

# The Dark Sentinel

## Issue #50

March 7, 1999

## Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



The new AD/FA Dress Uniform, by COM-OPSA/RA Eric

Edited/authored by Sector Admiral Jahn Compton  
XO/SA Compton/CS-2/SSSD Sov

### Emperor's Hammer Strike Fleet SSSD Sovereign

2,797 members worldwide

### office of the fleet commander

Grand Admiral Ronin has gathered articles and submissions regarding the development of the Emperor's Hammer. These include Fleet events, overall EH Plotlines, personal anecdotes, etc. The Fleet Commander wishes to emphasize that all development proposals for the Emperor's Hammer MUST be approved by the Fleet Commander prior to release to the rest of the Fleet.

### New EH Lord Ambassador (LA) Appointed

With the recent resignation of former LA Phoenix (pitchko@dlcwest.com)...

"I am not a person to go AWOL, and I'm sorry that I haven't been in contact with anyone lately. However, I am no longer able to serve as Lord Ambassador. Manesh has the full ability to take over my old position. I may re-join the EH at a later time, but I can no longer actively work in the AG. Again, apologies for my lack of contact, things have been really bad for me and good luck with the AG!"

The Fleet Commander has approved the appointment VA Manesh to the Position of Lord Ambassador (LA) of the EH Advanced Guard...(la@emperorshammer.org)...

### **FA Astatine Awarded Medal of Honor...!**

As Recommended by: Executive Officer (SA Compton)

One of the best things about being XO is being able to reward those whose service to the Emperor's Hammer has benefited the Fleet. Today's recipient has worked many months developing the Imperial Weapons and Tactics School into something the EH can be proud of. Thanks to this officer's hard work, IWATS now has more graduates and more courses than ever before.

FA Astatine, thank you for your hard work, and congratulations!

Sector Admiral Jahn Compton XO/SA Compton/CS-2/SSSD Sov

### **High Court of Inquisitors Update**

As Emailed From: High Inquisitor (FA Paladin)

I would like to welcome High Admiral Khyron to the ranks of the High Court. With his arrival, there will be some changes... (Don't worry, none of you are going anywhere...) As I mentioned in my previous communique, we will be adding a new facet to the High Court, the Sector Rangers/Enforcement Officer. Inquisitor Khyron will hold the title of Sector Enforcement Commissioner (unless he can come up with a better title) and will report to me directly. The summary of Sector Rangers as set fourth in Galaxy Guide 11 is as follows:

"As more and more planets became colonized under the Old Republic, the need for law enforcement agents capable of operating over expanded areas of space became evident. At the instigation of the Senate, under the Old Republic, regional governors were authorized to create a corps of Sector Rangers. These persons were originally charged with apprehending criminals."

"With the coming of the Empire, the Sector Rangers, who were focused on law enforcement instead of military or political matters, remained virtually unchanged."

"Today, Sector Rangers carry the force of Imperial law from one star system to another. Where local police are limited in their jurisdictions, and military forces are charged with occupation and quelling rebellion, Sector Rangers are empowered to pursue criminals anywhere within a given Imperial sector. They may likewise demand the extradition of prisoners and are often called upon to escort criminals from one sector to another for proper trial."

"Sector Rangers are empowered to use whatever means are necessary to apprehend wanted criminals, wherever in their sector they may be found. This includes the power to 'deputize' civilian assistants as legal agents of the Imperial Office of Criminal Investigations (IOCI), and, in rare cases, to suspend the powers of local officials suspected of aiding and abetting criminals."

"Sector Rangers are reserved for the most dangerous and notorious criminals and are typically not assigned to cases involving political implications."

In the Service of the Empire,  
Jedgar O. Paladin High Inquisitor

## **Grand Master Khyron Resigns, AD Stryker to be Appointed as New Leader of Dark Jedi Brotherhood**

As Emailed From: Grand Master Emeritus, FA Khyron

The Dark Brotherhood of Jedi  
<http://www.ametro.net/~darkjedi/db/>

Looking back at the experience I have had as a member of the Brotherhood of the Dark Jedi, I am amazed at the various events and incidents that I have gone through. I have been present to numerous growths for the Brotherhood. In my time, I have seen great triumphs and astonishing discoveries. I also realize my personal recollections, from the sweet taste of grim satisfaction to the bitter knowledge of a terrible melancholy. All in all though, I look back on my career with the Brotherhood with awe and nostalgia, and do my best to sort out all the memories and emotions attached to them, and attempt to come to terms with my progress from a fresh recruit with potential to the Grand Master I have become.

And as my rank and medals stacked up, so did time, and the changes it brought with it. Old, familiar faces have come and gone, and things I used to hold important to me have gone on with the swift march of the seasons. New, novel faces have popped up to replace those who came before them, with new ideas and dreams in store for this organization. As a rule of the galaxy, all things, in good time, must pass, to fade away into the pages of history, to become subjects of lore and tales that will be descended down the ages. And while we would like to keep what we have and hold on to the archaic traditions we were taught and made to trust, time, that dear arbitrary force, does not care, and sweeps the plate clean for a fresh start. I, in all my power and strength in the Force, cannot fight change. I can only go with it, and learn from it, and become the better. That is why I have chosen to the step down as Grand Master of the Brotherhood of Dark Jedi.

Now, I understand that this may seem like startling news, as is customary when human beings are faced with the frightening prospect of losing the current state of affairs and are forced to adapt against their will. But it must happen, for the good of us all. Tradition must give way to transition. And so I pass the torch to a new generation of Dark Jedi, who shall follow my footsteps into a dark horizon full of a possibilities and developments. We are on the doorstep of a new millenium, my brothers and sisters, one that shall mean many things for this association of mystics and warlocks. One that will usher us towards our destiny, the Utopia of order and enlightenment that fate has chosen for us. For with the scary concept of transformation comes stimulating forms of science, potency, and further mastery of the Force. We shall continue to implement the fear of our skills and abilities in the hearts

of our opponents, at the same time adopting the ways and methods of a galaxy that is forever moving within the spiraling cycles of advancement. We shall continue to amend this Galactic Empire into its true vision, that of a Dark Empire governed by the Dark Side of the Force, at the same time going through the revolutionary systems and tactics our comrades in the Emperor's Hammer Strike Fleet are constantly inventing. And, as always, we shall continue to combat the Light Side of the Force until the shadow that we cast consumes the stars once and for all, using the weapons and tools put into our hands by the designs of evolution. We shall come closer to laying to waste our enemies once and for all and achieving our plans for a universe dominated by the darkness.

But like in all cases, the influence of the past shall play a role in the trek into the future. Though I am turning in my title as Dark Lord of the Sith, I do not yet see it fit for me to abandon the Brotherhood. Instead, I will take up the advisory position of Lord Archon, where I will remain a source of input, offering my sound advice, tempered by years of maturity, to Grand Master Stryker as he ascends into the Iron Throne on Eos. As I have accumulated an in-depth comprehension of the Brotherhood and its inner workings, I find it necessary that I linger on as an authority and a part of the Dark Council, so as to insure that the Brotherhood keeps those qualities that I feel are required to accomplish our intentions. Also, the Grand Master will no doubt come to life-changing crossroads in his reign, and my assistance will aid in indicating what movements would be considered wise and which would not. It is at the top of my hopes that I will be able to serve as a helpful director and escort for the new epoch, guiding both the Grand Master and the Brotherhood into heights yet unheard of and undocumented in all that has come before us, making us something to be always remembered...

HAIL THE EMPIRE!

High Admiral Khyron Grand Master Emeritus

Fleet Commander's Note: With the resignation of HA Khyron, the Fleet Commander (GA Ronin) has approved the appointment of AD Stryker as the new Grand Master of the Dark Brotherhood, in accordance with Khyron's recommendations.

### **'Darth Maul' To Be A Feature At Star Wars Celebration in Denver**

For you die hard fans of the Empire, you may want to go the upcoming "Star Wars Celebration" in Denver and meet Ray Park (Darth Maul) in person, a presumably heavy influence during Anakin Skywalker's formative years...as posted at the Star Wars Episode I WWW Site...<http://www.starwars.com>...

"February 12, 1999 -- Lucasfilm Ltd. has confirmed that martial-artist-turned-actor Ray Park, perhaps best known as Episode I's Darth Maul, will attend the Star Wars Celebration in Denver, Colorado. Sponsored by The Official Star Wars Fan Club and the Star Wars Insider, this 3-day event begins on Friday, April 30, 1999. Get tickets today at [shop.starwars.com](http://shop.starwars.com)."

### **NEW X-WING ALLIANCE PRODUCT SPOTLIGHT"**

As Emailed From: [lecexpress@lucasarts.com](mailto:lecexpress@lucasarts.com)

"NEW STAR WARS®: X-WING® ALLIANCE (TM) PRODUCT SPOTLIGHT NOW ON-LINE

LucasArts has just posted a completely new product spotlight, dedicated to the upcoming X-Wing Alliance release. You can visit the spotlight at:

<http://www.lucasarts.com/products/alliance>

The Spotlight features:

Updated game feature list  
New screen shots  
Frequently Asked Questions

In addition, the LucasArts Company Store has created a special offer for those who place their orders in advance. Customers who place their pre-orders now will receive X-Wing Alliance in a limited edition box (featuring Larry Holland's signature) as well as an X-Wing Alliance magic cube (approx. 2 inches wide/high) featuring 9 game images that unfold before your eyes! Reference source code WINGMATE to receive this special offer (please ensure that WINGMATE is entered in upper case on the order form).

Quantities are limited, so place your order today. Offer valid to United States addresses only and cannot be combined with any other offer. Offer expires March 31, 1999. Go to <http://www.lucasarts.com/companystore> to place your order today. X-Wing Alliance is due to ship this Spring.

-- The LucasArts Express Club"

Fleet Commander's Note:

Based upon my personal review of the LA Product Spotlight, the game XWing Alliance will be used by MANY groups within the Fleet as it supports an intriguing "Skirmish Mode" where the players can go on a variety of customizable missions and fly one of ~20 different craft online. These were observed to include: a couple types of Corellian Transports (i.e. Millenium Falcon), Z-95, X-Wing, Y-Wing, A-Wing, B-Wing, T/F, T/B, T/I and T/A, etc...Looks to be an excellent addition as a central game platform for the TIE Fighter Corps, Corporate Division, Bounty Hunters Guild and Infiltrator Wing (who may end up using it the most...:). But be advised that, as usual, the Emperor's will continue to support the previously released games such as XWing, TIE Fighter and XWing vs. TIE Fighter.

### **EH Command Staff Awarded EH EMail Aliases**

In an effort to reduce Domain WWW updates (i.e. changing email address links every time a new CS Officer is appointed), the Fleet Commander has assigned Email Aliases for the Command Staff. Almost the entire Command Staff has already been given these email addresses; however, Inquisitors and Ambassadors are still identified by their true email addresses.

Please visit the Command Staff WWW Site to review these email aliases.

**All EH Domain Pages Moved to [emperorhammer.org](http://emperorhammer.org)**

In an effort to consolidate the EH WWW sites onto the one Primehost server, the Fleet Commander moved the files formerly at members.aol.com. Consequently, other than some miscellaneous files (i.e. GIFs, ZIPs, etc.), most of the EH Domain www sites are now on the Domain server. It should be noted that the Fleet Commander is considering moving the entire Domain to a new ISP at a MUCH cheaper price. More info will be posted as it becomes available.

## office of the executive officer

Sector Admiral Compton has gathered submissions pertaining to all of the Emperor's Hammer Subgroups.

the dark brotherhood	db
the hammer's fist	hf
infiltrator wing	iw
corporate division	cd
the bounty hunters guild	bhg
intelligence division	id
eh directorate	dir
the fringe	eh rpg
imperial weapons and tactics school	iwats
combat operations officer	coo

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### Good little Imperials...

by SA Compton

I really love comicbooks.

They're beautiful things. There are comics being produced that are some of the best literature being produced in America today. You can find a comicbook about almost every subject imaginable. And that leads me to my next point:

I really love Star Wars comicbooks.

One of the most frustrating things about being a Star Wars fan is that there isn't always something new to get our "fix". It's been 16 years since the last movie. The novels only come out every couple of months. It's nearly impossible to find the toys when they come out. But Star Wars comics? Those come out almost every week!

Are you a Boba Fett fan? There's a series out right now called "Boba Fett: Enemy of the Empire." A fan of the Jedi and their history, are ya? Try the numerous "Tales of the Jedi"

series. Want to know how Darth Vader found out his son destroyed the Death Star? Read "Vader's Quest", also out now.

Over the last few years, the Star Wars comics (published by [Dark Horse Comics](#)) have been filling in the gaps of the Star Wars mythos. Whether it's telling the story of what happened to Mara Jade after the Emperor was killed ("Mara Jade: By the Emperor's Hand") or giving the origin of the Empire's greatest fighter pilot, Baron Soontir Fel (in the pages of "X-Wing: Rogue Squadron"), the comics have been a vital part of Star Wars lore and continuity.

So wander on down to your local comicbook shop. You can find it listed in your yellow pages under... well, "Comic Books". Wander on down and ask for 'em by name. You'll be glad you did.

Have I mentioned recently how much I love comicbooks?

XO/SA Compton/CS-2/SSSD Sov

...thinks "Vader's Quest" is THE most vital Star Wars comics series ever produced...

## **squadron ready room**

The Tactical Officer herein presents any special updates and events related to the tactical operations of the Emperor's Hammer Strike Fleet. New Battle Plotlines and missions are also posted herein. This section also provides directions on copying and playing the new EH missions.

<http://www.city-net.com/~dev/>

We're sorry for how long the Battle Board has been down, but a huge project has been under construction, and we KNOW you'll be amazed when you see it - it's great. We hope to have it done by 3/10.

FA Kawolski has sent out the first FCHG battle, and by all accounts, it's superb. The first FCHG competition will begin as soon as the Battle Board is up; more will be announced to all pilots. You can play it now, as FCHG1.zip.

Project Vega is flying all the Battles, we have 12 hardworking pilots, and we're fixing them as we go. It'll take a long time, but we'll leave all the battles perfect and challenging for all levels of pilots.

Also, a special congratulations to my CA, Admiral Thedek, on receiving his promotion for his huge amount of work.

From the TAC Office,  
Tactical Officer, Fleet Admiral Dev  
Command Attache to the Tactical Officer, Admiral Thedek  
Assistant to the Tactical Officer, SL Nazghul  
Assistant to the Tactical Officer, SL Menacer

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(The XO has decided to include this in the Tactical Officer's section, as the Battle Board is the domain of that office.)

[The Emperor's Hammer Battle Board](#)

While looking at the Battle Board and noting the "Title of Baron" for the top record holder, and the identification of one other title holder, I thought:

Wouldn't it be nice for all past "TOP" record holders who were never recognized as such (the title didn't exist back then) to be at least recognized as former Barons.

From the record holders of the 1st year of the hammer (1/7/95 - 1/7/96), the Barons would be: Ronin, Lucas, Sten, Havok, and Abaddon.

I've attached my analysis of the 1st year record holders in file "Top-Pilots.doc"

Making a list for the next 2 years will take some time but I plan on doing it!

FL-OA/COL EmpReach/Omega-3/Wing-6/SSSD Sov [Knight]  
 IC/GoE/GS/SS-3/BS/PC-7/ISM-7/MoT-rh/IS/MoC -D -2P -2G -5S -20B  
 [IWATS]

**Emperor's Hammer Top Pilots Listed by NL for the first year!**

	NL 01 to 04 12/31/94 -	NL 05 1/20/95	NL 06 & 07 1/27 & 2/3/95	NL 08 2/11/95	NL 09 2/17/95	NL 10 & 11 2/24/95
	1/13/95				1st Battle Board	
1	none	RONIN 2	LUCAS 2	RONIN 3	RONIN 9	RONIN 16
2			RONIN 1	LUCAS 2	LUCAS 2	LUCAS 2

  

NL 24 9/10/95	NL 25 9/26/95	NL 26 11/2/95	NL 27 12/6/96	NL 28 1/7/96	Rank	Rank
ABADDON 40	HAVOK 39	HAVOK 39	ABADDON 36	HAVOK 34	1	1
HAVOK 39	ABADDON 37	ABADDON 37	HAVOK 35	ABADDON 30	2	2
STEN 12	STEN 12	STEN 12	TALON 19	TALON 19	3	3
TALON 12	TALON 12	TALON 12	STEN 11	COMPTON 18	4	4
RONIN 5	RONIN 5	RONIN 5	RONIN 5	STEN 10	5	5
LUCAS 2	LUCAS 5	LUCAS 5	LUCAS 4	RONIN 4	6	6
BRETT 2	BRETT 3	BRETT 4	BRETT 4	BRETT 4	7	7
JON-PAUL 2	JON-PAUL 2	PALADIN 3	PALADIN 3	LUCAS 3	8	8
MELAN PYR 1	MELAN PYR 1	JON-PAUL 2	JON-PAUL 2	EMPREACH 2	9	9
SHEKINAH 1	SHEKINAH 1	MELAN PYR 1	MELAN PYR 1	PALADIN 1	10	10
MAVERICK 1	MAVERICK 1	SHEKINAH 1	SHEKINAH 1	JON-PAUL 1	11	11
PALADIN 1	PALADIN 1	MAVERICK 1	MAVERICK 1	MELAN PYR 1	12	12
FLINT 1	FLINT 1	FLINT 1	FLINT 1	SHEKINAH 1	13	13
				MAVERICK 1	14	14



NL 18	NL 19	NL 20	NL 21	NL 22	NL 23
6/2/95	6/17/95	6/30/95	7/16/95	7/30/95	8/16/95
HAVOK 20	HAVOK 21	ABADDON 26	ABADDON 25	HAVOK 38	HAVOK 41
STEN 16	STEN 15	HAVOK 19	HAVOK 19	ABADDON 28	ABADDON 41
ABADDON 14	ABADDON 13	STEN 13	STEN 13	STEN 12	STEN 12
RONIN 4	RONIN 4	TALON 10	TALON 8	TALON 8	TALON 9
TALON 3	TALON 3	RONIN 4	LUCAS 5	LUCAS 3	LUCAS 2
LUCAS 1	JON-PAUL 2	JON-PAUL 2	RONIN 3	BRETT 3	BRETT 2
SHEKINAH 1	SHEKINAH 1	RENEGADE 2	BRETT 3	MELAN PYR 3	RONIN 2
MAVERICK 1	MAVERICK 1	SHEKINAH 1	MELAN PYR 3	RONIN 2	JON-PAUL 2
		MAVERICK 1	JON-PAUL 2	JON-PAUL 2	MELAN PYR 1
		PALADIN 1	RENEGADE 1	RENEGADE 1	SHEKINAH 1
			SHEKINAH 1	SHEKINAH 1	MAVERICK 1
			MAVERICK 1	MAVERICK 1	PALADIN 1
			PALADIN 1	PALADIN 1	FLINT 1
				FLINT 1	

Rank
1
2
3
4
5
6
7
8

NL 12	NL 13	NL 14	NL 15	NL 16	NL 17
3/10/95	3/26/95	4/7/95	4/22/95	5/5/95	5/19/95
RONIN 15	STEN 14	STEN 21	STEN 15	STEN 13	HAVOK 14
STEN 14	RONIN 10	RONIN 7	TALON 8	TALON 8	STEN 11
LUCAS 1	TALON 7	TALON 7	HAVOK 6	HAVOK 6	ABADDON 6
	LUCAS 1	LUCAS 1	RONIN 5	LUCAS 6	TALON 5
	STELEK 1	STELEK 1	ABADDON 4	RONIN 5	LUCAS 5
	SHEKINAH 1	SHEKINAH 1	LUCAS 1	ABADDON 1	RONIN 5
			STELEK 1	STELEK 1	SHEKINAH 1
			SHEKINAH 1	SHEKINAH 1	MAVERICK 1

next to name indicates the number of high scores

## the command staff

Herein are presented sections for the offices of each Command Staff Member. Please use the menu on the right to view each Office's report.

the flight office                      fo  
the internet office                    io  
the training office                    to

the operations office	ops
the communications office	comm
the security office	so
the science office	sco
the logistics office	lo
the reconnaissance office	ro

## **officer's deck**

The Executive Office periodically releases fiction submitted by Command Officers and Flag Officers of the Emperor's Hammer.

The Executive Officer asked the Fleet for some memories of their times in the EH for this, the Fleet's 50th Newsletter. The following are what were sent in:

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Well, this is the EH's 50th NL. So herein, I would like to share with the EH, a few memories. First of all, I find it necessary to thank a few people that have been the best of friends to me in my EH career, and I'll start off with the XO, Sector Admiral Compton. Compton has been with me through many hard times in my EH career, and when I first met him as CA:XO, I thought he was one of the funniest people I'd ever met. But it was when I had the pleasure to work with him as CA:TAC, that I really got to know how funny he can really be. I also owe him the fact that I'm Admiral. But the thing I thank him most for, is the fact that no matter what, he's honest with me. He always tells me the truth, even if it hurts. And I've learned because of him, that even if the truth hurts, lies hurt more.

The second person I would like to thank, is our beloved FC. Grand Admiral Ronin, even though I have done so before, I would like to congratulate you on making this fine club what it is now. You must certainly be a very dynamic and strong willed individual, to have what seems to be a hard job in real life, and still have the time to run a club with over 2000 members. I thank you for continuing to allow me to stay as your CA, and to continue to do the best job that I can, in terms of promoting activity on the main board, I wish I could say the same for the other boards, but what better time to see the main board hit 800 posts. We're setting a new record almost every day, and posting seemingly faster than AOL can erase our older posts. But none of this might ever have transpired, if you hadn't asked me just 5 full days after Christmas, if I wanted to be CA1:FC. I feel that this position has been the position where I have been able to do my best work, despite sometimes I step out of line. Thank you again, for believing in me and for continuing to allow me to stay in this most excellent position.

Finally, I would like to say, that it has been a pleasure serving with all of you out there, and a special heartfelt thank you goes out to Post Squadron. Thanks you guys. Without you the boards might still be about as active as a grain of sand. I hope that in the months and years to come I am able to serve this club even more, and that it can stay alive as it has for the past 4 years. I have trouble fathoming all that has happened to me during my career, bad things or good. But I can honestly say, that I've been able to answer my EH mail and feel like I can just imagine myself actually being a Squad Commander, or a Command Officers assistant. It has always been an escape from the often high pressures of the real world to me. I close by

saying, thank you all who have supported me throughout my career, and have at least TRIED to be friendly.

Respectfully submitted,

<SALUTE>!

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Admiral Benjamin James "Obiwan" Kenobi, Command Attache to the Fleet Commander, and Proconsul of Alvaak, Emperor's Hammer

CA:FC/AD Obiwan/CA-1/SSSD Sovereign [GoE] [SS] [BS] [ISM] [OA-2E] [MoI] [MoC-SoC-11BoC] [LoC-cs] SBM(Sith) PCon: Clan Alvaak (LSS) [GMRG:INI] {IWATS-m}

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FROM THE DESK OF REAR ADMIRAL DAVID 'ZEN' TORRES  
COM, ISD CHALLENGE

Well the 50th Newsletter is coming up and it would seem appropriate to write something for it. For the past 18 months, I have been serving the Emperor's Hammer, joining up in August 1997 and first flying with Inferno Squadron on the ISD Challenge. With the departure of GN Boussh, I was appointed CMDR of Inferno Squadron, an honour which completely surprised me and one that proved to be my hardest assignment. With most of the pilots being AWOL, Inferno was in danger of collapsing and only the efforts of a few dedicated pilots kept it alive. Despite a number of ideas which I presented to the squadron, things did not seem to pick up and after 7 months serving as CMDR, I announced my decision to step down and accepted the position of Flight Leader of Flight 3. My decision to step down was prompted by both personal reasons and a belief that there was something I wasn't doing right. Although I believed that my efforts were not noticed, I was surprised by the reaction displayed by the other pilots of both the Challenge and Relentless. Many expressed their hope and support to me in resolving my personal problems and that I would return to the position of a CMDR. After nearly two months since stepping down and a period of shore leave during that time, I accepted the position of CMDR of Lion Squadron stationed on the ISD Interpid. I occupied this position for only a fortnight before resizing of the TIE Corps saw the squadrons on the Interpid merged with the squadrons on the Challenge.

After a period of two weeks, I had returned to the Challenge to find that the same pilots were still CMDRs and that I was back in charge of Inferno Squadron. Unlike my previous period as Inferno CMDR, I was more confident in my ability to fulfill my duties and my ambition to make Inferno one of the best squadrons around. High level of participation in the Challenge Cup was a clear sign that Inferno was back in business and this was recognised with Inferno being named Squadron of the Month for September. After nearly 4 months as CMDR of Inferno Squadron, I was promoted to the rank of Lieutenant Colonel and appointed Wing Command of Wing X. After a week of shore leave, I returned to serve under the command of RA 'Pappy' Renegade, one of the most experienced Emperor's Hammer officers I've ever served with, and, with the unfortunate resignation of RA Renegade due to health problems, I was promoted to Rear Admiral and made the Commodore of the ISD Challenge. Ever since then, I have served as the Commodore of one of the finest Star Destroyers in the Empire and seen it grown to become the largest command in the Emperor's Hammer.

Looking back over the last 18 months, I have found it quite hard to remember what it was like in the beginning. Some of the officers then have retired, but many are still serving and

have gone onto greatness. When I first joined up, all I wanted was to command a squadron and I now find myself commanding one of the most powerful warships ever constructed. Three of my closest friends are now serving as Command-level officers with Kawolski serving as the Flight Officer, Yacko as the Combat Operations Officer, and Rapier as the Security Officer, and another close friend, Piett, serving as my immediate superior. During my time, I have met many of those who serve the Empire in their many ways and found each and every single one of them interesting in their own way. There have been times when I opened my mouth and said something I shouldn't or insulted a higher-ranking officer, but my unwavering dedication to those under command and to my fellow officers is one thing I will never apologise for.

For anyone who is considering leaving the Emperor's Hammer, I have some words of advise. I have also considered leaving at a few times, but my stubbornness and refusal to walk away from a job combined with my determination to strive and to succeeded has made me stay. So keep at it and things will turn out right. If you think you are ready for a position, the odds are you not for you believe that there is nothing that upset you, but you keep an open mind and also remember that there others with whom you can talk to, then you'll go far. For those who are simply answering emails every week, you will go nowhere doing that. If you keep active by completing missions and battles, posting on the message boards, creating fiction and graphics for the newsletter, and emailing your CMDR to inquire about how you can participate further, increasing your standing in the Emperor's Hammer and furthering your chance for a promotion or an award.

Your Comrade in Arms,

David 'Zen' Torres

Rear Admiral, COM ISD Challenge.

<<http://www.geocities.com/Area51/Dunes/8234/>>

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Memories of the Emperor's Hammer  
by: Brad Fordham (bafordham@aol.com)

squadrons:

Cheth, Praetorian, Laser, Stalker, Eagle, White, Phoenix, Gold, Guardian, Rachen

Subgroups:

TIE Corps, Corporate Division (CD), Dark Brotherhood (DB), Smuggler's Guild (SG), Intelligence Division (ID), Infiltrator Wing (IW), Civilian Command Authority (CCA), Bounty Hunter's Guild (BHG), and EH Directorate (EHDIR).

Joined the EH on June 28th, 1996.

I have been in the Emperor's Hammer for nearly three years now and I am surprised at how much things have chanced since I first joined. I remember when the Emperor's Hammer still had a lot of its influence in America Online mostly. The message boards on AOL were in the

Flight Simulations Resource Center (FSRC). It shared message boards with other smaller Star Wars clubs. Our meetings on Sunday nights were held in the Private Chat Room: Sovereign. That was very troublesome because AOL would only allow about 25-30 people at a time, so it was first come-first serve. :-). Near the end of '96 I discovered about IRC and the meetings on IRC got larger and larger. Along with the fact that more people were getting on the Internet from ISPs other than AOL. (I never bothered to switch yet). One interesting fact was that around the time when I joined, Khyron (former Grand Master) was an Apprentice in the Dark Brotherhood! I learned how to make webpages from the IWATS-Imperial Internet Course, back when it was first established. I also had the privilege to work with Fleet Admiral "Pappy" Renegade (gcavitt@ainet.com) on certain occasions. My first superior officer was Keith Weicksel (former Internet Officer and leader of the Smuggler's Guild). He was a CMDR/BG when I first joined and had the AOL screen name (SpeedRa69@aol.com)! heheh... Well he helped me get to know about the different aspects of the EH and I joined in his Corporation and got involved in the other Subgroups. After some time, I got quite accustomed to the EH meetings and now I'm engrained with the other officers who have found a place to be and will always have something to do with the Emperor's Hammer. I can't find a more exciting group on the Internet and I do enjoy serving in the Intelligence Division very much. I often remember those people who I have had contact with throughout the Subgroups and you can give me a e-mail anytime you wish..

If you want to know more about where I've been in the EH, take a look at this page: <http://members.aol.com/bafordham/ehpos.htm>

Brad Fordham

<SALUTE>

SDIR/FA Brad/UBIQ/DGN Lichtor V, {IWATS}, {IWATS-IIC/3},  
HoI/GOE/GMoF/FoEW(2)/BS/PC(6)/ISM(4)/MoC-5SoC-7BoC, SW(Sith)/House Dorimad  
Sol of Clan Scholae Palatinae

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THE MEANING OF HONOUR, Part 2

By Rear Admiral David 'Zen' Torres

COM/RA David 'Zen' Torres/ISD Challenge, Kngt.

(PC),(ISMx2),(MoT),(MoI),(IWATS-IIC/3,M,Q),(LoCx2)

dunnwd@ozemail.com.au

Dedicated to Maverick, CMDR of Typhoon Squadron.

'Honour:adherence to what is right'

After storming out of VA Rapier's office, RA Torres, COM of the ISD Challenge, started walking back to the hanger bay where his TIE Defender was parked when a voice called out behind him. Turning around, Torres saw an ensign holding a com-pad in his hand heading his way.

"Admiral Torres, I've got a message from Aurora Prime for you."

“Ok thanks.”

Accepting the com-pad from the ensign, Torres pressed his thumb on the id-patch and waited for the message to come up. After a few minutes of waiting, the com-pad was still blank and Torres turned back to the ensign.

“Ensign, this com-pad has no message. Is this a joke of some kind?”

“No, sir. There is a message and here is it.”

Before Torres could react, the ensign pulled out a blaster and fired it point-blank against his chest. Pushed back by the blast, Torres slammed into Rapier’s door and fell to the floor. Bending down to finish the job, the ensign was surprised by the door opening and Rapier coming out to check what was happening. Both officers looked at each for a second and then Rapier saw the blaster come up. Ducking back into his office, he saw Torres lying on the floor and pulled out his pocket blaster. Just as he popped his head out, a series of blaster fire erupted into the office, forcing Rapier to duck back. Then he heard some more blaster fire and a thump in the corridor. Cautiously, he looked out and saw a squad of stormtroopers running towards him. Getting up, he dusted himself off and placed his blaster back into his pocket.

“Sir are you alright?”

“I’m fine, trooper, but RA Torres need medical help immediately. Get a med team down here now.”

“One’s already on it’s way, sir.”

Just then footsteps could be heard running down the corridor and Rapier saw the med team rushing to the area. Pushing their way past the stormtroopers, they carefully examined Torres and lifted him slowly onto a biobed.

“Doctor, how is he?”

“Well Admiral, as far as we can tell, he has got first-degree blaster wounds. Looks like they were fired at point-blank range or pretty close to his chest. Luckily, no vital organs were hit, but there may have been damage to his spin. We won’t know any more until we get him back to the med-lab and do a full examination. Also we would like you to report to the med-lab for a check-up.”

“Thanks, doctor. I’ll be there in a few minutes.”

Nodding to Rapier, the doctor indicated to the med team that they should depart and they quickly walked off to the med-lab. Watching them walk off, Rapier turned around and ordered the stormtrooper squad to take the assassin to a holding cell for Intelligence. He then walked back into his officer and, sitting down at his desk, opened a com-link to the Challenge.

“ISD Challenge here.”

“This is SO Rapier. I want to speak with WC Tad Taliesin.”

“Ahhh yes sir, I’ll just get him for you.”

“Taliesin here.”

“Tad, I’ve got some bad news for you. Torres was just injured in an assassination attempt on the Sovereign.”

“What????!?!?!? Is he alright?”

“Don’t know yet. All I do know is that he was badly injured and that he’s being taken to the med-lab now. I’ll let you know how things are as soon as I find out. The attack goes as planned. If Torres can’t make it, you’ll take his place. Rapier out.”

Closing the com-link, Rapier opened another one to the GA’s office.

“Ronin here. What is it Rapier?”

“It’s Torres. He was just heavily injured in an assassination attempt.”

“An assassination attempt? On the Sovereign?”

“That’s right. I’ve got the assassin in a holding cell for Intelligence and Torres is in med-lab

right now. But it seems strange that he should be attacked on the Sovereign when he wasn't even scheduled for a meeting here. Well one thing for sure, it's going to make Kessler really angry and he's going to start assigning bodyguards to the Challenge's Command Staff whenever they leave the ship."

"Well that doesn't matter about Kessler. He'll get over it, but this breach of security on the Sovereign is another matter. Rapier, look into it and report back."

"Acknowledged. Rapier out."

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After getting some sleep, Maverick woke up to see one of the doctors looking at the bed next to him. At first, he thought nothing of it and started to close his eyes when he noticed the doctor place a needle in the life support tube and insert a liquid of some type. Closing his eyes, he waited for the doctor to leave before he opened them again and looked over. Curious, Maverick got out of bed and walked over to the next bed. Looking at the ID plate on it, he saw that it read 'Typhoon CMDR, MAJ Maverick'. It had read his name and a doctor had placed a liquid in the life support system, killing some poor civilian when the doctor was actually going for Maverick. Aware that someone was out to kill him, Maverick quickly changed his clothes and crept out of the hospital.

Moving quietly through the streets of the city, Maverick arrived at a pub located in a narrow alley. According to Torres, this was a good place to get information you couldn't get through regular channels. Standing around the entrance were a dozen poorly-dressed men who were busy drinking themselves into the next century. However, Maverick saw that all the men carried a blaster pistol in their belts and that whenever someone walked through the alley, they all kept an eye on them. Guards - and big ones too, but no trouble for an elite officer of the Empire. A fact Maverick proved a few minutes when he used his Dark Jedi powers and knocked them all out. Stepping over their bodies, he opened the door and walked into a dozen blaster pistols pointing straight into his face.

"So what we got 'ere? Some stupid Imp....let's smoke 'im."

"Oh I'm sure Torres will be happy to pay you visit if that does happen."

"Torres??? Oh you must be one of the Challenge lot....alright, come on in."

Dropping the blasters, the guards stepped aside to let Maverick to walk to the bar. Ordering a Corellian Ale, Maverick looked around and saw an empty table. Sitting down, he slowly drank his ale and looked at everyone who was there. One particular lady caught his eye and he nodded to her. Looking back, she got up and walked over to his table, then sat down.

"You're new here aren't you?"

"You could say that."

"It's easy to pick out the new ones. They're the ones who also look around to see if they can find what they're looking for. So what you looking for?"

"Information....on the explosion that occurred earlier and any assassination contracts."

"Hmmm....so you're Maverick. The word is that you're dead. I must say you look pretty lively for a dead guy."

"So you got anything?"

"Only that if you want to find out who ordered your assassination, you had better learn to disappear."

"And do you know anyone who might be able to teach me?"

"Oh I might be able to find someone. I'm Karlia."

"Well Karlia, let's get started."

"Ok firstly, you'll have to leave the EH. Once that is done, we'll get started. And if you ever think that the price is too high, here's some news. Your COM, Torres, was injured in an

assassination attempt on the Sovereign.”

“Well thats all the motivation I need to find those traitors.”

“Spoke just like Torres said you would.”

“Huh?”

“Well why else would I know about him? He contacted me just before your showed up and hired me to help you.”

“Well then lets go.”

With that, the two got up and walked out of the bar.

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Silence had nearly ruled the bridge of the ISD Challenge...except for the continous background noise of the warship’s computers keeping things moving and the tap of a foot on the deck. For the past hour, LC Tad Taliesin had been sitting in the COM’s chair while the rest of the ship prepared for the departure of Typhoon Squadron.

“Com, no word on Mav?”

“No, sir. I’ve contacted Aurora Control and they’ve reported that he simply disappeared.”

“He can’t have simple vanished, not with a mission of this importance happening. Scan all channels for any news. Give me a link to the Sovereign.”

“Aye, sir. Com-link open, RA Torres is on the other end.”

“Torres here. Whats up Tad?”

“Torres, we can’t find Maverick. He was suppose to return to the ship by now, but Aurora Control has reported that he has vanished. Typhoon is ready for departure, but I would like to wait until we get some more word about Maverick.”

“Thats negative, Tad. Typhoon departs as according to the plan.”

“But what about Maverick?”

“I’m transmitting a message I just recieved from Maverick to Typhoon Squadron and to you. It will explain everything. Inform Callista that she is in charge of Typhoon Squadron until further notice. Good luck with the mission. Torres out.”

Waiting for the message to transmitt, Tad turned back to the communications officer.

“Cancel my last order. Inform Typhoon Squadron that once they’ve all recieved the message, they are to depart immediately. Inform all other command we go according to the plan.”

“Aye, sir.”

Opening the message, Tad saw the monitor blink to life with Maverick’s face appearing. Tad saw immediately that he wasn’t wearing his uniform and began to dread what the message containted.

“To the officers of the Emperor’s Hammer, it is my deepest regret that I must step down from active service and transfer to the Reserve Corps. I can’t say why I have decided on this course of action, but all I can say is that something has ocured which has opened my eyes to a threat to the very survival of Emperor’s Hammer. I have decided to neutralise this threat with the help of some new friends.

To the pilots of Typhoon Squadron, you are the best there is. I am proud of what you have achieved and been honoured to serve as your CMDR. I will request that my replacement be selected from one of you and I wish you good hunting and all the best.

To the officers of the ISD Challenge, it has been the greatest pleasure flying with you. I know that you will continue to hold up the standards that have been established by pilots who flew before you and that you will continue to show everyone else how it is done.

To RA Torres and LC Tad Taliesin, you are one of the best command teams around. Both of you are former Wing X CMDRs and will make great flag officers. I wish you all the best in



the future.

This is Maverick signing off.”

Rear Admiral David ‘Zen’ Torres

COM/RA Torres/ISD Challenge, Kngt.

(PC),(ISMx2),(IWATS-IIC/3,M,Q),(MoT),(MoI),(MoC-g,bx6),(LoCx2)

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<http://www.geocities.com/Area51/dunes/8234/>

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## **sovereign cantina**

The Executive Officer herein presents fiction submitted by the Squadron Commanders, Flight Leaders and Flight Members of the Emperor's Hammer.

### Recruitment Speech For EH

Do you want a job that gives you an education and pays you at the same time? Do you want a job that lets you see the universe? Most importantly, do you want a job that gives you security? Is this what you look for in a job? The Imperial Navy will give you this and more. We have jobs for all sorts of professions. You could be a proud Stormtrooper. Those of you who have knowledge in the arts of space travel could be officers on one of our fine ships. You could even be a pilot and fly for the Empire. The Empire has been protecting us from the Rebellion for so long, but the fight has been difficult. Many young men and women have died for the cause. Let their sacrifice not be in vain. Our new leader, Grand Admiral Ronin, is systematically freeing annexed systems from the rebel tyranny. His leadership is like a guiding light that will free us in the end. ‘But’ I hear those of you with a high level education say ‘Why should I give up my high paying job and join a Empire who has spent so much time fighting itself and not the Rebels’. The answer is simple; we should all help the Empire. It has sacrificed so much for us. Now, we must sacrifice for it. Those of you with a high skill level, high education or a long and distinguished career in the Imperial Navy could even join our elite force; The Emperor’s Hammer! This force gives all its troops high paying jobs. You will be able to take command of regular troops. You will have the training to save lives and stop the rebellion. The Noghri know all about the Rebellion. The Rebels who left a ship in the atmosphere annexed their homeworld. This ship fell and nearly killed their civilisation. The remaining members of their race joined the Empire. They had the courage to fight the Rebellion; Do you?

However, don’t think that joining the Empire is no fun either. While on duty, you must do your job, but off duty you can go out with friends. As a bonus, Grand Admiral Ronin promises that all Emperor’s Hammer members who complete their tour of duty will receive free land on our new Imperial capital (Auora Prime). For more information, go to the Emperors Hammer main facility on Auora prime (It’s co-ordinents are <Http://www.EmperorsHammer.org>) The Imperial Navy needs new blood; It could be yours.

Commander George,

Stalker Squadron: Wing I: SSD Avenger

FL/CM George/Stalker 3-1/Wing I/SSD Avr [ex Hussar] – [XvT, TIE]  
GRD(Sith)/ Dorimad Sol of Scholae Palatinae  
{IWATS} {IWATS IIC/1} {IWATS CMDR} [GMRG:INI] ISM OA-2E BoC\*2

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The Executive Officer asked the Fleet for some memories of their times in the EH for this, the Fleet's 50th Newsletter. The following are what were sent in:

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Just a few memories that I thought might be including in NL 50...

- a.. The old rank system (Remember that lovely time when people who finished T/F with a rank of General actually became General's...)
- b.. The growth of the fleet from a single wing to the biggest SW's fleet on the Internet.
- c.. The birth of the different sub-groups
- d.. The downsizing of the fleet (Removing Wing II of the Avenger, etc).

[Salute]

FL/CM George/Stalker 3-1/Wing I/SSD Avr

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### Memories of a TIE Pilot

Mordor was a Flight Leader of Flight number III in the Dark Knights Sith squadron. The dark Knights were the House Aleema Sith Squadron. Much pride did the members of it show. Mordor was in the Dark Knights for as long as he remembered. Or so it seemed. Mordor's one year anniversary in the Dark Knights squadron was coming close. Mordor remembered how an Imperial citizen nicknamed ArcticFox told him about the EH. Mordor immediately went to Desalmado, home of Clan Satal Keto. He was greeted by Jarla, Hades, Xanthe and BlackBird. As soon as he saw the Dark Side Compendium he was convinced that he had the forces of a Dark Jedi. Until then, Mordor was a trooper in the Independent Desalmado Force. When he was presented with the descriptions of the orders he remembered that he used to fly starfighter a couple of years ago. With the great aid of PCON Hades, Mordor joined House Aleema as a member of the Sith. Mordor also joined the Shadow academy. About a week later he and Scoser got an invitation from SW Rapier who was then the Sith Commander. They both accepted. When they had arrived at the squadron's hangar bay Mordor was only an Apprentice. Mordor was also very impressed by the advanced starfighters he found in the squadron. He was mostly impressed by the TIE Phantom MK2. It was the first and only time Mordor had seen such starfighters in any other squadron. But Mordor found out that he was being stationed on the 2nd flight of the squadron. The flight had 4 Interdictor boats. Mordor was very disappointed. Mordor hated space bombers then, now and will always hate them. Mordor had his baptism of fire about a week ago which led to a promotion to Novice. After about a week when Mordor completed the final exam he became a Guardian and a fully pledged member of the Brotherhood. Up to this day, Mordor believes that he and Scoser graduated at the same day.

When Mordor was a Protector he heard of the great ship SSD Avenger. He quickly came to the SSD Avenger meeting. When he saw Darth Vader and his mighty ship he was filled with awe and amazement, a thing a Jedi rarely has. He immediately requested to join the TIE

Corps and be stationed aboard the SSD Avenger where he serves up to this day. Mordor also joined the Bounty Hunter's Guild in order to enhance his fighting skills. When Mordor was still a Trainee the Avenger has a competition with the SSSD Sovereign, the flagship of the EH. Mordor regretted that he could not participate in the competition. Mordor's Trainee days were not easy. He tried several times until he finally became a Commander (The old rank). He became a member of Trapper Squadron and was welcomed by GN Garion, the Commander. Soon after that, GN Garion went on a vacation (And did not return from up until this day). Mordor was promoted to the rank of General by the WC LG Cabell (I think that this was his name...). Mordor quickly assembled a list of his pilots, made a squadron report updating the pilots of the situation. 2 days later, his hidden Obelisk forces were awakening within him which caused him to join the Grand Master's Royal guard. Also, at that day, the COM AD Darth Vader announced that he is going to make a cutover on the Avenger. He was going to close an entire wing. Darth Vader also suggested that 6 CMDR's will volunteer to resign from their position and be stationed in another squadron and when the other wing re-opens they will get their positions back. After heavy consideration Mordor decided to resign from the position of CMDR of Trapper Squadron. Mordor was convinced that he made the right choice. But, Mordor still feels a certain guilt that he was the one who doomed Trapper Squadron...

About that time, Darth Vader was chosen to be the head of a new subgroup, The Advanced Guard. Mordor tried to do everything he could to dissuade Darth Vader from leaving the Avenger. Mordor failed. Up until now Mordor always speaks coldly of this subgroup, for they took his favorite COM. A man who instructed him whenever possible, a man who shaped Mordor's career into what it is today, Darth Vader...

The man who replaced Darth Vader as COM of the Avenger was AD Hades. He was COM for a VERY short time.

4 days later, Mordor was awarded his first EH medal. A Dark Cross. Mordor created trivia for the Dark Brotherhood meeting. Mordor was very proud of his first medal. About 20 days later, was re-assigned to Butcher Squadron to Flight I position 2. Mordor's flight flew TIE Dragons, a space bomber. Mordor felt strange, he did not hate the TIE Dragon. Mordor thought that it's because they had shields...

At the time, Butcher Squadron had an acting Commander, GN Rocanon. 4 days later, Mordor was awarded his second Dark Cross, for making a second trivia.

20 days later Mordor got another Dark Cross, this time for assisting the Archon, DJM Haem. At the beginning of Mordor's EH career he heard of the EH Directorate. At first, Mordor was not very impressed of the subgroup, for their main function was politics. Mordor hates politics...

However, he also noticed that the subgroup had military operations and therefore, he wanted to join them but he could not. You had to have a program called "Rebellion" which Mordor was not able to find up until the day he joined them. Mordor was given the rank of Vassal and the position of Regional Governor of Ulyr under the direct command of PG Assassin. At first, Mordor wanted to join the system of Carrida to work with his fellow clansman, Di'Ceann. But, Carrida was already full of members so that was impossible. However, Mordor did think it was fun to kill lots of wookies, which was impossible on Carrida...

Mordor was finally promoted to the rank of Assistant Journeyman in the Guild for solving 2 mysteries. Mordor was assigned to the unassigned pool (Cool, ain't it?)

2 weeks later Mordor received his first TIE Crops medal, an Imperial Security Medal.

Mordor was writing a lot of stories which finally resurrected the Avenger Newsletter, "Killing Rebels: 8 Kilometres At a Time". Mordor was also declared "Writer of The Month".

When GMF Hades resigned after creating the first ever EH Directorate manual the Directorate was left in turmoil. It had only 30 members including the Ministry Council and

the GMF, Dragon Aquillas was tasked with practically, reconstructing the Directorate. Dragon immediately announced that he is accepting applications for positions in the Ministry Council. Mordor noticed that the position of Minister of War was open, Mordor's only reason for joining the Directorate, the Military. Mordor quickly applied for Minister of War. After a waiting period of about a week Mordor saw his name on the Ministry Council, as Deputy Minister of War. Fireclaw was appointed Minister of War.

Mordor also received the rank of Count which he carries today.

3 days later Ximeno, the Butcher Squadron CMDR replaced Rocanon for Mordor as Acting Commander. Thus, beginning probably the longest time a man has ever served as Acting Commander.

3 days later Mordor resigned from the Guild. Mordor found it a very boring subgroup. There was also another reason for Mordor's resignation from the Guild. He was under great pressure, being in 5 subgroups can be quite time-consuming.

But, a day later Mordor finally got what he wished for a long time. He finally got a promotion to Jedi Hunter, EXACTLY when Scoser got one too.

Also, 4 days later, Mordor got another promotion, this time it was a promotion to Brigadier General. All the stories Mordor was writing were finally paying off.

And then, another thing that Mordor wished for. He finally became a Crusader in the Grand Master's Royal Guard.

It was in a Saturday, Mordor could remember it very clearly. After the official EH meeting the COG, ShadowXX called for a GMRG meeting. Mordor immediately got there. Mordor also planned to be tested for Crusader. The last time he did so Mordor failed.

Mordor was first tested by ShadowXX, he failed. But, since Mordor made ShadowXX kill himself ShadowXX allowed Mordor to be tested by Imp22.

When Mordor was tested, he killed Imp22 once, which convinced Imp22 that Mordor can be a Crusader.

Mordor also recruited his twin brother to the Brotherhood. Which gave him an Medal of Instruction.

Mordor finally joined the Fleet Commander's Honour Guard by completing EH Battle #105. He was recommended by his CMDR Ximeno. He became a Lancer because he also completed DB battle #4.

The GMF Dragon removed a few positions from the Ministry Council which caused the Minister of War position to become MC-3. Mordor was quite happy, finally! Somebody pays more attention to war instead of politics!

Also, the new Flight Officer AD Kawolski created the new ranks. Mordor was one of the chief people against them. The ranks didn't seem good to him at the moment. Mordor claimed that it just wasn't right to change the old ranks because of tradition. Mordor posted a lot about the subject in the TIE Corps message board. Unfortunately, practically no high-ranking officer listened to him. Mordor was also fond of discussing things like with his long time friend, Darth Vader.

Darth Vader actually convinced Mordor to have a little more faith in Kawolski. And that little faith finally grew to support. In Mordor's opinion, Kawolski is the most controversial Flight Officer he has ever seen.

Finally, Mordor accepted the new ranks and became a CM.

Mordor received an LSS, for creating trivia, again...

After that, Mordor was forced into a 2 months leave. Thus, making Sub-Zero the new Acting Commander. Mordor had to attend some family matters on Desalmado...

Finally, when Mordor came back, he became the Acting Commander.

About half a month later, Mordor received his third TIE Corps medal, a Palpatine Crescent.

For writing a lot of stories, again...  
Until next year, THE END

NOTE: This story was supposed to come out in about March 10th, which is the date I joined the EH a year ago. But, I just couldn't wait :)

JH Mordor (Sith)/House Aleema of Satal Keto

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I.

It was quiet evening as we flew patrol around Aurora Prime. My flight of Missile Boats followed along behind me in perfect formation as I took them from way point to way point. I never much liked flying patrol, but I got stuck with it for the second week in a row. I knew that I should not have bet against Captain Striker. I glance over at my ship's clock, only three more minutes to go until Lieutenant Commander Dan's TIE Defenders take over for us.

I reached over and flipped the comm switch. "Come in Cyclone, this is Commander Wet Willy, please respond." I patiently waited for each of my pilots to check in. "We'll be heading in soon, good work on patrol, I guess every mission can't be exciting. After we're in and taken care of, get back to the barracks and get some rest." I turned off the comm.

A couple minutes later, Cyclone's third flight popped out from the Challenge's large mass. My comm beeped and I switched it back on. "This is Cyclone III-1; how's it looking out there, Commander?"

I responded, "It's been pretty boring Dan, but who knows what may happen, I want you to take up a standard patrol until Maniac and his flight comes in to replace you. Call the Challenge if you run into trouble."

"Acknowledged, have a nice night."

"Thanks." With that, I led my flight back toward the awe-inspiring sight of the Imperial Star Destroyer Challenge.

By the time we were all docked and debriefed, we were all pretty tired. I walked with Tix, Katarn, and Gohan back toward Cyclone's Barracks. Gohan, a very recent addition to our squadron seemed a bit distraught.

I walked up to him, patted him on the back and asked, "Hey Gohan, what's on your mind."

He looked up, and with apparent effort, he tried to look tough and "Imperial-like," "Nothing is wrong, sir," he exclaimed.

I knew, quite obviously, that something was wrong and I was now determined to know what it was. So after I saw Tix and Katarn to the squad's room, I took Gohan to my office.

I opened the door, cleared a pile of papers off the chair in front of my desk and motioned to him to have a seat.

We talked for a little while and he told me that he is having some problems at home. Being the compassionate person I am, I told him that I would consult Colonel Tad about getting him a leave of absence. Then I dismissed him to the barracks.

Still quite exhausted, I made the long trek to the bridge. I walked onto the deck and noticed Tad consulting with Rear Admiral Torres, our commodore. I went over to them.

Once I reached them, I saluted like a good subordinate. "Colonel," I started, in a crisp military tone, "I need to confer with you about one of my pilots."

"What seems to be the problem, Will," responded the Wing Commander.

"My pilot, Sub-Lieutenant Gohan, is having some problems back at home. I'd like your

permission to escort him there.”

Torres cut in, “Are you sure it is smart to send one of our CMDRs out on a mission, where it may be quite difficult to contact you in case you’re needed.”

“I am convinced that this situation requires my past experience as a diplomat and he may just need me to back him up. Most of all, I don’t want to send out a rookie with no cover.”

I handed him a data pad with all the details of our leave. “Very well, I expect you back in time to help us in our next conflict in the Minos Cluster, and you never know when the Rebels will make an unexpected attack.”

“Yes, sir.” I saluted and headed back to my private quarters. Once there, I sat down and wrote a memo to my XO, LCM Dan. I told him that I’d be gone with Gohan and that he’d be in charge and some other little instructions that needed to be taken care of. Then I laid down and was almost instantly asleep.

## II.

The next morning, I woke up to the shaking of the ship. The next thing I heard Tad yelling through the comlink, “COMMANDERS, WE ARE UNDER ATTACK! GET YOUR PILOTS TO THEIR FIGHTERS!”

I was up and in my flight suit in record time. I bounded down the hall to my pilots’ barracks. Apparently, they were aroused by the attack as well. They were all up and getting into their suits. “Come on!” I yelled, “We’ve gotta get to our ships!”

No one asked any question. They knew that Maniac and Athy couldn’t hold them off for long. Two TIE Advanced, weary from a long patrol, would last long against a full-fledged assault and we knew it.

We got to the launch bay, only behind Typhoon, but apparently before anyone else. I grabbed my personal breathing apparatus and helmet and pulled them on as I was running toward my ship. I hopped in and flicked on my comm unit.

I pulled shut the hatch as I listened to the report from the ship’s Tactical Officer. It turns out that a Rebel Modified Frigate has dropped out of hyperspace with a full squadron of Y-wings that immediately began attacking the Challenge. Meanwhile, the Frigate started launching more fighters.

While Cyclone-II had taken out a few Y-wings, but they had taken damage, Athy had to eject and Maniac’s ship is heavily damaged. So we’re ready to launch and we did. Right behind us was Dan’s flight and behind them were the rest of the Wing’s fighters. Not to our surprise, we were given the task of taking out the frigate.

I was flying toward the Rebel cap when a flight of X-wings attacked us. I yelled into the comm, “Torgo, I’ve got one on my tail, can you help me out?!” I continued to try to maneuver out of the fighter’s cross hairs.

“No prob, I’ve got him,” he responded. The next thing I knew the X-wing that had been on my butt, blew up into fiery shreds.

“Thanks, Torgo,” I said to my savior. Then I said to my flight, “Cyclone-I, engage SLAMS, and lets take down that frigate.” I engaged the SLAMS and could feel the pressure as the additional speed pushed me into my flight chair.

I switched over to Heavy Rockets, waited for a lock, and released a pair of them. My wing men were doing the same. Then we all let out a few more salvos. At this point our SLAMS have shut down and our lasers are dead. So we broke off and began recharging our lasers.

While we broke off, the Defenders zoomed in and disabled the frigate with their ions. At this point we diverted our attention to taking out fighters. One by one, the ships of Wing X shot down the rest of the Rebels with only minor casualties. Lastly, we took out the Frigate.

We met up, back on board the Challenge. There, Colonel Tad called me to his office. I

walked in and saluted. Tad stood up and returned the salute, then he motioned for me to have a seat. He then said, "Great work on stopping that frigate, Commander, your men did well."

"Thank you, Colonel, now, why did you call me up here. I know if all you wanted was to congratulate me, you'd do it in front of all my men."

"Your insight serves you well, Commander. I've got some bad news for you and Gohan. I'm canceling your leave of absence." He paused to pick up a data pad and handed it to me. "As you see there," he said pointing at the pad, "the Rebels have a small fleet gathered along the edge of the Minos Cluster. Our intelligence reports say that the Rebs also have an interdicator. What worries me the most is that your flight path takes you dangerously close to the small armada. I don't want you taking that risk."

"Your concern is touching, but completely unnecessary. I propose that you let us go, but simply let me take a couple more of my wing men to help protect us, one of our Defenders and Avengers. Then we will take care of ourselves," I said, tossing the pad onto the desk.

Tad slammed a fist on his desk, "Dammit, Willy, you don't seem to grasp the situation . . . You'll have almost half your squadron with you and we'll be at a dangerous risk to an attack and you and your wingmen are even more vulnerable."

I didn't even flinch at Tad's outburst. I calmly stood up and stared Tad, straight in the eyes, "We are some of the best pilots in the Fleet," I said coldly, "we will make it and we will return and you don't need to worry so much about it."

Tad responded, "You do know how dangerous it can be to confront your superior like this." He paused a moment, but I stood strong. Finally, he sighed and said, "I have learned to trust your abilities, and while I don't like this decision, I will allow it. Bring your pilots back alive. Now get out of here."

### III.

Because Athy is still swimming in the bacta tank from his trip into open vacuum, I have been forced to bring Lt. Maniac on the trip. While I'm glad to have his superior flying skills with me, I normally would prefer to leave my command staff with the rest of my squadron. But I do need the cover, and that takes priority.

So I gathered my squadron in our War Room and announced the mission to them. Then I turned to where Lt. Commander Dan and his pilots were sitting and said, "Okay, you all know that it'll be Gohan, Maniac, and I. Now I need one of you to volunteer to assist in escorting us to where we need to go."

Not to my surprise, the whole flight volunteered. "Now I'm not surprised that you all want to help me and to see some action, so in preparation for such an occurrence, Dan and I conferred on this subject and decided to take Sub-Lieutenant Hello with me.

That surprised most of the pilots in the room, for even though Hello is a superb pilot, he is the least experienced pilot in the group. Dan cut in, "We think that Hello will be able to do a great deal for the group while getting some valuable experience."

No one argued, so we dismissed and went about our normal day's business.

### IV.

The next day, we all got ready and met up in the launch bay. My wingmen were ready to get going and so was I. The rest of the squadron was there to see us off, even Athy who still seemed weak from his injuries. We climbed into our ships, launched from the Challenge, and as we flew to the hyperspace point, I switched on the comm link.

"You guys need to be ready for anything. You all know about the possibility of the interdicator stopping us, so don't let your guard down. All right, engage hyperdrive in 5, 4, 3,

2, 1 . . .” Then we disappeared into hyperspace.

The trip through hyperspace is a long and boring one, but I refused to let my mind wander. I knew in my gut that something was going to happen, and soon.

Just then the small Missile Boat was torn back into realspace and much to my dismay, we came out in a huge ion cannon minefield. Before my ship’s systems shorted out, I detected an interdicator . . . launching capture teams. Then I blacked out.

V.

I came to in a detention cell. It was a very simple metallic room with a small metal platform that I was lying on. There didn’t seem to be much else to do, so I decided to practice my abilities in the Force.

I reached out through the Force to see if I could find my wingmen and any other life forms. I could sense Gohan in the cell next to mine. He clearly felt worried, but there was a strong determination in him. Directly outside my cell, I sensed two guards. They aren’t the most intelligent men, but big and strong. Easy prey, I thought.

Further down the corridor I could sense the strong spirits of SL Hello and LT Maniac, as far as I could tell, they were all unharmed. Typical, if we had captured the Rebels, we’d of tortured all the information we needed from them.

Now, with the simple task of warping the trooper’s mind. I put the illusion of his partner being an Imperial Stormtrooper. It startled him, but he shot and killed the other guard.

Next, I made him think he was called to escort me to the interdicator’s captain. As soon as the door was unlocked and opening, I grabbed his head and snapped his neck.

I took the fallen guard’s keys and released Gohan, Hello, and Maniac. Then I said to them, “Come on guys, let’s get out of here.” I grabbed the rifles from the fallen rebels and tossed one to Maniac. Then we headed out of the detention block.

We didn’t have any disguises, so we either had to avoid being seen or kill anyone who did see us. The interdicator could give us a whole lot of trouble. If we made it to the starfighter bay and managed to steal a ship, we wouldn’t be able to escape into hyperspace. So we had only two choices: we could try to attack and conquer the ship from the inside, fly it back to Imperial space, and risking attack from our own fleet when we enter the system, or we could just try to take out the ship’s reactor, then escape in a starfighter.

Both ideas gave us slim opportunity for survival. But we figured, after we shut down the reactor, we can also rig it to explode and destroy the ship. We decided on the sabotage and escape option.

We walked towards where the reactor should be. Me in the lead, Gohan behind me, Hello behind him, and Maniac, with his blaster rifle, taking up the rear. How we made it this far alive, I don’t know, but we made it to the reactor unscathed. I signaled to my men to hold back, while I peered through the door to the Reactor Room. I saw four troopers standing guard there.

Just then, alarms started going off. I looked at Gohan and said, “I think they found our dead friends in the detention corridor.”

“Well, duh,” he responded.

“Maniac, come here,” I whispered. He walked over and crouched down next to me. “Do you think you can pick off a couple of troopers?”

“Of course!” Then he said, “I’ll take out one as I run by the doorway and while I’ve got their attention, you shoot down the rest of `em.”

“Sounds like a plan.” Then I turned to the other two. “You guys need to watch our backs while we do this.” They nodded in acknowledgment. I signaled to Maniac to start.

He ran across the doorway, his blaster firing. He took out one and clipped another’s



arm. They started firing back at him. At that point I aimed around the edge of the door and shot down the two unharmed troopers. As I went to shoot down the last trooper, I saw him give me a cold grin. I looked him over and I realized his hand was on the alarm.

I shot him down, then I swore under my breath. "Come on, we don't have much time," I yelled to my men. I tossed my rifle to Gohan, who was right behind me. Then they salvaged the blasters from the troopers we just shot down.

Hello, with two large blaster rifles in his hands, stood right behind me. I hunched over the controls to the reactor and set it to explode in ten minutes. At this point, blaster bolts were flaring everywhere from the Rebel reinforcements.

I heard Hello cry out in pain. I turned to see him on the ground, holding his leg. I took one of the rifles he had and shot down the troopers coming towards us. Then I pulled Hello up, he leaned heavily on my shoulder.

I yelled to Maniac and Gohan to fall back. We ran through another exit. There we came face to face with ten other troopers. They forced us to put down our weapons. I decided to use the Force again, considering we were out of other options.

I had to set Hello down, so now both of my hands were free. I reached out through the Force, manipulating it, feeding off my hatred of the Rebels that had captured us. With that power I began to slowly strangle two of the troopers. They gasped for help and their comrades turned to see what was wrong. Maniac and Gohan took this opportunity and attacked a couple of the commandos.

I finished off the two troopers and began to kill the two who seemed to be our greatest threat. I didn't feel like wasting time, so I simply snapped their necks.

Somehow, while we were dealing with our targets, SL Hello had scrambled over to where our blasters had been tossed and shot down four troopers. Gohan and Maniac had finished off the idiot rebels, so we continued our escape.

## VI.

We were rushing to the launch bay as fast as we could with Hello being injured. Once we reached the bay we were down to just barely a minute until the ship explodes. I hoisted Hello into the seat of an A-wing and told him to get out of here as fast as he could. Maniac got into another A-wing and Gohan found a stolen Assault Gunboat to return to the Empire. The only thing left in this bay was a Y-wing, so I jumped in to it.

I strapped in and started up the old piece of junk. Hello, Maniac, and Gohan were already out of the hanger, so I went ahead and took off.

As soon as I was clear of the dying ship, I gunned the engines to full. I found out something I didn't like, trying to pilot a Y-wing is like trying to move a twenty pound weight with a bottle rocket. Unfortunately, I couldn't just run away. My sensors detected a flight of X-wings and A-wings, so I had to deal with them.

Apparently a few of the A-wings thought I'd be an easy kill. They came rushing in, lasers blasting. The only got a few direct hits on me, which my shields absorbed easily. Then, apparently one didn't turn away fast enough, because all I had to do was make a short, quick turn and I blasted it away.

Just then, the interdicator's reactor blew. It must of really distracted the enemy pilots, because within a few seconds, I had all of them killed. With that, I flew over to assist Gohan and Maniac.

When I reached them, I was rather surprised. They had destroyed almost all of the remaining fighters. The few that were left were retreating.

It took a little work, but I figured out how to hook the comm through to my friends' ships. I said to them, "Great work, men. Now, lets go home." Then we jumped in to hyperspace.

## VII.

A while later, we came out of hyperspace, and we were very close to the Challenge and her starfighter escort. I had to REALLY hurry to get a comm through to Tad, so that they didn't kill us.

"Willy!" he exclaimed. "What the hell are you doing back here, and why are you in a Y-wing"

"I'll explain later, in my debriefing. Right now I need a medical team for Hello, he's piloting one of the A-wings."

"Gotcha, see you on board." Then I flicked off the comm and piloted towards our command ship.

Once on board, I made sure to accompany Hello to the Med Room. After I made sure that he was alright, I went to Tad. He debriefed me and after hearing my story, he decided to award me with a Palpatine's Crescent and my wingmen of the mission each an Imperial Security Medal. Then he had to go and say, "You know, I did warn you that this would happen."

I just shook my head at the almost childish remark, then we both had a laugh and I was dismissed.

## VIII.

I went to my office, only to find a completely new pile of junk for me to go through. Data cards, memos and whatnot, and sorting through it all was Dan. "Hello, Sir," he said. He started to get up to give a salute, but he had a bunch of the junk in his hands and lap, so I waved it off.

I walked over towards him and he handed me a datapad. Then he said, "That's some of the news of what has happened since you were gone." I took the pad and read it. Apparently, my squadron has gained two more pilots and Captain Jack had stepped down from his position as Thunder CMDR. Other than that, there wasn't very much big news.

I thanked Dan, then excused him from my office. I had some work to get caught up on. I finished up all the little bits and pieces of paper work. Called both Cadet PaulDaJedi and Sub-Lieutenant Derek Starkiller to my office to welcome them. They were very impressive new pilots and I gave them some simple orders that needed to be taken care of and they left. I began straightening up the "Cyclone-struck" mess of my office. While I was filing some old datacards away, Gohan walked in. A bit surprised, I said, "Oh, Gohan! Sorry, I forgot about you." We walked over to my desk and sat down, then I added, "Have you heard any news from back home?"

"That's what I came here to tell you about," he began. "It turns out that the people who had contacted me made a mistake. The whole thing was just a mix up."

CMDR/CM Wet Willy/Cyclone 1-1/Wing X/ISD Chal

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Name: Kyph Orvak

Position/Rank: Lieutenant

Scandoc Transmission Code (Callsign):DS-61-4

Sex (M/F): M

Race: Human

Date of Birth: 3 B.P.R.(Before Palpatine's Reign (or) 21BBY (Before Battle of Yavin)

Place of Birth (Please include Homeworld):Bordal

Marital Status (Single, Married, Divorced, Separated): Family:Single  
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Well-to-do  
Significant Events of Childhood & Adolescence: Winning several swoop races  
Significant Events of Adulthood: joined the B.A.S.A and the Galactic Empire  
Alignment & Attitude: When serious he is very demanding, when he is in the cantina then he is a fun person to be with.  
Former Occupations (if any): Pilot and swoop racer  
Hobbies: Reading, simulations, swoop racing and watching, and cantinas.  
Tragedies: Cousin died fight the Rebel Alliance (Commander Orvak).  
Phobias & Allergies: None.  
Personal views of the Empire (and Emperor's Hammer): Is proud of how they brought peace and justice to his homeworld and stopping the civil war between Bordal and Kuan.  
Reason for applying to the Emperor's Hammer Elite Strike Fleet: It was still very powerful since the Empire was collapsing and was also was transferred.  
Other comments or information (optional):  
I hereby confirm that the above information is legitimate and accurate to the best of my knowledge.  
Signature: FM/SL DS-61-4/Crusader 2-2/Wing XIII/ISD Grey Wolf-[TIE-BoP]  
Date: Feb 22, 1999

DS-61-4 was born on the planet Bordal during the civil war with its sister planet Kuan that lasted nearly 20 years, until the conflict ended suddenly through the intervention of the Empire. When the civil war was going on and he was a teen, Kyph would have swoop races with his friends and often went in to tournaments and won a few. When he was the legal age, Kyph joined the B.A.S.A.(Bordal Air and Space Academy where he graduated and flew a R-41 Starchaser against the Kuan Naval Academy. After a lot of conflicts and kills, the Empire ended the war and forced peace between the two planets. Relieved that the war was over and proud of what the Empire done, he signed to join the Empire. After gruesome training, a lot of studying, And discipline Kyph graduated with honors at a pilot at the Imperial Navy Academy at Carida. There after showing his dogfighting, bomber escort, and stopping several rebel raids, he was promoted several times and got a great reputation. A little while later, he was transferred to the infamous Death Star and had to go through training once more, this time a lot harder. After the 8 week course he was assigned to the feared "Black Squadron" and serving with the darklord himself Darth Vader. His first major battle was the "Battle of Yavin" and was one of the very few to survive, he destroyed 1 Y-Wing and 1 X-wing. After getting a medal for bravery and a medal of honor, and promoted, he was assigned to the Death Squadron which consisted of Darth Vader's flagship the Executor and several Imperial Star Destroyers and support ships. Flew after the Millennium Falcon right before it was going to be captured and went into hyperspace. Fought at the Battle of Endor and got numerous kills including 2 Y-Wings, 1 X-wing, and 1 A-Wing, went into the trench and back up to the surface, nearly getting killed by the explosion of the 2nd Death Star. After that, Kyph a lot of smaller battles and 2 infamous ones, The Assault of Rallitir and the Assault of Mon Calamari. Since then he was transferred to the "Emperors Hammer" Fleet under the command of Fleet Admiral Kawolski, and awaits another battle.

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Resh Squadron

Twelve Imperial starfighters, eight TIE Defenders and four Missile Boats, streaked through space at speeds greater than the speed of light. The tube of light that they were traveling through was taking them to the Tellof system. They had received a distress call from the Imperial Star Destroyer Grey Wolf, asking the nearest squadron to abort their current mission and help with the attacking Rebels. Resh Squadron was the closest unit at the time so they were the first to respond.

“Alright people, we’re exiting hyperspace in two minutes. Power ups your laser cannons and your shields. We want to be ready for anything.” Said Commander Firebird

“Copy that commander.” Said LT Joe, “Alright Phantoms (flight 2) you heard him, power up!”

“Yes, sir” replied the three other flight members. LT Nemesis, LT Phoenix, LT Backstabber. They exited hyperspace right on time. They also exited right into a full-fledged battle.

“Resh Squadron, thank the Sith God! We were ambushed by Rebels. They’re using the new E-wing fighters! Break and attack!” yelled a nervous Comm officer

“Alright, Flight One, attack the Republic squadron strafing ISD Grey Wolf. Phantoms attack the Republic squadron broadcasting as Talon Squadron. Flight Three, Bolt Squadron. GO!” said Firebird

The three flights went to it. The Phantoms streaked away in their Missile Boats toward Talon Squadron. The Talons were harassing the Imperial squadron, Rock Squadron.

“Rock Squadron, need help?”

“ Heck, yes!”

Each Phantom locked on to a boogey and fired an advanced missile. Each missile hit, but their targets didn’t explode.

What the ...? Thought LT Nemesis

“Fire again, dual mode!”

They did it again, this time with success. Four Talon pilots exploded into one large fireball.

“Yeegah” cried LT Backstabber

“Nice shooting. Cleat the rest.” Ordered LT Joe

LT Nemesis locked onto a Talon who was carelessly firing upon an ejected Rock pilot.

“Don’t mess with a Phantom!” he let go of his trigger and two proton torpedoes raced out and hit the Talon. “Yes”

The other Phantoms had cleared out two more E-wings, which left three more rebel pilots, at least Talons, which were quickly dispatched.

The first flight had finished the E-wings who had been strafing the ISD. They formed up with the Phantoms, and went to help flight three. But, suddenly two new Republic squadron exited hyperspace along with two Light Mon Calamair Cruisers.

“All available Resh Pilots, escort the Fleet Commander’s personal shuttle to the jump point! We need to get him out of here.” Ordered a Comm officer

“Phantoms, you do it, we need to help three flight.” Said commander Firebird

The Phantoms raced off toward the Fleet Commander’s shuttle. The new E-wing squadrons had already started at the shuttle and were almost there. Almost instinctively LT Joe hit a button and engaged his SLAM system. The Rebels launched a blue proton torpedo, which was slightly under size to be a standard torpedo.

“No!” screamed Joe. He moved his fighter and intercepted the torpedo. They both met, and Joe screamed. His ship was engulfed with blue lighting, which disabled his ship.

“Yes! He’s alive! It was an “Ion Missile”.” said LT Phoenix.

The shuttle was now at the jump point and launched into hyperspace. The remaining Imperial squadrons finished off the Rebel fighters. The Light cruisers were still a problem though.

“All Imperial fighters, lock onto the Cruisers and fire your heavy bombs. The Grey Wolf is

out of the battle for some time. Go, they are coming at us.” Said Admiral Sintich.

“Resh, lock on, fire, and get out of here. Do two runs on dual fire. Go!” said Firebird.

The squadrons of Imperial fighters launched wave after wave of heavy rockets, which ripped the Light Cruisers apart. Their job was done today. It was a small victory though. Even though the Rebels had lost five squadrons and two Light Cruisers, the Imperials had lost two squadron, a frigate, and they had a heavily damaged ISD.

The Sovereign-class Super Star Destroyer Sovereign, exited hyperspace and hailed Resh Squadron.

“Resh Squadron, come on aboard. LT Joe, a medvac shuttle is going to pick you up. By the way, nice work. Grey Wolf, we will be pulling you in by tractor beam. Hurry up pilots, we’ll be leaving soon.”

>>>>> <<<<<<

Two Weeks Later

The Twelve pilots of Resh Squadron were lined up in the Great Chamber on SSSD Sovereign. They were in the front row, followed by hundreds of rows of Imperial Personal. The turbolift in the back opened and the Fleet Commander stepped out. He was escorted by six Imperial Royal Guards. They carried dangerous looking force-pikes. Two also had lightsabers attached on their belts. They walked closest to the Grand Admiral. They walked down the isle. When Grand Admiral Ronin stepped up to the podium, everyone sat.

“ Resh Squadron, rise.” He said. “You twelve brave pilots saved my life in the Battle of Tellof. One of you especially risked his life to save mine. Since Omega Squadron wasn’t there, you had to be my escort. Now, that person was LT Joe, the second Flight leader in Resh Squadron, intercepted an incoming missile with his ship. Had this been a real proton torpedo, I would not be here. He intercepted it not knowing it was a “Ion Missile” which means he didn’t have to know. He saved my life, and for that I am grateful. I am promoting him to LT Commander for his acts, and transferring him to my Elite, personal guard, Omega Squadron. Congratulations, and again thank you.”

LCM Joe, who was next to LT Nemesis stumbled, but Nemesis caught him.

“ You ok?”

“Yeah” he replied, “I can’t believe this.”

“Well it is happening, just to assure you.”

“Thanks” he said with a smile.

“ Are you ok with this LT Joe?” asked the Grand Admiral

“Yes, Sir. Sir, I have one question.”

“Yes?”

“ May I pick the next Phantom Flight Leader?”

“Yes. Yes, you may.”

“The next flight leader will be LT Nemesis.”

Now he had to support LT Nemesis.

“Are you alright with this?” asked the Grand Admiral

“Yes, sir”

“Well congratulations to both of you!”

THE END

FL/LT Nemesis/Resh 1-2/wing VI/SSSD Sovereign-[TIE]  
TRP/CPL Rogue/Batt.1/A-1-3/Carrida II =S=

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## Vengeance

Imperial platform Deaneb in the Ororra cluster was a boring place the only people that came were family-less and young Derk Parchon had only his sister and long time friend Kerdeen to play with. His life was dull his parents were scientists and his father also a dark jedi in command of the platform.

Then came the rebellion the Emperor called for all of his dark jedi to come to him so his father took his family for a trip to Coruscant to the imperial palace, it was so huge Derk could not see the top from the viewport in the Parchon Star. After a very important meeting with the emperor Derk's father Rossik Parchon introduced his master to his family. His mother Limena Parchon, being a Dark Jedi she was also one of the emperors students. The emperor congratulated them on such a fine son saying "when he is old enough you will bring him to me I will teach him as I did you." This was one of the most influential days of Derk's life. Though the most important person in the galaxy honoured him, his father still had enemies namely the rebellion. They struck back at the Coruscant spaceport as they were boarding the star the boarding tube was filled with blasterfire. Sensing with the force that his family was the target Rossik brought out his lightsaber deflecting the first barrage. Limena grabbed Derk and ran into the star she then started an automated flight plan that would take the ship to Correllia to visit grandparents, then she ran to help her husband. Derk ran after her struggling to keep up they rounded the corner just in time to see Rossik turn one of the rebels into a nerf kebab (not a pretty sight). Just as Rossik was revelling in the victory a sporadic blast of blasterfire cleanly took Rossik's arm off his lightsaber still held in its death grip. Seeing his father fall apart like a broken toy blood gushing everywhere Derk picked up his fathers arm and tried giving it back to his now dying father. Limena brought out her own lightsaber and ignited it jumping into the fray she decapitated twelve of the attackers in her rage. Then they got her too a rebel jumped on her back and stuck a vibroblade between her shoulder blades she stopped stared at Derk. Using the last of her force powers to hurl him back along the corridor and into the star second later the ship blasted free of the spaceport and I mean blasted torpedoes missiles everything. With all this happening, little Derk screaming for his Mum and Dad on the decking.

Many ships tried to stop the Parchon Star but couldn't only one ship came close the devastator its turbolaser batteries managed to damage the nav computer causing the hyperspace jumps to go off course...

Little Derk woke up and looked around him. To his surprise and terror he was in a circle of people all of them staring at him he looked around even more, and there was the battle damaged mass of the star

"Are you alright?" said a voice in his head "are you injured?"

He stared around looking for the speaker no one had moved.

"Who are you?" he shouted at them.

"We are the Sardaukar we are the inhabitants of this planet you crashed here last night"

"We are the masters of the dark and you are going to become one of us"

Just then Derk realised what it was he was holding so tight, his fathers arm and lightsaber.

Seeing this the Sardaukar audibly hissed and revealed lightsabers of their own. Derk yelled a cry of vengeance one that had been taught to him by his father, and one by one the Sardaukar joined in a loud echoing roar all around the plains distant answers could be heard...

Twelve years later 3years after the battle of Endor. The territories bordering Imperial and New Republic space.

The New Republic Mon calamari cruiser, Star Tide monitored energy spikes indicating something coming out of hyperspace the sensor officer reported this. All of the ships officers looked out of the window “nothing to see” said the captain and turned to his sensor officer intending to give him an ear-bashing he would never forget but the officer was pale. Turning to see what he was looking at the captain was presented with the most awesome craft he had ever seen twice as big as the ship his task force was hunting.

“Sir should I fire?” came the weapons officer

“Stop Talking Man and Shoot” the captain screams

Two seconds later all that was left of the Star Tide was a small spread of molecules not enough to fill a pint-glass.

Onboard CityShip1 at the viewport, Sardaukar warrior Derk Parchon smiled and drank deep from the souls of the Tides crew. Sardaukar lord Karandrass who had found him came up behind him and mind-said to Derk “it is done you are now a master of the Sardaukar, you may have a ship of any kind or size but you have to be greater in power to possess a CityShip” “My Lord What would please me would be to have my fathers ship the Parchon Star resurrected” he mind-spoke back

“I sense an ally through the dark. People who go under a symbol you wear it on your cloak”

“The Imperial Emblem Master?”

“Yes that is it”

“There is also a powerful ally similar to us in the dark”

“Yes! I see them now the brotherhood, Dark Brotherhood.”

Karandrass’ eyes momentarily clouded.

“We must return to the worldstar our presence is required by the Karakalti”

“Yes master”

Twenty seconds later what had been there was not as the CityShip entered hyperspace

The World Star Glittered in the darkness of space, much larger than anything ever seen. Much bigger than anything Derk had ever seen it was like arriving for that first fateful time to the imperial palace in the Star, only this time it was in a CityShip itself the size of a small planet was dwarfed. On one side all of the other CityShips were there which meant a big gathering of the Lords.

After having the Ceremonial robe forced on his body Derk was ushered into the high chamber he had visited it many times but not like this the council of the Lords was still here all twelve thousand of them.

Wanting desperately to turn and run for only those to be judged go to a full council meeting if they are not a member of the council.

“COME FORWARD AND SHOW YOURSELF LIKE A TRUE SARAUKAR MY SON”

It was a deep penetrating sound only the Karakalti could be that loud.

Derk froze and slowly turned around to face him, his eyes were fires and his body was surrounded by an aurora of darkness. Derk walked forward and stood up to his height.

“I UNDERSTAND YOU WANT TO LEAVE AND GO TO SLAY YOUR FAMILIES MURDERERS DECENDANTS”

“That is true master”

“WELL WHY ARE YOU STILL HERE YOU HAVE YOUR SHIP YOU MAY RETURN IF YOU WISH WHEN THEY ARE DEAD AND YOU HAVE FEASTED ON THEIR SOULS!”

With that a portal opened and the Karakalti gestured for him to go through. The portal revealed a landing pad with a ship on it “The Star” Derk gasped out loud. It was the same on the outside the only difference was it was the same colour as the CityShips: jet-black

“IT IS MOST BEAUTIFUL. THE ONLY THING OF BEAUTY LEFT IN OUR

CULTURE”

Derk spun to see the Karakalti behind him.

“GO MY SON”

Sitting in the pilot’s chair Derk soon recognised how to fly the ship, and riding a plume of burning plasma.

“WAHOOOOOO!” Yelled Derk...

Deep In Imperial Space

SSSD Sovereign

“Sir we’ve just had a hyperspace jump termination off the port bow” said the sensor officer

“Anything on sensors?” Asked GA Ronin

“No Sir”

“Fascinating. Have a sensor focus of that area look for anything, there is something there I can feel it”

The Grand Admiral sat back in his chair and reached out with the force, sure enough there was a life form and a craft the life form turned toward Ronin’s position and smiled it was human and male bearing the cloak of some sort of religious order.

“Captain signal the star destroyer indefatigable to fire on these co-ordinates” Ronin Tapped a datapad

There should be no problem involved.

As the destroyer moved to within firing range Ronin felt a voice in his head say “Master Help Thy Servant!” after a few second another, louder voice boomed back

“I AM COMING MY SON!”

The destroyer came about to fire at the target.

“SIR!!!! There is a very very big hyperspace tremor heading this way!”

Out of the Darkness came a ship, which looked like a YT2000 freighter appeared. Then something covered up the nearest star from view

A thin beam of very white light shot past the viewport and speared the indefatigable and the destroyer glowed white-hot and disappeared.

“Sir a there is a message coming in from the smaller craft” piped the com officer

“Accept it” Ronin ordered

“Calling Imperial Forces this is the Deaths blade of the Sardaukar please respond”

While this was happening the booming voice was in the background

“ACCEPT HIM FOR HE IS ONE OF MY PEOPLE I AM THE KIRAKALTI OF THE SARAUKAR. HE IS AGAINST THE NEW REPUBLIC FOR THE SLAUGHTER OF HIS FAMILY”

(part 2)

Flames shot around him all he could see was fire...

Derk woke up with a forbidding sense of dread sweat poured from his body looking around his room in desperation he noticed for the third time this week he had melted almost all of the objects in his room his wages were going to be low.

Two hours later he filled into the cantina, miraculously these hardened Dark Jedi Warriors split aside and left him an open path to his usual table. In the dark an adept sat making himself at home at the table of hunter squadron. When Derk strolled up to the table the arrogant jedi stayed sat there, he must be a new comer to the avenger the reputation of hunter squadron as being a bloodthirsty savage group hadn't had time to circulate off of the ship.

"Would you move please" politely asked Derk

"No I was here first," the adept said with a calm tone as he noticed Derk's apprentice badge



along with the Lieutenants stripe hastily sown on to his uniform.

"Anyway I outrank you in the brotherhood," he said

There is going to be a bloodshed here today, good thing its allowed on this ship, thought Derk as he breathed in hard. Fire glowed in his eyes as he fought the power of he dark trying to quell its urges to kill. The adept started to look nervously at the corner of the table with its stain of burnt on blood on the corner the table started drooping.

Derk looked around at the other pilots they were trying very hard to all squash out of the cantina door at once. The only ones left were Commander Tiberius and Commander Manijak they reached for their blasters "don't worry Derk if he does kill you, though I doubt it he won't live much longer than that" said Tiberius, Manijak nodded in solemn agreement. Derk finally allowed the dark to consume him, he felt its power in his veins, "you will die painfully for showing that arrogance to a master of the Sardaukar way." Making a fist Derk called the talons of power and called on all his other powers to aid him. By this time the adept was trying to make his pitiful powers work laughing out loud Derk pounced on his prey. The poor beggars scream woke up lieutenant colonel Pluty who ran to the cantina just in time to be covered in slivers of adept, Derk was drenched from head to foot in fire, he sat down and the flames disappeared. Wiping the entrails from his hair LC Pluty gazed around himself in time to see the soul of the unfortunate adept absorbed by Derk

" Lieutenant you are going to clean this mess up yourself " were the words that came into his mind but he decided not to say them just yet.

Two days later the only leftovers of the fight were another bloodstain on hunter squadron's table and it drooped a bit more than usual.

In hunter squadron's ready room the commander was giving a briefing about the up and coming mission

"We have an important mission to fulfil, and yes we are going undercover we have been given the chance to have a go at pirating against the new republic. It will be fun and yes we do get to paint our fighters in wild designs and keep them that way" the pilots cheered "if" he continued "if we are successful."

"We have been given a planet in the Ororra cluster as a base of operations"

Later that day, the commanders tie defender Krayt lay next to Derk's defender Firestar and the Parchon Star in this mission he would be taking both vehicles the star would be the barracks for the mission. The commander was talking to a tech trying to get the man to paint scales and eyes on his tie defender with the pupils right where the warhead launcher openings were, for effect. Derk had asked one of the female techs he had been seeing for a while to paint his defender a fire design for a favour earlier that day. (But that was in the privacy of the techs quarters, and nobody thought that the sex life of pilots was any good.) So in the end Tiberius had Derk's special friend paint his ship. With flight 1s defenders in the stars cargo bay and the other flights flying escort the squadron moved out.

On Ororra 4. On an island, in the middle of a swamp, the squadron made their base. It was rough by comparison to the Avenger, and no one was allowed to kill anyone else.

After a few raids against new republic convoys. The rebels got smart. A Mon calamari cruiser guarded the next convoy through the area, these craft never looked alike they were almost organic. They had gunpods like blisters. This particular one was bigger than any of the others Derk had ever seen. And it had a cloaking device, onboard Derk could sense someone strong in the force, unfortunately this was what the new republic had started arming it fleets with, the mon-cal 120. One minute the hunters were destroying freighters, the next minute there was a flash of light and the cruiser uncloaked and started launching fighters, E-wing K-wings and new T-wing mk4s. The hunters scrambled the attack quickly dissolved into a dogfight.

Derk neatly pulled onto the tail of a K-wing this pilot was good, Derk thought, but I am better. The K-wing pilot didn't have time to scream, a quad linked blast caught the cockpit and sheared it off cutting the pilot in two, a pair of legs floated free from the wreckage.

The cruiser came into gun range and started blasting at them with turbolasers three of the members of flight 2 got hit by several blasts and were totally annihilated,

"We can't stay here much longer, get free and make the jump to hyperspace,"

"Lets burn outta here people," cried Commander Manijak.

The 6 remaining defenders left the system at maximum speed. Leaving the remains of 50 assorted fighters behind.

Back at the base the survivors were eating their evening meals of rations

"When are they going to give the regular troops good food instead of this green paste they give storm troopers."

"They don't think we're worth it," said one

"You mean they don't think we'll live long" said another.

Then the rebels attacked. Rebel troops stormed the base. The first shots hit Commander Tiberius' homebrew, the fireball destroyed the cantina and set the island ablaze only four people emerged from the blaze the commander, Manijak, Derk and Sylvina the tech all of them coughing,

"Boy I made that stuff strong" said Tiberius through watering eyes.

"yeah you did" said Manijak trying to stop the bleeding in a gash on his head.

Let's find the ships and get out

The star was parked on the landing pad it had shielded three of the defenders from the blast quickly Manijak and Tiberius climbed into there fighters. Derk did also but he then parked his fighter in the stars cargo bay. He jumped to the cockpit to find a rebel soldier holding a Blaster at him from behind came a squeak and it was if the ship was alive the soldier was sucked into the deck, then the hole sealed up again.

The hunters left the planet with 2 cruisers chasing them, the hyperspaced out of the system back to the avenger. About two minutes after getting back to the ship, two cruisers hyped into the system and seeing the capital ship fled very quickly.

VA Undo stared at the remains of hunter squadron and smiled

"You few are all that remains of a Special Forces squadron" he said "well done, dismissed." They filed out of his office.

"Attention All pilots please report to the flight deck this is not a drill" came Vice Admiral Undo's voice through the loudspeaker.

Hunter squadron were in there ready room, playing various games; sabac for example, and there were many other pastime the hunters got up to. They had a room at the top of the command tower because of the incidents with other squadrons that ended up with the blood of the unfortunate opponent being spilled on the floor, that way Undo and the others could keep an eye on them. They looked out of the viewport at the huge shield generators as they pulsed with power as they brought the enormous particle shields up. They rushed to the turbolifts and squeezed all 12 of them in one. When they got to the hanger there were people running around like headless gornts. Looking outside the magcon field a Z-95 head-hunter shot past and exploded closely followed by a spectre missile boat with lasers blazing then turning and shooting away under slam power.

"come on people they've had a head start lets go kill some people" shouted Tiberius across the near-empty hanger

FM/LCM Derk Parchon/Praetorian 1-3/DGN Lichtor V

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## The Story of the Grish'nak

The story of the Grish'nak, is known only to the Dark Jedi. It is a story passed down through generation, and is kept secret to those unpowered in the force. I will tell you it, so you may remember the true treachery of the light side of the force. Once in the time of the Old Republic there was a Light Jedi Master, Ori-Lon. He was given a Dreadnaught the Grish'nak, which was one of the strongest battle ships of the time, and told to search for other Light Jedi. Ori-Lon, travelled across the Galaxy, to the un-charted areas within the inner core and to the Outer-rim. He recruited several Jedi and they were forced to obey the light side. On one of his travels in the outer rim he felt a great disturbance in the force. He went to the bridge to find out more information, and was told that they were passing by planet occupied by a very primitive culture. Ori-Lon ordered them to enter the planet's orbit. Ori-Lon took his shuttle to what seemed to be the capital. There he found great destruction. The city had been destroyed. Bodies lay burned and bleeding in the streets. Ori-Lon searched the city for hours, but could not find survivors. Then when he finally decided to leave the planet, he found what he had been searching for. The cause of the immense devastation. A single Jedi. Infused with the Dark power of the force. The man stood over 7 feet tall, his eyes glowed red with pure Dark force, as he pulled back the hood of his cloak, his hair was black as the vacuum of space. One could only tremble before such a man. He spoke with a gentle but commanding voice to Ori-Lon. "Come my son, we much to speak of. Ori-Lon lost control of himself and felt compelled to obey this master. Ori-Lon was gone for many days, and his crew worried that he had also been slaughtered by this Jedi. Then Ori-Lon returned to his shuttle. He would not speak of his encounter, not even to his most trusted ally, his second in command and Apprentice Jedi, Turcott. He ordered his crew to return to Alliance space. Over the trip, Ori-Lon remained in his cabin, never leaving. Then when the Grish'nak finally returned to Alliance space, Ori-Lon told his crew to find the closest populated planet. The closest planet being Oricon 6. When they arrived there Ori-Lon ordered the orbital bombardment of the planet. The crew obeyed only after Ori-Lon's powerful use of Force persuasion. Ori-Lon travelled the Galaxy destroying planet after planet. The crew of the Grish'nak tried to rebel but Turcott subdued the mutiny's before they could hurt Ori-Lon. Then once when Turcott was asleep, the crew leaked poisonous gasses into Ori-Lon's cabin. Sure that Ori-Lon was dead, the crew set a course for the closest Alliance planet. When they arrived, the crew was greeted on the bridge by Ori-Lon. "Did you really think your pathetic attempts could hurt a master of the Dark Side?" questioned Ori-Lon. Ori-Lon began to laugh omnipitantly. "I will destroy this planet as all the others in my path" said Ori-Lon. As Ori-Lon finished, a bright light infused in his stomach. The crew gasped in horror. The light was that of a lightsaber. Turcott had stabbed his master in the back. The crew, later contacted Alliance headquarters and were ordered to the nearest Starbase. Along the way the crew were plagued by visions in their sleep. Eventually the crew went mad and all killed each other. The Grish'nak never made it to the starbase and was never found again. There are always stories of people seeing a old style Dreadnaught

flying through hyperspace. They say that Ori-Lon's ghost still pilots the ship, waiting for the time when the Dark Jedi rule the Galaxy.

FM/LT Justice/Stalker 3-2/Wing I/SSD Avenger

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**INCOMING SCANDOC TRANSMISSION:**

Originated 1430 hours, Coruscant Central Time

Recipient: Lieutenant Colonel Bilbo Darknight, Commander- Cheth Squadron

Source: Imperial Personnell Directorate, C.O. Assistant Evaluator Tatra Naar

Header: Attached is the psych profile you requested on your new pilot, Colonel. I trust this will answer most all your questions concerning your new charge.

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Imperial Personnell Psychological Profile 145-372

Profile last modified- 12.03.98.76 EP(Era of Palpatine)

Subject Name: Whinnery, Kevin T.

SCANDOC Transmission Code/Callsign: Banshee

Subject Rank and Registry: Flight Member/Lieutenant- TIE Corps Registry 907-35-Kappa

Current Position/Orders: Subject is currently attached to One Flight of Cheth Squadron, Wing IV, Super Star Destroyer Sovereign

Sex: Male

Race: Human

Date of Birth: 2.12.82.00 PNO(Pre New Order)

Place of Birth: Orbital Research and Development Platform KDY 12, Kuat System

Known Family: Robas and Mollat (parents), Britt and Patric (siblings)

Social Status/ Material Worth: Affluent

**Subject History:**

Born on Orbital R&D platform KDY 12 to parents Robas and Mollat. The only member of his family to be born in deep space. Unlike reports and official documentation state, Subject was born in deep space in the middle of a hyperjump, not aboard KDY 12. His father was a non-commissioned officer in charge of Theoretical Conception and Design. Was instrumental in the construction of Kuat Drive Yards' first Super-class Star Destroyer, Executor. Subject spent a great deal of time studying new ship designs, particularly TIE-series starfighters.

According to station medical logs, the Subject experienced little to no effects from vacuum and zero gravity, a fact they attributed to his birth and subsequent rearing in a space-based environment. This condition and his natural affinity with the pilot's yoke allowed him to distinguish himself in simulated combat and high-speed maneuvering

exercises with experimental and combat-qualified craft, especially the TIE Interceptor. His skills earned him an appointment to the Imperial Naval Academy from the station military liaison.

After graduating in the top 5% of his class, the Subject was commissioned as a Flight Officer and assigned to SSD Executor for his first Tour of Duty. Sources say his father was overjoyed at this, which for practical purposes led to a 3% increase in his work output. Subject served with distinction at the Battle of Endor, accounting for over a dozen enemy craft, including one Y-Wing while flying his TIE Interceptor into the super structure of the Death Star II. He was misled back to the surface by an A-Wing and the Y-Wing he later destroyed, thus surviving the cataclysmic explosion of Death Star II.

In the confused melee that ensued after the assassination of the Emperor, he docked with Corellian Corvette Dogstar and fled the system. Shortly after Endor, Subject received word that his family had been killed in a Rebel sabotage raid on the Kuat Drive Yards. His father had already suffered a stroke upon learning of the destruction of the Executor. Lacking direct Imperial orders to follow, the crew of the Dogstar resorted to piracy of Rebel and private shipping to support fuel costs and cost of living.

After the Dogstar's exploits had begun to gain notoriety, they were recruited by one Grand Admiral Ronin to serve in the previously unknown to them Emperor's Hammer Strike Fleet. These events lead up to current date.

Former Occupations and Usable skills: Privateer, ship maintenance and design, and Navy pilot. Feels no discomfort in zero-G.

Fleet Evaluator's assessment of current mental capacity:

<Begin Recording> The Lieutenant, for the most part, seems to be a pleasant individual. I found him to be a charming, attractive young man; an Officer and a Gentleman. He enjoys holochess, physical fitness, a martial art that I have yet to identify... and he has also displayed his prowess in several sabbacc derivatives, much to the dismay of several newly disenfranchised flag officers. And most of the women on base, to be perfectly honest myself included, seem to be quite taken with him.

He has a darker side, however. It is this darker side that led to his choice of callsign, "Banshee" if I am not mistaken. According to folklore, in the dark of a terrible night, you can hear the Banshee wail, and once you do, you can be assured that death is close at hand. It is this side of him that comes out when he's in combat. He is absolutely obsessed with cleansing the New Rep... Rebels from the face of the galaxy. Not a bad attribute to have, given his line of work, but at times he displays a self-destructive tendency of taking risks where a safer course of action would be appropriate. He never risks the lives of his comrades in these attempts, but I am led to believe he suffers from an acute case of survivor's guilt. He thinks he should have been there to stop the Rebel sabotage raid himself, which deep down he knows was impossible. He also let slip in one of our preliminary sessions that the only real fear he has is living past the age of forty.

But these issues aside, the Navy cannot allow a pilot of his caliber to be stored on the shelf. I believe that his devotion to the ideals of the New Order will prevent him from doing anything that would endanger Imperial interests or citizens. It is the opinion of this examiner that FM-LT Kevin "Banshee" Whinnery should be activated for immediate combat duty. <End Recording>

Security Risk Assessment: Subject has no prior record of dissent or any other treasonous activities. Subject is code green for operational security.

Final Service Assessment: Ally of the Empire

Profile 145-372 has been certified and validated by the Imperial Personnel Directorate-  
Code force 297-581-Charlie  
Serve The Emperor

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Transmission terminated 1452 hours, CCT  
Reception confirmed  
Begin Decrypt- Frozen Bantha  
End Decrypt- Tusken Thaw  
Databank download complete

END TRANSMISSION

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Assault on the Embargo by Lt. TIEbomber

"Sir, I'm receiving a distress signal. The platform Embargo is under attack by Rebel forces. Requesting immediate assistance."

Captain Notin of the Lancer Frigate Sanction looked up in surprise.

"But that's deep in Emperor's Hammer territory. The Rebels have never been that bold before," he said, "Can you get confirmation on that?"

"The message has been confirmed Sir." reported the bridge officer, "Shall we assist?"

"Get us there as fast as possible Lieutenant." replied Captain Notin.

Several minutes later, the Sanction exited hyperspace several kilometers away from the Embargo.

"I'm reporting a Rebel fleet," stated a young officer, "It looks like two a Nebulon B Frigate, a Mon Calamari Cruiser and an Alliance Dreadnaught. Fortunately the Star Destroyer Intrepid has also recently arrived."

"We're receiving communications from the Intrepid now Captain."

"Put her through." replied Notin grimly.

"Lancer Frigate Sanction, this is the Intrepid. Do you think get over here without receiving too much damage?"

"We'll need some starfighter cover..." said Captain Notin to the Star Destroyer.

"Affirmative...Krayt Squadron will be there shortly. Intrepid out."

"Lieutenant, tell our gunners to try to and keep the enemy fighters off of us." ordered Notin.

\* \* \* \* \*

A full squadron of x-wing fighters sped towards the Sanction.

"Red group stay close and watch out for the Lancer's lasers. Those things are specifically designed to combat fighters." said Red Leader over his x-wing's comm unit. Laser fire began to slice past the Rebel pilots as they danced around each bolt.

"Once your in range fire your proton torpedoes." said Red Leader to the other members of his squadron.

"Sir, we've just lost red three and nine!"

"Commander, I've spotted eight assault gunboats and four TIE Bombers coming up on us from behind."

"Flight group three, go try to draw the Imperial Squadrons fire. Everyone else stay on target." he said into the comm system.

A explosion erupted to his left as his wing man exploded from the Lancers fire.

"Dammit, two's dead!" shouted Red Leader, "We're almost in target range. Prepare to fire torpedoes."

The missile lock siren sounded as one of the assault gunboats got a lock on his x-wing. He just managed to hit the eject button when his starfighter was engulfed in flames.

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"Sanction, this is Krayt Squadron, we've got you covered."

"Lieutenant, take us to the Intrepid." said the Captain.

"We're on are way Sir." replied the Lieutenant. The ISD Intrepid was using it's bulk to protect the severely damaged platform Embargo. It was exchanging turbolaser blows with with the Mon Calamari while the rest of it's fighter squadron's were engaging at least 8 rebel fighter squadrons around the frigate and the dreadnaught. The Sanction's help against the starfighters was greatly needed.

The Sanction moved into position tucked behind the Intrepid and Embargo so it could engage the starfighters but remain safely out of the way of the Calamari Cruiser's turbolaser batteries. Krayt squadron moved off to fire its warheads at the critical areas of the Mon Calamari Cruiser. Another of the Intrepid's squadrons, Viper Squadron, was shooting down any starfighter that came to close to the Star Destroyer.

"All laser batteries concentrate fire on those y-wings. When there destroyed help Copperhead squadron dispose of the resistance it's meeting in trying to take down the frigate." ordered Captain Notin.

"As ordered Sir." replied an officer, sending the orders to the ship's gunners through her terminal in the crew pit.

The lancer frigate's lasers tore into the slow moving y-wing squadrons causing explosion after explosion as laser fire ate through hull. The Sanction shuddered as a few of the y-wings managed to fire off a few warheads.

"Damage report." shouted Notin.

"Shields still holding. Some damage to our hull put none of the warheads managed to breach us."

"Good now finish off those y-wings so we can help Copperhead Squadron so they can finish off that frigate." said Notin.

Once the Sanction had helped destroy the enemy fighters were swarming it, they made short work of the pitiful Rebel frigate. The dreadnaught was destroyed soon after.

"This is the Intrepid, we've forced the Mon Calamari cruiser to run for it but we've critically damaged their hyperdrive system so we're going to give chase. You did well today Sanction." Captain Notin smiled with pride, "We'll stay behind and help with repairs to the Embargo."

FL/LT TIEbomber/KRAYT 2/WING XIV/ISD INTREPID-[TIE-BoP][IWATS]

## file archives

The Executive Officer herein posts descriptions of files attached to this newsletter.

**tacNL50.zip** - The newest TIE Fighter Battles for the Emperor's Hammer, presented by TAC/FA Dev/CS-3/SSSD Sov.

**sov-ban.jpg** - The new link banner for the SSSD Sovereign by WC-FOA-IOA/GN Wolly/Wing I/SSSD Sov

**goeh.exe** - A new program called the EH Site Launcher by CA:COMM/VA Kumba/CA-8/SSSD Sov. Users must have the Microsoft Visual Basic Runtime Libraries installed to use this. If you don't have it, it can be found at <http://members.xoom.com/kumba12345/msvbvm50.exe>.

**chrnicle.doc** - The first chapter in a continuing story by BUDR/MG Alpha Omega/BOO/FRG Stormwind.

**Olstat!cf512.jpg** - An ISD flying low over a planet, by FM/LT Irek Dahran/Koph 2-2/Wing VI/SSSD Sov.

**NEWSLE~1.ZIP** - A series of images by FL/LCM Nemesis/Resh 1-2/wing VI/SSSD Sov.

**Krath.doc** - A Krath information document compiled for the Dark Brotherhood by KP Bob-Fett(Krath)/AED/Naga Sadow.

**chal-tor.jpg** - An image by COM/RA Torres.

**chal-ban.jpg** - A banner for the ISD Challenge by COM/RA Torres.

**avrnl4.zip** - The 4th newsletter for the SSD Avenger, compiled by COM/VA Undo/SSD Avenger.

**tornado.jpg** - A Tornado Squadron image by FM/COL NiksaVel/Tornado 1-3/Wing X/ISD Chal.

**sl.jpg** - A Squadron League image by FM/COL NiksaVel/Tornado 1-3/Wing X/ISD Chal.

**sovlow!b2.jpg** - An image of the SSSD Sovereign by FM/LT Irek Dahran/Koph 2-2/Wing VI/SSSD Sov.

**ris5.bmp** - An image of a Dark Jedi by FM/LT Kaneda Pellail/Tempest 1-2/Wing X/ISD Chal.

**cs-pics.zip** - some attractive frames for pictures of the CS by Rocanon.

## **fleet order of battle**

### FLEET COMMANDER'S NOTES:

Herein are presented the Capital Ships of the Fleet as recognized by the Fleet Commander. Only those Capital Ships presented below in **boldface** are assigned Emperor's Hammer Members as crew, pilots, etc. (i.e. TIE Corps pilots). Other Capital Ships in the Fleet are assumed to have 'standard Imperial crews' (i.e. non-players).

The SubGroup vessels presented below are also manned with their respective SubGroup Members. Emperor's Hammer Members desiring more specific information on the capabilities of each of the Emperor's Hammer capital ships should review the EH Fleet Manual...

### **Flagship/Escort**

**SSSD Sovereign** (SSSD Sov)

### **Aggressor Strike Force**

**ISD Grey Wolf** (ISD GWlf)

**ISD Intrepid** (ISD Int)

**VSD Aggressor** (VSD Agg)

VSD Gilded Claw



M/FRG Implacable  
M/FRG Rage  
M/INT Vertex  
ESC Corrupter  
TFC Virulence  
4 Strike Cruisers  
12 Carrack Light Cruisers  
6 Corvettes  
22 Assault Transports  
dozens of dedicated transports, tugs & freighters

### **BattleGroup I**

**ISD Colossus** (ISD Col)  
VSD Formidable  
VSD Monitor  
M/FRG Imperator  
M/FRG Ardent  
M/FRG Onamo  
ESC Iron Fist  
3 Strike Cruisers  
7 Carrack Light Cruisers  
10 Corvettes  
20 Assault Transports  
dozens of dedicated transports, tugs & freighters

### **BattleGroup II**

**ISD Relentless** (ISD Rel)  
VSD Ravager  
VSD Stalwart  
M/FRG Invader  
M/FRG Fogger  
M/INT Harpax II  
TFC Roxanna  
M/CRV Phantom (Deep Recon)  
4 Strike Cruisers  
12 Carrack Light Cruisers  
6 Corvettes  
18 Assault Transports  
dozens of dedicated transports, tugs & freighters

### **Auroran Home Guard Battlegroup**

The majority of the Auroran Home Guard ships can be found either in the Aurora System (see the EH Systems Manual) or on extended patrol nearby...The Homeworld of the Emperor's Hammer Strike Fleet is always defended in these uncertain times...

Torpedo Sphere, Empress Teta (TS Emp Teta)  
**ISD Challenge** (ISD Chal)  
ISD Hammer (ISD Hamr)  
ISD Warrior (ISD Warr)  
VSD Bombard  
VSD Rapier  
VSD Crusader  
VSD Shield  
M/INT Fairchild  
3 Modified Frigates (hospital/tender M/FRGs)  
5 Strike Cruisers  
5 Escort Carriers (TIE Fighter shuttles)  
5 Modular Taskforce Cruisers (one w/each module type)  
8 Dreadnaught Cruisers  
13 Carrack Light Cruisers  
17 Corvettes  
25 System Patrol Craft  
60 Skipray Blastboats  
120 Assault Transports  
hundreds of dedicated transports, tugs & freighters

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## **Auxiliary (SubGroup) Vessels**

### **Dark Brotherhood**

**SSD Avenger** (SSD Avr)  
ISD Subjugator (ISD Sub)

### **Hammer's Fist Stormtrooper Legion**

**DREAD Retribution** (DREAD Ret)  
LCF Excelsior (LCF Exc)  
LCF Friggia (LCF Frig)  
LCF Falcon's Eye (LCF Falc)

### **The Guild**

**Star Galleon IvanHoe** (SGAL Ivan)

### **EH Directorate BattleFleet**

M/ISD Tiger's Claw  
INT\*2  
VSD\*4  
DREAD\*2  
ESC\*2  
M/VSD-II Firebat

## **Aurora System**

AHG already commissioned

## **Phare system**

VSD Rampart  
FRG Raging Bull  
FRG Hornet's Nest  
4 Carrack Cruisers

## **Lyarna System**

VSD Concorde  
FRG Veneable  
FRG Assault  
4 Carrack Cruisers

## **Carrida System**

VSD Hood  
FRG Pompous  
FRG Arrogant  
4 Carrack Cruisers

## **Heir System**

VSD Conquest  
FRG Conquistador  
FRG Cortes  
4 Carrack Cruisers

## **Karana System**

VSD Ronin  
FRG Balboa  
FRG Snake  
4 Carrack Cruisers

## **Setii System**

VSD Raptor  
FRG Rex  
FRG Galimimus  
4 Carrack Cruisers

## **Pirath System**

VSD Patriot  
FRG Rebellion-Crusher

FRG PoliceMan  
4 Carrack Cruisers

### **Minos Cluster Battle Fleet**

ISD Crimson Blade  
ISD Crimson Dagger  
VSD Crimson Sword  
VSD Crimson Knife  
VSD Crimson Knight  
VSD Crimson Guard  
16 Carrack Cruisers

### **Infiltrator Wing**

#### **Task Force I**

**MC90 Bismarck**  
Assault FRG Alemene  
FRG Exeter  
Gunship Centurion  
Gunship Scorpion  
Gunship Bellum  
Corvette Vanquish

#### **Task Force II**

**MC80b Saratoga**  
FRG Repulse  
FRG Vindictive  
Corvette Meteor  
Corvette Daring

#### **Task Force III**

**MC60 Warhammer**  
Assault FRG Leander  
Gunship Conquestor  
Gunship Scimitar  
Corvette Harlow

#### **Task Force IV (Stationary Defense)**

**M/PLT Destrier**  
Corvette Scythe  
Corvette Akron  
Corvette Kraken

### **Intelligence Division**

**Imperial Dungeon Ship Lichtor V** (DGN LichV)  
**FRG Stormwind** (FRG Storm)  
**Corvette Grau** (Heimlichkeit Strike Team)  
**Corvette Guren** (Nazgul Strike Team)  
**Corvette Rune** (Jaeger Strike Team)  
**Corvette Ietra** (Moerder Strike Team)

### **Corporate Division Picket Fleet Flagships**

**VSD Rhadamanthus** (Corporate Division Flagship)

### **EH Advanced Guard**

**Core Galaxy Systems Dreadnaught Tranquility**

### **Bases of Operations**

#### **Aurora System**

The FAC Triad (Support PLTs for the SSSD Sovereign)  
Dark Hall on Eos (Dark Brotherhood HQ/Homeworld)  
PLT Stiletto (Headquarters of the Intelligence Division)  
PLT Dagger (Project Reno Central Command)  
PLT Destrier (IW Command Platform)

#### **Phare System**

M/PLT Daedalus (Assault Platform/Pilot Training Center)  
M/PLT Haven (IW Command Platform/EH Recreation Center)  
PLT Revenge (Headquarters of the Corporate Division)

#### **Lyarna System**

Lyarna Station - M/PLT (Guild Station/Outpost)

#### **Heir System**

PLT Cerlun - M/PLT - FAC (Guild HQ)

#### **Carrida System**

PLT Declaration (Hammer's Fist HQ)

## **pilot manuals**

This document contains the current list of EH related files.

## **The Emperor's Hammer Training Manual**

version 4.0

By GA Ronin, FA Paladin (ret.), and SA Havok

This is the most important manual for all the EH members. It contains all general information about the Emperor's Hammer ranks, positions, medals, ID lines, everything. It's a must for every EH member!

Sites:

<http://members.aol.com/gmfchuck/tm/trainm.htm>

## **The Emperor's Hammer Fleet Manual**

version 3.0

By GA Ronin and SA Havok

Contains detailed descriptions of all the Emperor's Hammer's starships and starfighters. Also a good manual to read. Especially valuable information to the fiction writers.

Sites:

<http://sco.is-god.com/flt-man/>

## **IWATS Help file**

Sites:

<http://members.aol.com/garonin/iwats.hlp>

<ftp://narsissi.tky.hut.fi/hammer/other/iwats.hlp>

## **Uniform Template Help file**

Sites:

<http://members.aol.com/garonin/uniform.hlp>

<ftp://narsissi.tky.hut.fi/hammer/other/uniform.hlp>

## **The Map of the Empire and Emperor's Hammer Territories**

Sites:

<http://members.aol.com/garonin/eh-camp1.zip>

<ftp://narsissi.tky.hut.fi/hammer/other/eh-camp1.zip>

## **Emperor's Hammer AVI Logo**

Sites:

<http://members.aol.com/garonin/emplogo.zip>

<ftp://narsissi.tky.hut.fi/hammer/other/emplogo.zip>

## **Emperor Palpatine & Lords of the Sith WAV files**

Sites:

<http://members.aol.com/garonin/imp-sds.zip>  
<ftp://narsissi.tky.hut.fi/hammer/other/imp-sds.zip>

### **The Emperor's Hammer Operations Manual**

version 2.0

By FA Dev

Another essential manual for everyone interested in uniforms (practically almost everyone). It also contains information about medals.

Sites:

<http://faraday.clas.virginia.edu/~mrw3p/images/quix/ops-man.zip>

### **The Emperor's Hammer Systems Manual**

version 3.0

By GA Ronin and SA Havok

The Systems Manual has very detailed information about all the Emperor's Hammer star systems. Very essential to the fiction writers.

Sites:

<http://home.fuse.net/havok/sys-man.htm>

### **TIE Fighter CD Bonus Goal Help file**

By FA Compton

Sites:

<http://members.aol.com/garonin/tiecd.hlp>  
<ftp://narsissi.tky.hut.fi/hammer/other/tiecd.hlp>

### **The Fleet Commander's Dark Brotherhood Grant of Arms**

Sites:

<http://members.aol.com/garonin/ga-grant.zip>  
<ftp://narsissi.tky.hut.fi/hammer/other/ga-grant.zip>

### **Poster Art**

Sites:

<http://members.aol.com/garonin/eh-postr.zip>  
<ftp://narsissi.tky.hut.fi/hammer/other/eh-postr.zip>

### **Tie Fighter Missing Man Formation AVI**

Sites:

<http://members.aol.com/garonin/missing.zip>

<ftp://narsissi.tky.hut.fi/hammer/other/missing.zip>

If you have any questions please contact the Logistics Officer.

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