



STARFLEET Special Operations

UNIFORM MANUAL

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Purpose

The purpose of this set of uniform guidelines is to define a uniform for STARFLEET Special Operations to wear at club and association activities, conventions, local SCI-FI and fantasy-themed events, etc. These uniforms are not intended to replace a member's creativity in wearing "screen-accurate" costumes. They are to give the members of SFI Special Operations a set of commonly themed options to distinguish STARFLEET Special Operations members as a group for public relations, recruiting, and comradeship. Some possible vendor internet links are listed at the end of this document.

Goals

The goal of these guidelines is to provide an affordable and accessible set of club uniform options that includes guidelines for a basic uniform as well as upgrades and accessories.

Insignia

As prescribed by SFSO Command, the SFSO patch or approved team version is worn on the left shoulder. Below the SFSO patch is worn the name tape. The SFSO Ribbon is worn on the right shoulder. Below the SFSO Ribbon is worn the appropriate rank patch as indicated by SFI-DB in the design approved.

Authority

The Commander of SFSO has the authority to set forth uniform guidelines.

Uniform

In the 2360s some Starfleet Special Operations Operatives wore normal Starfleet uniforms when serving aboard starships.

Spec Ops officers also wear a uniform variant known as the Surface Operations Blacks (*aka S.O.B.*), and the Ground Combat Uniform (*G.C.U.*). The S.O.B. is comprised of an all-black tunic, rank insignia is not worn on the S.O.B.'s so enemy troops cannot see who the senior officer is merely by looking for rank insignia. While not in training or deployed the standard uniform and the standard rank insignia are worn in the typical manner. For communications, when deployed and on training exercises, Spec Ops officers use a specialized communicator built into the inside of the right wrist of the tunic.

By 2376, a variant of the uniform was available. This incorporated the Cantonese collar, but kept an all-black uniform, sans the division stripe on the shoulders, chest, and back. One lower arm had a panel-like tricorder attached to a band wrapped around the area above the wrist, while the other lower arm had a phaser device attached to another band, with a firing mechanism in the hand grip. The pads of both hands were covered with fingerless gloves, one of which included a communicator on the hand's top. The uniform also had cargo pockets on each thigh of the pants. Pant legs were flared to allow easy-on and easy-off access.

STARFLEET Special Operations Ranks

All ranks are awarded and recognized as laid out in the STARFLEET Membership Manual.

Rank	SFSO Insignia	SFMC Insignia
Admiral / General		
Vice Admiral / Lieutenant General		
Rear Admiral / Major General		
Commodore / Brigadier General		
Fleet Captain / Brigadier		
Captain / Colonel		
Commander / Lieutenant Colonel		
Lieutenant Commander / Major		
Lieutenant / Captain		
Lieutenant JG / 1st Lieutenant		
Ensign / 2nd Lieutenant		
Rank	SFSO Insignia	SFMC Insignia
Sergeant Major SFMC / Master CPO of STARFLEET		
Master Chief Petty Officer / Sergeant Major & Master Gunnery Sergeant		
Senior Chief Petty Officer / First Sergeant & Master Sergeant		
Chief Petty Officer / Gunnery Sergeant		
Petty Officer 1st Class / Staff Sergeant		
Petty Officer 2nd Class / Sergeant		
Petty Officer 3rd Class / Corporal		
Crewman / Lance Corporal		
Crewman Apprentice / Private First Class		
Crewman Recruit / Private		

Enlisted Personnel and Commissioned Rank Comparison

FLEET/SFSO		MACO	SFMC
Crewman	Crewman 3 rd	Private	Private
	Crewman 2 nd		Private First Class
	Crewman 1 st	Corporal	Lance Corporal
Petty Officer 3 rd Class	Corporal		
Petty Officer 2 nd Class		Sergeant	Sergeant
Petty Officer 1 st Class		Staff Sergeant	Staff Sergeant
Chief Petty Officer			Gunnery Sergeant
Senior Chief Petty Officer			Master Sergeant
Master Chief Petty Officer		Sergeant Major	Master Gunnery Sergeant
Ensign			2 nd Lieutenant
Lieutenant JG		1 st Lieutenant	1 st Lieutenant
Lieutenant		Captain	Captain
Lt Commander		Major	Major
Commander		Lt Colonel	Lt Colonel
Captain		Colonel	Colonel
Fleet Captain		<i>Not Applicable in MACO</i>	Brigadier
Commodore		Brig Gen	Brig Gen
Rear Admiral		Maj Gen	Maj Gen
Vice Admiral		Lt General	Lt General
Admiral		General	General

Formal Dress Whites (aka. Insurrection Whites)

This is considered the highest-level uniform for formal dinners and shares the highest level with the Dress Maroon uniform for purposes of uniform-of-the-day planning.



Occasions for wear:

1. On duty, as prescribed by the local commanders.
2. Off duty, the Dress White is normally one of the prescribed uniforms for social functions.
3. On other appropriate occasions, as required.

The Dress White Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

Composition:

The Dress White Uniform is comprised of the White Waistcoat, the Dress Trousers, accessories, and accoutrements as authorized below.

Waistcoat, Dress White:

The Waistcoat and Blouse are based on the formal uniform as seen in Star Trek IX: Insurrection. The Sleeve stripe color is the operative's branch color. The blouse color is Blue-Grey for junior Officers and White for Flag Officers.

Trousers, Dress: Dress Trousers are low waist, straight-legged, without cuffs, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as the Dress Jacket. The dress black trousers are to be worn unbloused with dress shoes.

Women may wear a black A-line or Pencil Skirt instead of pants.

Belt: If a belt must be worn it is not to be exposed.

Footwear: High gloss black dress shoes (*medium-high heels for women*) may be worn with the Mess White Uniform.

Insignia & Accoutrements:

Only the following items are authorized for wear with the Dress White Uniform.

1. Insignia of grade - Worn on the right of the collar, centered vertically.
 2. SFSO Insignia - Worn on the left of the collar, centered vertically.
 3. Combadge - Worn on the left chest.
 4. Ribbons – Worn on the left chest.
 5. Devices – Worn on the right chest.
 5. Dress gloves - White (*when authorized by local commanders*).
- (*Optional Wings, Black Ops, and Crossed Daggers Devices worn on the right chest*)

Standard Duty Uniform (*First Contact and DS9*)

The Standard Duty Uniform is at the same level as Monster Maroons for Uniform of the Day planning. It is based on the standard uniform seen in Star Trek: First Contact and Star Trek: Deep Space Nine. While not in training or deployed the standard uniform and the standard rank insignia are worn in the usual manner.



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition:

The Duty Uniform is comprised of the Duty Jacket, the Duty Trousers, and a Black Tunic or Dickey, with accessories and accoutrements as authorized below.

Jacket:

The jacket is the standard open collar, shoulder cut, Starfleet issue top. It is black with grey shoulders. The shoulder area is quilted vertically. The jacket is worn outside the trousers, not tucked into the waistband.

Tunic/Dickey, Branch of Service:

Under the jacket is worn a Black turtleneck shirt or dickey with a turtleneck collar. The stripe on the sleeve designates the operative's department.

Trousers, Duty:

Duty Trousers are black in color, low waist, straight-legged, and with or without side and hip pockets. Simple black dress slacks without any product labels will do (they should be plain front-unpleated).

Women may wear a black A-Line or Pencil Skirt instead of pants.

Belt: The black web belt is worn with trousers, under the jacket.

Footwear: Boots or dress shoes may be worn with the Duty Uniform.

Insignia & Accoutrements:

Only the following items are authorized for wear with the Duty Uniform.

1. Insignia of grade - Worn on the right of the turtleneck, centered vertically.
2. SFSO Insignia - Worn on the left of the turtleneck, centered vertically.
3. Combadge - Worn on the left chest.

(Optional Wings, Black Ops, and Crossed Daggers Devices worn on the right chest)

Surface Operations Blacks (*aka S.O.B.'s*)

The Surface Operations Blacks are authorized for year-round wear by all personnel and are the normal service uniform for outdoor and/or tactical situations.



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition:

The Standard Field Uniform is comprised of a combat shirt, duty trousers, and accessories with the accoutrements as authorized below.

Combat shirt, Duty:

Black body and black sleeves. There are variations of the details depending on the manufacturer, collar, pocket placement, etc. These are all acceptable.

Trousers, Duty:

Tactical trousers will be the same solid black as the shirt. If boots are worn the trousers are to be untucked unless an Operative has earned their wings, then the legs may be tucked into the boots or bloused.

Belt: A black belt with a subdued or black buckle will be worn with the trousers.

Footwear: Footwear will be black and could be boots or shoes depending on activity and intention. Boots and shoes should be clean and if possible, shined to put forth a sharp appearance.

Insignia & Accoutrements:

Insignias and accoutrements are not to be worn while on a Special Operations Missions. When not on a mission, only the following items are authorized for wear with the SOB Uniform.

1. Insignia of grade – Worn on the right of the turtleneck, centered vertically
2. SFSO patch – Worn on the left shoulder.
3. SOU or Ship patch – Worn on the right shoulder.

(Optional Wings, Black Ops, and Crossed Daggers Devices worn on the right chest)

"Ground Combat Uniform (G.C.U.'s)"

The Ground Combat Uniform is authorized for year-round wear by all personnel and is the normal service uniform for outdoor and/or tactical situations.



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition:

The Duty Uniform is comprised of a combat shirt, duty trousers, accessories, and accoutrements as authorized below.

Combat shirt, Duty:

Long sleeve black turtleneck. There are variations of the details depending on the manufacturer, collar, etc. These are all acceptable.

Trousers, Duty:

Black trousers. If boots are worn the trousers are to be untucked unless an Operative has earned their wings, then the legs may be tucked into the boots or bloused.

Belt:

A black belt with a subdued or black buckle will be worn with the trousers.

Footwear: Footwear will be black and could be boots or shoes depending on activity and intention. Boots or shoes should be clean and if possible, shined to put forth a sharp appearance.

Insignia & Accoutrements:

Only the following items are authorized for wear with the Duty Uniform.

1. Insignia of grade – Worn on the right of the turtleneck, centered vertically
2. SFSO patch – Worn on the left shoulder.
3. SOU or Ship patch – Worn on the right shoulder.
4. Combadge – Worn on the left Chest
(Optional Wings, Black Ops, and Crossed Daggers Devices worn on the right chest)

"Casual" Uniform

The Field uniform is authorized for year-round wear by all personnel and is the casual uniform for outdoor and/or tactical situations.



Occasions for Wear:

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

Composition:

The Casual Uniform is comprised of a black polo shirt, black trousers with accessories, and accoutrements as authorized below.

Casual with shirt, Duty:

Black polo shirt. There are variations of the details depending on the manufacturer, collar, pocket placement, etc. These are all acceptable.

Trousers, Duty:

Black trousers. If boots are worn the trousers may be tucked into the boots or bloused.

Belt:

A black belt with a subdued buckle will be worn with the trousers.

Footwear: Footwear will be black and could be boots or shoes depending on activity and intention. Boots and shoes should be clean and if possible, shined to put forth a sharp appearance.

Insignia & Accoutrements:

Only the following items are authorized for wear with the Duty Uniform.

1. Insignia of grade – Worn on the right collar of the polo shirt, centered vertically
2. SFSO patch – Worn on the left shoulder.
3. SOU or Ship patch – Worn on right shoulder.
4. Combadge – Worn on the left Chest

(Optional Wings, Black Ops, and Crossed Daggers Devices worn on the right chest)

Links -

SFSO Patches

<https://www.etsy.com/shop/CreativeJemsGA>

Surface Operations Black Shirt

https://www.amazon.com/dp/B0CW5MKZDH/?coliid=I3DAP2N5LZJW4&colid=2YDKE0XP5D1EF&psc=1&ref=list_c_wl_lv_ov_lig_dp_it

<https://www.walmart.com/ip/APEXFWDT-Men-s-Combat-Shirt-Tactical-1-4-Zip-Long-Sleeve-Military-Shirts-Camo-Top-with-Pockets-Tactical-Military-Combat-Shirt/5250796288>

Ground Combat Shirt - (*Mock Turtleneck Shirts*)

https://www.amazon.com/dp/B08B1FC6B6/?coliid=I16R07EQOPZEPX&colid=2YDKE0XP5D1EF&psc=1&ref=list_c

<https://www.walmart.com/ip/Dorkasm-Pullover-Turtleneck-Sweater-Men-Slim-Fit-Mock-Neck-Long-Sleeve-Tops-Cotton-Lightweight-Thermal-Shirts-Basics-Tight-Athletic-Undershirts-Dark/5223483369>

Sample Webbed Belt:

<https://a.co/d/0deATgDe>

Casual Shirt - (*Polo*)

https://www.amazon.com/Hanes-Short-Sleeve-X-Temp-FreshIQ/dp/B06W5HD8SS/ref=sr_1_5?crid=1TMI88K1H63K2&dib=eyJ2IjojMSJ9.x3aAyrVGr_BHme9kKTjiYK2zKrsNjfRmHCd46ZZU2cs7_2Opw3vjL4QXXIIIGef9bNGLg5DWJL9Ou-LYDpMBnVnDsVz2OkjNpiU7Dqp5AedocoiZeQdkpZ4HJaXEdKJSdTF2YuRXtRpZI1uiYipTaKKFVMhIusFh1QPvFgzLAHg7k_K3e5yoHs5_HMcnfd3zPT5n3kCIG5jyHNBjMkX7asLxVeIMZjVrrvVRE458WBDvqKsBDQNGZjM36aO6_QcZnmeWqjduN12CoeyQ1F5e5vHjDNfgSh8887PxOuminQ.4D4H97_HhxUZ4Uw7OAcA1UXzAnAqr7GTqKS64xTamJ8&dib_tag=se&keywords=black+polo+shirt&qid=1716907892&srefix=Black+Polo%2Caps%2C187&sr=8-5

<https://www.walmart.com/ip/George-Men-s-Big-Men-s-Pique-Polo-Shirts-with-Short-Sleeves-Size-XS-3XL/5028711050>

Uniforms from other eras –

Because SFSO was not specifically present significantly in the Trek depiction, addition to or modification of cosplay uniforms should be minimal.

Pre TOS thru TOS - SFSO uniforms in TOS timeframe make any of the uniform shirts out of a black color. All other details should remain the same.

TMP - SFSO uniforms in The Motion Picture era, a black turtleneck is worn instead of white under the “Monster Maroon” uniform. Additionally, the sleeve stripe and shoulder strap should remain the same as they designate the Operatives Dept color.

TNG - SFSO uniforms in TNG are the standard uniform where the main undertunic color (*red, gold, and blue*) is replaced by black. The department designation remains on the sleeve.