in the Alliance for abstract and concrete sciences. Located on the Laskar space station in orbit around an Alliance safe world. This school provides training in any number of sciences, from Architecture to Xenobiology.

Corellian Tactics School

Run by the famed Corellian Captain Granton Zahn, this school teaches the fundamentals of combat strategy and tactics for Capital Ships.

Stationed on board the famed Correllian starship *_Privateer_*, this course provides potential commanders with the skills needed to Captain a starship in the Alliance. Participants who pass automatically receive a promotion and are certified to command any Alliance Starship. The training time varies depending on the skills of individual officers.

Requirements: Command 4D, Operations 4D+1, Knowledge 2D+2, Perception 2D+2

Final Skills: Tactics (Knowledge plus 1D+2), Tactics:Capital ships (s) (Tactics plus 1D), Tactics:Starfighters (s) (Tactics plus 1D), Technology:

Capital Ships (S) (Technology plus 1D)

Pilot Proving Ground

The location of this school changes frequently. It is a holographic starfighter course known as "the maze" in which pilots can increase their skills and abilities through training in the X-wing, Y-wing and A-wing. This is the same facility that is used to test new pilots, but Veterans can always come back for further training. Due to space limitations though, it is requested that no pilot return more than twice. Each course is two weeks per fighter.

Requirments: Starfighter Piloting 4D

Final Skill: Starfighter Piloting: X,Y or A-wing (S)(original skill +1D)

Historical Mission Simulator

Also a constantly moving location, this program is designed to allow starfighter pilots to learn the art of command and tactics for use in combat. Famous Alliance battles are recreated from every angle using holographic systems. Students culminate their training by assaulting the Death Star itself.

Requirements: Starfighter Piloting 6D, Rank of Lieutenant (SFC, N) or Captain (A).

Final Skill: Tactics: Starfighters (original skill+1D+2), automatic promotion and qualification for squadron leader.

Milson Academy of Knowledge

Through negotiations, the Alliance has secured the right to send twelve students per month to the planet Milson X to attend their famed Academy of Knowledge. The Milsonites have collected information about the galaxy for centuries and here it's at your fingertips. An appointment by a member of the Alliance High Council is required. Training time is one month.

Requirements: Languages 5D, Alien Races 5D, Planetary Systems 5D, Cultures 5D

Final Skill: Galactic Knowledge (A) 1D

Imperial Awards

Award Structure

Many awards, especially individual citations, are uniform throughout all branches of the Rebel Alliance Military. For example, the Corellian Cross may be presented to any member of the military, Navy, Army or Starfighter Command. This promotes a sense of interservice cooperation within the Rebel Alliance and highlights the need for all branches to work together.

Award Presentation

Each specific award has its own requirements as to who must present it, and how. Each award is to be presented in a formal ceremonial atmosphere, befitting the honor being bestowed. The President of the Provisional Council, or a duly appointed representative will present the Coruscant Star of Valor.

Posthumous Awards

Awards given posthumously will be presented to next of kin, or, if due to interference that is made impossible, will be held in trust by the Alliance military until such time as the award can be presented. If there is no next of kin, the award will be presented, along with a memorial to the fallen comrade.

Order of Precedence

When wearing decorations in conjunction with an Alliance military uniform, there is a clearly delineated precedence of medals. They are as follows:

Alliance Military Decorations

Alliance Service or Campaign Tabs

Alliance Nonmilitary Decorations and Proficiency Badges

Non-Alliance Military Decorations

Level of Medals

Upon receiving a medal the character can pick one bonus. The bonuses are not cumulative the character cannot pick the same bonus again. A higher class bonus supersedes the lesser. Ex. a class one bonus of +1 Intimidation is not added to a class two bonus of +2. The character now has a +2 bonus to Intimidation.

Class 1

- +1 to Intimidation versus rolls against civilians and rebels.
- A one time pay stipend of 250 credits.
- + 1 to command of Imperial squads.
- Ability to call in 1 favor from a lower ranked Imperial officer.

Class 2

- +2 to Intimidation versus rolls against civilians and rebels.
- A one time pay stipend of 500 credits.
- + 2 to command of Imperial squads.
- Ability to call in 2 favors from a lower ranked Alliance officer.

Class 3

- +1D to Intimidation versus rolls against civilians and rebels.
- A one time pay stipend of 1000 credits.
- + 1D to command of Imperial squads.
- Ability to call in 2 favors from an equally ranked Imperial officer.

Class 4

- +1D+1 to Intimidation versus rolls against civilians and rebels.
- A one time pay stipend of 2000 credits.
- + 1D+1 to command of Imperial squads.
- Ability to call in 2 favors from a higher ranked Imperial officer.

Class 5

- +2D to Intimidation versus rolls against civilians and rebels.
- A one time pay stipend of 5000 credits.
- + 2D to command of Imperial squads.
- Ability to call in 3 favors from a higher ranked Imperial officer.

Baron of the Empire



Soontir Fel receives the baton signifying the rank of Baron of the Empire from the hand of Emperor Palpatine himself.

A title bestowed upon servants of the Galactic Empire for outstanding service to it. Galactic Emperor Palpatine himself granted the title to Baron Soontir Fel, an Imperial starfighter ace, for his excellent performance at the Battle of Derra IV. With the title came a baton signifying the rank and an estate, in Fel's case on his homeworld of Corellia

Distinguished Medal of Imperial Honor

Class 5 Medal

The Distinguished Medal of Imperial Honor was a prestigious award of the Galactic Empire and the successor to the Galactic Republic Medallion of Honor. Its recipients included Rom Mohc, for his numerous achievements on the field of battle, and Sergus Lanox.

Emperor's Will (medal)



Class 5 Medal

An award presented to Maarek Stele for distinguished service to the Galactic Empire (specifically rescuing Palpatine from his second

kidnapping). It may have been the highest award capable of being presented to an Imperial (with the possible exception of the Distinguished Medal of Imperial Honor). The Emperor's Will was presented directly by the Emperor, via Darth Vader, in an elaborate ceremony following the failure of Grand Admiral Zaarin's coup attempt. No other recipients of this award are known to exist. The Emperor's Will is presumably the successor to the Chancellor's Service Medal.

Hero of the Empire

Class 3 Medal

An award presented to those in service to the Galactic Empire who performed bravely in their duty.

Imperial Durasteel Cross

Class 2 Medal

A Durasteel Cross with the Imperial insignia engraved in the centre, set in the centre of a white ribbon which is worn as a collar. Originally issued for duty above and beyond the call of duty to Army and Navy Troopers. Later, was also issued to non-Imperial personnel who supported the war against the Yuzzhan-Vong.

Imperial Medallion of Service



Class 2 Medal

An award granted by the Galactic Empire during the Galactic Civil War, to "those who have honored themselves by serving the Empire with excellence and loyalty.

Juggernaut's Ring

Class 2 Medal



An award given to commandos of the Galactic Empire.



Class 1 Medal

An Imperial starfighter pilot medal awarded for successfully completing seven tours of duty.



Laureate of the Empire

Class 3 Medal

A great literary honor, bestowed by the Galactic Empire upon only the finest scholarly minds in the galaxy. Notable recipients of the Laureate of the Empire include Ebenn Q3 Baobab, who was given the title on two separate occasions.

Medal of Futility



Class 2 Medal

An Imperial starfighter pilot medal awarded for successfully completing eight tours of duty. Its curious name may have to do with the futility of the Rebel cause. It also may be the Emperor's sense of humor about the futility of Imperial service.



Medal of Conspicuous Gallantry

Class 3 Medal

An award given by the Empire to Imperial Navy pilots who distinguished themselves by serving above and beyond the call of duty.

Medal of Destiny

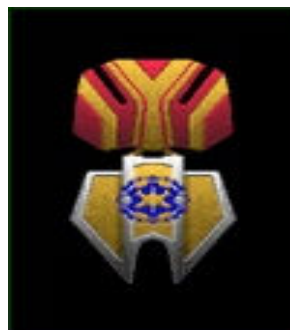


Class 1 Medal

An Imperial starfighter pilot medal awarded for successfully completing six tours of duty.



Medal of Guile



Class 3 Medal

An Imperial starfighter pilot medal awarded for successfully completing ten tours of duty.



Medal of Dignity

Medal of Horror



Class 2 Medal

An Imperial starfighter pilot medal awarded for successfully completing nine tours of duty. The odd name seems like it may be based on the sheer amount of carnage expected for a soldier at this point. The name may also be a reference to the horrors an Imperial is expected to suffer with so much experience or a reference to what he has inflicted.

An Imperial starfighter pilot medal awarded for successfully completing five tours of duty.

Medal of Order



Class 2 Medal

An Imperial starfighter pilot medal awarded for successfully hampering the efforts of pirates or insurgents, as well as securing new Hyperdrive technology for the production of the TIE Avenger spacecraft.

Medal of Liberty



Class 3 Medal

A medal given to starfighter pilots of the Imperial Navy. It was awarded to any pilot who had successfully completed eleven tours of duty.

Medal of Progress



Class 2 Medal

An award that was bestowed upon starfighter pilots of the Imperial Navy. It was awarded for successfully establishing a new Imperial base or outpost in a pirate-ridden Outer Rim Sector.

Medal of Loyalty



Class 1 Medal

Medal of Redemption



Class 1 Medal

An Imperial starfighter pilot medal awarded in the wake of the Battle of Hoth - the Imperial Navy's redemption for their previous failure to defend the Death Star. It was awarded for completing one tour of duty.



Class 4 Medal

A medal awarded to Imperial starfighter pilots for successfully completing thirteen tours of duty. It was believed to be the highest "tours of duty" award capable of being earned by a starfighter pilot.

Medal of Unity



Class 2 Medal

An Imperial starfighter pilot medal awarded for successfully putting an end to the Sepan civil war and bringing about renewed unity for the Ripoblus and Dimok peoples.

Medal of the Emperor's Fist



Class 2 Medal

An Imperial medal awarded for "distinguished services to the Emperor in strengthening and maintaining galactic peace."

Medal of Valor

Class 4 Medal

The Medal of Valor, later known as the Imperial Medal of Valor, was a prestigious military award in the Galactic Republic and later the Imperial Military. It was an award of some significance, although presumably secondary to the Distinguished Medal of Imperial Honor. It was presented to Imperial soldiers for conspicuous bravery on the field of battle.

Known recipients include Kyle Katarn and Rom Mohc, who received the medal three times, Nick Rostu and Liane Trevval in pre-Imperial times. The award was a live-fire award and possibly required wounding for its achievement.

Nova Star Medal of the Empire



Class 3 Medal

An award granted by the Galactic Empire for exceptional service in the Imperial Army.

Medal of Victory

Oradin Diamond

Class 1 Medal

A garish medal designed by Admiral Lon Isoto to commemorate the 181st Imperial Fighter Group's role in protecting Oradin during the Battle of Brentaal IV. It was only awarded once, to all members of the 181st—including Isoto himself—except for Turr Phennir and Soontir Fel who were instead given the Vuultin Starburst and declined any reward respectively. The award was a dubious honor given its creator's infamy.

Palpatine Cluster

Class 1 Medal

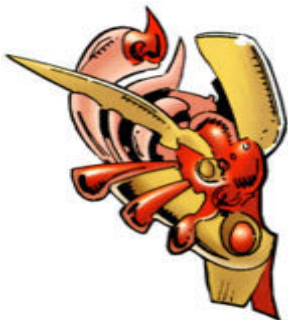
An award for academic achievement granted to distinguished members of the Imperial Academy and Sub-Adult Groups.

Silver Valor medal

Class 2 Medal

An Imperial Navy award.

Vuultin Starburst



Class 0 Medal

A garish medal designed by Admiral Lon Isoto to commemorate the 181st Imperial Fighter Group's role in protecting Vuultin during the Battle of Brentaal IV. Major Turr Phennir was the first and only recipient of the Starburst. It was also offered to Soontir Fel but he refused on the grounds of it being created by a coward and thus meaningless. After the admiral was killed, the award effectively ceased to exist.

Stormtrooper Training Process

I. Recruitment: accomplished by several means.

1. Cloning. Selected troopers are sent to the various hidden Imperial clone labs where specific material is taken from them for the express purpose of cloning future Stormtroopers. Usually high intelligence, survivability, cunning, efficiency, and loyalty are qualities considered.

2. Conscription. Most troopers are taken by this method, but not in the common sense. From uncharted planets, in uncharted sectors, hundreds of thousands of young candidates are raised for the express purpose of becoming stormtroopers. On these planets, large colonies were established long ago in order to raise children under proper ideological and corrective conditions. These children are brought in from all over the universe by circuitous routes and placed in dormitory style housing and raised in a communal style and receive para-military training.

3. Enlistment. The least used, but the most publicized, for that matter, the only method that is publicized. Candidates are selected through rigorous testing from military prep schools, penal correction centers, and para-military youth groups.

II. Shipment: Done by circuitous routes to Stormtrooper training planets.

III. Indoctrination:

1. Mental. While all Trooper candidates are checked for loyalty before making it to this stage, it is felt that additional persuasion and enhancement is beneficial. Such being the case, propaganda, lectures, and activities are conducted to further strengthen the trooper candidates loyalty to the Emperor and conviction in the Imperial cause (which is the Emperor's cause).

2. Physical. In addition to mental induction, it has been found that when combined with physical exertion (also know as breaking down) and wear on the spirit, conviction of the Imperial cause is increased.

IV. Training: This is conducted in the most brutal and efficient manner possible. Cadre are always elder stormtrooper who are cut from field duty and assigned to "ride the trail" for a period of five years.

Assignment to a training battalion.

- 1st week -Induction and Indoctrination. Roll a moderate willpower roll 3 times during week. For every failure -1D to willpower when trying to refuse a superior officers orders.
- 2nd week -Instruction in Rudimentary Military Skills (RMS). Introduction and familiarization with weapons, armor and kit. Including use of helmet head up display and MFTAS systems.
- 3rd week -OPFOR: Learning the Imperial enemy and it's threat to the Emperor's plan for peace.
- 4th week -Instruction in Rudimentary Combat Skills (RCS). +1D to Blaster and Dodge.
- 5th week -Practice on the combat course.
- 6th and 7th week -Instruction in Unarmed Combat Skills (UCS). +1D in Brawling and +2D in Brawling Parry.
- 8th and 9th week -Instruction in Advanced Combat Skills (ACS). +1D to Blaster and Dodge.
- 10th week -Practice on the combat course.
- 11th-14th week -Instruction on All-Environmental Survival (AES). It is during this time that candidates are slotted for advanced survival training due to aptitude.
- 15th week -Taken to nearest combat zone for On-the-Job combat experience.
- 16th week -Survivors graduate and are shipped to advanced training.

Assignment: This is determined by the following criteria.

1. Skill. Trooper candidates are shipped to training facilities where they are given additional training in fields in which they show a tendency for excellence.

2. Loyalty. Troopers shown to have excessive zeal in serving the Emperor are referred to a special school of the Imperial Stormtrooper Penetration Group. Here, troopers receive reverse training, to remove all obvious presence of having had Imperial military training. Troopers are then infiltrated into know Rebel groups as well as into the regular military forces where they function as moles.

3. Aptitude. Unlike "Skill", troopers with an obvious aptitude for leadership are sent on to Command School to receive further training and a commission as senior enlisted or as a junior officer.

Advance Schools of Training

Arctic Assault Training

Trained in extreme terrain, Snow troopers are picked from the Stormtrooper core that has shown aptitude for arctic conditions. It is a 6 week intensive program. **Requirements:** Strength 3D, all other attributes at least 2D.

- Week 1- Fundamentals in Direct Fire Artillery (FDFA) +1D to Blaster Artillery
- Week 2- Rudimentary Arctic Survival (RDS) +1D to Arctic Survival, +1 to Search
- Week 3- Refined Combat Training (RCT) +1D to Blaster and Brawling
- Week 4- Advanced Artillery Training (AAT) - +1D to Blaster Artillery
- Week 5+6- Advanced Arctic Survival (AAS) +1D to Survival: Arctic and +1D to Search

Aquatic Assault Training

Trained to fight underwater for extended periods, Seatroopers are picked from the Stormtrooper core that has shown aptitude for Aquatic conditions. It is a 4 week intensive program.

Requirements: Mechanical 3D, Strength 2D+2, all other attributes at least 2D.

- Week 1- Fundamentals in Adapting to Aquatic Conditions (FAAC) +1D to Swimming.
- Week 2- Training in Aquatic Skimmer Operation (TASO) + 2 in Waveskimmer Operation
- Week 3-4- Advanced Training of Aquatic Conditions (ATAC) +1D to Swimming.

Desert Assault Training

Trained in extreme terrain, Sandtroopers are picked from the Stormtrooper core that has shown aptitude for desert conditions. It is a 7 week intensive program. **Requirements:** Strength 3D, all other attributes at least 2D.

- Week 1- Fundamentals in Vehicle Support Weaponary (FVSW) +1D to Vehicle Blasters.
- Week 2- Rudimentary Survival Training (RDT) +1D to Survival, +2 to Search
- Week 3- Fundamentals in Non-Vehicle Transportation (FNVT) +1D to Beast Riding.
- Week 4- Advanced Vehicle Support Weaponary (AVSW) - +1D to Vehicle Blasters.
- Week 5+6- Advanced Survival Training (AST) +1D to Survival and +1D to Search.
- Week 7- Refined Non-Vehicle Transportation Training (RNVT)- +1D+1 to Beast Riding.

Zero-G Assault Training

Trained to operate in hard vacuum and boarding operations. This was once the second most coveted position in the stormtrooper core right behind the Royal Guards, this has recently been supplanted by the implementation of the Storm Commando program. It is a 18 week intensive

program. **Requirements:** Dex 3D, Know 2D+1, Mech 3D+2, Per 2D+2 all other attributes at least 2D.

- Week 1+2- Basic Powersuit Operation (BPSO) +1D to Powersuit Operation: spacetrooper armor, +1D to Powersuit Repair
- Week 3- Refined Demolitions Training (RDT) +2D to Grenade, +1D+1 to Demolitions
- Week 4- Rudimentary Survival Training (RST) +1D to Survival, +1D to Search
- Week 5-6- Vacuum Exposure Training (VET)- +2D to Stamina
- Week 7-11- Powersuit Weapons Training (PSWT) +2D To Missile Weapons, +1 to Starship Gunnery, +2D to Starship Gunnery: proton torpedo launcher.
- Week 11+12- Advanced Survival Training (AST) +2D to Survival and +2D to Search.
- Week 13- Advanced Powersuit Operation (APSO) + 1D+1 Power suit Operation: spacetrooper armor, +1D+1 to Powersuit Repair.
- Week 14+15 Target Acquisition Training (TAT) +2D to Security
- Week 16-18- Familiarization Transportation Training (FTT) +2D to Repulsorlift Operation and Space Transports

Scout Trooper Training

This the least involved of the specialized training programs. This program focuses on familiarization of different speeder bike models and field repair. It is a 3 week intensive program. **Requirements:** Mechanical 3D, all other attributes at least 2D.

- Week 1- Basic Speeder Bike Operation (BSBO) +1 to Repulsorlift Operation: speeder bike
- Week 2+3- Advanced Speeder Bike Operation (ASBO) +1 to Repulsorlift Operation: speeder bike.

Radiation Assault Training

This training is usually for veteran Stormtroopers. It focuses on Melee combat and survival in a Rad heavy zone. It is a 14 week intensive program.

Requirements: Dex, Know, Per and Tech 3D, Strength 3D+1 all other attributes at least 2D.

- Week 1+2- Fundamentals in Melee Combat (FMC) +1D to Melee Combat: force pike, +1D to Melee Combat: vibroblade, +1D to Melee Parry.
- Week 3+4- Maintenance Training on Issued Kit(MTIK) +2D to Armor Repair, +2D to Blaster Repair.
- Week 5- Rudimentary Radiation Survival (RRS) +1D to Survival: radiation zones , +2 to Search.
- Week 6- Radiation Exposure Training (RET)- +1D to Stamina.
- Week 7- Refined Demolitions Training (RDT) +1D to Grenade, +1D+2 to Demolitions.
- Week 8- Basic First Aid Training (BFAT) +2 to First Aid.
- Week 9- Rudimentary Infiltration Training (RIT) +1D Hide.
- Week 10-Advanced Radiation Survival (ARS) +2D to Survival: radiation zones, +1D to Search
- Week 11-14- Advanced Melee Combat (AMC) +3D to Melee Combat: force pike, +2D+1 to Melee Combat: vibroblades, +2D+2 to Melee Parry

Storm Commando Training

Usually culled from the elite of the Stormtrooper core that are quite not good enough to be Royal Guards, this is the second most coveted spot in the stormtrooper core. **Requirements:** Dex, Know, Per and Tech 3D, Strength 3D+1 all other attributes at least 2D.

- Week 1+2- Advanced Combat Skills (ACS) - +1D+1 to Blaster and +2 to Dodge
- Week 3+4- Fundamentals in Melee Combat (FMC) +1D to Melee Combat, +1D to Melee Parry.

- Week 6+7- Refined Unarmed Combat Skills (RUCS). +1D+2 in Brawling and +1D+2 in Brawling Parry.
- Week 8+9-Refined Demolitions Training (RDT) +2D to Grenade, +1D+2 to Demolitions.
- Week10-11- Rudimentary Survival Training (RDT) +1D to Survival, +1D+2 to Search
- Week 12-13- Advanced Infiltration Training (AIT) +1D+2 to Hide, +2D to Sneak.
- Week 14-15- Advanced Non-Vehicle Transportation Training (ANVT)- +3D to Beast Riding.
- Week 16-18- Advanced Familiarization Transportation Training (AFTT) +3D to Repulsorlift Operation, +3D+1 to Hover Vehicle Operations
- Week 19-20- Maintenance Training on Issued Kit(MTIK) +2D to Armor Repair, +2D to Blaster Repair.
- Week 21- Basic First Aid Training (BFAT) +1D to First Aid.
- Week 22- Rudimentary Security Training (RST) +2 to Security
- Week 23-24-Advanced Survival Training (AST) +2D to Survival and +2D to Search.
- Week 25-27- Shadow Infiltration Training (SIT) +2D to Hide, +2D to Sneak.
- Week 28-29- Superior Combat Skills (SCS) + 1D+2 to Blaster and +1D to Dodge.
- Week 30-31- Refined Melee Combat (RMC) +1D+2 to Melee Combat, +1D+2 to Melee Parry.

Assault Training

+2D+2 to Vehicle Blasters, +1D to Blaster Artillery

Saboteur Training

+2D to Streetwise, +2D to Hide, +2D to Sneak, +2D to Security,+2D to Demolitions

Tech Training

+1D to Repulsorlift Operation, +1D to Repulsorlift Repair, +2D to Droid Programming, +3D to Droid Repair, +3D to Computer Programming/Repair

posthumously awarded it to CT-43/002 for his actions at the Battle of Muunilinst.

Coruscant Guard Training

Stormtroopers who have shown a knack for investigation and security. It is a 6 week intensive program. **Requirements:** all attributes at least 2D.

- Week 1-2- Advanced Combat Skills (ACS) - +1D+1 to Blaster and +1D+1 to Dodge
- Week 3-4- Refined Unarmed Combat Skills (RUCS). +1D in Brawling and +1D in Brawling Parry.
- Week 5-6- Protocols in Law and Investigation (PLI) +1D in Law Enforcement and +1D in Investigation.
- Week 7-8- Fundamentals in Melee Combat (FMC) +1D to Melee Combat, +1D to Melee Parry.
- Week 9- Refined First Aid Training (RFAT) +1D+2 to First Aid.
- Week 10- Rudimentary Security Training (RST) +2 to Security
- Week 11-12- Environment Awareness and Target Acquisition (EZTA) +1D to Search and 1D to Investigation.
- Week 13-14- Refined Melee Combat (RMC) +1D+2 to Melee Combat, +1D+2 to Melee Parry.
- Week 15- Advanced Security Training (AST) + 1D+1 to Security.
- Week 16- Imperial Code Awareness (ISA) +1D to Law Enforcement.
- Week 17-19 - Investigational Awareness Training (IAT) +1D+2 to Search and +1D to Investigation.

Old Republic Medals

Chancellor's Service Medal

Class 3 Medal

An award of the Old Republic at the time of the Clone Wars. Captain Fordo received it for his role in the Battle of Hypori, though he refused it and

Cross of Glory

Class 5 Medal

"From Coruscant to the farthest reaches of the Outer Rim, you will be known as the saviors of the Republic."

—Forn Dodonna to Revan and his companions.

During the time of the Jedi Civil War, the Cross of Glory was the highest award given by the Old Republic.

After the Battle of Rakata Prime, Admiral Forn Dodonna bestowed the medal upon Revan, Bastila Shan, Jolee Bindo, Zaalbar, Mission Vao, Canderous Ordo, Carth Onasi, Juhani and, presumably, HK-47 and T3-M4, for their actions up to and through the battle that saw the destruction of the Star Forge and the breaking of the Sith Empire.

Hero's Cross

Class 4 Medal

A military medal awarded in the Galactic Republic military during the time of the Old Sith Wars. Sunry was awarded the Cross for his actions in the Great Sith War.

Holt Cross

Class 4 Medal

One of the highest honors bestowed on Anaxes. It was named after the Holt family, who lived in the Sirpar Hills for nearly seven centuries, serving continuously in the Republic Navy and later the Imperial Navy.

Mark of Dedication

Class 2 Medal

An award of the Galactic Republic. General Garza received it for her actions during the Great Galactic War.

Medallion of Honor

Class 3 Medal

The Medallion of Honor was a military award of the Old Republic at the time of the Clone Wars. It was a golden medallion with scarlet ribbon. Halagad Ventor earned one for his service in the Clone Wars under General Kenobi.



A special award given by the Black Sun criminal syndicate to those of its members who performed heroic actions in the name of the organization.

Sith Medallion

Class 2 Medal

A medal that was given out by students at the Sith Academy on Korriban during the Jedi Civil War. Bestowed upon Sith hopefuls who had shown some degree of facility with the Force or who had otherwise impressed a student, these medallions signified their preliminary acceptance into the Academy. In order to gain final approval, however, a hopeful had to first contact Yuthura Ban, the Twi'lek apprentice of Uthar Wynn, the Academy's Master, and convince her of their worthiness to attend. Once accepted, the device served as a pass to enter the Academy itself after having left.

Boonta Cup

The award was given to the winner of the annual Boonta Eve Classic podrace, during the years leading up to the Battle of Naboo.

Bothan Friendship Award

An award given by Bothans to non-Bothans who exhibit stealth and other Bothan activities.

Civilian Medal of Honor



The Civilian Medal of Honor was a medal. One was awarded to an unknown spacer in 1 ABY.

Misc Medals +Awards

Atiang

This Rodian award was given to bounty hunters of the Goa-Ato in a variety of categories, such as Best Shot and Most Notorious Capture.

Big Time Hero of Beyond-Squib Eliteness

An honor bestowed by the Squibs. In 21 BBY, King Ebareebaveebedee declared Mace Windu an honorary Big Time Hero of Beyond-Squib Eliteness for his role in the Battle of Skor II.

Black Sun Token of Heroism

Corellian Bloodstripe



Han Solo's pants, displaying his second-class Bloodstripes.

"They don't give out the Corellian Bloodstripe for perfect attendance."

—Alexsandr Badure

The Corellian Bloodstripe was an award for conspicuous gallantry given by the Corellian military forces.

"... if you're standing up for what you believe in and you know its gonna hurt, then that's a hero."

—Professor Emeritus Skynx

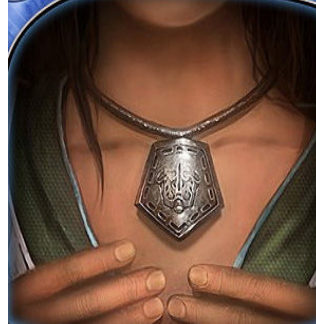
It was awarded most typically for courage demonstrated after deliberation; it was said that Corellians believed that anyone can be brave in the heat of the moment, but true heroism came when one knew that doing the right thing would hurt, but did it anyway. Though they could be awarded for many reasons, it was estimated that the majority of the prestigious awards were awarded for courage under fire.

In everyday dress, the stripe was a bit of colored piping worn down the side of the trousers. There were two classes of Bloodstripes. The second class was represented by yellow piping; the first class was represented by red piping, and were almost always awarded posthumously.

Han Solo won both classes of bloodstripes. His second class stripes were rumored to have been earned for the events surrounding his rescue of Chewbacca; his first class stripes were earned during events that have never been disclosed, though apparently the circumstances through which he won them took place over several days. When Solo was cashiered from Imperial service, all the awards and decorations he'd earned were literally and systematically ripped off him. He expected to lose his bloodstripes as well, but was allowed to keep them, apparently because they were awarded by the Corellian military and not the Empire. Some sources say that a Corellian was entitled to kill - without repercussion - any other Corellian caught wearing them that hadn't earned them.

Wraith Squadron and Rogue Squadron pilot Myn Donos also won them during his time as a sniper with the Corellian Special Forces.

Corellian Medal of Honor



A medal that could be awarded to CorSec members.

Galaxis Award

A literary award presented annually to the best novel published in the previous year, during the last decades of the Galactic Republic.

Golden Spoon

An award given for exceptional cooking. Jabba the Hutt's chef Porcellus was awarded the Golden Spoon three times.

Jaig eyes



Clone trooper Captain Rex wearing his Jaig eyes decorated helmet

A Mandalorian honor usually worn upon the helmet of clone troopers or Mandalorians who had distinguished themselves in battle.

Realized as a pair of stylized Jai'galaar eyes, they were awarded to warriors for particular acts of bravery. The use of Jaig eyes was one of the many traditions passed on to the clone troopers of the Grand Army of the Republic by Jango Fett and the Cuy'val Dar.

Recipients include Captain Fordo, who received the honor for his bravery on Hypori, Captain Rex, and Fenn Shysa

Kashyyyk Medal of Freedom



An award that was given to someone who greatly helped the Wookiee people. One was given to a spacer in 1 ABY, for defeating Lord Cysc Blackscale, a Trandoshan slaver.

Koboth Insurgent Mantle

An award given to Koboks who earned distinction in a series of skirmishes during the Mavvan Conflict.

Gaff the Kobok had a Koboth Insurgent Mantle but it was unknown if he earned it or he stole it.

Laureate of the Empire

A great literary honor, bestowed by the Galactic Empire upon only the finest scholarly minds in the galaxy. Notable recipients of the Laureate of the Empire include Ebenn Q3 Baobab, who was given the title on two separate occasions.

Medal for Distinguished Service



A medal awarded by the Diktat of Corellia during the Galactic Civil War for "distinguished service to CorSec and the planet."

Nova Award

A prestigious award for journalism.

Order of Cularin

A medal given in the Cularin system, to those who went beyond the call of duty to protect the system, and risked their own lives while doing so. It was considered the highest honor that could be bestowed on a citizen of the Cularin system. The physical medal was forged on gold and overlaid with platinum and several red and orange gems.

The medal increased the bearer's reputation, easing their access to obtain legitimate resources. It could also be used as a recommendation for a promotion in any branch of the Cularin Militia. The heroes who defeated Phylus Mon in 22 BBY were awarded the Order of Cularin by Senior Counselor Sa'Arli on behalf of Senator Lavina Durada-Vashne Wren.

Orto Culinary Academy Award

A prestigious award, given to a chef that made tremendous breakthroughs in the fields of food. One award given was the Engorgable Excellence award, which was given to chefs who make delicious food. Gormaanda, a talented chef, was awarded it three times.

Orto Culinary Academy Award for Engorgable Excellence

Was awarded three times to Gormaanda in the period prior to the Clone Wars. Presumably, it was awarded from the planet Orto, homeworld of the ever-hungry Ortolans.

Ponderweight Division Shockboxing sash

A victory sash awarded to the winner of the Ponderweight Division in various shockboxing tournaments. The sash, sometimes awarded alongside a winner's purse, was bestowed upon Lobar Aybock during his career as a shockboxer for championship bouts in both the Mid Rim and Outer Rim Territories.

Ransal Rhial Insignia

A Biththævrian decoration. Heroic Biththævrian Aul Tarrus Vishav was decorated with this insignia after saving Quaal Tavier Catharius's life, which almost guaranteed Vishav's place as Catharius's successor.

Republic Science Acolade

An award that Reye Nenilin hoped to win.

Rodian Hunter's Medallion



An award granted by Rodians to their finest hunters.

Royal Chalcedony Shield



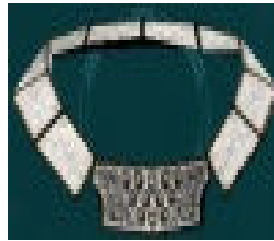
Horox Ryyder at his retirement ceremony.

A medal given to Alderaanians to recognize their achievements in peacemaking. Horox Ryyder was one of the few non-Alderaanians to receive such a medal, being presented it upon his retirement by Bail Organa.

Silver Bantha

An award given to droid models for "excellence in industrial design". The GH-7 medical droid won this award four times, according to a Chiewab Amalgamated Pharmaceuticals Company sales manual. It was named after the Banthas of Tatooine.

Selonian Honor Necklace



A Selonian necklace given to those who have performed a great service for the den.

Strike Force Cularin Commemorative Medallion

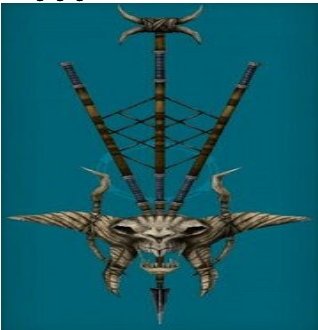
A commemorative pin that was awarded to people who had been part of Strike Force Cularin.

Trandoshan Scale of Honor



An award "given to those who go above and beyond in their assistance of a Trandoshan clan."

Trophy for Excellence in Hunting In Etyyy



An award given only to people that Sordaan Xris considered the best hunters of their generation. To gain this trophy, Xris tasked individuals with killing six legendary creatures in the hunting grounds of Etyyy: Greyclimber the Kashyyyk greyclimber, Spiketop the Uller, Stoneleg the Walluga, Paleclaw the Mouf, Brightclaw the Mouf, and Silkthrower the Wyyyschokk. Once an individual had killed each of these creatures and brought him back a memento of the kill, he would call a meeting to award the individual.

Tselgornet Prize

An award given for exceptional cooking. Jabba Desilijic Tiure's chef Porcellus was awarded the Tselgornet Prize five years running.

Other Award/Medal Ideas

You could also award "campaign ribbons" and "mission ribbons" as well as ribbons of merit, ribbons of valor, ribbons of heroism. These are all

valid military awards in real world armed forces. Where Medals usually represent a greater degree of said trait (As a Medal of Heroism would represent extreme and outstanding heroism in the face of danger) ribbons can be awarded for lesser, yet still significant acts. Campaign Ribbons and Medals tend to be specific to a given military campaign, operation, or mission. Some things Ribbons and Medals are/could be awarded for:

Service Duty Merit
 Valor Conduct Accomplishment
 Honor Sacrifice
 Duty Initiative
 Excellence Leadership
 Courage Ingenuity
 Heroism Wounded in Combat

Some common types/terms used in awards:

Ribbon Cross
 Leaf Cluster
 Star Pin
 Crescent Tassel
 Sash Trim
 Stripe Chevron
 Stone Jewel

Also, use descriptives such as color, material, etc. Specialized military units, or those with specialized training may have special tags, ribbons, patches, etc... to reflect their abilities. Then there are all of the markings of rank (yes, rank can be an award too).

Feel free to mix, match, and expand upon this. There are a variety of possible awards and ribbons. Typically, Ribbons and Medals bearing a specific name are given for a very specific reason or set of circumstances. Otherwise, the awards tend to be somewhat more "generic". A campaign award or ribbon should be given to a trooper/character that participates in a specific military campaign, mission, or even a certain battle (For example an Battle Of Endor ribbon, or a Battle Of Yavin ribbon).

"The day I picked up the Crescent, I could have flown without thrusters and knocked out TIE Interceptors just by spitting at them."



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