

# The Dark Sentinel

## Issue #51

April 8th, 1999

### Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



Image ©1999 LucasArts Entertainment Company

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

#### Emperor's Hammer Strike Fleet SSSD Sovereign

2,892 members worldwide

#### **fleet concourse bulletin board**

The following presents articles and items of interest related to the Emperor's Hammer from all over the Empire, as published on the Imperial HoloNet and/or forwarded to the Fleet Commander.

Welcome to the 51st issue of the **Dark Sentinel**. These are exciting times for the Hammer. With the release of X-Wing Alliance, next week's release of **Isard's**

**Revenge** by Michael A. Stackpole and a little thing called **The Phantom Menace** being released in about six weeks, it's a great time to be a Star Wars fan.

Be sure to check out the files included with this NL, especially those that pertain to XWA. XWA fans will also want to check out the RO's section for the low-down on the five experimental Imperial fighters included in this marvelous game.

There were a couple of last-minute promotions this week that need to be mentioned, both involving new SubGroup Commanders. The new Prefect of the Hammer's Fist is **General Fugazi**, and the new COM of the Infiltrator Wing is **Marshal Maestro**. Please give these fine officers your support as they bring their groups to new heights of glory.

Ladies and Gentlemen, I present to you Dark Sentinel 51. Enjoy.

XO/SA Compton/CS-2/SSSD Sov  
...a day late, but at least I can blame the boss...  
:-P

## 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.

### Recon Officer Attends Chat With Rick McCallum

As Emailed From: Reconnaissance Officer (AD Telf)

Tonight (3/6/99), our Recon Officer, AD Arcon Telf (jedisushi@aol.com) was present for the chat session with Rick McCallum, LIVE from the Skywalker Ranch in sunny California! Many people were present in the Yahoo session, and the questions were constantly flowing. There was everything from Rick's personal history to Samuel L. Jackson; it was truly amazing!

Some questions asked were:

Q: How long is the Phantom Menace in it final form?

A: McCallum: 2 Hours and 10 Minutes

Q: Mr. McCallum, after Episode III, what is there for us to look forward to?!

A: McCallum: George has other projects that I think are going to be truly experimental and exciting.

It was extremely interesting. One question that was constantly asked was, "When will this transcript be out?" The answer is that no one knows :) Rest assured, however, that the Emperor's Hammer will get a copy when the time comes.

Mr. McCallum was only present for about one hour, and answered every question. One thing that was interesting that was told was that the entire Tunisia set, except for one piece, was destroyed during the second day because of a storm. The crew had to work vigorously for the next 24 hours in shifts to rebuilt...

The transcript will most definitely be edited for content so that the RO isn't arrested by our SO, Admiral Rapier ;-)

More detailed information is posted in the transcript linked below. The RO is glad he went to this chat because it showed him that if the right people are there, Yahoo! Chat is a very good resource. You can find the RO on Yahoo! chat under the nickname AD\_Telf.

The transcript from the Rick McCallum interview was posted today.

### 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.

### Episode I - The Phantom Menace Updates

As Copied From: [www.starwars.com](http://www.starwars.com)

"March 10, 1999 -- A personal profile of George Lucas and his California headquarters, Skywalker Ranch, will appear in the April issue of In Style magazine. The feature includes special photographs by Art Streiber that offer a rare glimpse inside the beauty of the Ranch and its elegant home-like buildings, which express Lucas' own designs and interests, as Ann Armbruster's accompanying text explains. The article will be previewed on Entertainment Tonight this evening, Wednesday March 10, 1999. Check your local listings for channel and schedule.

#### Episode I Status Update

Visual effects, score, and sound are on producer Rick McCallum's mind as Episode I nears the home stretch on the approach to May 21, 1999.

#### The New Episode I Trailer!

March 8, 1999 -- [www.starwars.com](http://www.starwars.com) is pleased to announce that the new trailer for Star Wars: Episode I The Phantom Menace will begin showing in theaters across the U.S. and Canada this Friday, March 12th. With all new footage the trailer introduces

the characters and conflict of Episode I, and features glimpses of some of the fabulous environments in which the action takes place.

The new trailer will be placed into general release, running on a wide variety of films over the coming weeks. Contrary to speculation, it will not be attached to any particular film, including Wing Commander, and in fact may not even play with Wing Commander. There is no assurance the trailer will play with any particular movie and you will need to contact your local theater for information on where the trailer will run in your area."

### **XWing Alliance Released**

As Submitted by: Fleet Commander (GA Ronin)

As most of you already have heard the XWing Alliance game from LucasArts was released last week to mixed reviews. While there are ~20 flyable fighters, you should have a pretty high-end PC with a good 3D card. With a P300 and 4 meg 3D video card, my PC labors through some of the more graphics intensive parts of the game. But anyone has to be impressed with the overall ease of gameplay, the fighters available in the Skirmish Mode and a pretty decent storyline. I have to make an admission, I'm rusty in the cockpit and am currently working my way through the Rebel Tour of Duty...

For our Dark Jedi Clan Alvaak Clansmen, you will be pleased to note that the Cloakshape Fighter is available and not a half bad craft...Enjoy!

(Please review the EH Fleet Manual for a description of the CloakShape Fighter and its stats)

### **The Games of Episode I -- Revealed!**

As Emailed From: Intel SDIR (FA Brad) and jmunsie@interhop.net

This message was forwarded to you from ZDNet AnchorDesk located at <http://www.anchordesk.com>

Comment from sender: Check this out, if you want send it to others, maybe even through the mailing list

-Alpha

The Games of Episode I -- Revealed!

"URL:

[http://chkpt.zdnet.com/chkpt/adem2fpf/www.anchordesk.com/story/story\\_3224.htm](http://chkpt.zdnet.com/chkpt/adem2fpf/www.anchordesk.com/story/story_3224.htm)  
!

Twitch & Shout

Vince Broady, Editorial Director

GameSpotFriday, March 26, 1999 LucasArts, the game-making arm of George Lucas' media empire, is well known for having the tightest security in business. If they're working on something, and they don't want you to know about it, you don't know about it. Period. There's no better example of this than with the company's upcoming Episode I games. Although probably among the most anticipated games ever, no one outside the company (and many inside the company) knew any details about them. Not the names, not the subjects, not the ship dates. We didn't even know the number of titles that would be released or which platforms they would be released on. Fortunately, those dark days of ignorance (and non-disclosures) are behind us now, and I can share with you the first details regarding the Episode I games: There will be two games: One is an adventure game that will combine LucasArt's trademark interactive storytelling with the plot and characters of the Episode I movie (hence the game's name, Episode I: The Phantom Menace). The other will be a multiplayer racing game based on the movie's exhilarating "pod" scenes (which you may have seen in the trailers circulating the Net). It will be called Episode I: Racer. The games will run on PC, N64 and PlayStation. Unlike previous Star Wars games such as X Wing vs. TIE Fighter and Jedi Knight, which run only on the PC, LucasArts will release the Episode I games on all major platforms. In addition, and perhaps even more incredible, the games will ship for all platforms on a single day: May 24, 1999. The games will be closely tied to the movies...for now: Since the first two games were in development at the same time as the movie (a first for LucasArts), they had to closely follow it in terms of story and characters. But they aren't identical. In fact, there is a scene in the adventure game (the "taxi" scene) that was originally in the movie, but was pulled at the last minute. However, the next round of games (which will be released later this year), will contain storylines outside the movie, and perhaps even some hints about Episode II. For more -- and I mean lots more -- details about the games, plus loads of beautiful screenshots and other images, check out our expansive coverage on GameSpot. After you've seen it, I'm sure you'll agree that May 24 can't come soon enough!"

#### READ MORE:

Star Wars: Secrets and Rumors From the Web - Yahoo! Internet Life:

<http://www.zdnet.com/yil/content/mag/9902/starwars.html>

Molding the Myth: The Games of Episode 1 - GameSpot

<http://www.gamespot.com/features/starwars/index.html>

Episode 1: The Phantom Menace Preview - GameSpot

[http://www.gamespot.com/features/sw\\_phantom/](http://www.gamespot.com/features/sw_phantom/)

Episode 1: Racer Preview - GameSpot

[http://www.gamespot.com/features/sw\\_racer/index.html](http://www.gamespot.com/features/sw_racer/index.html)

Episode II Review/Rumors Posted by "Mr. ShowBiz"

No can verify the rumors posted on this site regarding the epic battles and "Braveheart in Space" motif, but it's an interesting read!...(warning: Spoiler Site)...Mr. ShowBiz Episode II Rumors...

[http://mrshowbiz.go.com/news/Todays\\_Stories/990304/showcon030499.html](http://mrshowbiz.go.com/news/Todays_Stories/990304/showcon030499.html)

## EH Members Encouraged to Take Official Star Wars Survey

Feel like telling Lucas Companies, et. al. your favorite WWW site is the Emperor's Hammer (or lots of other info) ? Then take the Official Star Wars Survey at [starwars.com](http://starwars.com)...

[http://www.starwars.com/episode-i/news/1999/07/visitor\\_survey.html](http://www.starwars.com/episode-i/news/1999/07/visitor_survey.html)

## 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



### Good little Imperials...

by SA Compton

There are very few people that I'm aware of who love Star Wars computer games as much as I do. X-Wing Alliance was supposed to come out on March 23, and I was literally counting down the days until the game was released. So you can imagine the fit I had when AD Rapier (who lives mere miles away from me) told me he purchased the game on March 21st. Here's the story of how I got my copy of XWA a day early.

Since I originally found out from Kawolski that Rapier had gotten the game at a late hour (I found out after the stores had closed), and the fact that I wanted to confirm with Rapier that he truly got the game, I haunted IRC on the 22nd. Sure enough, Rapier came on. I asked him if he'd really gotten the game at WalMart like K had said (which he had) and asked him which one. He told me that he got it at the Cerritos WalMart, which is great because it's not

too far from my house in Anaheim. Mind you, I checked my local WalMart for the game on the 21st, so I was surprised that another WM was carrying the game. With visions of a sleepless night (and a few thoughts of calling in sick to work the next day) I immediately signed off of IRC and left to purchase my copy.

Little did I know what I was getting myself into.

Now, the easiest way to get to Cerritos from my house is to jump onto the 5 North from Ball Rd. (think the north end of Disneyland), jump onto the 91 West and exit around the shopping center that includes the Cerritos WalMart. All in all the trip, at that time of night, usually takes me about 15 minutes. The only problem with this is that Ball Rd. is under HEAVY construction (actually, all of Orange COUNTY has been under heavy construction for the last couple YEARS. Driving around my house IS NOT FUN!!!), and I knew that the 5 N onramp was closed at Ball. The nearest onramp for the Northbound 5 is at Euclid, so I set off for that.

Unfortunately, the Euclid onramp was closed, too.

So I cursed, then thought to myself, "Self, why don't you just go up Euclid to the 91?" This was a great idea. Passing the local WalMart (which didn't have the game on Sunday, so I assumed they actually obeyed the law and were waiting to release the game on the 23rd like everyone else), I made my way up Euclid, excited about the prospect of getting a game a day before (almost) everyone else. Why, I'd be the envy of the Fleet!

Right as I was approaching the 91, I made a mistake. You see, for some reason I keep flipping directions around in Southern California. North is South, East is West, that sort of thing. I never had this problem in Northern California, so I attribute it to the fact that things tend to be just WRONG in SoCal. Anyway, I saw a detour sign for the 91 East and mistook it for the direction I wanted to go (which, you'll recall, was actually WEST). So I made the left turn and followed the street down, all the while looking for the next detour sign which would tell me to turn right and head me back to the 91.

There was no detour sign. I began screaming.

Once I got to Brookhurst, the first major street west of Euclid, I decided to take another left since that would take me back to the onramp for the 5 North. Unfortunately that onramp was blocked off as well. This, making THREE onramps in a ROW that were blocked off, had me nearly in something resembling an attack of Tourette's Syndrome. This seemed to amuse some of the pedestrians I passed.

I decided to take Crescent up to Magnolia (Magnolia being the street where the 5 and 91 meet) and jump on the freeway from there. Again, my luck held true. Both the 5 AND the 91 onramps were blocked off!

Screaming and cursing to the point where my throat was beginning to get sore, I made a left and followed some unknown street up to Beach Blvd, home of Knott's Berry Farm, the Wax Museum and the Medieval Times where part of The Cable Guy was filmed. Finally, throat getting raw and being far-too-close to tears, I was able to get onto the 91 West. (I think this was about the time that I realized I had followed the wrong detour.) Mind you, Beach is almost 5 miles away from my home, and there were 4, count 'em, FOUR onramps that were closed off between myself and Beach.

Once I got on the freeway, life seemed to be fine. I zoomed up the freeway, found my exit, and made it to WalMart Cerritos without any other problems. At least until I got to the electronics department. Because when I got to the electronics department, there was no XWA to be found.

THERE WAS NO GAME!!!

Keeping my calm, I flagged down a WalMart staff member and asked if they still had the game. He looked about, saying he had earlier put out 10 copies, but they seem to have sold out. Apologizing profusely, he offered to call the nearest WalMart store, in Lakewood, and ask if they had the game. I waited impatiently, probably looking like I was flying on cocaine as I restlessly paced back and forth between the CDs and the Nintendo 64 games.

I looked at soundtrack CDs. I looked at DVDs for movies you couldn't pay me to watch. Finally, he returned. And, get this, this is what he said:

"Sir, the software gods are shining upon us tonight!"

I kid you not. He went on to say that they did indeed have the game, and that they would hold a copy for me under the name "Tim" since he didn't know my name. Shaking his hand, I thanked him profusely, amazed that there was still an employee who went the extra mile to help his customers. My faith in American retailing was almost restored. The only problem was, I didn't know where the Lakewood store WAS. Luckily, he did. Or so he said.

Pointing east, he told me to follow Artesia down to Lakewood Blvd. and make a right. (He added that I could take the 91 to Lakewood, but Artesia was faster.) Just go up Lakewood a ways, and WM would be on the left. Making a quick check through the toy department (of course they didn't have ANY Star Wars figures, let alone one I didn't already have), I made my way back to my car, and jumped onto Alondra heading east.

And east.

And east.

And east. All the while thinking "Y'know, I don't know this area very well, but I don't remember there being a Lakewood around here." So I looked for a street I could turn right down to get back to the 91.

And found Beach.

Again.

Having made about a 5 mile circle, I zoomed up the 91 again. It took a few minutes, but I got back to where I started, the Cerritos WalMart. And I kept going. And going. And going. Finally, about 7 miles up the freeway, I came to Lakewood Blvd. Just how 7 miles on surface streets is supposed to be faster than 7 miles on a nearly empty freeway I hope I NEVER know.

But then I was faced with a quandary. Which direction should I take? The guy was wrong about which direction to go on Artesia - was he wrong about which way to turn onto



Lakewood? Giving the idiot the benefit of the doubt (I figured he couldn't POSSIBLY be wrong TWICE), I headed north. And you know what? I didn't think Lakewood was a pretty town at all. But it did end up having a WalMart on the left side of the street.

Breathing a sigh of relief, I pulled in, parked and rapidly marched to the electronics department. There was a line at the register, so I decided to browse the software rack to see if I could spot the game behind the dirty plastic doors that deterred shoplifters (and customers who like reading system requirements before they buy software). I couldn't. But that was okay, because they holding a copy for "Tim", and I was he. So I got in line.

Unfortunately the gal in front of me had not just been shopping in the electronics department, but seemed to have browsed the entire store to find many sundry items for the home. And, to avoid the long lines at the front of the store, she chose to go through the checker in the electronics department.

And write a check.

That I don't think she had an ID for.

I say this because the checker had to actually call the girl's bank to verify that there were enough funds in the account. I don't think I've seen that happen in 5 years. And, to make matters worse, the bank told the checker that she'd have to wait until they called her back. But the checker was a decent sort, as was the gal in front of me, and they put that purchase aside so I could go ahead. I thought that was very nice. Trying to contain my excitement, I asked the checker if she was holding a copy of X-Wing Alliance for "Tim". She smiled, said yes, and pulled out a copy.

## **Of AXIS AND ALLIES.**

Dear reader, I hope that you cannot possibly imagine the rage I felt at that moment. My body temperature rose to the point where I could feel the individual beads of sweat running down my side, and the blood rush to my rapidly-reddened face. My jaw clenched, as did my fists. Unbelievably, I held my cool. I explained that Axis and Allies was NOT the same game as X-Wing Alliance. The lady who had taken the call from the Cerritos store began saying, almost as a litany, "I read the name back to the guy, an' dass what he esaid." Refraining from telling this woman that the guy at the other store's english was a LOT better than hers, therefore I didn't believe for a second that this mistake was anyone's fault but HERS and that I would have to kill her for wasting so much of my time and gas (and thus money), I asked for the manager.

A couple minutes later, Hugo came out. I explained to him the situation. Even though I remained calm, it was quite obvious that I was fumingly mad. All the while the woman continued saying "I read the name back to the guy, an' dass what he esaid!" every time someone looked at her. I considered making a trip to the sporting goods department to find something to shut her up (baseball bat? golf club? Buck knife?), but decided against it. Unfortunately, the best Hugo (who had a look like "Oh CRAP, WHY do I have to be the one who has to deal with this jerk?" on his face [of course the look softened when he realized that although I was pissed, I wasn't going to raise my voice]) could do for me was to offer me

20% off the price of the game when they got it in stock. Unbelieving, I said that the ONLY reason I went to the store is because they said they HAD the game, and asked why I would travel all the way back there to buy it after they lied to me? Hugo said that was only think he could do for me. I left.

Storming back to the car without breaking anything (no matter HOW badly I wanted to), I thought of the fastest way to get back home. 91 East (for real this time) to the 5 South to the Lincoln exit. Which, Heaven permitting, was still open. I jumped onto the 91, being careful not to go above 80 mph. I'd have HATED to see what my reaction to getting a speeding ticket would have been in THAT sort of mood. Since the interchange with the 5 was a few miles down the road, I wallowed firmly in my misery.

Unfortunately, by the time I snapped out of it, I had missed the 5.

This, of course, brought forth a fresh deluge of screams and curses. How could I have been so self-absorbed that I missed my exit? I can't remember the last time I abused my voice so badly. So I grudgingly continued on the 91. And almost got involved in a crash that would have probably killed me. And believe it or not, it wasn't even my fault.

The 91 somehow merges with itself at Magnolia. With all of the construction around there, the lanes have been reduced to what simply MUST be below the legal minimum. When the two lanes from my direction merged with the two lanes from wherever the heck they came from, the sedan in front of me almost collided with the tractor-trailer in the slow lane. We all went from about 65 mph to about 20 in about the blink of an eye. All I know is that I heard a very loud clunk from the vicinity of the semi. Luckily nobody hit anyone else. If those two vehicles had so much as touched, GA Ronin would have had to have found a new XO.

After even more screaming and cursing, I realized that my best bet was to take the exit at Brookhurst. No big deal. Except for the fact that when I went to get into the far lane, where I could actually TAKE an exit if I wanted to, some idiot in a large truck floored it and prevented me from getting over into the lane I needed to get into. More screaming, more cursing, more voice abuse.

I sped around the other lane, passing both the idiot in the truck and the delivery van in front of me, and exited the freeway at Euclid. I felt a little more relaxed that I had finally gotten to within a couple miles of home, and now knew where all the construction problems were. The trip down Euclid was uneventful, as I hit mostly green lights. Until the light that led into my local WalMart.

I debated it for a moment, then figured "What the hell? I can be disappointed a THIRD time tonight!" So I pulled in, parked the car, and trudged off to the electronics department, a whole 5 minutes before the store was to close.

So I looked at the software aisle.

And they had it.

A whole 2 miles away from my house, they had it. After wasting 2 hours of my life and 46 miles on my car, my local WalMart had the game. Thanking the checker profusely, I bought a copy and went home. And played it.

And life is a heck of a lot less stressful.

XO/SA Compton/CS-2/SSSD Sov

...now if the damn thing would just NOT CRASH when I destroy the Death Star...!

## **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.

This month, we have a lot of news. First of all, Project Vega is on its way, having nearly completed the first three battles with extensive testing by 12 people.

Second of all, there's a new Battle Installer that manages all your Tie Battles! It downloads the battle list off the internet, then once you select the battle you want, it downloads and installs that battle. This should make things much easier and faster.

The Battle Installer has been included with the newsletter, and new versions can be found at [www.city-net.com/~dev/tac/ehbattle.zip](http://www.city-net.com/~dev/tac/ehbattle.zip)

Thirdly, the FCHG Competition is under way. Details can be found at [www.city-net.com/~dev/fchg](http://www.city-net.com/~dev/fchg).

Important URLs:

*Tactical Office*

[www.city-net.com/~dev/tac](http://www.city-net.com/~dev/tac)

*Battle Board*

[www.imperialholonet.com/tac/ehmedals](http://www.imperialholonet.com/tac/ehmedals)

*Fleet Commander's Honor Guard*

[www.city-net.com/~dev/fchg](http://www.city-net.com/~dev/fchg)

**The Tactical Office,**

*Tactical Officer, Fleet Admiral Dev*

*Command Attache to the Tactical Officer, Admiral Thedek*

*Assistant to the Tactical Officer, MAJ Striker*

*(Editor's Note: I've also included two new skirmish missions for X-Wing Alliance in this NL: Free Missions Compton-1 [a remake of the first mission I made for TIE] and Free Mission Compton-2 [a variation on the same]. Just drop these suckers into your XWA/Skirmish directory and fly them from there.)*

## **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

## **sovereign cantina**

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

Attention all off-duty citizens of the Emperor's Hammer: tune in to "As Aurora Turns", the exciting new holodrama which examines life in the Empire in general and the Emperor's Hammer in particular. Here's a sneak preview of the next dramatic episode of this popular program...

Patricia Ronin, daughter of the Grand Admiral, is continuing her secret love affair with ill-reputed bounty hunter (and former nerf herder) Bubba Fett. Unexpectedly, Patricia stumbles across something shocking... evidence that FA Kawolski has been forging the TIE Corps membership count! She threatens to tell her father of his treachery, but Kawolski himself threatens to tell the Grand Admiral of her sordid relationship with the bounty hunter scum!

Meanwhile, Dark Guy (Dark Master of the Dark House of Darkness and Dark Stuff) is embarrassed in front of his fellow Dark Jedi when he finds that he is unwilling to torture an Ewok to death for Dark Brotherhood Talent Night. Dark Guy consults the ship's counselor of the SSD Avenger; the counselor (after weeks of study and with the help of his natural

ingenuity in delving into the most subtle crevices of the jedi mind) traced Dark Guy's behavior to a single, easily overlooked incident in his childhood. Apparently when Dark Guy was 10 years old, he singlehandedly wiped out a large but primitive civilization. Ever since then he had been traumatized and wrought with guilt... because he actually let a single citizen of that civilization survive! The counselor recommends that Dark Guy take a leave of absence to go on a "self-seeking" journey. Yes, Dark Guy will take a shuttle and fly into the depths of space in order to "find himself", to resolve his deep-rooted guilt in a healthy and productive manner... specifically, by hunting down the survivor and ending his life in the most horrible way imaginable.

Meanwhile, life goes on with the wacky gang at the "Wampa Cantina." Tocneppil the bartender goes out on a date with a person he met in an Imperial Holonet chat room... See the look on his face when he discovers that the love of his life is actually an obese Hutt! The laughs never stop in the Wampa Cantina!

You'll laugh AND cry at "As Aurora Turns", as you see yourself in the characters drawn from everyday events in the Emperor's Hammer Elite Strike Fleet. Tune in to this award-winning program (winning the "Medal of Entertainment" with 3 green hammers, as well as the coveted "Em'mey" award). Don't miss it, every Thirdday night at 2000 hours Galactic Standard time (1900 hours Central Fringe Time).

FM/SL IQpierce/Spear 1-2/Wing IX/ISD Relentless

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## NEW BEGININGS

“Man I can’t wait to get back to the Intrepid for some R & R”  
“Yeah I know what you mean”  
“Knock it off you to, We are supposed to be operating under radio silence until we get back”  
“YES SIR”  
“YES SIR”

I have to admit Lt. Tie bomber and Lt. T’Vra were right. This last “routine mission” cost us three good men and some substantial damage to our remaining ships. My GUN is operating at 50% alone. At least we whacked three X-wings and an A-Wing. Not bad for a heavy assault squadron...

“ISD Intrepid to Krayt Squadron”  
Oh no, now what I thought to myself...”Cm Cyric reporting, go ahead”  
“We’ve just picked up a garbled subspace transmission approx. ten sectors away from your current position, Gamma three quadrant.”  
“You are to investigate...”  
“But sir, we are severely handicapped and my men are in need...”  
“CMDR, this is the COM...I am aware of your current situation, but you are the closest squadron I have available”  
‘Yes sir, we will check the sector, but be advised that that is the location where we were

ambushed by the Rebels. It is probably a “ghost” distress call from one of their destroyed ships.”

“I am well aware of that commander, but you are still ordered to investigate. Could be nothing... Could be Something...”

“Yes Sir”

“...And commander, good luck. I am dispatching VIPER squadron as reinforcements”

“Yes Sir”

Good, at least we'll have some back up this time. The Com. is a good man and I trust him explicitly, but there was something in his voice that I could not quite put my finger on. Concern?

My on board computer has repaired most of my systems and my ship is up to 75%, Great.

“All right guys, you heard the Com, let's get going.”

We Hypered back to Gamma 3. There were nine of us in all. I could see the debris from our previous battle all around.

“Cmdr, 9 o'clock”

“Where did that come from?” I asked. “It wasn't there our last time here, and it doesn't show on my scanners”

Now I thought that maybe my scanner system was still down, but it shows that it is operational. Hmm..

“It doesn't show on any of ours either, Cmdr.” Reported the rest of the squadron.

A large asteroid was floating with a purpose in the area of our last encounter, and I tracked it to be on course to meet the Intrepid. My scanners are picking up an Ion trail from the aft of the asteroid, but not the mass of the object.

“Flight two, take a flanking position to the right.”

“Flight three, take a flanking position to the left”

“Keep yourselves spread out and don't make yourselves easy targets”

“Flight One, Stay Back and monitor any activity. I don't like the looks of this.”

After bellowing my orders, my men performed flawlessly. After they were in position, I radioed the Intrepid.

“Krayt Squadron to Intrepid”

“We have an unidentified object travelling approx. 30 MGLTs in your direction”

“CMDR, we don't show anything on our scanners”

“Either do we, but its here”

“Requesting Orders”

“You.....Dis.....Obj....”

“Come again Intrepid, you are broken up.”

Nothing but static.

“Damn, we are being jammed I screamed.”

“Cmdr., we have four X-Wings coming out of hyperspace”

“All right guys here we go again, and I think we have some answers.....Flight One intercept, Flight Three Assist.”

“Flight two stay with the object”

“Yes Sir ringed all Flights.”

Where are those T/I's damn it I thought to myself. Before I could react, the asteroid shot a beam of blue energy striking Lt. Jagomens ship. I could see his shields disintegrate, then he was left stranded; floating helplessly.

He then began to be pulled towards the asteroid. I could not see the origin of the tractor beam, but the front portion of the asteroid began to open. Here is my chance. I checked my weapons load. Two advanced missiles left. I decided that the best course of action was to launch a missile into the opening. I targeted and fired. Now all I could do was wait. The missile headed unerringly to the target. Two second, one second.....I expected to see an explosion, something. Nothing, the missile bounced off a “shield” and became useless.

Lt. Jagomens ship entered the asteroid, lost.

“Flight One to Cmdr. Cyric”

I was still in shock, but answered, “go ahead”

“Sir, The Rebels, They wish to, to speak to you.”

“What?” I said disbelieving.

“They wish to speak with you”

“All right’ I said.

Could this day get any stranger I wondered to myself. I composed myself and proceeded to call the Rebel Commander.

“This is Cmdr. Cyric, Krayt Squadron, Isd Intrepid””Whom am I speaking with” Venom dripping from my words because after all, this is a Rebel weapon.

“This is Major Drake, This, This thing has already destroyed Two of our cruisers” “and you have managed to destroy our intercept fleet sent to deal with it”

“What do you mean Major, This is one of you weapons and you have one of my men as hostage.”

“Cmdr., I tell you that WE do not know the origin of this thing, but we assumed that it was yours.”

“No it’s not.”

“Well Cmdr, It looks like we have a problem then.” “It wiped out two cruisers with out any problems and your ISD is next.”

I could not imagine an imperial star destroyer losing, but I am finding nothing is outside the realm of possibilities.

“All Right Major, I’ve lost contact with my command ship, so I guess its up to us.”

“What have you brought with you”, I asked.

“Just the four X-wings” He said, one of which was damaged by your flight,

Good boys I thought to myself. I did not like the situation here, but I see that my options are severely limited.

“All right Major, You follow OUR lead.”

“Yes Commander.”

“All Flights, I want concentrated ION Blasts on the object, Remember one of our own is in there and I want it disabled.”

“Yes sir, responded the flights.”

“Major Drake, have your boys concentrate fire power on the ION trails left by the object. You should be able to discern their origins.” I ordered. “You should be able to see it on your sensors.”

“I got it Commander.”

Good. With that, we commenced. Krayt squadron peppered the object with Ion blasts while the Rebels attacked the “engines”.

The object did fight back, disabling two of our GUN’s and destroying one X-Wing. In all the fire fighting, Lt. Tie Bomber noticed a cylindrical solar panel on the underside of the object. He reported it to me and we checked it out further. It seems that the object is solar powered!!

“All right Krayt, Ordinance check.”

“ Flight One, None left.”

“Flight Two, None left.”

“Flight three, one left”

“Great.” I said. That leaves only two missiles left, the one other advanced missile and mine. We are gonna have to make this count.

“Major Drake, you have to keep this thing occupied. We may have found a way to beat this thing.”

“All right Commander, Good Luck and May the Force Be With You”

“You too Major.” I meant it, and I hoped that he made it through this alive.



“Goose, aim for the panel, I’ll be right behind you.”

“Yes Sir”

Goose led the way with me behind. He scored a direct hit, causing a bright, blinding flash to come from the area of the panel. My missile missed its mark, but impacted right above, blowing a hole in the side of the asteroid! I ordered my men to fire on the damaged area, and the X-Wings took out the propulsion system. The asteroid floated helplessly in space.

“Everyone hold your positions.” I ordered.

“This is Cmdr. Cyric of the Imperial Navy serving the Empire, You are ordered to surrender”

“Sir, This is LT. Jagomen, These beings have come in retaliation of.....”

Garble.

“Jags, what’s going on?”

The asteroid then exploded, sending fragments all over space. My ship was struck by the concussion wave and sent hurling, as was everyone else. I righted my vessel and surveyed the scene. I could see the remaining eight ships of my squadron, but the Rebels were destroyed. Pity, I was anxious to speak with the Major. He was a worthy pilot.

“Everyone report in”

“All Flights accounted for”

“Flight Two still has two ships disabled”

Great. At least they are alive, I thought.

Viper Squadron finally arrived and assisted with our damaged ships. Viper commander tried to ask what happened, but I could not answer.

Back aboard the INTREPID I gave my debriefing to the Com. Perplexed at the news he left to report into the Council.

I sat in my quarters mourning the loss of my comrades, but I could not help but reflect on the spectacle of Rebels and Imperials fighting side by side against a common foe. Was this a glimpse of things to come? Doubtful. They will never bow to the strength of the Empire, and as for this phantom race.....We will Triumph. I am Sure of that.

By: CM Cyric    CMDR/CM CYRIC/KRAYT/WING XIV/ISD INTREPID-[BOP-XVT][IWATS+M+M2+SM+ICQ+XTT][LoC]

Jroscoe@bellatlantic.net

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Name: Thyne, Kirana

Code Name:

Thyne Kirana who's nickname is (what ever it is thrown:P) was born on Chandrilla in the Bornea Sector which is most famous as being the homeworld of Mon Mothma. Thyne was born 19 years before the Battle of Yavin. Since his family was wealthy and had some power he was taught a lot of things that would be useful in the future. His father who was an arbiter-general for the Old Republic taught Thyne a lot on respect for other beings, mechanics, strategy, and taught him a thing or 2 in and around the cockpit of a Z-95. His mother who was into politics was part of the planetary council had also taught him things. She got him into politics and got him a good education, also she knew Mon Mothma and he got the honor of meeting her and discussing what he was going to do in the future. She said that if he got a good education and signed up for the Rebel Alliance when he was the right age then he could have the honor of being one of the many escorts or guards of Mon Mothma.

When Thyne was the right age and his family let him join the Rebel Alliance he contacted Mon Mothma and told her that he was ready. A week or 2 later he was sent to Dantooine for a 6 week basic training course. After he graduated he was sent then, to Mrisst for a 6 week advanced course that taught him new maneuvers, escorting(for Mon Mothra) and survival incase he ever crash landed. After passing once more, he was sent back to Chandrilla and was sent to Mon Mothra immediately.

He didn't like it, he was always as or near her side. The only time he did like it was when he was flying and had time to himself. He was busy escorting and watching Mon Mothra everywhere, but the worst was at the council meetings. This is how he saw the Rebel Alliance and how it differed from how he thought it would be. At the meetings all there was were arguments, fights, cursing, and rarely was there any resolutions or things getting done. Everyone had their own ideas and nothing was going anywhere. He really believed that everyone got along, a lot of important things getting done, and a very strong government, he was wrong and he had it. He hadn't done anything for 2 months, no action or nothing and he was thinking of the Empire. He heard bad rumors about the Empire but never really saw them, he was very interested in them and wanted action, he was still loyal to the Rebellion and realized he was going to stick with it. But every day he fell more and more towards the Empire and was getting fed up with the Rebellion, then a month later on escorting he planned on leaving the Alliance by faking his own death. While escorting he programmed his R-2 to self destruct his X-Wing and he calculated when it would blow. While flying he said he had a malfunction while flying over an imperial world he ejected 2 seconds before it blew and managed to get picked up by a freighter a little while later, he knew that Mon Mothra wasn't going to bother looking, since it would "waste time" since she was so busy and besides no one could survive that she thought. After getting picked up by a civilian freighter he went into hiding for 1 year, changing his name and identity and getting credits by smuggling or stealing.

After a year he went on a shuttle heading to the closest imperial training center. There he used most of his money on getting in the training center and went through grueling training. After he graduated he filled out his ID and forms using his "fake" name and identity so they wouldn't find out he used to be part of the Rebellion, and think he is a spy. He was sent to Outpost D-34 and got a couple of pirate and smuggling kills, he was then transferred to Coruscant and was thrilled at the power and security there, he was so glad that he joined such a powerful, orderly group such as the Empire. After a lot of times out in the cockpit of a TIE Interceptor he was promoted to Flight Leader and sent to the front lines. He fought at the Battle of Mon Calamari and Assault of Mrisst, he survived numerous times, and was very happy where he was. After the fall of the Empire and the rise of the New Republic Thyne, found out about the Emperor's Hammer. He got transferred and is still loyal to the Empire, even though he used to be a rebel.

Another explosion rocked the bridge, this one knocking the Commodore from his command chair. Rising quickly to his feet, he swept his hair back, and was dismayed when he felt his own blood. "Shields, report!"

An ageing naval lieutenant in the port crew pits responded, "it's not good. That last hit took down our dorsal, starboard and prow shields". Another tremor shook the star destroyer. And it seemed to him that the cacophony of alarms and klaxons had suddenly become a little louder. "Our port shield are down too. No realistic estimate of their recovery. Message from engineering says that the shield generators are at thirty seven percent efficiency."

Commodore Wyn Malakari silently cursed, he wouldn't let the Rebels get away so easily. He barked out some orders, "helm, bring us to the heading I'm feeding to you now on my mark, full engines plus any extra you can find. Give me a yaw spin of thirty degrees now; show them our dorsal flank. Starfighter control, reach flight groups beta two through to gamma three. Send them to the following co-ordinates. Tell them to target the aft port engines of the Mon Cal, firing on arrival."

"Pardon me Commodore", it was the helmsman. "These co-ordinates will send us straight through the hostiles' formation".

"Don't worry about that Waroel, you just get us there."

"Aye Sir".

"Gunner control?" Malakari looked over to the gunner control command console. Nauru lay dead over his console, shards of his monitor embedded in his face. An officer rushed over to take the position, pushing the dead man aside. "Ensign?"

"Wyldman, sir"

"Wyldman, order the port turbo and ion cannons to cease fire. Transfer those guns' power reserves to engines. Inform the Chief of the transfer. I'm sure you'll make him a happy man. When I give the helm the signal, I want a full salvo targeting the MC80 four seconds later".

"Aye sir"

Outside the bridge of the Imperial Class Star Destroyer Nemesis, against the background of unending stars and blackness, raged a fierce battle. A number of smaller capital ships, a Dreadnought and several corvettes, as well as a Mon Cal cruiser, the Endeavour, lay off the bow of the ISD, sending sheets of red energy into the Imperial ship. Tiny dots, fighters, flew amongst these giants, stabbing needles of red and green shooting between them.

"Helm, mark!"

The giant slate grey ship suddenly lurched forwards as the engines flared to life, diving straight into the Rebel formation. The rebel gunners tracked the ship a fraction too slow, the lasers missing the star destroyer. But not the ships behind. A salvo from the Mon Cal cruiser caught one of the Blockade Runners amidships, snapping it in half like a Rendili bar snack. A barrage from the old Dreadnought washed over a second corvette, causing multiple implosions, and sending it spinning into the slowly rotating planet below. Several lesser shots from the remaining two corvettes splashed harmlessly against the shields of the ugly

Calamari ship. The real damage came from the Nemesis. A torrent of green and blue rained down on the unfortunate ship. As the shields buckled and fell, the lasers ripped into the hull sending a cascade of explosions through it. Ion cannon fire skittered along the armour plating, causing further damage to the now blazing ship. Many of its guns fell silent, as did most of its running lights. A large group of TIE Bombers slowly drifted above one of the cruisers immense engines, and delivered their deadly payload. Numerous proton torpedoes, riding on blue waves of fire slammed into engine, engulfing part of the underside in a fireball. Without that engine firing, the captain of the cruiser would be unable to roll, to present fresh shields to the deadly barrage from the Nemesis as she continued mercilessly to pound the cruiser.

“Sir, the Endeavour, she’s listing”.

The Commodore glanced out of the starboard view port. Sure if enough, with gouts of burning atmosphere spewing from all decks, the Endeavour had starting to drift, no longer firing, and escape pods popping off at an alarming rate. “Lieutenant, inform the gunners to switch targeting to the Dreadnought and the remaining corvettes. Ensign Wyldman, report on enemy starfighters?”

“Um...sensors show only three X-Wings and a single Y-Wing remaining, all outbound.”

“Let them go. Recall all starfighters, and relay a message; well done”.

“Done Commodore”.

The battle, which had begun with the Nemesis out-gunned, had swiftly turned around. The remaining rebel craft were now turning around seeking to escape before they too were destroyed. The two Corvettes and the Dreadnought suddenly stretched and pulled away, fleeing to hyperspace.

Malakari stared after the ships long after they had disappeared. “Report”.

“Shield generators are coming back to optimum operation.”

“Engines are at full capacity, no damage”.

“Decks four, and 17 through 21 report damage, none serious”.

“Starfighters have returned. We lost eight fighters, three interceptors and one bomber. All but two of the pilots were recovered via the rescue shuttle. We eliminated twenty one enemy fighters”.

“Pass my commendation down to the Wing Commander and his pilots. Casualties?”

“There are sixty one reports of injury, no fatalities”.

“Sir?” It was Lieutenant Arran at Navigations.

“Yes Lt?”

“I’ve plotted the course of the fleeing cap ships, they’re headed towards Imperial City”.

“Don’t worry about that Lt, they’ll probably changed course twice more before settling on their final route”.

Wyn closed his eyes and thought about the battle. Ultimately, they had been lucky. The enemy had been unprepared for such a confrontation, more so than the Nemesis. That his ship had come out hyperspace the same time as the Rebel taskforce to plot a new course had been sheer bad luck. Or good luck. Reports had indicated that the Endeavour was part of the fleet that had been constantly harrowing the Emperor’s Hammer. The destruction of the Calamari cruiser would be a blow to the Rebel efforts in this sector.

The commander of the taskforce must have been inexperienced, to have foolishly have allowed the Ackbar Slash to take him. His pilots had performed magnificently, with an

impressive kill rate, and relatively low losses. He'd have to think of an appropriate reward for Wing Commander Devlyn for training his pilots so well. Maybe some leave on...

"Emperor's black bones!" swore someone violently as an alarm started blaring. Malakari's eyes flew open, and he sat straight in his chair, "Blakely...?"

"Sorry sir. We have multiple capital size contacts dropping from hyperspace! Distance—about 100 klicks. Sensors tentatively identify three Assault Frigates, an Escort Carrier, multiple Corvettes, and four, repeat four MC80 cruisers!"

Sithspit! They must have managed to send a distress call through. Malakari's mind raced, "All hands to stations! Shields up, full power! Nav, I want multiple escape paths plotted now! Deploy all fighters. Comms, message to the fleet..."

FL/LT Priyum Patel / Psi 3-1 / Wing II / SSSD Sovereign

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One night Commander Wet Willy woke up, at oh about 3:00 AM, on board the

ISD Challenge. He then proceeded to get his good friend Corran Force from his private quarters and told him what this whole thing was about. He agreed to help and they headed off.

The two of them snuck silently in to the Cyclone Squadron Barracks. While there, they walked up to Lieutenant Maniac. They woke him up while they were injecting a mild sedative into him, then he was out again.

Together they carried him to a launch bay, there they stuck him inside one of the space trooper suits and sealed it off. Then they tossed him out the airlock and had one of the Challenge's many tractor beams lock on to him.

Then they sounded the emergency alert sirens. Every one began scrambling, and within a few seconds there were many cranky pilots crowding into the launch bay.

Suddenly the new Wing Commander, Striker, pushed his way through the mob

to where the two mischievous Squadron Commanders were standing. He then

proceeded to say, "What the Hell are you guys doing waking us all up in the middle of the night!!!"

Willy stepped up to them and said, "I have some great news that I just recieved and I didn't think it should wait until morning to be stated, and this is much more fun." He and Corran had a nice little laugh, then he continued, "Alright, I know you all are tired, so I'll get to it, if you would all please take a look out side," he paused while everyone looked, then continued, "is Lieutenant Maniac, one of my flight leaders."

"What the hell is he doing out there!!!" yelled Rear Admiral Torres, whom Willy had just noticed had joined them.

"Please, Admiral, just wait, it's all part of the ceremony."

With that, he switched on a comlink to Maniac's suit, and set off a high pitched sound that woke the dazed pilot up. "Who, What, Wher..Where am I!?!?"

"Just don't stuggle Maniac," said Willy, then he switched over to another frequency. "Turbolaser gunners, are you ready?"

"Yes, sir." Then out of nowhere there was a marvelous display of turbolaser fire lancing out around a terrified Maniac. Willy then said through his comlink, that also was routed through the launched bay's speaker system, "Lieutenant Maniac, for your extraordinary service to the Emperor's Hammer, the ISD Challenge, Wing X, and Cyclone Squadron, it is truly my sincere pleasure to scare the crap out of you. THEN, give you your promotion to the rank of Lieutenant Commander."

Just then, the turbolasers stopped, and the tractor beam guided him back into the launch bay. Maniac then pulled off his helmet to a roar of applause from the rest of Wing X and right there was Torres, Striker, and Corran to give him a handshake. Then he stepped up to Willy, and gave him a salute. Willy returned it, then out of his pocket he pulled a brand new, shiny Lieutenant Commander rank badge. Maniac finished removing the Spacetrooper suit and took it, then he pinned it to his pajamas, which he was still in.

"Congratulations, Lieutenant Commander, wear your rank with pride and honor, it is well deserved.

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Your new ID Line is:  
FL/LCM Maniac/Cyclone 2-1/Wing X/ISD Challenge

Once again, congratulations.

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

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### A New Enemy

Lt Domm looked over the schematics for the Tie Dragon one last time. He had been piloting Tie fighters since the battle of Hoth, but the Empire's newest Ties had become so complex he was afraid he would not be able to fly them if given the chance.

Remembering Hoth Lt Domm looked up at the small picture beside his desk. It was a photo of himself and his four closest friends from childhood. At one time he flew side by side with three of his four friends as a rebel pilot, but realizing that although the rebel cause sounded noble, the rebel leaders had really only created the uprising in hopes of securing more power. Lt Domm switched sides and had never spoken to his friends in the rebel alliance again. He had heard two of his friends had been killed in combat and another had become a pirate, but somewhere out there he still had a friend who flew for the rebels.

For a while Lt Domm used to worry that the rebel fighter he was shooting at could be someone he knew, but after years of seeing the death and destruction the rebels had caused through their war with the Empire Lt Domm no longer cared who it was he was trying to kill. In fact, he probably would have been happy to know if one of his diluted friends had been one of the numerous rebel pilots he had killed over the years.

Rubbing his eyes Lt Domm returned to his studies. In addition to his duties as an Imperial pilot, Lt Domm had begun his Jedi training at the Shadow Academy. It had been a lot of work, after all a true Jedi knows not only how to use his Jedi powers, but also where and when. He hoped someday to be a Jedi as powerful as Vader.

Lt Domm sighed in frustration as a load siren sounded through the ISD: Colossus's communications system. Recognizing it as the emergency call for the elite imperial pilots Lt Domm hurried to the briefing room.

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Feeling the slight lurch of the ship as the ISD: Colossus entered hyperspace, Lt Domm took a quick look around the briefing room. Whatever the meeting was called for, Lt Domm felt it was important. Hyperspace jumps usually took hours of preparation, but Commander Qiliang put the entire ship in battle mode and made the jump in less than forty minutes.

Lt Aglen was the last to arrive. The sweat dripping from his forehead was a good indication that he had been in the gym when the alarm sounded. Although, being a Tie pilot did not require pilots to be in the best possible of shape, Lt Aglen continued to work out. Before becoming a pilot he had been a stormtrooper, one of the best from the rumors, but gave it all up to fly. Lt Murdoch sat quietly in the corner. A smooth pilot, one you could count on. Lt Domm hoped he would be his wingman. SI General and SI Carr talked quietly to each other just a few feet away. They were new to the squadron, and since the only thing they had in common was they both knew nobody on the Colossus, they became fast friends. Then, there was Lt Starn. An Ace pilot and a nice guy, but Lt Domm felt uncomfortable around him. He had enough battle ribbons to make a man's head spin, and Lt Domm felt inferior in comparison. "I am glad you all could make it so quickly." Commander Qiliang began. "As I am sure you all know, the Colossus is a new ship in the Emperor's Hammer's fleet, and because of that it does not have a full squadron of elite Tie pilots. However, what we lack in numbers we make up for in skill. Even our veteran pilots rival elite pilots on other flagships, and our ability to get the job done has been noticed by the higher-ups."

"We have been assigned to a temporary occupational fleet composed of seven Imperial class flagships, and four Victory class flagships."

"Excuse me, but what is a 'temporary occupational force'?" Lt General asked.

"A good question." Commander Qiliang responded as he walked over to the holographic display in the middle of the briefing room. Pointing to a small portion of the Imperium that thrust itself into the top of the Emperor's Hammer like a wedge, he said, "this is where we are going."

"We're sending an occupational force into the Imperium? Why, that could cause war. We've been on pins and needles with them ever since we declared territory held by the Emperor's Hammer was not part of the Imperium." Lt Carr said.

"Our refusal to acknowledge the proposed peace treaty with the rebels has also caused a bit of

strain between our two territories.” Lt Starn added.

“Yes, the peace treaty.” Commander Qiliang said smiling. “It is the peace treaty which allows us to move in and practically steal the Imperium away from the peace loving sap, Admiral Palleon”

“Because of the peace treaty with the rebels many sections of the Imperium broke into chaos. Civil war in some sectors, others have broken away declaring themselves loyal Imperials, others have broken away declaring themselves a neutral sector, and others have even broken away and declared themselves loyal rebels. This confusion has allowed us to move in and conquer needed systems and supply lines, while claiming they joined us of their own free will. I’m sure some may actually have joined our cause freely.”

“So what you’re saying is that we are about to be used as a conquering party?” Lt Murdoch interrupted.

“No, not at all. A few hours ago the Arcadian system declared their independence from the Empire. The Arcadian system is where we are going to attack.” Commander Qiliang said as a small diamond shaped territory appeared in the small wedge into the Emperor’s Hammer territory.

The room was silent.

“The Arcadian system? Admiral Palleon used the military might of the Emperor’s Hammer as a buffer zone between the rebels and his most productive shipyards. It is even rumored that the Imperial research archives are located there. He would never give that area up.” Lt Domm almost yelled.

“Yes, he would never give it up. However, because his empire is falling apart, his military forces are presently stretched amazingly thin. Intelligence has informed us that he would not be able to win back the Arcadia system with what he has available. In all truthfulness, if we loose one flagship we may not be able to conquer it either.” Commander Qiliang responded.

“News of the Arcadian systems declaration of neutrality has been kept quiet. We will continue to keep it quiet until our invasion is already under way. We will claim that we are simply trying to help the Imperium keep control of its territories. If all runs smoothly, then we will have control of the Arcadian system before Admiral Palleon’s fleet arrives.”

“For the initial attacks our fleet will be broken up into four smaller fleets. Admiral Palleon did not trust us and has several defensive positions that line our borders. We will attack, destroy, and disable all their defenses. Once that is accomplished a second fleet almost as large, but composed largely of poorly armed transports, will flow through the destroyed defenses and after eliminating planetary defenses will land troops on the planets. The second fleet will then combine with us to supplement what we may have lost as we begin our attacks on the Arcadian fleets and shipyards.”

“What do you think the Imperium will do when they realize we will not be giving back the Arcadian system to them?” Lt Carr asked.

“I expect them to be furious, but not only will they legally have no cause to attack us, but also intelligence has assured us that because the Imperium’s resources are already stretched so thin they will not be able to justify fighting to regain the Arcadian system. As a result we will be able to keep the system after the brief invasion and occupation of their territory.” Commander Qiliang responded.

“One last question. We are going to be moving through the system rather quickly. What if we miss a few ships? At the speed we are moving through the systems, we may actually miss an entire fleet. Will there be some sort of mop up operation afterwards?” Lt Starn asked.

Commander Qiliang remained silent for a few more minutes, and then responded.

“No. Since, we must present the image that we are now in complete control of the Arcadian system there will not be any mop up operations. This will indeed allow small fighters, and perhaps even flagships to escape us. Intelligence believes this sector will be plagued with



pirates for years, but that is a discomfort we must be willing to endure for this opportunity. Now if there are no further questions I will dismiss you all to your quarters. Get some sleep, you have a big day tomorrow.” he finished, and with a final glance at his pilots he ended the meeting. Everyone left in silence.

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Lt Domm sat quietly in his tie defender as the ISD: Colossus came out of hyperspace. He gave one quick, final look around his defender to ensure everything was working properly. Within moments the huge clamps that held his tie fighter in place released and he began to drop. It was a controlled fall, in theory if anything went wrong then the guys in the tower would grab a hold of him with a tractor beam and pull him to safety. Still the fall was a little unnerving every time he experienced it.

Once outside the docking bay we quickly brought up the small holographic map of the battle site and was shocked to find his squadron of tie defenders were alone. The surprised chatter of his wingmen confirmed his feelings.

“Heads up.” Commander Qiliang began. “It seems we came out of hyperspace about seven minutes. We are alone out here. Enemy targets are as follows, there are two victory class star destroyers with a full complement of tie fighters each. There is also a defensive space platform with a full complement of tie fighters. All together we are looking at 6 squadrons of tie fighters, two victory class star destroyers, and a platform.”

“If at all possible try to capture the Victory class star destroyers, we will use them to defend the Arcadian system after it has been conquered. Ignore the platform for now, we will wait until the rest of our attack fleet arrives before we try to capture it. However, the fighters are our main concern. Try to hold them off at least until our attack force arrives. Good luck.”

Lt Domm looked down at his instruments and even out his shields for the third time since he had come out of hyperspace. Trying to remain calm he switched over to his proton warheads and targeted the first enemy ties. It had been modified with shields so he flipped the proton warheads over to duel fire. As soon as his scope went red he fired and switched over to lasers and fired blindly at his target’s wingman. His on board computer announced his first target had been destroyed, but he wasn’t too concerned about that. He had another seventy fighters to go.

“Way to go Domm, first kill.” Lt Murdock yelled over the comm. “Come on boys, lets go get them. It’ll be one for the history books.”

FM/LT Jeffery Domm/Nu 2-3/Wing VIII/ISD Colossus

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## file archives

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

**ehbattle.zip** - The new EH Battle Installer, as presented by TAC/FA Dev/CS-3/SSSD Sov! A must have for any Imperial pilot, this will greatly simplify the flying of the Emperor's Hammer TIE Battles.

**Flight Banners.zip** - A series of flight banners for T/D Flight Groups by CMDR/CM Corran Force/Thunder 1-1/Wing X/ISD Challenge.

**wingxi~1.jpg** - A banner for the ISD Grey Wolf by FL/LT TopDawg/Crusader 3-

1/Wing XIII/ISD Grey Wolf.

**credits.txt** - The first edited file for X-Wing: Alliance! Just copy this to your main XWA directory to view the Command Staff of the EH. Presented by ye humble XO.

**tartar~1.jpg** - A banner for Tartarus Squadron by CMDR/CM

TopDawg/Tartarus/Wing XIII/ISD Grey Wolf.

**rpgsta~1.zip** - Some RPG stats compiled by FL/LT Zsinj/Samekh 3-1/Wing V/SSSD Sovereign.

**xwacraft.zip** - A patch that allows you to fly almost any ship in XWA, presented by RO/AD Arcon Telf/CS-12/MCRV Doomsday.

**b1m2fm.tie** - The correct Mission 2 for the first FCHG Battle presented by FO-TCCOM/FA Kawolski/CS-4/SSSD Sov.

**AvrNL5.zip** - The latest newsletter for the SSD Avenger, compiled by COM/VA Undo/SSD Avenger.

**Free Missions Compton-1 and Compton-2** - A couple of XWA skirmish missions to hone your piloting skills.

## **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>

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