Klingon military officers have a rank structure similar to that of the Federation Star Fleet, since form tends to follow function. All officers of a given rank, whether Fleet, Army, Marines, Police, or intelligence, are considered to be equal and all wear very similar rank insignia. (For most literary purposes, Klingon “naval” personnel are simply translated into the equivalent Star Fleet rank, while Klingon Army and Marine personnel are translated into the equivalent Federation Marine rank.)

The lowest officer rank (besides Academy Cadet) is K1. This is equivalent to a Federation Ensign or 2nd Lieutenant. The insignia for this rank is the trefoil with one “bar” extending to the right from the center. For DSF officers, the bar is “steel gray.” For ISF officers, it is blue. For Marine officers, it is green. For technical warrant officers, it is yellow. For ESS officers, it is red. For KGB officers, it is black. For Army officers, it is brown.

The next rank is K2, equivalent to a 1st Lieutenant or Star Fleet Junior Lieutenant. This is similar to K1 but has two bars. K3, equivalent to a Marine captain or Star Fleet senior lieutenant, has three such bars.

K4 (lieutenant commander or major) and K5 (commander or lieutenant colonel) add small disks to the right of the bars for the K3 insignia.

K6, the equivalent of a Star Fleet Captain or Star Fleet Marine Colonel, has three such disks, following the established pattern.

It is interesting to note that the Klingons, and the Federation, divide their officers into the same senior and junior groups of three different ranks.

For the “flag” ranks, the small disks become black and move left until they overlap the bars.

K7 is the equivalent of a commodore or brigadier, and has three gray bars with three black disks. While this might seem “out of pattern” this “kink in the system is because the rank was actually added rather late in Klingon military (about 300 years before Y0) and was previously considered to be a senior form of Colonel.

Commodores command a squadron of at least three heavy cruisers. Squadrons of smaller ships are actually commanded by Captains of K6 rank, the individual ships being captained by Commanders (K5).

K8 Wing Admiral (Major General) adds a fourth “bar” to the insignia. It might be noted that the “first” bar in a series is always in the center (rather than at the bottom) because it is easier to distinguish at a distance, ensuring that an officer will be recognized as his proper rank as he approaches a group of soldiers. A Wing Admiral commands a grouping of 10-20 ships. A Major General commands a Division of ground troops including 10-15 combat maneuver battalions and thousands of additional support troops.

K9 Group Admiral (Lieutenant General) adds two bars. A Group Admiral commands a sector within a theater, and in wartime may have 20 ships or more. A Lieutenant General will command a corps of two or three divisions of ground troops, plus support units. A Group Admiral might command the logistics network for an entire theater of war.

K10 Fleet Admiral (Colonel-General) adds three bars. These officers command the border fleets in peacetime. In wartime, they may command a theater of war or they may command a part of a very large theater.

K11 Grand Admiral (Field Marshal) adds a black disk to the center row of bars. This is normally the highest rank in the Klingon Empire, reflecting the command of all Fleet (or Army) forces.

K12 High Admiral (Chief Marshal) has two black disks. This rank was created only in Y180 when the forces of the Empire were so vast it was considered necessary to add another rank to the command system to avoid instances in which one officer reported to a superior of the same rank.
KLINGON ENLISTED RANKS

Klingon enlisted soldiers and sailors wear rank insignia that, again, incorporates the national trefoil. Rather than extending bars from the side of the insignia, enlisted insignia has one or two large triangles behind the trefoil. These triangles show the branch with the same colors as the bars for officer insignia (steel gray for DSF, blue for ISF, red for ESS, black for KGB, brown for Army, green for Marines). The ten enlisted ranks are designated E1 through E10, and are (more or less) equivalent to the Federation ranks for the same numbers.

The lowest rank is E1 or recruit, seen only in training schools. Except in a wartime emergency, nobody would be sent into combat or even to an active duty post at the rank of E1. This insignia marks an individual who has passed the tests to enter the Warrior Caste, but has yet to receive any "official" training.

The ranks of E2 (junior crewman or junior private), E3 (veteran crewman or veteran private), and E4 (senior crewman or senior private) are denoted by the addition of small triangles along the bottom of the insignia. (During some time periods these are squares and actually touch the bottom of the large triangle.) Klingon soldiers and crewmen of these ranks are considered individuals, not leaders, although E4s and rarely E3s may have to assume a leadership duty if no one of E5 or higher rank is available.

Soldiers of ranks E1-E4 will not receive formal leadership training until they have been selected for promotion to E5. The Klingons believe that while natural leaders exist, few are effective unless they have been given formal leadership training (which also turns average soldiers into leaders). The Empire considers leadership a dangerous ability that should be taught only to soldiers of proven loyalty.

In some rare cases, the Klingons designate an enlisted man as a corporal (four small triangles) or corporal-major (five small triangles). These are primarily honorary ranks given to long-service privates who have never been given a leadership post, but who have nevertheless earned the respect of their commanders and peers. These ranks are considered a form of military decoration for long service by someone who could never become a leader.

The ranks of E5 and higher are sergeants and petty officers. These leaders have two large triangles behind their national emblem instead of only one.

E5 is a Junior Sergeant or Junior Petty Officer, the lowest leadership rank. Such an individual might be in charge of a small detail of about five personnel. This is mostly an "on the job training" rank worn by the newest and most junior leaders who still require some supervision, training, and assistance.

E6 is a Veteran Sergeant or Veteran Petty Officer; it has one small triangle under the insignia. This leader will control the same number of personnel as an E5 but will (in theory) not require help or supervision to follow his orders.

E7 is a Senior Sergeant or Senior Petty Officer with two small triangles. This leader will often run a platoon of 15 ground troops or a detachment of crewmen in a starship. On a starship, most E7s work directly for an officer and are his primary assistant. In the Marines and Army, these senior sergeants have to lead their troops in the far more dangerous arena of ground combat without having an officer by their side. It is a matter of endless debate (in the Federation) if Klingon starships have too many officers or if the Klingon ground forces do not have enough.

E8 is a Master Sergeant or Master Petty Officer with three triangles. All E8s are assistants to officers, taking charge of the training and readiness of the troops or crewmen so that they are ready for the officer's commands.

E9 Sergeant Major (or Major Petty Officer) is denoted by four triangles and would be the senior enlisted man on a cruiser or larger starship or a ground forces battalion. Some senior NCO staff personnel at a higher headquarters (brigade, division, starship squadron or fleet) would hold this rank.

E10 is a Group Sergeant Major, the senior enlisted man in an entire fleet or ground forces brigade (or larger formation), and has five triangles.

E9s and E10s are considered to be a form of officer and given the social privileges thereof. E9s actually outrank K1s; E10s outrank K1s and K2s.