

The Best of The Dark Sentinel

Issue #60

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Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



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

Emperor's Hammer Strike Fleet
SSSD Sovereign

Welcome to the 5th anniversary issue of the Dark Sentinel, the official NewsLetter of the Emperor's Hammer Strike Fleet. I'm Sector Admiral Jahn Compton, and I have had the honor and privilege of serving the Emperor in this unparalleled organization for most of the existence of the club. The EH has been through many changes in the last five years, growing from a one-man operation to what it is today - the largest internet-based Star Wars club in the world. I hope this NewsLetter serves as a decent record and history of where the EH has been, and that it may help guide the way to future glories.

Notes on reading this NewsLetter:

All text taken directly from an issue of the Dark Sentinel will look like this.

Sector Admiral Compton's personal notes will look like this.

(And all issue summaries will look like this.)

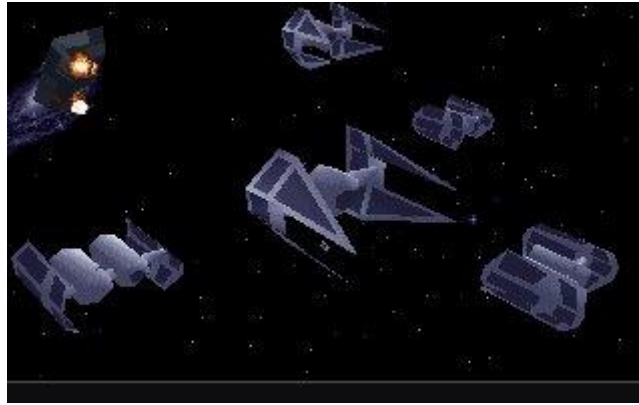
If you are a new member of the Emperor's Hammer, I hope this will serve as an excellent resource for finding out about the history of the Fleet. It's taken the hard work of many people you may not have ever heard of to get the Fleet to where it is today. If you've been in the EH for a while, I hope you enjoy this trip down memory lane. I've put countless hours into documenting the history of the EH, and I'm very proud of what the Emperor's Hammer has been able to accomplish in just five years. Please join me in striving to make it better each and every day.

XO/SA Compton/CS-2/SSSD Sov, Impr (ret.),
(MoH)(IC)(GoE)(PC)(GS-2)(SS)(BS)(IS-2)(LoC-BS)(OV-4E)(MoI-dc)(MoT-gh-3rh)(MoC-PoC-6GoC-2SoC-2BoC), DA (Sith), (IWATS-IIC)
Sector Admiral Jahn Compton
Executive Officer
Emperor's Hammer Strike Fleet
SSSD Sovereign

In the beginning...

...there was General Ronin, Wing Commander of the ISD Avenger, assigned to Lord Darth Vader's Death Squadron in the months before the Battle of Endor. In reality William Call, inspired by the previous effort by Zach Slaton and his club the Executor Wing on America Online, wanted to start a club based on the computer game TIE Fighter. So on 12/30/94, he posted the first EH NewsLetter, invited everyone browsing around AOL's Flight Sim Resource Center to join this new Imperial Fleet...

**THE EMPEROR'S HAMMER
IMPERIAL STAR DESTROYER AVENGER
NEWSLETTER NO. 1**



The Emperor's Hammer during
close formation reloading training
(photo: TIE Fighter - LucasArts, 1994)

The Emperor's Hammer Strike Wing of the Imperial Star Destroyer Avenger was recently commissioned by the Emperor Palpatine. The Emperor's plans require seasoned TIE pilots and support personnel to combat the recent resurgence of the rebellion following the Rebel Alliance's unsuccessful attempt to obtain the TIE Defender technology during the Nami uprising. The Emperor's Hammer is comprised of an elite strike squadron to be stationed on the Imperial Star Destroyer Avenger. The wing consists of six squadrons with varying mission parameters and capabilities which are detailed below. The Emperor's Hammer is currently forming and conducting training exercises in preparation for impending action against newly formed Rebel units. The Avenger is currently assigned to Lord Vader's personal Strike Force consisting of the Super Class Destroyer Executor, the Imperial Class Star Destroyers Devastator and Avenger and two ships with classified designations.

GENERAL DESCRIPTION & REQUIREMENTS

The missions that Emperor's Hammer run will typically include VIP escort, Facility/capital ship interception, strike and defense missions. Although the Emperor's Hammer is still being formed, it is anticipated that its members will be seeing active duty following upcoming release of a mission editor. If any squadron members have knowledge of such a file, you are asked to notify the recently assigned Wing Commander General Ronin (W Call@AOL.com) for upgrade to mission control.

It should be noted that since the Wing Commander has flown all missions in the original TIE Fighter and Defender of the Empire expansion disk, the time and story line pickup following their completion. However, as missions dictate, some will be flown utilizing the standard fighter complement in the original TIE fighter.

In keeping with the strict dictates of Emperor Palpatine and the Inner Circle of the Secret Order, certain minimum skill levels will be required to maintain the Wing Structure. However, once the Squadron Commander positions are filled, the composition of their unit is at their discretion. Palpatine wishes to retain an uncharacteristic individuality and flexibility in the Emperor's Hammer to meet the upcoming rebel encounters.

Consequently, Squadron Commanders will have to meet the following minimum skill levels:

Training Patches in ALL fighter craft
Gold Combat Medallions in ALL fighter craft
Rank of Colonel
Medals for completed Battle Nos. 1 through 7
Member of Inner Circle of Emperor's Secret Order
500,000 points
250 kills

Please submit *.trf files by AOL E-Mail to the Wing Commander (W Call @ AOL.com) for verification. Please note that since this unit is comprised of volunteer forces, the Squadron Commander positions will be filled upon first request. In a case of two applicants of equal ability requesting the same position, the Wing Commander will arbitrate the decision following petition by both candidates.

As stated above, Squadron Commanders will form their own units. However, since this is an elite unit, the following are recommended guidelines:

Flight Leader
Training Patches in ALL fighter craft
Gold Combat Medallions in all fighter craft but the TIE Defender
and Missile Boat (Bronze or Silver)
Rank of Commander
Medals for completed Battle Nos. 1 through 7
Member of 3rd Circle of Emperor's Secret Order
250,000 points
150 kills

Flight Member
Training Patches in all fighter craft but Missile Boat
Silver or Gold Combat Medallions in all fighter craft but the TIE Defender
and Missile Boat
Rank of Lieutenant
Medals for completed Battle Nos. 1 through 7
Member of 1st Circle of Emperor's Secret Order
100,000 points
50 kills

WING STRUCTURE

The following presents the standard command structure for the Emperor's Hammer of the Imperial Class Star Destroyer Avenger:

EMPEROR'S HAMMER (72 TIE Fighter complement)
COMMANDER: General William "Ronin" Call

ALPHA SQUADRON - Command Squadron (3 flights = 12 TIEs)
COMMANDER: General William "Ronin" Call (TIE Defender)
SHIP TYPES: TIE Defender, TIE Missile Boat, TIE Advanced
PURPOSE: Command/Strike

BETA SQUADRON - Elite Strike Squadron (3 flights = 12 TIEs)
COMMANDER: To be assigned
SHIP TYPES: (2) TIE Defender and TIE Missile Boat
PURPOSE: Deep Strike, Interdiction and Special Operations

GAMMA SQUADRON - Close Support Squadron (3 flights = 12 TIEs)
COMMANDER: To be assigned
SHIP TYPES: (3) TIE Missile Boat
PURPOSE: Close Support, Long Range/Capital Ship Interdiction

DELTA SQUADRON - Recon Squadron (3 flights = 12 TIEs)
COMMANDER: To be assigned
SHIP TYPES: (3) TIE Defender
PURPOSE: Deep Recon/Strike

EPSILON SQUADRON - Strike Squadron (3 flights = 12 TIEs)
COMMANDER: To be assigned
SHIP TYPES: TIE Defender, TIE Advanced, TIE Bomber
PURPOSE: Strike, Defense and Interdiction

LAMBDA SQUADRON - Strike Squadron (3 flights = 12 TIEs)
COMMANDER: To be assigned
SHIP TYPES: TIE Defender, TIE Advanced, TIE Bomber
PURPOSE: Strike, Defense and Interdiction

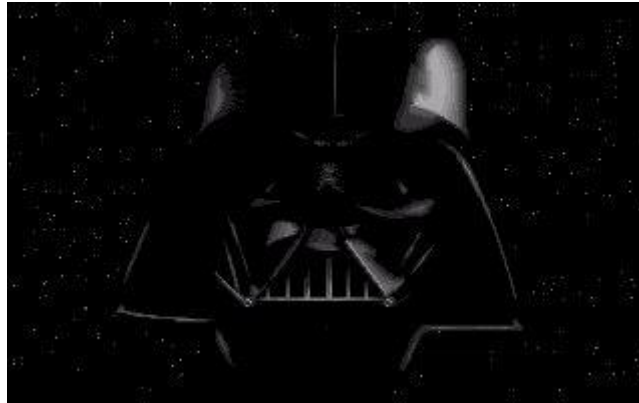
IMPERIAL STAR DESTROYER AVENGER

The Avenger is a member of the Imperial Class Star Destroyers. The Imperial Class has been developed as a replacement for the obsolete Victory Class which was produced during the Clone Wars. Unlike the Victory Class, which was designed for planetary defense, assault and ground troop support, the Imperial class is designed for primarily ship to ship combat. The Imperial Class Star Destroyer possesses enough firepower to reduce entire fleets and planets to their knees. Although the Empire wields a great weapon with the Imperials, their presence alone is generally sufficient to accomplish the assigned task. The costs to build and maintain these behemoths rival the GNP of most star systems.

The Avenger has had a long and valorous history. It has been involved in more than 450 missions since its commissioning. The Avenger is currently assigned to Lord Vader's personal Strike Force consisting of the Executor, Devastator and two classified vessels. It is commonly rumored that these two vessels are Imperial Class Star Destroyers in appearance, but they are not so by design. Following destruction of the Rebel TIE Defender manufacturing facility and the retreat of Admiral Zaarin, newly promoted Grand Admiral Thrawn has ordered that the Avenger undergo retrofit and retraining. The Emperor, Lord Vader and Grand Admiral Thrawn have ordered the commissioning of the Emperor's Hammer as an elite rapid strike and interdiction force to counter expected assaults by former Admiral Zaarin and his remaining forces. As an interesting side note, the Avenger has apparently had eight captains over the last two years.

(NL 1 highlights: EH is created by Emperor Palpatine. GN Ronin is named Wing Commander of ISD Avenger. Membership: 1 as of 12/30/94.)

The first to join was GN Peter Papp, soon followed by GN Cli4ord, who became squadron commanders. Cliffy also signed on as the Fleet's first Tactical Officer. The second NL, dated 1/3/95, included the descriptions for the first Command Positions.



Dark Lord of the Sith, Darth Vader, addressing recently appointed command officers of the Emperor's Hammer in the Outer Rim Sector (photo: Mundrath1, 7/4/90)

(NL 2 highlights: First TAC appointed. "Operation: Anvil". Membership: 3 as of 1/3/95.)

On January 7, 1995 the Emperor's Hammer was officially activated. January 7th has been celebrated as the EH's anniversary ever since. The first Executive Officer and Flight Officer were named, as were some bounties on Rebel leaders (namely Leia Organa and Luke Skywalker).



Han Solo's infamous Millenium Falcon (photo: Niels6220 - 11/20/94)

WING ACTIVATION ANNOUNCEMENT!

It is with great pleasure that the Office of the Wing Commander announces activation of the Emperor's Hammer Strike Wing. According to representatives of Grand Admiral Thrawn's Command Staff, the Emperor's Hammer is officially on Active Status as of January 7, 1995.

In addition, Squadron Commanders should begin developing specialties, rosters, plotlines, stories, etc. for their individual squadrons. The Newsletters will serve as a forum for Squadron notices and rosters. Also, Squadron Commanders are requested to aid recruitment

operations to fill out their squadrons, as per the latest directive of Grand Admiral Thrawn. Remember, there are a total of 72 TIE pilots in the Emperor's Hammer.

(NL 3 highlights: GN Shawshank named first XO. GN Thunder named first FO First new TIE mission announced. Membership: 6 as of 1/6/95.)

Soon after, the first new Battle designed strictly for the Emperor's Hammer was announced. Capture of Zaarin picked up right where the storyline of the TIE Fighter game left off:



ISD Avenger Concourse prior to Battle with Rebel Alliance Forces at Platform GFK-7398 in the Outer Rim Sector
(photo: Tie Fighter - LucasArts, 1994)

ADMIRAL ZAARIN AND COMMAND STAFF CAPTURED!

The following notice has been posted on the Avenger Concourse Bulletin Board System for download and review by all Emperor's Hammer Pilots:

WING MEMORANDUM

In accordance with Lord Vader's Imperial Directive, the Emperor's Hammer, stationed on the Imperial Star Destroyer Avenger, has successfully tracked down and trapped the traitorous Admiral Zaarin and several Command Officers on the Platform GFK-7398 located near Roche's Asteroid Field. "Extreme interrogation" of Mon Calamari prisoners, Admiral Zaarin's contacts in the Outer Rim Sector, by the Imperial Security Bureau resulted in information leading to his capture.

This will become one the most critical campaigns in Imperial Navy history. The infamous defector, Admiral Zaarin, was ambushed by Imperial forces at a rebel depot getting resupplied. The Platform was taken completely by surprise, attacking with a pair of Modified Frigates, several squadrons of TIE starfighters, and about a half dozen Modified Corvettes. In the battle, Imperial losses totalled a Modified Frigate and 13 Assault Gunboats.

Lord Vader has been summoned from the Hoth System, along with his Strike Force consisting of the ISD Devastator, ISD Victory and Lord Vader's flagship, the SSD Executor. Lord Vader recently suggested to Grand Admiral Thrawn that successful protection of the impinged Admiral Zaarin may result in the award of the new Medal of Darkness for the pilots involved. Successful completion of the Battle "Capture of Zaarin" will elevate the Emperor's Hammer Strike Wing to a position of exalted glory within the

Imperial Navy. However, the captured Platform and the incoming Imperial Fleet must be protected from Rebel counter attack at all costs.

The following combat plan for protection of the Platform has been submitted to the Wing Commander by the Executive Officer and has been approved for further development.

Mission	Status
1. Admiral Zaarin has finally been captured. Patrol platform GFK-739 until the ISD Devastator, ISD Victory, and the SSD Executor arrive transporting the Emperor, Lord Vader, and our prisoner Admiral Zaarin. PROTECT THESE SHIPS AT ALL COSTS!!!! If you get into trouble, there are reinforcements of GUNs and T/Ds available.	Completed
2. THE STAR DESTROYERS ARE UNDER ATTACK!!! Protect the three ISDs as they go to their hyperspace point. Expect at least four large flights of Rebels to show up. After the three ISDs Hyper out, the Interdictor Cruiser DOOM will hyperspace in to keep the rebel starships and starfighters from leaving.	In Progress (Map drawn out)
3.	Not Started
4.	Not Started

GN Ronin also submitted the first EH character biography, what would later become known as the Imperial Navy Pilot Record (INPR):

Alpha Squadron Commander/Wing Commander General Ronin (W Call)

"Ronin" is the adopted son of Lord Alvaak, of noble Corellian descent. The Alvaak Clan has contributed many fine fighter pilots and command officers to the ranks of the Imperial Navy and has exhibited a strong and loyal military tradition, even during the days of the Old Republic. The family tree of the Alvaak Clan can reportedly be traced back 538 generations. Ronin was originally born the son a moderately successful merchant family. Following, the conquest of the Corellian homeworld by the Empire, his family was murdered one morning at the Central Trade Market during a brutal Rebel partisan attack on an Imperial guard post. Ronin was only eight years old at the time and watched his parents and brother get cut down by Rebel blaster fire. Fortunately, Lord Alvaak was also witness to this attack and took him home and raised him as his own son. Since that day, he has been adopted and has been privately taught by some of the finest instructors in the Empire. Even before his enlistment in the Imperial Navy on his eighteenth birthday, Ronin had become an accomplished pilot and navigator.

Following four years of advanced combat and command training at the Imperial Academy, Flight Cadet Ronin received his commission and was assigned to the FRG Inamo for TIE pilot training. Following the Battle of Yavin, then loyal Admiral Zaarin was commanding a Strike Force commissioned to destroy the remnants of the Rebel Fleet. Ronin rapidly advanced through the command ranks combatting the Rebel, pirate and treasonous Admiral

Harkov's forces in engagements in the Hoth, Sepan, Newland, Mylok, Parmel and Parmic Systems. The successful completion of this tour resulted in Emperor Palpatine personally awarding General Ronin the Medal of Emperor's Will in the Imperial Palace on Coruscant.

After the final Mission in the Parmel System, General Ronin was assigned to Admiral Thrawn's Strike Force which was ordered by the Emperor to capture Admiral Zaarin. General Ronin's efforts were instrumental in saving several TIE Defender prototypes which were used to drive off Zaarin's forces. Following destruction of Admiral Zaarin's TIE Defender Manufacturing Platform, General Ronin was awarded the Medal of Honor and Thrawn was Promoted to Grand Admiral, one of only twelve such commands in the Imperial Navy.

Since completion of his tenth and most recent Battle, General Ronin has been promoted to Wing Commander of the recently commissioned Emperor's Hammer Strike Wing stationed on board the ISD Avenger. The ISD Avenger is assigned to Lord Vader's personal Strike Force consisting of the SSD Executor, ISD Devastator, ISD Avenger, several VSDs and three Interdictor Cruisers. However, recently, the Avenger has been flying under the command of Grand Admiral Thrawn in the continuing search for Admiral Zaarin.

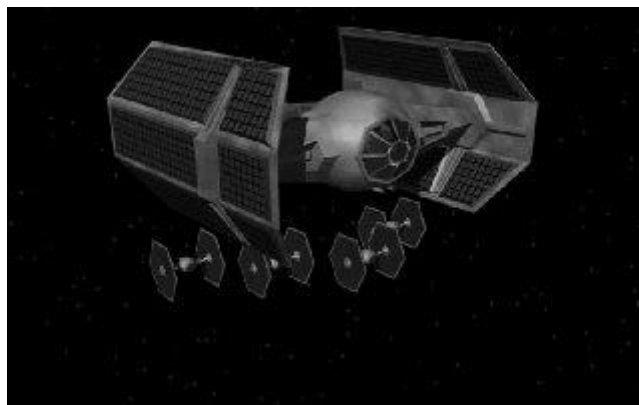
(NL 4 highlights: EH Battle 1 announced. GN Ronin bio. GN Shawshank bio. GN Cli4ord bio. GN Assassin bio. GN Thunder bio. Membership: 13 as of 1/13/95.)

NL 4 was to be the last released as a single-paged document. A new era, for both the EH and its NewsLetters, was about to begin...

[...continue...](#)

[...previous...](#)

NewsLetter 5 marked a turning point for the format of the NL - the use of packaged objects in the Windows Write file. This allowed the NL to contain more information in a better organized manner. NL 5 was also the first to start defining where the EH stands in the Star Wars timeline...



Lord Vader's modified TIE Fighter
on close escort mission with
elements of the Imperial Navy
(photo: Greyscaled to save memory,
PCAMikeL, uploaded to AOL on 10/18/94)

CONSTRUCTION OF NEW BATTLE STATION ANNOUNCED!

As part of the latest efforts to assure peace and order throughout the Empire, Emperor Palpatine has announced the construction of a new Deathstar Battle Station. Construction on the new Deathstar apparently began several months ago at Endor, an isolated forest moon located in the Modell Sector. Only the primary support framework, working quarters and defensive systems have reportedly been constructed to date. However, It is rumored that Emperor Palpatine himself will be overseeing the final stages of construction. Since the new Deathstar is at least one to two years from completion, no specifications have been released regarding the capabilities of the new Battle Station. However, Imperial Command Officers aboard the SSD Executor have stated they will far exceed those of the prototype Deathstar destroyed at the Battle of Yavin. More details will be posted upon notice from the Imperial Navy.

Based upon available Imperial Planetary DataNet information, the forest moon of Endor exhibits a low axial tilt and a regular orbit of the moon's primary, a gas giant. The moon has a temperate climate and is covered with vast expanses of lush vegetation consisting primarily of ancient forests with some specimens exceeding 300 feet height. Other than the primitive, tool using Ewoks, the moon is populated by several fierce predator species which inhabit the lower levels of the forests. However, the Ewoks have apparently adapted by building primitive villages in the upper levels of the trees. The forest moon will serve the Emperor excellently as a support base and shield generation station for the new Deathstar, pending its completion.

NL 5 also included the first original EH missions - the first two missions of Capture of Zaarin...

IMPERIAL VICTORY ANNOUNCED IN FIRST TWO REBEL ENCOUNTERS!

The Office of the Wing Commander announced that the first encounters with the Rebels have produced victories for the glory of the Empire. Missions 1 and 2 of The Capture of Zaarin have been evaluated by the Wing Commander and have been approved for release to all Wing Members. Consequently, these files have been attached to this Newsletter in the compressed (hammer-5.zip) file. These Emperor's Hammer approved missions consist of b1m1fm.tie (Mission 1) and b1m2bm.tie (Mission 2). The original mission names have been renamed by the Wing Commander for consistency.

Although the second mission is difficult, it features the unit and personality names of the Emperor's Hammer. Mission 1 features the encounter with four Mon Calamari MC80 Star Cruisers detailed in Newsletter No. 3. Observe the MCS Cruisers attack one another but make sure the one holding the Rebels is destroyed by your pilot. It should be noted that Mission 1 was the first publicly known attempt at mission creation for TIE Fighter. Consequently, the graphics get a bit confusing if the Cruisers attack one another but the mission is still quite playable. The inclusion of this mission makes a revised total of 5 missions to be included in the new Capture of Zaarin Battle! It should be noted that the FSP Imperial Navy, administered by our Tactical Officer (Cliffy369), will also have access to missions in this Battle.

The following is presented as a supplement to the posting in Newsletter No. 4 regarding the combat plan for the Battle I - Capture of Zaarin, which has been submitted to the Wing Commander by the Executive Officer and has been approved for further development. Due to the inclusion of Mission 1 (b1m1fm.tie), the Executive Officer's original storyline has been

slightly modified to accommodate it. The following posting will complete the storyline for the first battle.

[To go with this Battle, the first EH medal was created...](#)

MEDAL OF DARKNESS REQUIREMENTS POSTED

The Office of the Wing Commander has also released a hand painted PaintBrush (med-dark.bmp) rendering of the newly announced Medal of Darkness, to be awarded to pilots who successfully complete all four missions in the Capture of Zaarin. This will include successful completion of ALL Mission Goals at HARD level. In addition, realism settings must be set at realistic levels during all missions (i.e. NO "unlimited ammo" or "invulnerability"). However, Members may play these missions with "ship collisions off" without penalty or prejudice in the award of this medal.

It should be noted that the award of new Medals is at the sole discretion of the Wing Commander. Upon completion of all 5 missions in the Capture of Zaarin, the medal applicant(s) will personally submit all required documentation specified by the Wing Commander (i.e. *.clp files) via E-Mail with a brief written description of their scores (such as presented above for General Ronin). However, to save some file transfer time, pilots need only submit the portions of the mission requested by the Wing Commander (i.e. Shaka 1 destruction at end of Mission 1 or destruction of INT Harpong at end of Mission 2).

Upon review and approval, the Wing Commander will make an announcement for award of the medal to the Wing in the following Newsletter. In addition, the recommendations of an applicant's Squadron Commander may be considered by the Wing Commander in medal award reviews.

VERY IMPORTANT...WING COMMANDER'S COMMENT REGARDING MEDALS...

All pilots should note that the Wing Commander will have flown and completed all of these missions. Consequently, ANY forged, edited or fictitious applications submitted for medal award will result in immediate dismissal of the offending pilot from the Wing...Imperial Officers are bound by a Code of Honor.

[Since there were no Sub-Groups, the only way one could join the EH was as a TIE pilot. At the time, pilots were allowed to retain the rank they earned by flying in the game TIE Fighter. Since this meant that most every member had the rank of General, there was a need to clarify who "outranked" whom...](#)

WING COMMANDER POSTS RANK ADVANCEMENT PROCEDURES

In response to recent inquiries regarding "rank" within the Emperor's Hammer, the Wing Commander herein posts the recommended procedures for advancement within Squadrons:

WING MEMORANDUM

TO: All Squadron Commanders
FROM: Wing Commander General Ronin

Since the Emperor's Hammer was commissioned as an elite strike wing, Member pilots will be allowed to retain their military ranks previously earned in TIE Fighter and DOE. These military ranks were primarily useful in gaining entrance to the Wing. "Rank" within the Emperor's Hammer will be determined by position. In addition, initial appointments were made in a first come, first position format. Consequently, I felt a more impartial and fair system must exist within the Hammer to give Members an opportunity to improve their position within the Wing.

The following presents the Order of Command within the Emperor's Hammer:

Wing Commander*
Executive Officer*
Tactical Officer*
Flight Officer*
6 Squadron Commanders*
12 Flight Leaders
54 Flight Members
72 TIEs total

* - primarily administrative positions

Following posting on AOL, Member pilots (excluding Command Officers and Squadron Commanders who are often distracted by more mundane management responsibilities such as creating missions or writing newsletters) will have one week to complete the mission objectives and save their results in a film clip (*.clp) file. Following completion of the waiting period for the last mission in a given battle, each Squadron Commander will review the petitions of all pilots seeking promotion within his Squadron. The Squadron Commanders will then compare the performance of all qualified applicants with respect to their performance on the missions. For example, if a Flight Member performs all of his missions brilliantly and his Flight Leader does not perform one or more of the missions, does poorly on them, or refuses to submit *.clp files to defend his position, the Squadron Commander has the authority to promote the pilot and/or demote the Flight Leader. Conversely, if two pilots were both applying for a vacant Flight Leader position, the pilot with the better record should get the position.

Please note that, as stated in Newsletter No. 1, the responsibility of overall management within a Squadron rests with its Squadron Commander. The procedures outlined above are only recommended for consistency within the Wing. In addition, these "Battle Performance Reviews" may only be conducted following completion of the last mission within a Battle.

Finally, it should be noted that the Wing Commander and other Command Officers reserve the right to overrule ANY and ALL position promotions/demotions with a majority decision. Although this policy will not be enforced regularly, it serves as a reminder to the pilots of the Command structure of the Emperor's Hammer. Any questions regarding this matter are to be directed to the Office of the Wing Commander @ W Call.

One of the biggest boosts to the Fleet's membership with the opening of the EH folder on AOL. For the first time there was a public forum for Fleet members, and a place where people not in the Fleet could be exposed to the EH:

AOL EMPEROR'S HAMMER FOLDER ANNOUNCED!

Due to the persistent efforts of the Command Officers, AOL (via PC Roger) has granted our request to open a folder in the AOL COMPUTING>>GAMES>>FSRC>>MESSAGE BOARD forum. The Folder (titled "Emperor's Hammer") will give Wing Members a common forum to post messages concerning the Wing, it's events, missions and personalities. Input from all Wing Members is encouraged. Please contact the Office of the Wing Commander @ W Call with further questions.

Up until NL 5, almost everything but the INPRs had been written by GN Ronin. NL 5 included the first piece of original fiction:

A little story from General Shayne Hodge with no set name:

Enjoying some well deserved rest in my cabin on the Imperial Star Destroyer Chimaera under the now Grand Admiral Thrawn, I thought back to my early days of a pilot in the Imperial Navy, my training, those rough times in those unshielded Tie Fighters. One of the times that readily came to mind was the time I was asked to fly the Missile Boat prototype a couple of months ago for a routine escort mission. My assignment was to escort Grand Admiral Thrawn's previous ISD, the Grey Wolf....

The call came in while I was sleeping. It seemed that the Grey Wolf needed an escort to its jump point two hours. Why me, I grumbled to myself. Didn't I just help capture Zaarin 7 hours ago? This is my thanks, a medal slapped on me and then woke up in the middle of the night? Oh well, escort mission are usually boring enough.

Twenty minutes later, I was back in the cockpit of the Missile Boat, a nice ship but not nearly as good at dogfighting as a Tie Defender; even those unshielded Tie Fighters are better in a dogfight. Checking my instruments and readjusting my course a bit to stay with the Grey Wolf, I almost nodded off. Shaking myself awake, I noticed a small anomaly. There was a small asteroid about 3 klicks away. Funny, I thought to myself, as there's no reason for an asteroid to be around here. I went to investigate, and noticed that it wasn't an asteroid but a disguised Rebel probe...

"Tau 1 to Grey Wolf, there's a Rebel probe in the area, Repeat Tau 1 to Grey..."

Just then, a Mon Calamari Star Cruiser, Six Carrack Cruisers, a captured Interdictor cruiser that the Rebels must have gotten from Zaarin, 4 Frigates and a mess of blockade runners, X-Wings and B-Wings emerged from hyperspace in a circle around the Grey Wolf. Luckily, it was over 50 klicks from the nearest capital ship. Unfortunately, B-Wing Gold came out only 10 klicks away from it. What a great day...

The Grey Wolf immediately launched all of its fighter resources. The Tie Defenders, the second missile boat, 3 squads of Tie Fighters, 2 of Tie Interceptors and 5 squads of Tie Bombers came out.

The Bombers started heading for the Interdictor. I was equipped with 40 advanced missiles and 20 of those new mag pulses. Switching to pulses, I fired 2 into the Interdirector. There went its weaponry. By the time I fired all of them, everything but the blockade runners and fighters had their weapons disabled. Soon the Mon Cal cruiser, and the carrack cruisers fell to

the bombers. All that was left were the blockade runners and the Interdictor. One of the Tie Defenders was trying to disable a blockade runner so it wouldn't shoot back. I tried to help take its shields down with my lasers. My shields were low, and the corvette pierced them. The transparasteel darkened for a second then came back on. My sensors and CMD were out and my flight stick was stuck to the left. Then I realized that I was heading for the ion stream that the Tie Defender was pouring...

With a sizzle and shriek of tortured electronics, all my systems went out except for emergency life support. I noticed I was heading for the Interdirector cruiser. Oh well, at least I'd be heading toward an Imperial ship. If they follow Imperial regulation, they'd send a transport or an ATR to catch me in its tractor beam.

When I was close enough to the Interdirector, it launched out a tug. The tug managed to catch me at first in its beam, but then I slipped through it toward the cruiser. I hit the emergency stop, and a minor explosion denoted a few feet in front of my ship stopping its momentum. I was wondering why they sent a tug instead of an ATR to get me when it hit. The Interdictor was the Rebels! Using the last chance I had, I turned on the emergency maneuvering jets until the rear faced the tug. When the tug was no more than 1 meter away, I hit the last small emergency momentum charge, which was a last resort like the one in the front. Unlike the one in the front, it wasn't meant to stop you but to give you a little push. Then again, it could blow you up too. The charge blew up the tug, but ripped up the back of my ship. The last thing I remembered was hitting the eject button...

Wing Commander's Note:

General ShayneH apparently had his TIE specially modified since Seinar Fleet Systems does not reportedly produce a TIE Fighter with explosive "emergency momentum charges".

Sometime later, I woke up in a bacta tank on the Grey Wolf. Seems they picked up then hypered out once the Interdictor was destroyed. After I was healed, I was sent to the Grand Admiral's quarters. I wondered if I'd be executed for loss of the Missile Boat or just relieved of duty. It turned out to be neither. Thrawn told me what a brilliant idea of using the charge to destroy the tug was. He then promoted me from Commander to General and gave me a medal.

Those were the times, I thought, coming back to the present. Oh well, tomorrow brings another adventure.....

General Shayne Hodge
Delta Flight III Leader/General ShayneH (ShayneH)

(NL 5 highlights: New NL format (MS Write) implemented. First EH Missions released. First EH medal announced. GN Peter Papp bio. GN ShayneH bio. Membership: 21 as of 1/20/95.)



Lord Vader "interviewing" applicants for the positions of Wing Commander in the Executor and Devastator Wings
(photo: Zach Slaton, 10/94)

As the Fleet progressed, more and more medals were created. With the advent of edited Missions created exclusively for the EH, the Medal of Tactics was created:

WING COMMANDER ANNOUNCES SPECIAL MEDAL!

The Office of the Wing Commander herein posts the new Medal of Tactics to be awarded to exceptional tacticians within the Emperor's Hammer ranks. This Medal, as with all others, can only be awarded by the Wing Commander. It will be awarded to pilots for the successful creation of a mission which has been approved by the Wing Commander for general distribution to Members of the Hammer. For each additional mission, a green "hammer" (i.e. "cluster") will be awarded. In addition, the design and creation of an entire Battle of missions will earn the recipient a red "hammer".

The Medal of Tactics was created recently by Grand Admiral Thrawn to reward special service in the strategic aspects of Imperial Naval warfare. Previously, medals gained for prowess in tactics were awarded only to unit commanders who participated in the particular battle. However, with the advent of new strategic computer hardware and software, a combat plan (program) can be developed and downloaded to a member pilot's flight computer to coordinate his actions with the other pilots. Thus eliminating most of the need for a human commander directing every movement of the individual units in his command. The result has been a much more coordinated integration of fighter and unit movements over the course of an engagement. Consequently, Grand Admiral Thrawn has realized that the developers of these programs (missions), generally outstanding command officers in their own right, can often play the decisive role in Imperial victories and should be rewarded for successful mission programs even if they do not personally enter the combat. Consequently, the Medal of Tactics and associated "hammers" were recently posted as official Medals of the Empire and approved as such by the Emperor.

A Member does not have to actually edit missions to receive recognition. The creation of a Wing Commander approved Battle plotline will result in the award of a Commendation of Service (cmd-svc.bpm) to the recipient. It should be noted that ANY Member of the Wing can be awarded this Commendation.

(NL 6 highlights: Medal of Tactics, Commendation of Service created. Mission outline for Battle 2 announced. GN Adams bio. Membership: 30 as of 1/27/95.)



Wing Commander Ronin's TIE Defender
prior to the Strike at Calamari Battle
(photo: TREYNARD, 1/95)

Unfortunately, the EH could not always predict where things would go in the future. Witness this review of the Missile Boat (first released with the TIE Disk expansion "Defender of the Empire") by GN Cli4ord:

Recently I had a chance to fly in one of the new Missile Boats. My personal opinion is that the starfighter is not as good as all of the reports indicate.

The Missile boat is designed after the Assault Gunboat and looks something like one, only with two containers on the top. The containers are the arsenal of the Missile Boat. They can hold up to 20 concussion missiles each.

However this is the craft's only strong suit. Any idiot designing a craft knows that laser cannons go in pairs. But the designers of the Missile Boat decided to go against every little piece of sense in his head, and put only one laser cannon in. Even the Rebels know to design their craft with a PAIR of laser cannons. In battle, it can be crucial to have a good reserve of laser capacity to shunt to shields. In a craft like this, where speed is not a huge factor for running from missiles and other enemy craft.

The designers tried to make up for their incompetence by adding the overdrive into the starfighter. To operate the overdrive a pilot just presses the 'n' button and poof, all energy is redirected to the engines. In addition, energy already in reserve for the laser cannon is redirected to the engines. This works for a while, and the pilot could shunt shield energy to lasers to keep a high speed up for quite some time, (if shields were at max) but I do not think this craft will ever see any action in Delta Squadron. Our most recent mission into Calamari space could not have been made by the missile boat. Speed was of utmost importance.

General Cli4ord (Cliffy369)
Delta 1

However, the Wing commander was a little more positive in his review:

Wing Commander's Note:

While what General Cli4ord stated above is true in some combat situations, the Missile Boat can be most effective in others. For example, the one laser on this craft can be fired in "rapid fire" by maintaining the trigger in a depressed position...thus compensating for not having a pair of lasers. In addition, the main strength of the Missile Boat lies in just that, its

missiles...Stay at range and keep launching dual missile loads at your opponents. In this manner, you should be able to keep enemy fighters at bay. This fighter was not designed for dogfighting and this situation should be avoided by all Missile Boat pilots.

(NL 7 highlights: Battle 3 announced. First Ship Manual. Membership: 35 as of 2/3/95.)



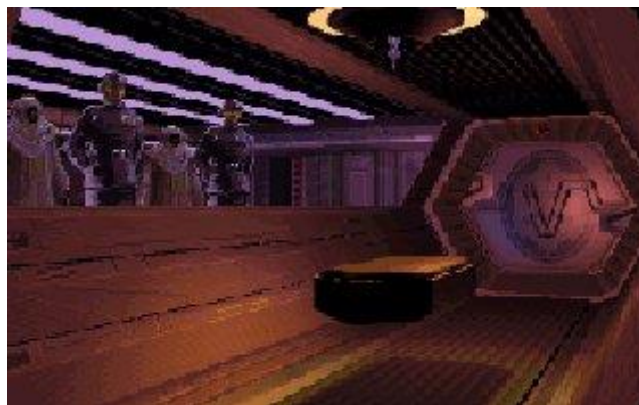
Imperial Palace on Coruscant,
seat of Imperial power...
(photo: TREYNARD, 1/95)

The Emperor's Hammer was founded as a club devoted to the game TIE Fighter. Although there had been a few Battles created for the EH, NL 8 contained the first self-contained, or "Free", Missions. Rather than having to fly a series of Missions to see a campaign through to its end, a pilot simply had to fly one Mission.

Although the EH was experiencing very strong growth for such a young organization, there were still losses to combat...

WING COMMANDER ANNOUNCES DEATH OF TACTICAL OFFICER

Following the sudden resignation of General Cli4ord (Cliffy369), Tactical Officer/Delta Squadron Commander, he was apparently lost in the line of duty...



funeral service for General Cli4ord
on board the ISD Avenger...
(photo: TREYNARD, 1/95)

General Cli4ord delivered the Wing Commander his Letter of Resignation for reported personal reasons on 2/8/95. Based upon statements made by General Cli4ord in his letter, his family's lifeblood, a sizeable merchant fleet, had been destroyed by Rebel Mon Calamari Cruisers. The loss of his family fortune apparently forced his sudden action.

On route to his homeworld, General Cli4ord's Tyderian Shuttle and Assault Gunboat escort were ambushed in a Rebel attack in an unknown sector of the Outer Rim Territories. The only indication of his apparent death was a tight beam transmission picked up by a remote Imperial communications satellite. The message, probably transmitted by Cli4ord reads as follows...

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"...Mayday, mayday...any Imperial vessel, please respond...Imperial Command Shuttle under attack...Rebel Fleet STILL entering normal space on sensors...Alpha Escort Flight Leader, we're outta hear...Alpha Escorts 1 and 2, take point...3,4 hold the rear...at least 6 large capitals and 5 to 10 fighter squadrons on sensors already...2.6 km and closing at an average speed of 90 MGLT...we're not going to make it to hyperspace...escorts, assume defensive formation Mu-14d...PAUSE...She can't take much more of this...Escorts destroyed, Y-Wings circling in...I've entered self destruct code...will engage upon Ion energy encountering shields...Damn, wish I was in my DEFENDER...inferior Tyderian piece of...Can't turn fast enough...sensors indicating incoming Missiles???...NOOOOOO!!!!.....LONG LIVE PALPAT....."
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The Wing Commander would like to personally thank General Cli4ord for his vigilant dedication to the Emperor's Hammer and the aid he provided in starting the Hammer. In addition, his efforts helped to open an AOL Message Folder ("Emperor's Hammer) in the AOL FSRC Message Board area. His presence on board the Bridge of the ISD Avenger will be sorely missed...

(NL 8 highlights: ISD Avenger resupplies at PLT D-34. First Free Missions released. First Battle Board. GN Cli4ord retires and is lost in action. GN Marko fiction. Membership: 41 as of 2/11/95.)

To this point, the EH scarcely resembled the unstoppable naval juggernaut it is today. Containing a single Wing on a single ship, and led by a General. This would soon change, as the Fleet experienced its first major expansion.



General DorJa (FLT MBR/DorJa/Alpha-1/T-D)
in recent engagement with Rebel Forces...
(photo: TREYNARD, 1/95)

EMPEROR PALPATINE AND GRAND ADMIRAL THRAWN AGREE ON EMPEROR'S HAMMER EXPANSION



A Territorial Fleet (24 ISDs!) being assembled in the Outer Rim Territories to hunt down the remnants of the Rebel Alliance forces. It is rumored that General Ronin may be placed in command of an ISD Strike Fleet with the ISD Avenger as the flagship...
(photo: TREYNARD, 11/95)

Due to the recent resurgence of the Rebel Alliance, Emperor Palpatine has ordered the formation of a Territorial Fleet to be comprised of 24 Imperial Star Destroyer Fleets (4 Sector Squadrons!) including their escort craft! A Fleet of this magnitude has not been assembled since the days of the Clone Wars. It is rumored that Kuat Drive Yards and Sienar Systems have been granted unlimited budget resources with the provision that they boost capital ship production by 200% in the next six months. The mission of this Territorial Fleet will be to patrol the Empire with the purpose of hunting down and destroying the remnants of the Rebel forces. It is rumored that Lord Vader's Squadron consisting of the SSD Executor, ISD Avenger and ISD Devastator will be the lead Task Force (3 Star Destroyers) for the Territorial Fleet.

In a related matter, another series of high level meetings were held between Grand Admiral Thrawn and Emperor Palpatine regarding the expansion of the Elite Strike Wing Emperor's Hammer stationed on board the ISD Avenger. Although no final decisions have been reached, the Emperor is said to be now favoring creation of an Imperial Star Destroyer (ISD) Fleet with the ISD Avenger as flagship. It is anticipated that the Fleet will be composed of the following capital ships, in addition to the standard Fleet escort craft:

Imperial Star Destroyer (ISD) Avenger (6 squadrons)
Interceptor Cruiser (INT) Harpax II (1 squadron)
Nebulon-B Frigate (FRG) Imperator (2 squadrons)
Nebulon-B Frigate (FRG) Ardent (2 squadrons)

It should be noted that the Emperor's Hammer Strike Wing will still have the original ISD Avenger Wing (72 TIEs) as its core Wing. However, the additional TIE Squadrons will provide much needed flexibility against the Rebel threat. Pilots placed in the new capital ships will have the same rights, privileges and responsibilities as pilots on the ISD Avenger. However, the Command Officers (Wing Commander, Executive Officer, Tactical Officer and Flight Officer) remain the highest ranking Officers in the Wing. The Wing Commander has proposed the following preliminary unit designations/functions for the new escort capital ships to be assigned to the Emperor's Hammer Strike Wing:

FRG Imperator

MU Squadron (Strike) - 1 TIE, 1 TIE Interceptor, 1 TIE Advanced (12 TIEs)

NU Squadron (Support) - 1 TIE Bomber, 1 TIE Advanced (12 TIEs)

FRG Ardent

PI Squadron (Assault) - 2 TIE Bomber, 1 Missile Boat (12 TIEs)

PHI Squadron (Strike) - 1 TIE, 1 TIE Advanced, 1 TIE Defender (12 TIEs)

INT Harpax II

IOTA Squadron (Escort) - 1 TIE Advanced, 1 TIE Defender, 1 Missile Boat (12 TIEs)

It should be noted that some of the squadrons listed above have not received their full complement of upgraded replacement fighters.

The proposed expansion will necessarily entail the promotion of General Ronin to Admiral. In addition, the other Command Officers of the Emperor's Hammer (Executive, Tactical and Flight Officers) would be promoted to the rank of Vice Admiral. Pilots/Applicants interested in leading squadrons on the new capital ships will be notified of application procedures in Newsletter No. 10 (due out on 2/23/95).

It is said that Palpatine and Thrawn are waiting on submission of the latest construction schedules from Kuat Drive Yards (KDY) prior to implementing the proposed expansion plan. In addition, Grand Admiral Thrawn would also like to wait until the Hammer has achieved approximately 90% recruitment in its Pilot Roster prior to expansion. More details to follow in subsequent Newsletters...

As more Battles and Free Missions came available, the natural competitive nature of the Imperial Pilot came to the fore, and the first Battle Board was released. Containing high scores for all released Missions, the Battle Board became a staple of the NL for years to come.

With so many pilots flocking to join the EH, a system of identification was needed. Seeing this need, CMDR Talon sent the following to the WC:

IMPERIAL MESSAGE CENTER

TO: General Ronin, c/o Officer of the Wing Commander, ISD Avenger

FROM: Commander Talon, ISD Avenger

General Ronin,

You asked me to put together a list of possible options and projects to explore. I will go into detail about the ID Lines. Please tell me what you think. Thanx.

-=Commander Matthew "Talon" Burton=-

ID LINES:

ID Lines would be something that a member of the Emperor's Hammer would use to identify themselves after official messages, E-Mail and other things of that nature. An example of an ID Line for the Wing Commander:

WC/Ronin/Alpha-1/T-D

Position/Name/Squadron-Flight #/Fighter

My ID line:

FLT LDR/Talon/Lambda-3/T-B

Abbreviations:

T-F: TIE Fighter
T-I: TIE Interceptor
T-B: TIE Bomber
T-D: TIE Defender
T-A: TIE Advanced
MIS: Missile Boat
WC: Wing Commander
XO: Executive Officer
TACT: Tactical Officer
FLT OFF: Flight Officer
CMDR: Squadron Commander
FLT LDR: Flight Leader
FLT MBR: Flight Member (Pilot)

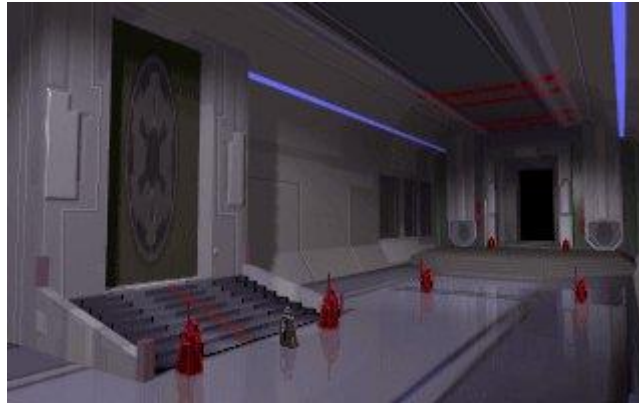
(NOTE: This ID line proposal is subject to change with prior notice)

Except for a few slight modifications, these ID lines are still used today.

(NL 9 highlights: GN Adams appointed TAC. ID lines created. Additional "ships" created for EH. First high scores posted on Battle Board. Membership: 46 as of 2/15/95.)

Although first announced in NL 9, the Command Officers' promotions were made "official" with this announcement:

COMMAND OFFICERS OF THE EMPEROR'S HAMMER PROMOTED BY PALPATINE



The Great Hall of the Emperor's Secret Order
where the Command Officers of the Emperor's
Hammer recently received their new commissions...
(photo: SNorbut659, 2/95)

The approval of the expansion of the Emperor's Hammer Strike Wing resulted in the promotion of Wing Commander General Ronin to the rank of Admiral. In addition, General Shawshank (XO), General Adams (TACT) and General ChuckJoeS (FLT OFF) were also promoted by the Emperor to the rank of Vice Admiral. It should be noted that these promotions were based solely on the proposed expansion and these officers' extensive contributions to development of the Emperor's Hammer. These are ranks, as in TIE Fighter, that are not normally obtainable by TIE pilots. Consequently, these ranks will be only be granted in the future in the event of a sudden vacancy in an existing position.

Emperor Palpatine himself presented the Officers with their new commissions in the Great Hall of the Emperor's Secret Order in the Imperial Palace. General Ronin and the other Command Officers of the Emperor's Hammer were personally summoned to Coruscant City by Lord Vader to the suddenly announced ceremony. Although the Hammer's new escort ships, the Imperator, Ardent and Harpax II, have yet to rendezvous with the ISD Avenger, these promotions were announced in the interim. Following the award ceremony, a brief reception was held in honor of the four officers on the SSD Executor. It is rumored in the Palace that Emperor Palpatine wants to expand his new elite Strike Wing as soon as possible to combat new Rebel threats arising in the Empire. With the creation of Admiral Zaarin's Iron Hand, and the new Rebel terrorist group, the Divine Wind, the Emperor wants to be prepared for any contingency and he wants to be prepared yesterday....

Some of the most unusual elements of life in the Emperor's Hammer are its few detractors. For some reason, there are just people out there who seem to think it their lot in life to denigrate the EH. The earliest example of this was Jacobin - an "enemy" general who simply liked posting his comments on the EH message board. Knowing the need to keep such ruffians firmly under Imperial control, Admiral Ronin released the following announcement:

THE WING COMMANDER ANNOUNCES CAPTURE OF GENERAL JACOBIN

WANTED

General Jacobin,
Eye of the Divine Wind



General Jacobin,
ISB Security Docket
No. 568567-JACOBIN
(photo: SJain, 2/95)

Rumors of a sophisticated Rebel Alliance terrorist network operating in the heart of the Empire have been circulating around the Imperial Security Bureau (ISB) for weeks. Although this group apparently has accurate Imperial information obtained from an unknown source within the Empire, their existence could not be confirmed until recently. The existence of this Rebel terrorist group, the Divine Wind, was confirmed during two sudden and cowardly raids on Sienar Systems Space Docks.

The main Sienar Systems' Star Destroyer and TIE Fighter manufacturing facility (Platform SSP-10, docked in orbit above the Sienar Homeworld) recently suffered extensive damage during a surprise terrorist attack by the Rebels. Unfortunately, for the SSP-10, it was garrisoned by only three antiquated TIE Fighter Squadrons, a wholly inadequate defense for such a crucial installation. However, select units of the Emperor's Hammer were on patrol in a nearby system and were summoned by the Sienar Platform. The ensuing battle was legendary. Units of Admiral Zaarin's recently commissioned Iron Hand Wing were utilized by the Rebels as fighter cover in the attack. Several pilots reported identifying Rebel TIE Defenders and TIE Advanced fighters. With the aid of select Flights of the Emperor's Hammer Alpha, Beta and Gamma Squadrons, the Rebel attack was repulsed. In addition, the capture of Rebel Troopers on one of the Freighters (Grimaldi-3) will aid the Imperial Security Bureau in tracking down other Divine Wind forces. Also, the destruction of the Intimidator (a refitted Star Galleon disguised as a Passenger Liner) and its full battalion of Divine Wind Elite Troopers, will set the group back months in their operations.

A second strike was directed against a Sienar Systems TIE Fighter Launch Platform in a nearby System within hours following the first attack. The Sienar Launch Platform is a staging facility for the testing of prototypes, storage of recently constructed fighters and a training center for new TIE pilots. Apparently, the strikes aimed at the Sienar facilities were intended to cripple the largest starfighter and starship contractor for the Imperial Navy. Fortunately, forces of the Emperor's Hammer were again on hand to repel the combined Rebel force consisting of elements of the Iron Hand, the Divine Wind and Admiral Zaarin's Gamma (Missile Boat) Squadron. In addition, a shuttle carrying General Jacobin was captured along with several high ranking members of his Command Team trying to approach the Launch Platform in an Assault Transport. Upon arrival of the ISD Avenger, two Divine Wind Nebulon-B Frigates arrived to pick up any remaining Rebel forces...Since all attacking Rebel Fighters had already been destroyed by the Imperials, the Frigates were left unescorted before the Imperial onslaught that resulted in the capture of TWO Divine Wind FRGs in the same battle.

A third battle with elements of the Divine Wind also took place recently. The PI and PHI Squadrons of the Nebulon-B Frigate Ardent performed excellently in a retaliatory strike against a Divine Wind Staging Area. The Staging Area was being protected by several squadrons of Rebel Y-Wings; but they were no match for the TIE Bombers, TIE Advanced and TIE Defenders of the Ardent. Following dispatch of the fighter cover, the Ardent's Squadrons went to work on the incoming Rebel Assault Transports and Cargo Ferries carrying Divine Wind Troopers and their supplies. The Rebel Escort Carrier Thulsa Doom was also destroyed by Flight PI-3 during the attack...The Rebels paid a high price for their arrogance in the raids on the Sienar Platforms...

However, Latest ISB estimates place the Imperial death toll from the two terrorist attacks at 3,600 with 12,000 wounded, mostly consisting of civilian workers, engineers and advisors. In addition, Four Imperial Star Destroyers and one of the three Super Star Destroyers currently under construction were damaged in the attacks, as well as countless TIEs. The responsible parties would not have been identified if not for the faithful service of one Colonel Johann Kane, the ISB Security Chief stationed on the SSP-10, who recognized their distinctive vessels from previous ISB Communiques. The Divine Wind has been known to use disguised Merchant vessels, such as Muurian Transports and even Passenger Liners, to hide their well trained Troopers. Although the vessels hiding the Rebels were thwarted, the damage the Iron Hand caused to the Manufacturing Platform (SSP-10) significantly set back construction on capital ships for the new Territorial Fleet. The Emperor is currently waiting on revised construction schedules from Sienar Systems.

The treacherous attacks on the Sienar Systems Platforms and the Ardent's counterattack are represented in three new Free Missions, created by the Wing Commander, which are attached to this Newsletter as [hmr-ron1.tie](#), [hmr-ron2.tie](#) and [hmr-ron3.tie](#). A detailed text description of the new missions are presented in the Office of the Wing Commander Section of this Newsletter.

In reward for his loyal service, Lord Vader has approved the transfer of Colonel Johann Kane, to the ISD Avenger to serve as Wing Commander Admiral Ronin's personal liaison to the Imperial Security Bureau. In addition, Kane has been granted the field promotion to the rank of General by Lord Vader himself. It is rumored that General Kane and Admiral Ronin are old friends from the Imperial Academy. In addition, General Kane, former ISB Security Chief on the Sienar Systems Platform SSP-10, is a highly trained operative with over 22 years of active field experience. His thorough knowledge of diplomacy, politics, Imperial Strategy, Covert Operations and Field Operations will make him an invaluable asset to the Emperor's Hammer. Although General Kane will not enjoy any actual power or even a position on the ISD Avenger, it is said that Admiral Ronin will be utilizing his unique resources in the capacity of Counselor.

General Kane comes from the Corellian Kane Clan, thought to have subtly influenced Imperial politics for years. It is rumored that his father, Duke Malcom Kane, made his immense fortune during the Clone Wars smuggling weapons of mass destruction to all interested combatants. In addition, this powerful family is reputed to have the personal ear of some high ranking Members of the Emperor's Secret Order.

The Divine Wind is a splinter group of the Rebel Alliance which has been operating covertly in the Outer Rim Sector actively over the past several months. Apparently, they have sufficient resources to infiltrate the highest levels of the Sector Provincial government as well

as the middle levels of the Imperial Security Bureau itself. Little is known of this highly dangerous group reportedly comprised of former Imperial Cold Assault Troopers who turned to the Rebellion following the Battle of Hoth. A whole Cold Assault Trooper Division was abandoned planet-side when its transports were destroyed in orbit above Hoth. These traitors then joined the fleeing Rebels and have recently started to assert their niche in the resurgent Alliance forces. In addition, they are reportedly extremely well trained and well armed, as they have the complete support of the Rebel Alliance. General Kane's acute analysis of this group's combat correspondence led to the identification of General Jacobin as its leader.

Although the Emperor's Hammer Members will not typically encounter the Divine Wind, they are herein advised of its existence...In addition, all Battle/Mission Designing Members are herein notified that missions including the characters of General Johann Kane, General Jacobin and the Divine Wind are the sole responsibility of the Wing Commander and, as such, may only be released by the Wing Commander. More details to follow in future Newsletters as they become available.

(NL 10 highlights: First EH Banner. GN Ronin promoted to Admiral, Adams and ChuckJoeS promoted to Vice Admiral. Membership: 55 as of 2/24/95.)

The tale of Jacobin was an entertaining one. Especially after his capture...

GENERAL JACOBIN UNDERGOING "DEBRIEFING" WITH LORD VADER



General Jacobin in interrogation
on board the SSD Executor with
Lord Vader...
(Photo: TREYNARD, 1/95)

The Wing Commander herein presents the background for the Tracking the Defectors Battle (5 missions) in his continuing story regarding the hunt for the Divine Wind and the Imperial Navy Defectors (Admiral Zaarin's Rouge Imperials).

Following interrogation of General Jacobin, Eye of the Divine Wind and other Divine Wind prisoners captured during the Sienar Platforms raids at Fondor (see NL #10), General Johann Kane (ISD Liason Officer) advised the Command Staff of the Emperor's Hammer of the location of the main arm of the Rouge Imperial Fleet (Admiral Zaarin's Imperial Defectors). This information was obtained following days of "personal" interrogation of General Jacobin by Lord Vader and General Johann Kane. Based on this information, the Wing Commander has directed that the ISD Avenger Fleet relocate to a classified location to perform a major counterattack to the Sienar raids. This Battle of five missions, designed by

the Wing Commander, have been attached to this Newsletter for Member review (see Squadron Ready Room - Attached Files Section of this Newsletter).

In the first mission, fighters on the ISD Avenger and the SSD Executor attacked a Rebel Bulk Storage Facility. The Rebel defenders of the weapons storage depot included the Light Mon Calamari Cruiser (CRL) Hilalea, the MC80 (MCS) Star Cruiser Waverider, elements of the Iron Hand, and the Rouge Imperials. Reaper Squadron of the Executor Wing, in their first battle since its proposed reformation, provided competent reinforcements for the more seasoned elements of the Emperor's Hammer. As the Rebel situation grew desperate, several Emperor's Hammer pilots stated they observed the CRL Hilalea initiate a collision course with the SSD Executor. Fortunately, the Rebel Cruiser was obliterated prior to collision.

In the second mission, the newly transferred Interceptor Cruiser (INT), the Harpax II, was ambushed by the Light Mon Calamari Cruiser WarPrince, the Rouge Imperial VSD Mentor and the Rouge Imperial FRG Avalon. The action was furious as the TIEs of Iota Squadron, the Escort Squadron stationed on the Harpax II, attempted to keep the Rebel Capital ships and their fighters at bay. The FRG Avalon was quickly destroyed by Iota-3. Some pilots reported seeing the MCL WarPrince exploding, but there has been no official confirmation. Finally, the VSD Mentor was taken down as she attempted an attack of her own against the Harpax II..The Mentor was destroyed along with every flight of TIE Bombers that she sent to escort the once mighty VSD!

In the third mission of the campaign, the INT Harpax II was once again fleeing a superior Rebel attack fleet. The Harpax II was being chased down by the MCL WarPrince and the VSD Plunderer (Rouge Imperial Defectors) when elements of Mu and Nu Squadrons, stationed on the FGR Imperator, arrived in system just in time to aid the Harpax II. The MCL WarPrince, damaged from the previous battle with Iota Squadron (1/2 shields and damaged), was quickly dispatched by Mu-1 with a couple of Advanced Torpedo salvos. Following reload with a waiting torpedo tug, Mu and Nu Squadrons went to work on the VSD Plunderer, commanded by Vice Admiral Helle, one of Admiral Zaarin's Command Staff. While Mu Squadron finished off the VSD Plunderer, Assault Transports carrying elite Divine Wind Zero-G Troopers arrived to attempt to take the Harpax II. The rookie pilots from the FRG Imperator and elements of Gamma, Beta, Epsilon and Lambda Squadrons from the ISD Avenger dispatched these as well...

In the fourth mission, Lord Vader was enroute to the recently transferred FRG Imperator to personally inspect the upgrade process. Lord Vader, flying in his own personally modified TIE Defender (with Decoy Beam), was escorted by Delta-1 Flight, consisting of 4 TIE Defenders. Upon arrival in-system, Lord Vader and his escort found several squadrons of Missile Boats and Assault Gunboats waiting in ambush. In addition, some of these craft were armed with Advanced Missiles! Apparently, the Rouge Imperials (Admiral Zaarin's Defectors) had discovered Lord Vader's inspection schedule and sent the Strike Cruiser Excelsior to intercept him and hopefully destroy the FRG Imperator as well. Destruction of the Rebel Missile Boats, Assault Gunboats and the STRKC Excelsior by Delta-1 and the Imperator significantly reduced the stock of Rouge Imperial's Cygnus fighters. General Johann Kane (Avenger ISB Liason Officer) now suspects that there are one or more traitors in Cygnus Spaceworks still loyal to Admiral Zaarin and secretly supplying him fighters, equipment and more importantly, information...In addition, the Rebel forces encountered in this mission may actually have been part of a transfer of such technology to a hidden Rouge Imperial base hidden in the Outer Rim Sector...

In the final mission of this Battle, Grand Admiral Thrawn was rescued from a failed kidnap attempt by Admiral Zaarin's forces. Divine Wind Troopers had infiltrated the ISD Majestic's defenses during a reloading operation, captured the Majestic and had kidnapped Grand Admiral Thrawn in an unidentified Escort Shuttle. The shuttles had to be inspected by Alpha-1 to quickly find Thrawn and help disable the Divine Wind Shuttle carrying him away. In addition, Iron Hand TIE Advanced fighters stationed on the ISD Glory, Admiral Zaarin's flagship, had to be repelled in numbers. Unfortunately, Admiral Zaarin and his ISD Glory escaped unscathed from this Battle...But I have confidence we will encounter his forces again soon....

Respectfully submitted,

Admiral Ronin
Wing Commander
WC/Ronin/Alpha-1/T-D

In 1995, online gaming was in its infancy. There were no (count 'em: zero) Star Wars games that featured multiplayer options. In a true testament to the forward thinking of Admiral Ronin, the following was posted:

WC/Ronin/Alpha-1/T-D

All Members of the Emperor's Hammer are herein advised that the Wing Commander has sent a written proposal sent to LucasArts Entertainment Company proposing that LucasArts and America Online join forces to create an online TIE Fighter Game. I suggested structuring this similar to the online game Battletech on Compuserve. Any messages of support should be addressed to the AOL PC Games Forum Leader, PC Roger. In addition, on 2/27/95, Lucasarts3 responded asking for a brief description of my proposal prior to its review...(Lest we hope...!) Member can obtain copies of the proposal (lucasprp.wri) by contacting the Office of the Wing Commander @ W Call.

Also, the Wing Commander would like to personally congratulate General Renegade (FLT MBR/Renegade/Delta-3/T-D) and General FoxyRoxy (FLT MBR/FoxyRoxy/Delta-2/T-D) on their upcoming wedding on March 6, 1995...All Members are encouraged to review the Tactical Officer's (TACT/Adams/Delta-1/T-D) offbeat mission (hmrja244.tie) in which the Hammer's Pilots must protect the newlywed's shuttle on its way to the hyperspace point...

Truly ahead of his time, this suggestion was made before even the release of TIE CD. Sidenote: largely due to correspondence such as this, AD Ronin was contacted by a member of LucasArts' and asked if they could mention the Emperor's Hammer in the readme file for TIE CD. Although this would have meant an incredibly high influx of new recruits (possibly more than the Fleet could have handled), Ronin agreed. Unfortunately LA's lawyers intervened, and nothing came of this.

(NL 11 highlights: GN Renegade (Pappy) bio. Membership: 58 as of 3/3/95.)

In NL 11, AD Ronin told of how he met someone online claiming to be the reborn Emperor Palpatine. With NL 12, he released the following:

WING COMMANDER OFFICIALLY RECOGNIZES ONLINE PRESENCE OF PALPATINE



Emperor palpatine has appeared to Members of the Emperor's Hammer online at AOL under the assumed Screen Name of KRUSCHIAN...
(Photo: Sjain, 2/95)

The Wing Commander wishes to formally welcome our illustrious Emperor Palpatine in his efforts to advise our Wing in the troubled days ahead. Under an assumed name of KRUSCHIAN, the Emperor has made several appearances during chat sessions on America Online (AOL). His presence has only served to bolster the morale of the session attendees. In addition, neither the Wing Commander or Beta Squadron Commander, General Dorja (CMDR/Dorja/Beta-1/T-D), have been able to uncover any evidence pointing to deception. Consequently, all Members are herein advised to treat this individual with respect and honor.

Although there is no foolproof method of identification, the Wing Commander has no significant reasons to doubt this individual. It should also be noted that, in his online capacity, KRUSCHIAN shall be considered an "adviser" to the Emperor's Hammer. He does not hold any rank or position within the Hammer. Consequently, he does not lead or guide us without my express approval. It should also be noted that not all of his online statements shall be considered definitive on any matter. The Emperor often has his own agenda and speaks cryptically to deceive Rebel spies or to evaluate our own analytical abilities. Consequently, all Members are reminded not to get emotionally attached or excited about his proclamations on AOL. ALL official development proposals for the Emperor's Hammer will first be reviewed by the Wing Commander and ultimately, if deemed appropriate for the Wing, posted in the Newsletters.

Although the EH was still based on an Imperial-class Star Destroyer, AD Ronin was definitely looking toward the future with this article:

RUMORS OF NEW IMPERIAL WEAPONS SPREAD THROUGHOUT THE CORE WORLDS

The Imperial HoloNet recently aired a spectacular (and unauthorized) series of three consecutive documentaries tracking military technological improvements pursued under Emperor Palpatine's leadership. According to the Tarkin Doctrine, proposed by Grand Moff Tarkin, former adviser to Palpatine, Imperial rule by force and fear could be achieved with the use of "super" weapons that theoretically never have to be used. Although Tarkin died bravely at the helm of the first Deathstar Battlestation (Battle of Yavin) by refusing to abandon the bridge during its destruction, the Emperor still aggressively pursues this policy, much to the consternation of his other advisers who claim these resources could be better utilized elsewhere.

Following rather detailed propaganda and technical presentations for more familiar Imperial Capital Ships, the HoloNet program hinted that the Emperor has personally sanctioned several new Tarkin Doctrine weapons. According to the Commentator, these could include two new Super Star Destroyer classes (the Eclipse and Sovereign) that would dwarf even Lord Vader's mighty SSD Executor! It is rumored that these vessels will be over 7-8 kilometers in length, have displacements of 400,000 to 600,000 tonnes, and be able to carry 50-100 TIE Fighter Squadrons each! If these specifications are accurate, the Rebellion certainly has something to fear!

In addition, there are reportedly rumors that Umak Leth, Chief Engineer to the Emperor, has submitted specifications for the creation of a robotic-based, regenerative planetary assault vehicle called the World Devastator. This vehicle, reportedly a ground based attack unit larger than an Imperial Class Star Destroyer, may have the potential (using a molecular furnace and droids) to build new weapons or parts as it consumes what it traverses. In addition, there are quiet rumors that seven prototypes, named the Stealth Series, are currently under construction at a highly secret location in the Inner Rim. Umak Leth is most widely known for his outstanding engineering accomplishments in the construction of the Deathstar Battlestations. Consequently, nothing is beyond the scope of his technical expertise and these rumors must be given some serious consideration.

In an unrelated matter, Sienar Fleet Systems, in its neverending attempt to break into contracting for the Imperial Army, has announced its plans to test prototypes of the TIE Century Tank. This vehicle includes the well-known and easily operated TIE cockpit coupled with the formidable vehicle blasters and targeting systems available to land vehicles.

It should be noted that the Imperial Navy vehemently denies the existence of all such weapons of mass destruction...

(NL 12 highlights: Kruschian recognized as Emperor Palpatine. Existence of Sovereign-class Super Star Destroyer revealed. GN Stelek bio. Membership: 71 as of 3/10/95.)

The Emperor's Hammer was founded before the death of our beloved Emperor Palpatine. We now know that he died aboard the second Death Star. Here are some details of the weeks preceding that horrid event:

EMPEROR ARRIVES AT THE DEATHSTAR AND LORD VADER LEAVES THE TERRITORIAL FLEET FOR ESCORT DUTY



The Emperor's Shuttle arriving at the new Death Star Battlestation...
(Photo: TREYNARD, 1/95)

Lord Vader, in the SSD Executor, and several escort Imperial Star Destroyers left the Territorial Fleet stationed in the Outer Rim Sector to return to the new Death Star Battlestation for Imperial Escort Command. The Territorial Fleet has been left under the capable command of Grand Admiral Thrawn in Lord Vader's absence. The Emperor has already arrived on the Battlestation to oversee the final stages of its construction. Consequently, Lord Vader has been charged with his protection and to prevent an anticipated attack over the next several weeks by the Rebel Alliance forces.

Here's a twist you probably didn't know about: the Dark Brotherhood started out not as a Sub-Group, but as a sister organization to the EH. Here's the article that first announced a possible union:

PARTNERSHIP WITH THE DARK BROTHERHOOD PROPOSED

In an impromptu meeting organized by the recently promoted General Stelek (CMDR/Stelek/Iota-1/T-D), Wing Commander Admiral Ronin and Dark Brotherhood Grand Master Kane (DK LRD VDR) agreed, in principle, to a partnership between the two groups. As most of the Emperor's Hammer Members are aware, there are currently no restrictions on Members of either Wing being a Member in the other. The Dark Brotherhood is already an established sub-organization in the Warrior's Guild Organization Folder. Since the Emperor's Hammer is solely devoted to TIE Fighter and so is the Dark Brotherhood (whereas the Guild encompasses ALL Flight Sims), DK LRD VDR has expressed great interest in this idea to join forces. It should be noted that both groups would still be independent; but that the Emperor's Hammer will concentrate on the military aspects of the TIE Fighter Universe, the Dark Brotherhood will focus on its mystical aspects.

NL 13 also saw the announcement of the first edited fighter for TIE Fighter, the A-9 Vigilance (which, oddly enough, was later adopted as the official fighter of the Dark Brotherhood)...

New Prototype Developed for use in the Emperors Hammer! KDY Prototype to be named A-9 Vigilance Interceptor...



A-9 Vigilance Interceptor aboard SD Monarch, being prepared for transfer to Lord Vaders Flagship, SSD Executor...

To:All members of the Emperors Hammer
Re:A-9 Vigilance Interceptor Prototype

Kuat Drive Yards has long been a major player in the Imperial war industry. Manufacturer of the Star Destroyer (and many other ships). KDY has long wanted a crack at the snubfighter

market. Since the TIE fighter has been the fighter of choice for Navy planners, there was little chance, but their project teams, working closely with the Dark Jedi of the Dark Brotherhood, led by Kane Vader, have developed a design that has been on the back burner for years...this craft's capacities are actually INCREASED if piloted by one knowledgeable in the dark side!

The A-9 is a sleek, stripped-down fighter. Like other Imperial models, it lacks both hyperdrive and shields to cut all extraneous mass. In addition, it pares down the hull and escape systems (Imperial ejection systems are a joke anyway!). Reduced cockpit complexity makes the A-9 one of the easiest craft to learn. The fighter's weaponry incorporates twin laser cannons that can be fired independently or linked, as usual. The A-9 is a very small craft, trading off mass for maneuverability, hopefully this will make it popular with the elite pilot corps....such as the Emperor's Hammer!

(NL 13 highlights: Emperor arrives at second Death Star. Partnership with Dark Brotherhood proposed. Expanded GN Stelek bio. First Dark Voice (DB newsletter). TIE Fighter Mission Lancer by GN Markflux. Membership: 84 as of 3/24/95.)

The Emperor's Hammer, in its first 2 1/2 months, had more than filled its first ISD. With this, and the reassignment of Grand Admiral Thrawn to the Outer Rim Territories, came surprising news...

WING COMMANDER PROMOTED TO GRAND ADMIRAL BY EMPEROR PALPATINE

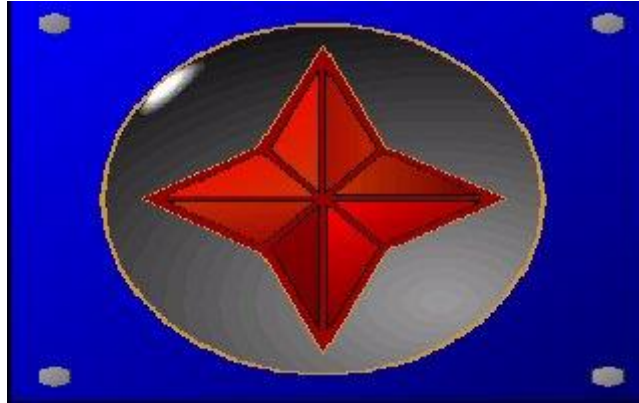


Emperor Palpatine bestows the rank of Grand Admiral upon Admiral Ronin in a brief ceremony on the hidden capital planet of Byss...
(Photo: TREYNARD, 1/95)

In a short unannounced ceremony on the Emperor's hidden Palace Planet, Byss, located in an unknown Sector of the Core Worlds, Emperor Palpatine quietly announced the promotion of Admiral Ronin to the rank of Grand Admiral. Due to Ronin's demonstrated ability to command the new pride of the Imperial Navy, the Emperor's Hammer, the Emperor bestowed this great honor on him. Grand Admiral Ronin will be the thirteenth Grand Admiral in the Imperial Navy. Although the Emperor had only originally intended 12 Grand Admirals, the Rebel's retreat, and subsequent pursuit by Grand Admiral Thrawn, has required the Emperor to assign another Grand Admiral to fill Thrawn's duties while he is in the Unknown Regions.

Although medals such as the Medal of Tactics and the various Battle Medals has been created for creation and completion of Missions, no medal had yet been created for exceptional service to the Fleet. Until now...

MEDAL OF HONOR APPROVED BY THE WING COMMANDER



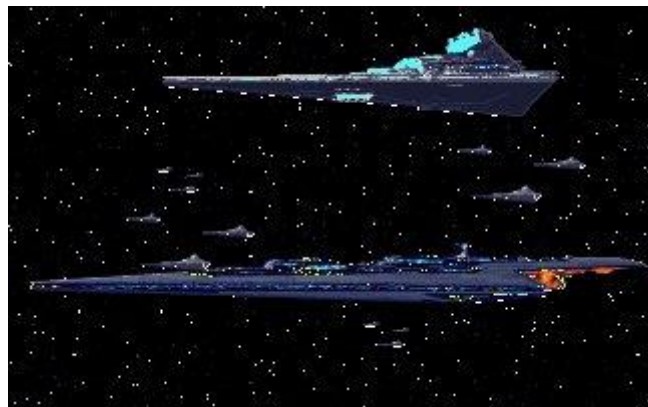
Medal of Honor...
(Created by DanChuang, 3/95)

The Wing Commander herein presents the Medal of Honor, created by General Jedi (FLT MBR/Jedi/Phi-2/FRG Ard). This Medal will be awarded by the Wing Commander to those Members who have performed their duties above and beyond those expected of them for the advancement of the Wing...

(NL 14 highlights: First Squadron banners posted. Ronin promoted to Grand Admiral. Medal of Honor created. First TIE mission contest (run by VA Stelek). Report on Rebel strength by GN Renegade. First ID line revision. GN Sten bio. First Medal Board Archives. First Training Manual by GN Paladin. GN Shekinah video clip. Membership: 118 as of 4/7/95.)

With the constant increase of pilots in the EH came a need for larger ships. With the ISD Avenger getting along in years, and the fact that it was no longer large enough to be the expanding Fleet's flagship, it was retired, and a new Avenger took its place...

THE WING COMMANDER ANNOUNCES MAJOR SHIP UPGRADES AND COMMAND CHANGES



The newly commissioned flagship for the Emperor's Hammer Fleet, the SSD Avenger...
(Photo: Zach EXCO, 11/94)

In order to keep up with the ever growing size of the Emperor's Hammer, the Wing Commander has petitioned Emperor Palpatine to allow the Emperor's Hammer to use the third Super Class Star Destroyer (Executor Class) as its flagship. Since the third of four Super Star Destroyers (SSD) has just been completed and the Emperor has foreseen yet undisclosed future uses for the Hammer, he has approved the request. As reflected in the Flight Roster, the ISD Avenger, which is being retired after a long and distinguished career, will be replaced by the SSD Avenger, her namesake, which will continue as the Emperor's Hammer Flagship.

In addition, the frigates FRG Ardent and FRG Imperator will be replaced with more combat worthy Victory Class Star Destroyers, the VSD Formidable and the VSD Monitor, respectively. Finally, at the request of the Flight Officer and in honor of the recently deceased General FoxyRoxy, the Wing Commander has replaced the INT Harpax II with the more versatile Task Force Cruiser (TFC) Roxanna. The TFC Roxanna is a prototype modular cruiser with the ability to carry alternate payloads to accommodate different mission objectives. The replacement of the ISD Avenger with the SSD Avenger, has resulted in the creation of 6 additional Squadrons for the Emperor's Hammer. These are detailed in the Flight Roster Section of this Newsletter.

The TIE Fighter Squadrons currently stationed on the ISD, FRGs and TFC will be immediately transferred for Active Duty...In addition, the Flight Officer has been given authority to begin filling the expansion Squadrons...Finally, all of the TIE Squadrons in the Emperor's Hammer have been upgraded to the latest Imperial Fighters available.

Finally, the Wing Commander has created a Command Flight (CF) to consist of the four Command Officers:

Wing Commander/CF-1
Executive Officer/CF-2
Tactical Officer/CF-3
Flight Officer/CF-4

The four Command Officers each command one of the capital ships, as detailed in the Flight Roster Section of this Newsletter. In addition, these officers have the option of choosing the type of fighter they may fly (primarily restricted to ceremonial events). As presented in TIE Fighter (LucasArts, 1994), the highest Naval rank a TIE Pilot may obtain is General.

(NL 15 highlights: SSD Avenger becomes flagship of the Fleet. FRGs replaced with VSDs. Eulogy for GN FoxyRoxy by GN Renegade. TFC Roxanna named in her honor. First EH Bylaws posted. Training Officer created. GN Paladin bio. GN Prophet bio. PLT Daedalus installed as training platform. GN Paladin training documents. VA Stelek icons. Membership: 147 as of 4/21/99.)

As the time of the Battle of Endor drew near, more details were released to the Fleet:

THE IMPERIAL NAVY CONFIRMS REBEL FORCES GATHERING AT SULLUST

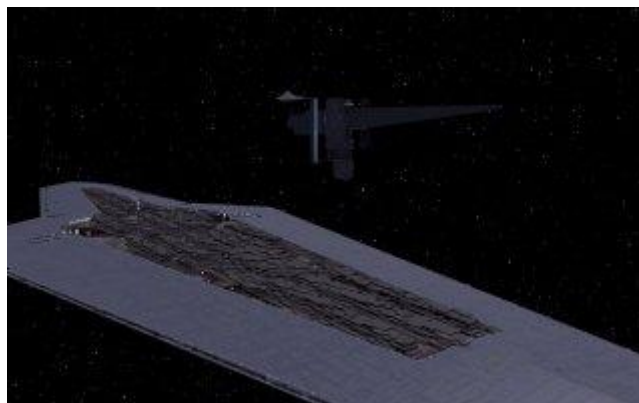


Elements of a large Rebel Alliance Task Force gathering in the Sullust System
(Photo: E-Mailed by SNorbut659, 3/95)

Following a recent Command Briefing, Grand Admiral Ronin confirmed that a Rebel Taskforce of unknown size is indeed gathering in the Sullust System. Based on recent encounters with General Jacobin and his apparent success at transferring the new Deathstar Battlestation plans to the Bothan spies, it is assumed that this Rebel force is rallying to attack the new Battlestation. In addition, Emperor Palpatine has been on the second Deathstar Battlestation for the past month personally supervising the final stages of construction. At this point, the Imperial Naval Command Staff concedes that the size of the Taskforce is unknown. However, it is rumored from contacts within the Imperial Security Bureau that this is the largest Rebel Alliance Fleet gathered to date. Consequently, the Emperor's Hammer has been placed on full alert in order to return to Endor at a moment's notice. In the interim, the Emperor's Hammer has been ordered to harass elements of the Rebel Fleet gathered at Sullust in a series of "hit and run" raids. The Emperor's Hammer has been chasing several Bothan Modified Light Freighters to Sullust, each of which may be carrying the stolen Deathstar plans...

Although the Emperor's Hammer was founded simply as a group of people flying TIE Fighter, the release of the game Dark Forces presented a new problem. If the EH is all about flying TIE Fighters, how can we use a first-person shooter? Answer - create a new Sub-Group of ground troops, the Hammer's Fist.

THE WING COMMANDER PROPOSES ACTIVATION OF THE "HAMMER'S FIST" STORMTROOPER UNIT



Lancer Class Frigate Excelsior (the SSD Avenger is 5-6 kilometers in the background!)...
(Photo: SNorbut659, 3/95)

The formation of the Hammer's Fist Stormtrooper Legion has been proposed by the Wing Commander to the Emperor. This elite unit within the Emperor's Hammer would serve to enlist Stormtroopers into various Platoons initially and possibly develop into company and battalion size units at a later date. It should be noted that the proposed Hammer's Fist would be a "Sub-Group" of the Emperor's Hammer Strike Fleet. Each Stormtrooper Platoon (40 Troopers, 4 Sergeants and 1 Lieutenant) will be stationed on a Lancer Class Frigate (a small screening and assault vessel) and will serve on various mission objectives. The Hammer's Fist will serve as a forum for Emperor's Hammer Applicants who do not own TIE Fighter but would like to be involved with the Hammer (i.e. Roleplaying/"SIMing", Newsletters, Message Board, Online Conferences, E-Mail, etc.). It is anticipated that the Hammer's Fist will one day constitute an independent organization within the Emperor's Hammer ultimately answering only to the Wing Commander.

The Wing Commander wishes to point out that current Emperor's Hammer Members may not also be a Member of the Hammer's Fist since they represent two separate branches of the military.

Since Members of the Hammer's Fist will be "role playing" their soldier's actions, there will be no quantitative mission performance standards to achieve. Consequently rankings and positions will be subjectively determined by the Platoon Commanders, based on a Member's online activities and performance. In addition, the Wing Commander is personally overseeing the appointment of all Platoon Leaders until further notice.

Finally, it should also be noted that the Hammer's Fist is an "Elite" Stormtrooper unit which is attached to the Fleet in addition to the standard Stormtrooper Corps stationed on the SSD Avenger or any one of the other capital ships in the Fleet.

(NL 16 highlights: Hammer's Fist first proposed. VA Adams presents INPR form still in use today. Hit-to-Kill chart by GN BenK. Membership: 166 as of 5/5/95.)

Since day one, Grand Admiral Ronin had set the Emperor's Hammer firmly within the greater Star Wars timeline. Since the Fleet was founded shortly before the Battle of Endor, it was only natural that the EH be involved in that terrible skirmish...

ELEMENTS OF THE EMPEROR'S HAMMER ENGAGE REBEL FORCES IN THE SULLUST SYSTEM



Auxiliary Frigate (FRG) Imperator and her TIE Fighter escorts engage a Corellian Corvette and Y-Wings of the Sullust Defense Force...
(Photo: E-Mailed by ASutton348, 5/95)

Elements of the Emperor's Hammer auxiliary fleet escort craft including the FRG Imperator, FRG Imperator and INT Harpax II recently engaged Rebel craft of the Sullust Defense Force. Although the Emperor's Hammer's presence seemingly delayed the imminent attack on the new Deathstar Battlestation at Endor, it has not served to stop it. The Rebel armada has completed preparations for their attack and their ships are poised for attack. Upon good advice from the General Johann Kane (ISB Liason Officer), the Imperial Security Bureau has ordered the flagship of the Emperor's Hammer, the SSD Avenger and her escorts, the VSD Formidable, VSD Monitor, VSD Ravager and TFC Roxanna to return to the Endor System immediately.

The purpose our mission at Endor remains classified...the Wing Commander is not even saying. However, it is rumored in the Cantina that we will be patrolling in the vicinity of the planet Eloggi, which is one of the three mineral rich Imperial mining planets supplying materiel for construction of the new Deathstar. Eloggi is located near Endor's moon....

Little did the members of the Hammer know at the time that Emperor Palpatine knew of the Rebels' attack on the second Death Star; he had carefully laid a trap for them, and the Hammer was never meant to wipe out the Rebel force.

(NL 17 highlights: EH battles Rebels at Sullust. RA Shekinah bio. GN Hammer bio. GN Prophet fiction. Membership: 171 as of 5/19/95.)

It was the darkest day the Empire had ever seen. The Emperor's trap for the Rebels backfired, and rather than obliterating the Rebel fleet and putting an end to their insurrection, the Rebels managed to destroy the Death Star and kill our beloved Emperor.

THE EMPEROR PERISHES AT LORD VADER'S HAND!



The dark sister moon of Endor, Eloggi can be seen here over Endor's horizon...Eloggi has the richest mineral resources in this isolated system and produced most of the materiel for construction of the new Deathstar Battlestation...
(Photo: TREYNARD, 2/95)

The Wing Commander herein details the last hours of the Emperor's Hammer immediately prior to the apocalyptic Battle of Endor....

07:30 - 09:30

The Emperor's Hammer arrives in system and sets up a Patrol Area in the area of the Eloggi Imperial Mining Platform...Nav buoys are placed and intensive TIE Fighter patrol patterns are implemented....Many Hammer Pilots have questioned why the Hammer has not been sent to the Deathstar for escort, but rather kept "in-reserve"...In accordance with Emperor Palpatine's orders, Grand Admiral Ronin flies his modified TIE Defender, escorted by 3 Lancers from his Honor Guard, to the Deathstar for a private conference with the Emperor and Grand Admiral Thrawn, who has returned briefly from the Unknown Regions especially for this audience with the Emperor...

09:30 - 13:00



The Emperor relays his Final Directives to Grand Admiral Ronin....
(Photo: SJain, 2/95)

Immediately upon entering the Endor System, Grand Admiral Ronin was contacted by Emperor Palpatine to join him and Grand Admiral Thrawn in his Throne Room on the Battlestation. Several administrative aides reported that they were in conference for over 3 1/2 hours! It has often been said on Coruscant that the Emperor has foreseen that the

imminent Battle of Endor would herald a massive and unavoidable re-alignment in the Force and consequently, in our Empire as well. As such, the creation of the Emperor's Hammer Strike Fleet and the massive diversion of resources for its use has sparked many rumors that the Emperor has always had "special plans" for the Hammer. Palpatine reportedly was once overheard telling his Sovereign Guards that the Empire and its Citizens would be "tested" following Endor and that the Emperor's Hammer would play an important role in the Empire's future. Following the meeting with Palpatine, Grand Admiral Ronin immediately proceeded to his specially modified TIE Defender for return to the SSD Avenger...He reportedly did not even address Lord Vader as he exited the Emperor's Throne Room...

13:00-18:00

The Emperor's Hammer Fleet loads all supplies it can salvage from the Imperial Mining Facility at Eloggi...All types of manufacturing equipment, raw materials, parts, machinery, weaponry/armaments and rations were taken...All ships in the Hammer Fleet were ordered by Grand Admiral Ronin to assist in the transfer of materiel...for 5 hours the capital ships of the Fleet looked as if they were surrounded by swarming insects....With the transfer of materiel complete, the Emperor's Hammer Fleet has effectively doubled its "consumables" and thus extended its ability to wage war against the Rebels...

18:00 - 22:00

The Battle of Endor commences with the Rebel's arrival into the Endor System and destruction of the Deathstar shield facility on the forest moon of Endor....

The following description of the Battle of Endor was intercepted and is thought to be a Rebel Historian's transmissions, as was presented in A Guide to the Star Wars Universe (Bill Slaviscek, Del Rey/Ballantine Books, Lucasfilm, Ltd., 1994, pp. 38-39):

"The Battle of Endor has been called the most decisive engagement of the Galactic Civil War. The Alliance to restore Freedom to the Galaxy and the Galactic Empire clashed near the forest moon of Endor in a battle that saw the deaths of both Palpatine and Darth Vader.

The Empire had selected the forest moon as the construction site for its second Deathstar battle station. Bothan spies intercepted information that named the secret construction location. In addition, those same spies learned that the Emperor himself was heading to Endor in order to supervise the final stages of construction. The Alliance decided that this would be its best opportunity not only to strike a blow at the Imperial war machine, but to get at the Emperor outside his impenetrable Imperial City fortress.

As Admiral Ackbar gathered the Rebel Alliance fleet around the planet Sullust, a special strike team was sent ahead to sabotage the shield generator protecting the unfinished Death Star. The strike team, led by Han Solo and including Luke Skywalker, Leia Organa, Chewbacca, the droids R2-D2 and C-3PO, and a squad of Rebel commandos, used a stolen Imperial shuttle to get through the Empire's forces and down to Endor's forest moon. The timing had to be perfect. The strike team had to disable or destroy the shield generator by the time the Rebel fleet emerged from hyperspace so that the surprise attack could begin.

Unfortunately, the information that many Bothans died to deliver to Alliance High Command was a deception planned by the Emperor himself. The unfinished Death Star was not as

helpless as it appeared, for its superlaser was fully operational. As for the strike team, a full legion of stormtroopers and other Imperial soldiers were waiting to defend the shield generator and capture the Rebel commandos. While the strike team battled the Empire on Endor's moon, the Rebel fleet arrived to find the protective shield still in place. The battle, it seemed, was over before it had begun.

The Emperor's plan called for the Imperial fleet to remain in reserve on the far side of the moon while swarms of TIE fighters engaged the outnumbered Rebel ships. Alliance starfighters met their Imperial counterparts in dramatic dogfights as the Emperor looked on. The onslaught of TIEs was but the first stage of the Emperor's trap. The second stage involved turning the Death Star's prime weapon upon the Alliance's capital ships - vaporizing each one in its path with a single shot.

Lando Calrissian, leading the Alliance starfighters from the command seat of the Millennium Falcon, convinced Ackbar on a new course of action. By engaging the poised but as yet docile Star Destroyers in ship-to-ship combat, the Rebel ships would be using the Empire's own vessels as protection from the Death Star's weapon. Of course the Star Destroyers were also more powerful than the Rebel ships, but not by the magnitude of the Death Star. The Alliance had bought itself some time, but it still needed the strike team to succeed if it was going to have a chance at winning the day.

On the forest moon, the native Ewoks became the key to victory. The primitive natives had been dismissed as inconsequential by the Imperial troops, but this mistake was to be the Empire's undoing. The same Ewoks who had befriended the strike team helped free them, allowing Han and his companions to carry out the sabotage mission. When the shield generators were destroyed, the protective shield surrounding the Death Star disappeared.

As soon as the opening presented itself, Lando Calrissian and his starfighters moved to attack. The Falcon and Wedge Antille's X-Wing flew into the unfinished Death Star's superstructure and fired proton torpedoes at the battle station's power regulator. Simultaneously, Lando Calrissian fired concussion missiles at the main reactor. The resulting explosions destroyed the Death Star, and the Imperial fleet lost the central, powerful evil that had been its cohesive force. Without the Emperor, the dark side became diffuse, non-directed, and the Imperial forces were plunged into confusion, desperation and damp fear. What remained of the Imperial fleet scattered and this phase of the Galactic Civil War came to an end..."

22:00 - 22:30



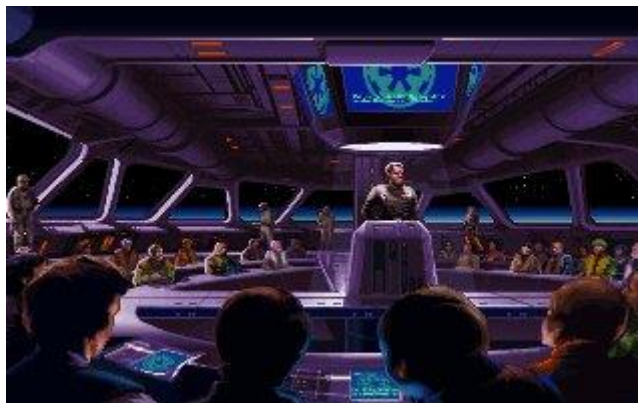
The Imperial Mining Platform at Eloggi is scuttled by elements of the Emperor's Hammer immediately following Palpatine's death to prevent its capture....
(Photo: SNorbut659, 4/95)

The Emperor's Hammer is ordered to scuttle the Imperial Mining Facility....

22:30 - 23:00

The Wing Commander personally briefs the Command Officers and Squadron Commanders aboard the SSD Avenger...Grand Admiral Ronin has ordered the immediate withdrawal of ALL Emperor's Hammer forces to the PLT Daedalus in the Outer Rim Territories...Our Platform shall serve as our base of operations for the near future....The Empire's future seems dim....However, the Grand Admiral has assured all Officers of the Hammer that we will continue our fight in this Civil War and that the Hammer has in no way been defeated by the Alliance nor is it EVER to surrender to the Alliance...

As Emperor Palpatine told Grand Admiral Ronin, so Ronin related to his Officers..."Serve the Emperor above all others...although the path will be difficult in the years ahead, the Dark Side shall prevail and the Emperor's Hammer will be instrumental in achieving this end...."



Grand Admiral Ronin during Emergency War Briefing on board the SSD Avenger...
(Photo: Sjain, 3/95)

As the EH compiled more and more Battles of its own, the need for more recognition for those pilots who diligently protected the Empire was found. To reward pilots who flew the EH Battles, the Wing Commander's Honor Guard was founded. Here is the first roster of what today is the Fleet Commander's Honor Guard:

WING COMMANDER'S HONOR GUARD:
(Open to all Members except Command Officers)

Dragoon

For completion of any ten battles of the EH, plus any six "free" missions.

NONE

Fusilier

For completion of any six battles of the EH, plus any three "free" missions.

NONE

Hussar

For completion of any four battles of the EH, plus any "free" mission.

General Abaddon (FLT MBR/GN Abaddon/Phi-3/VSD Mon)
Brigadier General Havok (FLT LDR/ GN Havok/Beta-3/SSD Avr)
General Lucas (CMDR/GN Lucas/Delta-1/SSD Avr)

Lancer

For completion of any two battles of the EH.

General Taco (FLT MBR/GN Taco/Phi-3/VSD Mon)
General Darkstar (FLT MBR/GN Darkstar/Phi-1/VSD Mon)
General Talon (CMDR/Gen Talon/Alpha-1/SSD Avr)
Brigadier General Sten (CMDR/GN Sten/Pi-1/VSD Mon)
General Jon-Paul (FLTMBR/GN Jon-Paul/Pi-2/VSD Mon)

Grenadier

For completion of any battle of the EH.

General Spacer (FLT LDR/GN Spacer/Phi-2/VSD Mon)
General Jedi (CMDR/GN Jedi/Psi-1/SSD Avr)
General Ray (FLT MBR/GN Ray/Phi-3/VSD Mon)

(NL 18 highlights: Palpatine is killed, Death Star II destroyed at Endor. VA Renegade bio. Fiction by GN Paladin. Communications Officer created. BG Havok INPR. GN Prophet fiction. GN Melan Pyr INPR. Rank of Brigadier General created. WCHG (later FCHG) created. Operations Officer created. Membership: 172 as of 6/2/95.)

In true testament to the strength of Palpatine, the Empire lived on after his death. In what was to be the first of many such premonitions, GA Ronin foresaw the taking of Imperial Center by the Rebels (now calling themselves the New Republic) years before it actually occurred...

REBEL ALLIANCE PROCLAIMS A "NEW REPUBLIC" AS THEY TAKE CORUSCANT!



New Republic Provisional Government
leaders herald the New Republic in the
Old Senate Hall on Coruscant...
(Photo: TREYNARD, 1995)

The Wing Commander regrets to inform the Members of the Emperor's Hammer that the Rebel Alliance has taken the Imperial Capital City of Coruscant. Within days of the Emperor's death at Endor, the Rebel Alliance Leaders consisting of Princess Leia Organa Solo of Alderaan, Jedi Knight Luke Skywalker, General Mon Mothma, and Admiral Ackbar proclaimed what they refer to as the "New Republic Provisional Government". This illegal Rebellion Administration has taken its seat of power in the Imperial Palace in Coruscant! Unfortunately, the current state of disarray in the Imperial Navy precludes any credible Imperial response to this atrocity...We must bide our time...for now...

It is rumored that Byss, hidden deep within the Galactic Core, will serve as the new Imperial Capital...Byss has reportedly been personally prepared by the Emperor prior to his death to serve as a model for his New Order heavily influenced by the Dark Side of the Force. In addition, Grand Visier Pestage has apparently fled to Byss for, as yet, unknown reasons.

General Jacobin of the Divine Wind, the former Cold Assault Stormtrooper Division turned Rebel, was also honored at this ceremony. For his efforts, General Jacobin received the Order of the Galactic Star from Princess Leia Organa Solo. General Jacobin's retrieval of the second Deathstar plans and subsequent transfer to the Bothans directly resulted in the ultimate Rebel victory at Endor. In recognition of his treacherous service to the Rebel cause, the Provisional Government bestowed the Governorship of the Cygnus System to General Jacobin. General Jacobin was also promoted to the rank of Governor General.

Until this point, the Emperor's Hammer had been an AOL-exclusive organization. With the effort of LG Moldman, the Emperor's Hammer suddenly found itself on the World Wide Web, and the rest of the world was finally able to view some of the glory that is the Emperor's Hammer.

THE EMPEROR'S HAMMER NOW HAS A WWW HOME PAGE!!!

Thanks to the diligent efforts of LG Moldman (ScotP), the Emperor's Hammer now has a WWW Home Page...We have already started receiving Pilot Applicants from across the world...One new Trainee applied from Africa on June 15, 1995!...The Hammer has gone intercontinental (at least on Earth)! LG Moldman has also been awarded the Advisory Position of Internet Liason Officer (as detailed in the Training Section of this Newsletter)...

The following was sent over by LG Moldman regarding the WWW Home Page:

To: All Emperor's Hammer Members
From: Squadron Commander Lieutenant General Moldman

Following the recent demise of the Emperor at Endor I have brought it upon myself to work as hard as possible at the Emperor's dream: Unity of the Galaxy under one ruler. In doing so I have expanded the Emperor's Hammer to the Internet through the World Wide Web.

The page I wrote has been up and running for about a week and since then has been reviewed by the command staff for release to the rest of you. I have included in this page pictures, lots of files and links, and a simple interface for anyone to right me letters from on the page. I will be asking as many web page writers as I can to have some kind of mention of this page and possibly a link from their page to ours. I hope to have this page mentioned on all of the major Star Wars web pages. This should bring many interested people to us from around the galaxy (world).

From all of you I will need whatever YOU think should be on this page, pictures from your libraries, suggestions, comments, and files for easy uploading. Since this is probably the fastest way to get something into a library for anyone to see, we could upload files for the whole group onto this page. This week I received the Tie Ship Editor version 1.33 from Rear Admiral Shekinah, which I uploaded and was available to the whole world the next day, instead of a week for AOL to review and then post files.

The URL address is (type this exactly as it appears):

<http://www.interaccess.com/users/cphil/index.html> (all lower case).

I hope those of you who have access to the WWW can check this page out then tell me what you think about it, and how we can make it better.

Respectfully submitted: CMDR\GN Moldman\Sigma-1\SSD Avr
6/13/95

With the Battle of Endor over, the Emperor's Hammer returned to its previous assignment.

THE EMPEROR'S HAMMER FLEET SUCCESSFULLY RETURNS TO THE PLT DAEDALUS



Grand Admiral Ronin in conference with the Tactical and Operations Officers aboard the SSD Avenger
(Photo: TREYNARD, 1995)

Upon return to the PLT Daedalus, Grand Admiral Ronin immediately called individual conferences with his Command Officers to outline his short term objectives for the Emperor's Hammer:

- 1) Paramount to all other considerations, the Emperor's Hammer Strike Fleet MUST survive the impending chaos which lies ahead...
- 2) The Emperor's Hammer must contact other Fleets and disowned Imperial Naval Forces and attempt to persuade them to join the Hammer...Following the rout at Endor, the Imperial Fleet was fragmented and its elements were dispersed to all corners of the Empire...They must be re-assembled, if possible...Only through our combined strength, can we hope to defeat the Rebel Alliance, which has taken to calling itself the "New Republic".
- 3) Recruitment shall be maintained at all costs...With the general disorganization running rampant through the remnants of the Imperial Endor Fleet, many TIE Pilots will be looking for a new Fleet to join...The new Flight Assistant (Rink Rat13) will be posting recruitment messages in various AOL Forums to attempt to maintain recruitment...In addition, the Emperor's Hammer is now open to internet members who hear of the EH through the new WWW Home Page created by ScotP (LG Moldman)...
- 4) All Command Officers, specifically the Training, Operations and Communications Officers, shall endeavor to advance our technologies and continue our unprecedented research and development operations...
- 5) The Operations Officer is hereby directed to get the Kuat Drive Yards' A-9 Vigilance Interceptor fighter design into operation as soon as possible...The Tau Squadron, consisting primarily of Dark Brotherhood Members, will have the honor of being the first Squadron to be outfitted with this craft (other than Command Officers who also choose the A-9 as their personal fighters...).
- 6) Squadron Commanders will maintain continual contact with their squadron Members to keep them informed and respond to their requests or concerns in a timely fashion...
- 7) Standard TIE patrols will be doubled at all times while the Emperor's Hammer is at the PLT Daedalus...Another Rebel Alliance attack could come at any time...
- 8) Several capital ships and the PLT Daedalus are currently undergoing retrofit and upgrades...Consequently, all Members are requested to be patient while these necessary operations are performed prior to the Hammer exacting vengeance for Endor...

The Emperor's Hammer had pilots. Then they delved into the Dark Side of the Force with the Dark Brotherhood. Then we had elite Stormtroopers with the Hammer's Fist. What was left? The seedy side of life in the Empire - the Bounty Hunter's Guild.

THE WING COMMANDER APPROVES THE FORMATION OF THE BOUNTY HUNTERS GUILD!



The infamous bounty hunter, Boba Fett...
(Photo: E-Mailed by ASutton348, 5/95)

The Wing Commander has reluctantly approved the formation of a Bounty Hunter's Guild for exclusive use with the Emperor's Hammer. Following the Battle of Endor and considering the current state of chaos in the Empire, such individuals will prove invaluable in gathering information, tracking down renegades and performing other "special services" for the Emperor's Hammer.

Until NL 19, the only files that had been included with the NL were documents and TIE missions. NL 19 included a few Star Wars icons and a Star Wars Doom patch, starting the trend of including graphics and other types of files with the NewsLetters.

(NL 19 highlights: GA Ronin foresees Rebel taking of Imperial Center. First EH homepage created by LG Moldman, who is made Internet Liason Officer (advisory position later turned into command position Internet Officer). Bounty Hunters Guild created. RA Paladin INPR. Release of TIE CD announced. BG Nemesis INPR. GN Quailman fiction. Membership: 198 as of 6/16/95.)

To this point, the Medal of Honor was the only merit award a member could earn, and it was (and still is) VERY difficult to get. NL 20 introduced a whole slew of new medals for members to earn. These medals still exist to this day.



PLT Daedalus in the Outer Rim Sector...The new Assault Support Platform for the Emperor's Hammer TIE Strike Fleet...
(Photo: TREYNARD, 1995)

EMPEROR'S HAMMER ANNOUNCES NEW MEDAL SYSTEM!

The following Medal Award system has been proposed by the Training Officer, RA Paladin (Mstr Jdi) and shall be incorporated into the Emperor's Hammer...Subsequent Newsletters will fully incorporate the proposed Medals and Citations into the Medal Board Section...

To: Grand Admiral Ronin, Wing Commander (CF-1)
Emperor's Hammer Wing, Avenger Fleet
M/PLT Daedalus, Outer Rim Sector
Fm: Rear Admiral Paladin, Training Officer (CF-5)
Emperor's Hammer Wing, Avenger Fleet
M/PLT Daedalus, Outer Rim Sector
Re: Awards System

Sir,

I have been doing some thinking lately, and have a suggestion that I would like your feedback on. Our current system of awards is made up almost completely of campaign medals. As of right now, the only way to reward a person for merit is a promotion or a Medal Of Honor. A person can only receive a certain amount of promotions (Unless they start as a Captain or Commander or something), and the MoH is a very high honor and should not be given out lightly. I have developed a system with more merit based awards that you may find of interest.

Merit Based Awards
(In order of Importance)

Medal of Honor
The Imperial Cross
Grand Order of the Emperor
**Silver Star of the Empire
**Bronze Star of the Empire
*The Palpatine Crescent
*Imperial Security Medal

The Medal of Honor, Imperial Cross, and Grand Order of the Emperor are awarded at the discretion of the Wing Commander for "Service Above and Beyond the Call of Duty and Valor Extraordinary". The medals denoted with a double asterisk (**) are awarded by any Command Officer for extraordinary service. The medals denoted with an asterisk (*) may be given by a Squadron Commander for extraordinary service. The Palpatine Crescent is awarded to Flight Leaders and above, while the Imperial Security Medal is awarded to Flight Members and above.

Unit Citations

Wing Commander's Award
Ship
Squadron
Flight

The Wing Commander's Award is given by the WC to a squadron that has shown itself worthy of such an honor. This award is given bimonthly and the squadron that receives it earns the right to call itself "The Wing Commander's Own". Ship Citations and battle honors are awarded when the ship's Command Officer completes a battle. These honors may be emblazoned on the Colours (Banner) of the Ship as a source of pride for commander's past, present, and future. Squadron Citations are awarded when 50% of a Squadron's CURRENT personnel complete a battle. Again, these honors may be carried on the Squadron's Banner. Flight Citations are awarded when all members of a flight complete a battle.

I hope that this system interests you. I merely felt that many worthy individuals go unnoticed though they deserve to be rewarded. Thank you for your time.

Paladin

(NL 20 highlights: Medal system created. First Squadron homepages created. GA Ronin interview. GN Wedge INPR. VA Stelek fiction. GN Greg INPR. GN Flint INPR. Fiction by GN Melan Pyr. Membership: 199 as of 6/30/95.)

At this point, the Emperor's Hammer was going strong. In a little over 6 months, it had gone from a one man operation to almost 200 members. But the best was still to come...

[...continue...](#)

[...previous...](#)

One of the most unusual things about the EH for the last few years has been the many "deaths" and subsequent rebirths of FA "Pappy" Renegade. NL 21 began with a tribute to a man who had thought to be lost in action...



A tribute to VA Renegade...
(Photo: Created by Shekinah, 7/95)

MY TIE

**Planets, Galaxies, and Proto-stars, I see
as I patrol for an evasive enemy.**

**And if a glorious death is the way I will die
Let it be at the controls of my beloved TIE.**

**Like a lover's endearing arms, she holds me tight,
Allowing me to do what she and I do best--FIGHT.**

**She can be tempermental and her controls need a soft touch,
The things I coax her to do are sometimes a bit much.**

**But, she is fast and her firepower is awesome,
As her enemy's explosions look like fire blossoms.**

**Planets, Galaxies and Proto-stars I see,
I am part of her and she of me.**

XO\VA Renegade
(posted in NL #19)

On a very sad note, our Executive Officer, VA Renegade (Pappy Rene), died of heart failure during emergency bypass surgery on July 6, 1995. His efforts have been an inspiration to us all and his dedication has helped make the Emperor's Hammer the greatest online TIE Fleet ever! He began his EH career after a long and distinguished tour in the United States Armed Navy and he brought credibility, honor and balance to our Fleet. Condolences to his family and friends...

In honor of his memory and unswerving loyalty to the Hammer, VA Renegade has been posthumously awarded the EH Medal of Honor and this Newsletter is dedicated to his memory...Consequently, throughout this Newsletter will be my and other Member submissions posted in his honor...Not the least of which was his vision for the creation of the Infiltrator Wing which is introduced below in the Sub-Group Section of this Newsletter...

Pappy, you will not be forgotten...!

Grand Admiral Ronin
Fleet Commander/Emperor's Hammer
FC/GA Ronin/CF-1/SSD Avr

Pappy's last request was that the EH start using Rebel alphabet fighters to infiltrate Rebel forces and destroy them from within. Thus a new Sub-Group was born...

INFILTRATOR WING

The Fleet Commander has approved Pappy's last proposal...the creation of a Rebel "arm" of the Emperor's Hammer. This will take the form of the Infiltrator Wing which will be stationed on the recently acquired CRS Renegade. The Infiltrator Wing will consist of 4 Squadrons of Rebel fighters and "former" Rebel Pilots who have joined the Emperor's Hammer to combat the New Republic. Each squadron (1 X-Wing, 1 Y-Wing, 1 A-Wing and 1 B-Wing) will have 9 pilots organized in 3 Flights of 3 Pilots each, along standard Rebel organizational lines. The Training Officer (Mstr Jdi) has posted the following preliminary organization structure, Squadron Objectives and Entrance Requirements for the new Infiltrator Wing which are SOLELY based on the LucasArts X-Wing game. In addition, for obvious reasons, current members of the EH TIE Fleet can not join the Infiltrator Wing (at least under the same AOL Screen Name)...

Squadron I (Name TBA)- X-Wing
Strike

Squadron II (Name TBA)- Y-Wing
Assault

Squadron III (Name TBA)- A-Wing
Recon

Squadron IV (Name TBA)- B-Wing
Heavy Assault/Support

Infiltrator Wing is a Rebel Sub-Group of the Emperor's Hammer Strike Fleet. Those rebels who have a "change of heart" and wish to repent for their crimes may serve in this unit in order to aid the Empire by going places it cannot go. The Infiltrator Wing is a dangerous assignment, and only the most dedicated and able of pilots should join.

Entrance Requirements

For Squadron Commander Positions

Completion of TOD's 1-5

Completion of Historical Missions for X-W, A-W, Y-W starfighters

Flight Badges for X-W, A-W, Y-W

500 Kills

Three STD Kills

For Flight Leader Positions

Completion of TOD's 1-5

Completion of Historical Mission for X-W, Y-W fighters

Flight Badges for X-W, A-W, Y-W

400 Kills

One STD Kill

For Flight Member Positions

Completion of TOD's 1-5

Completion of Historical missions for X-W

Flight Badges for X-W, A-W, Y-W

200 Kills

At least two Frigate Kills OR one STD Kill

(NL 21 highlights: "Death" of Pappy. Infiltrator Wing Created. Rank insignias by LG Havok GN Terran tribute to Pappy. GN Briell'ya INPR. WCHG becomes FCHG. Membership: 208 as of 7/16/95.)

Although the existence of the A-9 had been announced months earlier, no one could actually fly it because no ship patch had been available. This changed in NL 22 with the release of the first modified fighter for TIE...

A-9 RELEASED TO TAU SQUADRON!



An A-9 Vigilance interceptor on the PLT Daedalus...awaiting transfer to the ISD Colossus for flight testing by Tau Squadron...
(Photo: ASutton348, 1995)

New Prototype Developed for use by the Emperors Hammer!
KDY Prototype to be named A-9 Vigilance Interceptor...

The Fleet Commander presents the following information taken from the Emperor's Hammer Fleet Manual...

A-9 Vigilance Interceptor Technical & Background Information

[Datapac compiled by Stelek/ASutton348 using data from the Dark Empire Sourcebook by West End Games, pp 101-102.]

Kuat Drive Yards has long been a major player in the Imperial war industry. Manufacturer of the Star Destroyer (and many other ships). KDY has long wanted a crack at the snubfighter market. Since the TIE fighter has been the fighter of choice for Navy planners, there was little chance, but their project eams, working closely with the new Emperor's Hammer XO and the Dark Jedi of the Dark Brotherhood they have developed a design that has been on the back burner for years...this craft's capacities are actually INCREASED if piloted by one knowledgable in the dark side!

The A-9 is a sleek, stripped-down fighter. Like other Imperial models, it lacks both hyperdrive and shields to cut all extraneous mass. In addition, it pares down the hull and escape systems (Imperial ejection systems are a joke anyway!). Reduced cockpit complexity makes the A-9 one of the easiest craft to learn. The fighter's weaponry incorporates twin laser cannon that can be fired independently or linked, as usual. The A-9 is a very small craft, trading off mass for maneuverability and speed, hopefully this will make it popular with the elite pilot corps....such as the Emperor's Hammer!

The A-9b is still used by Tau Squadron today.

(NL 22 highlights: First edited ship (A-9) released. GA Ronin INPR. FA Adams INPR. RA Jac INPR. History of Tau Squadron by GN Melan Pyr. Commentary by GN Melan Pyr. DB changes to current rank structure. Updated Fleet Manual. Revised Training Manual. RA Shekinah TIE Mission Builder help file. Membership: 221 as of 7/30/95.)



With the creation of a ship editor for TIE Disk, a whole new field was introduced to the EH: slicing. The first great slicer in the EH was AD Shekinah, who created the EH's first corporation...

FLEET COMMANDER ANNOUNCES OPENING OF SHADOW WORKS!

The Fleet Commander herein approves the commissioning of Shadow Works (an exclusive ship construction firm founded by Admiral Shekinah) to be awarded ALL future starfighter and capital ship construction contracts for the Emperor's Hammer until further notice. With the recent chaos in the Empire, Kuat Drive Yards, Sienar Fleet Systems and Cygnus Spaceworks may not be as reliable with their supply convoys as in previous years. Consequently, to assure a steady flow of ships and materiel to the Hammer, Shadow Works will be the Prime Contractor for the Strike Fleet. In addition, its founder, Admiral Shekinah (TACT/AD Shekinah/CF-3/SSD Avr), will be the sole Manager of Shadow Works and no other Members may use its logo, name or fighter designs without his prior permission.

The Tactical Officer will periodically make new Ship or Fighter upgrades which will be posted in this section of subsequent Newsletters. Following posting in a Newsletter, new starfighter designs will be added to the Emperor's Hammer Fleet Manual.

(NL 23 highlights: First corporation created. Five new modified fighters released. LG Brett INPR. AD Moldman INPR. Paladin replaces Kane Vader as GM. First DB Grant of Arms. Fiction by RA Terran. Membership: 264 as of 8/16/95.)

Things don't always turn out as originally planned in the EH. Today, the High Inquisitor leads the High Court of Inquisitors - the judicial part of the EH. Quite a bit of difference from what the original job description was...

HIGH INQUISITOR APPOINTED FOR A NEW EMPEROR'S HAMMER "SIM" SUB-GROUP!

For his unfailing and dedicated performance as Flight Officer of the Emperor's Hammer, the Fleet Commander has appointed Fleet Admiral Stelek as High Inquisitor (HI) of the Fleet. The Position of High Inquisitor will have the Position of Sub-Group Commander within the Emperor's Hammer. In addition, it is anticipated that the SIM Club will become

an independent Sub-Group in short order...FA Stelek has already opened a new Message Folder at AOL Keyword "SF">Star Wars>Gaming Message Board>Emperor's Hammer. EH Members are encouraged to post there...

The purpose of the new message board will be to support FA Stelek's developing SIM Club Sub-Group for the Emperor's Hammer. Although FA Stelek has already submitted a very detailed outline of the ranking and operations system for the new SIM, the Fleet awaits his return from vacation at which time he is due to finalize this project.

It should be noted that the Fleet Commander has given exclusive authority to FA Stelek to develop and implement this Sub-Group as he sees fit...

The Training Officer currently oversees the many EH training academies. Back in the day, there was only one academy, and it began around NL 24.

"SHADOW ACADEMY" TO BE FOUNDED FOR THE DARK JEDI

As newly appointed Head Master and Chief Instructor of the Dark Brotherhood, GA Ronin has announced his intention to found a Shadow Academy in approximately one month. The Shadow Academy will be for the initial training of DB Apprentices and other lower ranked DB Jedi in the ways of the Dark Side. The Shadow Academy will have as its core the Dark Side Compendium, a portion of the Emperor's Archives salvaged in EH Battle 30. The Dark Side Compendium was being completed by Emperor Palpatine prior to his death. However, enough has been salvaged to teach our Apprentices and Novices in the ways of the Dark Side. Additionally, Grand Master Paladin will supplement the training of those Dark Jedi he deems worthy.

The Head Master is expected to release the Dark Side Compendium (a Dark Brotherhood "Training Manual") with the posting of Newsletter No. 26. Additional comments, stories, and items of interest will be posted by the Head Master in subsequent newsletters.

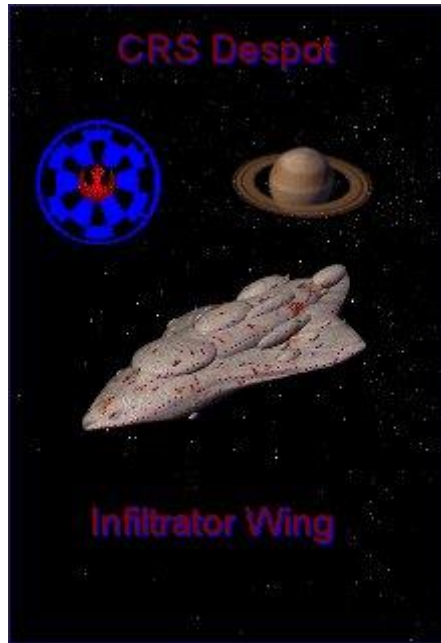
Grand Admiral Ronin
Fleet Commander/Emperor's Hammer
Head Master of the Dark Brotherhood
FC/GA Ronin/CF-1/SSD Avr

For all of the information put into the EH NewsLetters, there was never an award for submitting an item. Until now...

LETTER OF ACHIEVEMENT CREATED FOR NEWSLETTER SUBMISSIONS!

At the request of the XO (FA Adams), the Letter of Achievement will be awarded to Members who submit approved AND posted written Newsletter submissions...These could include stories, biographies, Squadron Orders, etc...The award of the LoA will serve to encourage other submissions to the Newsletters...The award of the LoA will begin with submissions in NL 24 (i.e. NOT retroactive)...

With NL 21, the entire EH mourned the loss of Pappy. With NL 24, it celebrated his return...



Recruitment Banner for the Infiltrator Wing...
(Photo: Created by FA Adams, 1995)

COM\AD Renegade\CRS Despot\IW

To: GA Ronin
From: Adm. Renegade
Subj: My Absence from the Fleet

Sir, my last flight on June 6th, was to be a simple flight out to a pirate base to obtain some intelligence on Rebel movements in an outer sector. I was attacked by 4 squadrons of Rebel ships.

My radio was on the fritz so I could not call the Hammer for reinforcements, I tried many times. I took battle damage to my Hyper-drive and when I went into hyper-drive my ship blew-up, I was ejected into space and the very pirates that I was to meet, found me after I floated in space for 6 hours. They left the remains of a Rebel spy in my place. They disintegrated the body so ID would be almost impossible.

This pirate group took me back to their base and I spend over 2 months as their guest while I recuperated. They would not let me radio the Fleet, they maintained radio silence to prevent the Rebels from locating them.

I was watched very closely so I could not leave until I established close relations with them. They don't have much trust for the Empire either. I finally convinced them that they could benefit from releasing me.

The Rebels found their base and raided it and I was captured by the Rebels. I used a fake name so the Rebels would not know who I was. It would have been a real feather in their cap if they realized that I was the XO of the EH. I was transported to an isolated Rebel prison and tortured, but I did not break sir. They did find out that I was a member of the EH, but I thank the force that they didn't pick up on my identity.

I was forced to perform maintenance on their shuttles, and one day while working on a shuttle, I told my guard that I had to bring the Shuttle's systems on-line to run some tests. He finally agreed. I started the engines on the shuttle, asked the guard to help me remove a panel, he bent over to help me and I clubbed him with a hydro-spanner, then activated the launching system. I was chased by their patrols, but I fed some random hyper coordinates into my hyper computer and activated it. I know this was risky as I could have hypered into a star or planet, but that was preferable to being held a prisoner and tortured.

I did drop out of hyper-space near an Imperial shipping lane, was rescued by an Imperial FRT. I then contacted the fleet, and let them know I was alive.

I can understand the confusion of my "death" with the remains of a disintegrated body left in the vicinity of my exploded T\D.

I did promise the Pirates that rescued me the first time that I would do all I could to help them out. But, they will only trust me to deal with them. Perhaps we can help them out and they will consider helping us out by attacking the Rebels in their sector.

It is worth investigating.

COM\AD Renegade\CRS Despot\IW

You just can't keep a good pilot down.

(NL 24 highlights: Shadow Academy founded for the Dark Brotherhood. Letter of Achievement for NL subs created. GN Veelon INPR. BG Alpha INPR. Boba Fetts wins BHG mission, becomes GMSTR. First CAB (Combined Arms Battle) missions released. Planet guide by Dan Wallace. GN Peter image. RA Pyr Heraldic Roll for DB. GN Veelon image. Membership: 315 as of 9/10/95.)



Notice to the Fleet...
(Photo: Created by AD Tav B, 1995)

Having been based on the PLT Daedalus for so long, the Fleet was anxious to find a home of its own. In the Outer Rim, the Aurora system was found to be the perfect place to call home.

THE EMPEROR'S HAMMER CONQUERS THE AURORA SYSTEM!

The Emperor's Hammer, in a swift and unprecedented Combined Arms Assault, took the Aurora System with relative ease and minimal losses to equipment and personnel. As elements of Delta and Rho Squadrons penetrated the System perimeter defenses around Eos to the final acceptance of the Aurorans' surrender planetside a few days later, the Second Combined Arms Battle of the Emperor's Hammer went exactly as planned. The Operations Officer (OPS/VA Melan Pyr/CF-7/SSD Avr) is to be commended for the remarkable efficiency of this operation and has been promoted to the Rank of Vice Admiral for his extraordinary efforts on this project.

The following was excerpted from the Grand Admiral's acceptance of the unconditional surrender of the Auroran's yesterday evening:

<<ATTENTION ALL FLEET PERSONNEL>>

As VidScreens in every ship of the Emperor's Hammer Fleet seemed to simultaneously turn to the broadcast from planetside, Grand Admiral Ronin entered the Auroran High Council Chamber...

The High Council Chamber of Aurora was as silent as it had been for the past 1,000 years. The Aurora System had never been visited by an Imperial envoy let alone be attacked with such swiftness and precision. The Aurorans had been caught completely off guard and had presented only a token defense to the overwhelming might of the Emperor's Hammer Strike Fleet. The Auroran High Council and its President stood at the podium in the Council Chamber as they grudgingly greeted the Grand Admiral and the other Command Officers of the Hammer. The Imperials present were in full Dress uniform and did not speak a word other than the obligatory introductions and honorifics to the Auroran High Council.

The Grand Admiral immediately proceeded, flanked by his ever watchful Honor Guard, to the podium and began to speak to the collected crowd of 3 million civilians gathered outside the Council Chambers to listen to their conquerors...No less than 40 AT-ATs and 200 AT-STs were stationed in a ring outside the Council Chamber to preclude any reprisals by the Aurorans. An additional 6 Divisions of Imperial Army and several battalions of Stormtroopers were finishing mop-up duties in Aurora City. Six full Garrisons had already been constructed on the ashes of several other Auroran cities. TIEs were flying over the Council Chamber in rapid formations.

Although Ronin knew his speech to the Aurorans would surely invoke anger and fear, it would also promote respect. Ronin knew he would need respect to hold this gem of a system. Not catalogued on Imperial or Rebel star charts, this system will become an ideal haven for the Emperor's Hammer and would become its new home. Since the Hammer, as mighty as it was, had never been assigned to garrison duty before, he would need the Dark brotherhood and Imperial Security Bureau to help subjugate this System...

The Grand Admiral continued...

"Citizens of Aurora, I am Grand Admiral Ronin of the Imperial Navy and you have been conquered."

"Already our Star Destroyers and TIE Fighter Squadrons have eliminated your First and Second Fleets. Our Stormtroopers and Imperial Army Divisions have razed your major

population centers. Your leaders and military have been disbanded. All you have remaining is your lives and our Imperial guidance. From this point onward, the Empire shall be your rulers and the Emperor's Hammer the instrument of that Empire. By adhering to the following Articles of Surrender, as signed by the Auroran High Council, you shall be allowed to continue your lives, undisturbed by our presence. However, any Aurorans not abiding by these Articles shall be hunted down and eliminated as Rebels to the Empire. You may find alliance with the Empire economically and socially beneficial. Within the next two weeks, our Corporate Division will be constructing factories and technology centers which will not only advance your civilian technologies but will employ millions of your citizens with excellent wages and benefits. In addition, members of your Citizenry may apply to our Fleet following initial screening by our Inquisitors.

Your High Council will remain in power so long as your Citizens adhere to these Articles of Surrender. In addition, a Planetary Governor is to be named who will protect Imperial interests on Aurora. In conclusion, the Emperor welcomes you to the Galactic Empire...

The following are the Articles of Surrender:

- 1) The Aurora System and all its planetary bodies, industrial facilities and Citizenry are Members of the Galactic Empire and swear fealty to the same.
- 2) The Auroran Planetary Defense Force has been disbanded. Only a non-lethal armed civilian police force will remain.
- 3) The Citizens of Aurora shall not gather in public assemblies of more than 50 persons without an Imperial Security presence and approval from the Office of the Planetary Governor. The Imperial Security Bureau will oversee all other civilian relations.
- 4) An Imperial Products Tax of 10% of the Auroran GNP shall be instituted to defray the costs of the Imperial garrison presence in this system.
- 5) The Emperor's Hammer Corporate Division will have unlimited access to any and all natural resources in the Aurora System, at no additional cost to the Empire.
- 6) Imperial military personnel shall have unlimited access to any and all Auroran facilities without prior notice, as warranted. Any Imperial losses attributed to Auroran resistance will be inflicted on the Auroran Citizenry a hundred fold.
- 7) The Dark Brotherhood shall be constructing a Shadow Academy on the planet of Aurora and a Dark Hall on your moon of Eos. They shall be ever watchful in your night skies...
- 8) A Planetary Governor will be named by the Fleet Commander who shall institute all Imperial policies on Aurora. The Auroran High Council will report directly to the Planetary Governor.
- 9) The Auroran High Council will exist so long as these Articles are followed by the Citizens of Aurora.
- 10) The Empire reserves the right to change these Articles without prior notice or approval.

Aurorans, you have been conquered by a force of superior military might and technology. We have fought wars in thousands of star systems such as yours and we have united the entire Galaxy in the name of peace and order...The New Order...You can choose to be part of the New Order or you can be trampled beneath it. The Emperor's Hammer represents the best of elite of the Imperial Navy and has never been defeated in Battle. Any resistance is futile and will be punished most severely...

The Grand Admiral pulled his cloak about his shoulders as he finished his speech and a chill breeze blew through the Council Chamber. The Aurorans were still silent as they slowly began to disband. They had been defeated and realized that they were under Imperial rule. The Hammer had done its job, but Ronin couldn't help but think that he would eventually have to win the Aurorans over to the Imperial cause with means other than military might. If the Hammer would call Aurora home, the Aurorans will have to become our allies. A battle for another day, Ronin thought as he and his Honor Guard left the Council Chamber and the Imperial troops outside began to disperse...

After the founding of the first EH corporation, Shadow Works, it was decided to create a whole Sub-Group based not only on slicing, but on the civilian side of life in the EH territories.

CORPORATE DIVISION

The Fleet Commander, in recognition of the increasing need for industrial goods far from the heart of the Empire, herein announces the creation of the fifth approved Sub-Group of the Emperor's Hammer Strike Fleet. The EH Corporate Division will be managed much like a series of "Contractors" which are hoped will be online "think tanks" for the EH.

The Division will be comprised of several competitive Corporations, each managed by its own Corporate Executive Officer (CEO). The CEOs will be ENTIRELY responsible for creating, managing and expanding their Corporations. The CEOs will have discretion in creating of ranking and promotion systems and requirements, which will be posted in subsequent Newsletters. As in any competitive military-based economy, the Corporations will be occasionally requested to fulfill "special projects" by the Fleet Commander. However, the Corporations will be primarily devoted to their own specific research and development. These "prototypes" will be forwarded to the Science Officer for review prior to review by the Fleet Commander for posting in a Newsletter.

The following Corporations have been approved by the Fleet Commander to bid on exclusive Emperor's Hammer contracts:

Shadowworks - Shekinah
Imperial Microsystems, Inc. - Be Stupid I
Dagger Engineering Systems - Md128m

NL 25 also included a text file Planet Guide written by Dan Wallace. This turned out to be the prototype for The Guide to Planets and Moons available at bookstores everywhere.

(NL 25 highlights: Emperor's Hammer conquers Auroa system. First Uniform Template by AD Melan Pyr. Fiction by BG Veelon. GN Compton bio. Corporate Division created. First Dark Side Compendium released. Planet guide by Dan Wallace. FA Adams map of Aurora

System. CEO Bill icons. VA Pyr map of Aurora. LG Primum memo. Membership: 253 as of 9/23/95.)



The ISD Colossus and Sigma Squadron approaching Eos
(Aurora, orbited by her gaseous rings, is in the background)...
(Photo: Created by AD Tav B, 1995)

The EH, before it finally got a WWW site, had existed solely on e-mail and AOL message boards. With NL 26, the first Fleet Internet Message Board was created...

MESSAGE BOARD FOR INTERNET-ONLY BASED MEMBERS OPENED!

Internet message board opened!

An Internet Emperor's Hammer message board has been opened! It was created by BG Doomsday (Ken). Its purpose is to serve EH Internet members. You may post comments, queries, AWOLS, general messages, important messages, if you need help etc...

Its URL is:

<http://www.io.org/~bauyeun/phpf.cgi?dynamic+forms/msgs.html+X<hr>+BScreenName+ME-Mail+IComments+BTime+BDat>

Or it can be accessed from Ken's main EH home page:

<http://www.io.org/~bauyeun/phpl.cgi?pages/eh.html>

Please make an effort to visit this page once every week if you are an Internet member.

None of the credit for making this message board must go to me. BG Doomsday (Ken) created this message board. His E-mail is bauyeun@io.org

Thank you!

Respectfully submitted

Lieutenant General Brett (WC/LG Brett/ISD Van)

When the EH first started, the Command Staff were merely a handful of Squadron Commanders led by Wing Commander GN Ronin (who also served as Alpha CMDR). Over time more positions were created, and a Command Flight was formed. With NL 26, the CF was expanded to a full Squadron...

NEW COMMAND OFFICER POSITIONS APPOINTED...COMMAND SQUADRON FORMED!

The Fleet Commander herein posts the final revision of the Command Staff, as presented in the latest version of the Training Manual:

In consultation with the EH Command Staff (and the High Inquisitor), I have decided to appoint 4 new CO Positions. These will consist of a Security Officer, Science Officer, Logistics Officer and Recon Officer...

Consequently, the Command Officers will now comprise a full squadron (the Command Squadron - "CS") of 12 members...As follows:

COMMAND FLIGHT

- CS-1 Fleet Commander, FC (Command of the EH)
- CS-2 Executive Officer, XO (Second in command, reviews fiction submissions)
- CS-3 Tactical Officer, TAC (reviews new missions and battle plotlines)
- CS-4 Flight Officer, FO (handles the official EH Roster)

STRATEGIC FLIGHT

- CS-5 Internet Officer, IO (responsible for ALL EH Internet operations and the EH WWW Home Page)
- CS-6 Training Officer, TO (reviews ALL incoming Applicant files and posts recruitment messages)
- CS-7 Operations Officer, OPS (reviews/creates ALL new EH-related artwork)
- CS-8 Communications Officer, COMM (keeps in contact with ALL EH Members and addresses "complaints")

TACTICAL FLIGHT

- CS-9 Security Officer (handles online conduct, with the authority to resolve disputes and recommend members for disciplinary actions)
- CS-10 Science Officer, SCO (reviews submissions from the Corporate Division...oversees EH R&D)
- CS-11 Logistics Officer, LO (assures distribution of the Newsletters to ALL AOL and internet members via E-Mail and the WWW Pages)
- CS-12 Recon Officer, RO (Scouts AOL and the Internet for Star Wars related news for posting in the NL Bulletin Board Section)

The currently appointed COs are as follows:

FC - GA Ronin
XO - FA Adams
TAC - AD Tav B
FO - AD Havok (promoted to Rank of Fleet Admiral)
IO - ScotP (promoted to Rank of Fleet Admiral)
TO - LTSaber
OPS - VEELON (promoted to Rank of Rear Admiral)
COMM - Quackodile
SO - RA JACtRIP
SCO - RA Nemesis (promoted to Rank of Rear Admiral)
LO - MarkFlux (promoted to Rank of Rear Admiral)
RO - InvaderO36 (promoted to Rank of Rear Admiral)

In addition, DarkToeJam has been appointed to the COM of the Infiltrator Wing (IW) and the CRS Despot as per Pappy's wishes and my approval...LG Crandall has also been promoted to the Rank of Rear Admiral...

In conversations with LordStelek (High Inquisitor), each Flight within the Command Squadron will have the following areas of general authority:

The Command Flight will look at the BIG picture (the Force, Civilians, Military, the future, et al)

The Strategy Flight will CONTINUE to enhance and refine the EH, AND the subgroups wherever possible...

The Tactics Flight will help with the day to day running of the EH, and keeping our members INVOLVED.

If any members have questions regarding the above, please feel free to contact me...Also, please note that the EH Training Manual has been revised to incorporate the above...

FC/GA Ronin/CS-1/SSD Avr

For the longest time (and even to this day), there was a weekly chat meeting on AOL for members of the EH. With more members coming from the rest of the internet came the need for internet chat meetings. The advent of Internet Relay Chat (IRC) allowed this to happen.

THE EMPEROR'S HAMMER NOW OFFERS INTERNET RELAY CHAT (IRC) CONFERENCES FOR ITS NON-AOL MEMBERS!

In accordance with the following transmission from RA Zeus (COM/RA Zeus/ISD Van), and my attendance at an IRC meeting last Saturday, the Fleet Commander herein posts the following:

From: Athena923

To: GA Ronin

Sir,

I have already begun weekly meetings with the Internet members of the EH. If you joined GNN and became a beta tester like Stelek you would be able to attend the meetings and listen to what the internet members have to say. Our meetings are at irc.gnn.com at port 6667 at 12:00 EDST on Saturdays. They are in room ##Emperor's_Hammer. Stelek knows more about GNN than I do and he would be able to tell you how to join it.

Thanks

COM\RA Zeus\ISD Van

FLEET COMMANDER'S NOTE:

These IRC meetings shall have the same content and function as our AOL meetings...In addition, as with ALL EH onlince meetings/conferences, attendance is voluntary, NOT mandatory...However, it is an amazing experience to talk to EH Members from all over the world at once...We had Members from South Africa, Sweden, Canada, and the US all "chatting" at once...A LOT of fun and highly recommended by the Office of the Fleet Commander...!

(NL 26 highlights: Internet Message Board started. Command Flight expanded to full Squadron. IRC Meetings begun. Fiction by AD Havok. Updated Uniform Template by VA Melan Pyr. Fiction by RA Veelon. RA Nemesis INPR. BG Klip INPR. BG Doomsday INPR. GN BigDady image. FA Paladin sound. FA Stelek extracted midi. RA Zeus image. Membership: 310 as of 10/31/99.)



The SSD Avenger orbiting Aurora, as seen from a Tau Squadron A-9b Vigilance Interceptor cockpit...
(Photo: Created by VEELON, 1995)

Now that the EH had a home planet, we needed someone to govern it...

PLANETARY GOVERNOR OF AURORA APPOINTED!

The Fleet Commander has recently appointed the new Imperial Planetary Governor of Aurora. Governor Pendragon - PG/Pendragon/Aurora (KSMJR@aol.com) promises to be an excellent choice for this Support Position for the EH Fleet. Since the Aurora System serves as the home port for the Emperor's Hammer, peaceful relations with the Aurorans will be crucial in the upcoming months. Our critical resources can not be spared on quelling rebellions on Aurora. Besides, the Fleet's attention will soon be turned to the Phare System.

Consequently, Governor Pendragon will be accorded any aid and professional courtesies required to complete his assigned tasks. Initially, Pendragon's duties will consist of organizing the Imperial Security Bureau's operations planetside and consolidating all known maps and Imperial Garrison forces on Aurora.

It should be noted that Fleet Admiral Paladin (GM/FA Mstr Jdi/Lich V) is also the Governor Plenepotary of Aurora's single, lifeless moon, Eos. It's garrison forces are under the direct command of the Grand Master and Dark Council of the Dark Jedi Brotherhood.

(NL 27 highlights: Updated Rank Insignia by AD Melan Pyr. Pendragon appointed first Governor of Aurora. GN Leo INPR. BG Anakin INPR. GN Nazgul INPR. Fiction by AD Melan Pyr. Fiction by VA Crandall. CEO Bill midi. FA Tav Briel'lya image. GN Crona image. BG Klip image. GN Dan/RA Veelon image. GN Ace image. GN Claw image. GA Ronin Systems Manual. Membership: 380 as of 12/6/95.)

One of the most exciting things about the Emperor's Hammer has long been the slicing of new technologies. With the release of TIE CD, a problem was found; it used a completely different file structure than TIE Disk, so none of the Fleet's many custom fighters could be used. Until this...

NEW TECHNOLOGICAL BREAKTHROUGHS REPORTED BY CORPORATE DIVISION!



Research personnel at Dagger Engineering Systems PLT facility in the Aurora System...
(Photo: TIE Fighter CD, LucasArts, 1995)

The diligent efforts of the Corporate Division have finally begun paying dividends to the Fleet. Not only are many new Corporate Picket Fleet Fighters being designed and produced, but with this issue of the Dark Sentinel, the Fleet Commander proudly announces two exciting new developments recently reported by Dagger Engineering Systems (DEC).

First, thanks to the efforts of CEO/Dan/DEC, the Emperor's Hammer mission designers can now edit the fighters in TIE CD so that the previously posted EH Fighters (NL #23) and new prototypes can be used in TIE Fighter CD. New versions of TIECD fighter editors (i.e. UGE based) are being developed as you read this Newsletter. However, please refer to the File Archives Section of this Newsletter for preliminary edited fighters that have already been previously posted.

Second, once again, CEO/Dan/DEC has provided us with another monumental technological breakthrough. We now have the capability to edit inflight graphics for fighters played in TIE Fighter (disk version). This will include new fighters (such as DEC's TIE Sphere, attached to this NL) and old favorites, like the Rebel XWings and AWings...Both CEO Shekinah and CEO Dan have submitted updated files for this NL. It is HIGHLY recommended that all readers review them.

For his recent technological advancements, CEO/Dan/DEC is to be awarded the Imperial Cross, an almost unheard of honor to be bestowed upon non-EH pilots. In addition, CEO/AD Shekinah/SW will receive entrance into the honored Grand Order of the Emperor for taking some of CEO Dan's work and expanding on it (especially the TIE Guardian for TIE Fighter CD...:) The recent work of DEC and Shadow Works is a credit to the Imperial Navy.

NL 28 also marked the first time a MASSIVE amount of files was included in the NL. From maps to pictures and missions, NL 28 was in some ways the true predecessor of the modern NL.

(NL 28 highlights: TIE CD sliced for edited ships. PG Pendragon fiction. LG Crona fiction. GN Stryker fiction. Poetry by GN Tybolt. DB Robe system created. Adept Goatboy fiction. First original HF Dark Forces mission. First edited graphics on EH ship. FA Renegade fiction. PG Pendragon image. GN Baudking image. CEO Dan UGE file. BG DanMan homepage instructions. RA Anakin images. FA Molman video file. CEO Shekinah UGE modules. Membership: 528 as of 1/7/96.)

The best place to find the most current info on the Fleet is on the domain site. Before the site existed, however, communication and news events were handled primarily through e-mail and the monthly NewsLetter. With NL 29, the Grand Admiral finally founded a site of his own. This site would later mutate into the domain as we know it today.

GA Ronin opens the Office of the Fleet Commander WWW Site...!



The Fleet Commander, in his Ready Room, receives a communique from the ISB Liason Officer, General Johann Kane, via scrambled

Holonet transmission...
(Photo: TIE Fighter CD, LucasArts, 1995)

The Fleet Commander is proud to announce the opening of a new WWW Home Page, created and maintained directly by the Fleet Commander. In order to reduce significant online and email delays between Command Officers and Members, the Fleet Commander started this site to post new announcements and, in the future, the latest issues of the EH Newsletters and EH Pilot Manuals...It is recommended that ALL Members (AOL and Internet) wishing to keep current on the EH, visit this site regularly. However, please be advised that this site in no way replaces the Main EH WWW Site (maintained by ScotP@aol.com) which is the primary focal point of the EH presence on the Internet. The Office of the Fleet Commander is merely intended to supplement and support it....

The URL of the Office of the Fleet Commander is at:

<http://members.gnn.com/garonin/ronin.htm>

It should also be noted that this WWW site contains the latest Memorandum straight from the Desk of the Fleet Commander...These Memoranda (to be released every couple of days) will contain the latest breaking events, Command Officer changes, Fleet announcements, capital ship additions, NL release dates, etc...In addition, the Office of the Fleet Commander will occasionally present "spotlights" on new and interesting Star Wars or TIE Fighter WWW sites found in the FCs travels...

The Hammer was still growing at an incredible rate. With the growth, new Star Destroyers were needed to house all the pilots...

ISD Challenge activated!

Now the day has finally come. The ISD Challenge is complete. Crona Imperial Technologies has done a fine job building it and they have build it in record time.

The ISD Challenge is now ready for battle and it's heading for the Aurora System.

To celebrate this there was a reception held on the Challenge hosted by Rear Admiral Brett ISD Challenge COM and Lieutenant General Crona Wing V Wing Commander who had invited the Command Officers and the Flag Officers of the Emperor's Hammer Elite Strike Fleet to join them aboard the ISD Challenge until it had reached the Aurora System. Here is a schedule of what happened during the day.

10:00-11:00,

All the invited Officers arrived in waves to the highly secret base. The Fleet Commander Grand Admiral Ronin arrived last of all the other officers and a short reception in his honor was held. He was escorted by the Honor Guard members that were currently stationed aboard the SSD Avenger. Soon Omega Squadron landed in the hangar and they also began escorting the Fleet Commander.

Unfortunately, CIT CEO Patrick could not attend because of other projects.

11:15-11:45,

Rear Admiral Brett held a speech.

"Welcome, welcome fellow officers of the Emperor's Hammer, to the ISD Challenge!" The Rear Admiral was standing on a podium that had been put up in the hangar bay. In front of him was a rather small crowd. All the other COM:s where present. VA Zeus, RA Goatboy and FA Tav Briel'lya as well as all the other WCs, elements of the FC's Honor Guard and of course Grand Admiral Ronin himself and the rest of the Command officers. Since Crona's recent devotion to the Dark Brotherhood he had insisted on inviting the Dark Council as well, by inviting all the high ranking officers major parts of the council was already there so why not have the whole Dark Council here Crona had argued. Of course Brett had nothing against the Dark Council nor it's presence. He just wanted the WC to answer why he wanted them there. So now Lord Paladin, Grand Master of the Dark Brotherhood and the Krath Priest himself, Master Melan pyr. Not forgetting that the planetary governor Pendragon also was there.

He continued "I RA Brett and LG Crona has invited you here to spend the approximately 24 hours it will take to go to the Aurora system when we leave in a while. I hope you all will enjoy your stay now I leave the word to Lieutenant General Crona." He said and stepped down.

Lieutenant Crona held a speech.

"Thank you Rear Admiral Brett" Crona said; after that he had walked up on the podium. "I would also like to thank you all for coming, I'm very honored by your presence." he couldn't believe it, all the high ranking officers of the EH with probably much more important issues on their minds actually were interested in what he might have to say and paid attention.

"During your stay here, you will be shown the advances CIT has made in technology that makes this ISD better then any other ISD. But before this I believe Grand Admiral Ronin wanted to say a few words."

Grand Admiral Ronin says a few words.

The GA walked over to the podium, Crona stepped down and they looked at each other briefly and then saluted. The Grand Admiral stepped up.

"Thank you Brett and Crona! Since this will be in our Newsletter I would like to say that Brett and Crona have done a fantastic job in bringing their ship on-line, but I know that without the many brave pilots under their command it wouldn't be possible. But good leaders are hard to find and to find two that work well together is almost impossible, but Brett and Crona certainly are one of those teams and with them at the controls of this ISD, I'm sure they can accomplish anything. Nothing will ever stop them if they set their minds to it!" Applause went through the hangar bay both from the invited officers and bystanders in the background.

12:00-12:30,

The Official naming of the Challenge

Now it was time for the official naming of the ISD Challenge. A Zero-G stormtrooper was equipped with a champagne bottle and was sent out to crush it to the aft hull. When the stormtrooper was in position, GA Ronin went over to Brett and Crona who watched the stormtrooper in a holonet that was linked up with the starfighters that passed by. Ronin handed Brett a diploma.

"This diploma is evidence that this ship's name is the ISD Challenge and other info. The

diploma is signed and ready, all it need's is mine, Brett and Crona's signatures." GA Ronin said.

"Thank you Grand Admiral Ronin, I hereby name this ISD we stand aboard the day of Seventh February of 1996 to the Challenge and that this day will be it's birthday!" He said and signed the diploma, and handed it over to LG Crona who also signed it. Then LG Crona handed it back to the Grand Admiral who briefly looked it over and then signed it. "Fire!" Brett shouted and the stormtrooper slammed the bottle into the aft hull right into the missile launcher where it immediately broke. Then the turbolaser batteries sprang to life, firing straight up. But only the ones in the aft section were more or less viewable from the bridge.

12:45-13:00

A dinner reception in the ISD Challenge's Cantina was held. The Cantina had, for the occasion, been modified with a long table. Our sources report that several toasts were made for RA Brett, LG Crona, GA Ronin, the ISD Challenge and the EH in general.

13:00-16:00

Now our sources report that the officers began walking around the ISD Challenge to explore the new ISD. Mostly in the Cantina and in the training facilities. In the game section of the Cantina it is rumored that the GA wanted to test a Tie Simulation chamber created by CIT. It is much similar to the one in the Combat Chamber, but this one is much smaller and several of them are linked together providing that you can fly head-to-head. And some of them were special so you could fly a capital ship in them. Our sources says that Imperial team was: Grand Admiral Ronin as a T/D pilot, LG Crona as T/D pilot and GA Ronin's escort and RA Brett as ISD Challenge COM.

The Rebel Team was: SA Adams as T/D pilot, FA Havok as T/D pilot and Admiral Yoni as COM over a MC80. The outcome of the battle is still unknown but it is rumored that the Grand Admiral had an unusual happy smile and was chuckling to himself. And saying something like "I still got it..."

When the rebel team exited their simulators, SA Adams complained about FA Havok's steering abilities, and he in his turn complained about Admiral Yoni's so called fire cover, who in his turn said "Hey! It's not my fault that a MC80 lacks everything from decent equipment to shields and lasers!" Who was overheard by Fleet Admiral "Pappy" Renegade that didn't like Admiral Yoni's point of view at all.

"Hey, would you say that the CRS Despot lacks everything? huh!" Pappy snapped at Yoni who was still complained about by Havok. This resulted that he snapped back "Doesn't it?!"

"You you...grrr, I can't help you lack the ability to control one, or any capital ship!"

"Why don't you take and hover away from here." He said.

"Yeah, sure Yoni, you couldn't lead a SSD to victory against a simple corvette!" Havok said.

Then it was Sector Admiral Adams turn "Look who's talking! Havok it doesn't matter if you had the whole Imperial fleet's fire cover you can't even steer your fighter so you would have been shot down anyway by a rookie rebel!"

Havok was preparing for a very nasty complaint but then he heard the familiar chuckling and he dropped those thoughts.

"Well, well isn't it the "rebel" team that sure aren't bad losers. Face it gentlemen I'm still the better than any of you!" he said and chuckled to himself. Then he turned to Rear Admiral Brett and Lieutenant General Crona, good job, we'll have to do this more often won't we? And I would also like to say that the rebel team gave me the finest and hardest challenge I

have ever been faced! And I'm sure glad all of you are on the Empire's side!" The Grand Admiral said causing the rebels among them to ease up a bit.

"Oh, well Havok, I'll have to reconsider now that we were flying against our GA and your steering abilities kept us alive a bit longer." Sector Admiral Adams said.

"No problem and you were flying pretty good yourself! And you were flying well too, Yoni! Considering that we were outgunned by a ISD and the GA himself."

"Thanks! Well, Pappy MC80s aren't so bad after all." Admiral Yoni said.

"For once your right Yoni! I watched your battle, you handled a MC80 pretty well." FA

"Pappy" Renegade said.

"Oh, sirs I think you all are superb pilots and BIG assets to the Emperor's Hammer, and we'll with you sirs controlling the fleet, we pilots and flag officers know we are in good hands, thank you. I would also like to thank you all for being a part of the first mission played on these machines, thank you and now drinks are on the house!" LG Crona said.

"I totally agree with Lieutenant General Crona, here. What would we do with out you guys? Please come with me!" RA Brett said.

In another part of the ship in the training facilities, Lord Jedgar Paladin and Master Melan Pyr had found a chamber for Jedi training where they had begun a lightsaber duel.

"With the average growth of the DB, and that we might have to send envoys more often with Imperial ships it's rather smart to have a Jedi training facility aboard. So our envoys won't get bored or something else." The retired Admiral Master Melan Pyr said and evaded some well placed slices from the Grand Master.

"Yes..." And evaded Pyr's lightsaber sweep. "Yes, I agree, it's better for them to train here or then to sit in the bar or to train at normal facilities that wouldn't give them the specialized training a Dark Jedi needs.

VA Doom, RA Anakin and VA Threat where engaged in a furious "fake" blaster battle in a chamber that was covered with darkness and small corridors. It had been built for stormtrooper training and for Jedi training. Suddenly VA Threat's armor data pad registered a hit. He was dead.

"Damn, who was it, who was it? Suddenly Rear Admiral Anakin sneaked up to him "You're dead?"

"He sure is!" A voice said in the darkness of a corner and RA Anakin's armor data pad registered a hit. He was also dead.

"Ha ha ha! Got you both!" Vice Admiral Doomsday said and left the shadows. "Yeah, sure, we didn't expect anything else, with you reconing in all various dark places getting dirty you should have more experience with this sort of thing. I and Anakin here, well, we are more creative and civilised."

"Yeah, sure you get real civilized listening to 500 complaints a day. But anyway loser pays the drink as always."

"Yeah, as always... you pay Anakin!" Threat said sweeping of some imaginary dirt on his left knee."

"What me? You died first as always you pay!" Anakin answered.

"Ok, ok I'll pay but only because I let you guys win." He said and grinned.

Anakin and Doomsday laughed...

16:15-18:00

Now they all stood on the bridge. "As we promised, now are we going to have some demonstrations of the ISD Challenge's improvements." Rear Admiral Brett said.

"Very nice graphical viewers" RA Anakin commented.

"Yes, new from CIT!" LG Crona said.

"Anyway, you are all aware of the problem with holding tractor beam locks. Esp. with the scenario of a light freighter who suddenly explodes and a X-wing comes out of it and escapes to hyperspace." RA Brett continued.

"Yes, very..." The Grand Admiral said remembering those times very important rebels had escaped thanks to incompetent tractor beams.

"Let me demonstrate." RA Brett said and a light freighter came out of hyperspace. "Just as a note all ships that are in the demonstrations are ships that were held at this base. As you can see, our tractor beams have locked on and are pulling it towards the hangar remarkably fast." RA Brett said. All the officers looked out from a viewport and saw the freighter being pulled faster than ordinary to the hangar. Then it exploded and a X-Wing and A-Wing came out of it. The pieces from the freighter would have made it impossible to obtain a lock, but still the X-wing and A-wing suddenly slowed down and was slowly being pulled to the hangar.

"How, is it possible?" The Grand Admiral asked.

"It's really quite simple, the computer senses any new large presence, or something that is large enough to be a starfighter and it pulls it in." RA Brett proudly stated.

The invited crowd in the bridge attained a murmur, that suddenly stopped, eager to get the next demonstration. Suddenly a flight of B-wings appeared out from hyperspace at 5 km quickly engaged the ISD.

"All, these B-wing starfighters have been loaded with either heavy bombs or heavy rockets!" RA Brett said as the B-wings started to launch their ordinance on the ISD Challenge. RA Brett waited a few seconds "Fire!" he said loudly and bursts were heard, the officers that had been looking out the right viewport now turned their eyes against the aft viewport right forward. They saw adv. concussion missiles being launched with about 3-5 seconds between. They all hit their targets that were the bombs and rockets. "As you can see we have upgraded the launcher and targeting computer. As you also can see is that some of the bombs and heavy rockets still are approaching us!" They all watched as the rockets and bombs came closer and closer.

RA Brett waited until there was about 15-20 seconds until impact with the first rocket.

"Evasive!" And they all felt how the ships engines fired up and begun putting the ship in a leaning position so the forward part of the ship pointed up. In about 50 degrees the ship stopped. By this time the rockets and some of the bombs had passed under them. Soon they exploded.

By then the B-wings were coming in to open fire. Then the ISD Challenge's turbo laser batteries turned to life. And quickly destroying most of the B-wings and the rest were tractor pulled to hangar. "As you noticed, the lasers have been modified and acquired more fire power and accuracy. We have also added about 10 turbo lasers, 10 turbo laser batteries, 5 ion lasers and 2 tractor beams. The ISD Challenge has also been built to be rather easy to modify in the future, or for special missions. That's all for the demonstrations. You are free to do whatever you want aboard the Challenge until we arrive at Aurora. Thank you all!" RA Brett ended and afterwards followed applauds.

Respectfully submitted by

Lieutenant General Patrick Crona
Operations Officer Assistant
Medical Officer

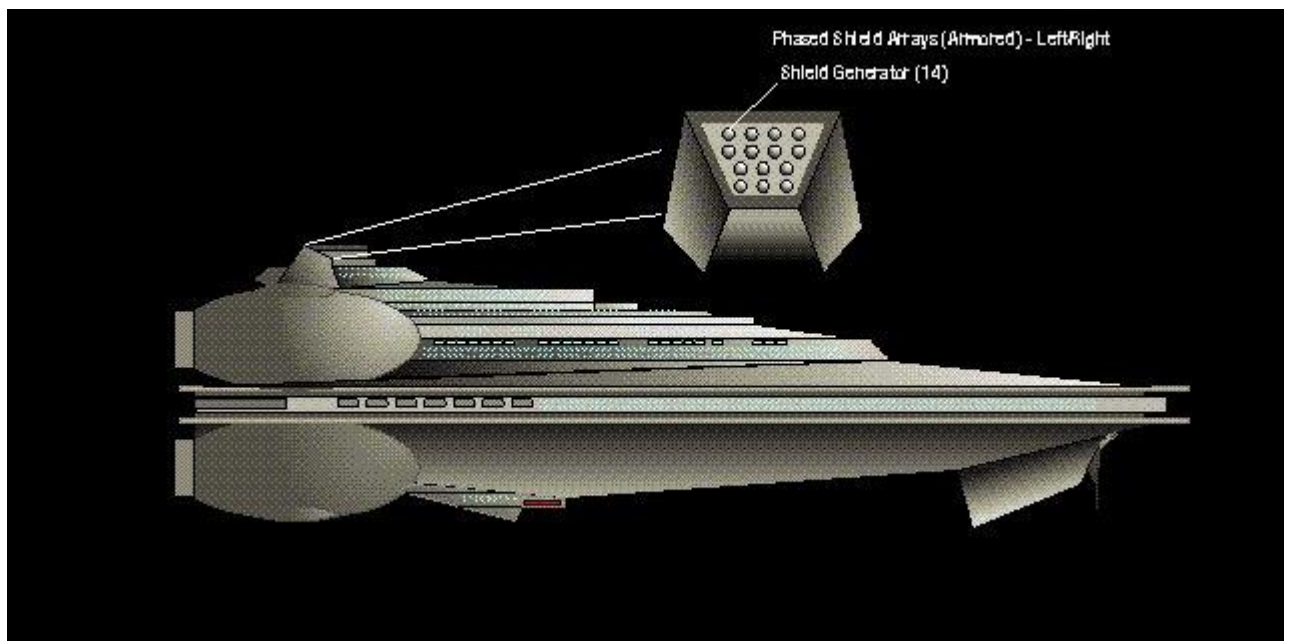
Wing Commander
Emperor's Hammer Elite Strike Fleet

Thanks to CEO Patrick/CIT who provided me with the Challenge's upgrades.

(NL 29 highlights: FA Renegade retires. GA Ronin interviewed by LG Compton. LG Crona fiction. BG Klip fiction. MG Caesar INPR. GN Sarkis fiction. Master Pyr fiction. GNs Lace and Brie fiction. RA Anakin midi. VA Doomsday EH FAQ. RA Anakin Uniform help file. BG Zlatan image. BG DanMan IW Training Manual. FA Pyr images. LG Compton TIE goals help file. LordExar image. CEO Dan EH title page for TIE. Membership: 595 as of 2/4/96.)

Even with two new ISDs, the Hammer needed more room to grow. The Grand Admiral had mentioned the existence of the Sovereign-class Super Star Destroyer months earlier, but hadn't said whether or not the EH would be getting one. Until now...

NEW EMPEROR'S HAMMER FLAGSHIP COMING SOON...!



The future Emperor's Hammer Flagship, the 15 km long SSSD Sovereign...!!!
(Photo: Created by Shekinah@voicenet.com, 1996)

FLEET COMMANDER'S NOTE:

Below are presented the proposed specifications for the new SSSD Sovereign, flagship of the Sovereign-class...The Fleet Commander was recently notified via tight-beam transmission by Grand Visier Pestage that the Emperor's Hammer was to get this "gift" from the late Emperor to further the Imperial cause and provide a fitting flagship for the Fleet. It is anticipated that this vessel will take 1 to 2 months to transfer to the Aurora System, along with the three Support Platforms (the Triad) required to tend the SSSD Sovereign. It should also be noted that the Grand Visier has informed the Grand Admiral that the other Sovereign-class vessels will serve as flagships for other promising Fleets throughout the Empire. However, the Emperor's Hammer is to get the first ship in the class. Until this time, the SSD Avenger will continue to serve as the Flagship for the Emperor's Hammer Strike Fleet...

The Sovereign-Class Super Star Destroyer (SSSD), as excerpted from the Dark Empire Sourcebook; Michael Allen Horne; West End Games; June, 1993; pp. 87-89)...

The Sovereign

A less powerful design of the Eclipse-class has been created named the Sovereign-class (it still overwhelms the original Super Star Destroyer design). The Emperor envisioned a fleet of these vessels. The first of the line is the Sovereign. Other potential ships in the line include the Autarch, Despot and Heresiarch.

Unlike the Eclipse, the Sovereign-class only carries 35 squadrons of fighters and five of Bombers. [It should be noted that the Emperor's Hammer will be making some slight modifications to the Sovereign to allow a total of 42 TIE Squadrons...(7 Wings of TIEs...!)]

There are also 75 AT-ATs, two full legions of stormtroopers, and 5 full garrison bases stowed on board to meet any planetary assault needs.

The Axial Superlaser

(E-Mailed by Md128m@aol.com)

The main weapon aboard the SSSD Sovereign is the axial superlaser...a spine-mounted superlaser modeled on the main weapon of the Death Star itself. The Death Star's prime weapon was composed of eight individual lasers that could focus together, generating enough power to destroy an entire planet. By comparison, the Sovereign carries only a single laser, but recent focussing and generator advances make this ray much more powerful than the units used on the Death Star. The beam packs enough destructive power to shatter the most powerful planetary shields and sear whole continents in a flash.

The axial superlaser can be fired up to eight times per day at nominal charge and once per day at full charge...A full charge would destroy any planet in the Galactic Empire...

Imperial Gunners are some of the best trained fixed-mount weapon specialists in the Empire. Their advanced tactical combat training and enhanced targeting systems in their helmets make them extremely accurate and deadly foes. It takes one full regiment of Imperial Gunners (approximately 1,000 gunners) working simultaneously to fire the Axial Superlaser under normal combat conditions.

The Dark Brotherhood was the first Sub-Group, and has almost always been the largest. The ways of the Dark Side are mysterious indeed...

The Rites of Initiation

HRLD/Master Melan Pyr/DH-Eos (RBKugel@gnn.com) 2/96



The Grand Master accepts an Apprentice into the Ranks of the Dark Brotherhood in the depths of the Dark Hall on Eos...
(Photo: TIE Fighter CD, LucasArts, 1995)

The initiation of an apprentice into the fold of the Dark Brotherhood has always been shrouded in mystery. For the first time, the events of this ceremony are revealed, offering all, a glimpse into the horrific rites of passage of those who embark on a life on the Dark Side.

An electrically sounded gong reverberates along the walls of the Great Hall. Grand Master Paladin stands. The members drop to their knees, while the Dark Council bow their heads. The Grand Master Exits through the chamber door behind his High Seat.

Next, the members of the Dark Council stand in unison, and proceed through the exits to the left and right, with only the Master at Arms, Master Maehl remaining within the Great Hall.

The gong sounds again, as Master Maehl watches the membership stand and file out the exits, leaving only the handful of applicants kneeling in the rear of the Hall.

The MAA motions for them to rise and follow. The Master and the applicants continue through the corridors, and enter a large room so dark, almost nothing can be seen. The applicants can only faintly glimpse the shapes of hoods, black against black, here and there as lit from the hall behind them.

The First Sacrament: Combat

As they enter, the large door slides shut towards the center in six parts, and locks with a resounding boom, causing each of the applicants some nervousness.

Out of the dark, Master Maehl approaches the first applicant, and pulls him toward the room's center. He presses a plasteel pole, two meters in length, into the applicant's hand, and backs away into the darkness.

The room is still, then suddenly, a snap-hiss and unholy hum with its eery light slice through both the silence and the darkness. Standing before the applicant is a Dark Jedi in full Sith regalia, whose face is hidden behind a crimson shallern. The Dark Jedi slowly sweeps the glowing red blade of the lightsaber through the air as he approaches the applicant.

The Applicant, with no other weapon, lifts in defense, the pole he'd been handed. The Sith approaches slowly and swipes at the pole. A small rod of plasteel, glowing orange on it's severed end rattles across the floor.

The horrified applicant continues to point the pole at the approaching menace. Once again, a hum, a slice and a rattle, and the pole is shorter. Again and again this happens, until the heated stump almost burns the applicants hand.

Those who fall to their knees are cut down on their knees, but those, like this applicant, who bravely throw what's left of their pole aside and accept their fate, live to see the Sith's glowing blade retract into the darkness.

The Second Sacrament: Sacrifice

The relieved applicant, now feeling he has only just returned to his body, is drawn to an area of the room lit by purple flood lights. He sees what he believes is one of his fellow applicants, laid out upon a slab of marble. Out of the darkness the Master at Arms appears again, this time placing a long, strangely designed dagger in his palm.

He hears a voice in his head, and he knows what he is expected to do. He approaches his fellow applicant, knife in hand. Should he refuse to kill the helpless one before him, he himself would lose his life, of that he was sure.

He knew that any goodness with which he entered this Hall this night would be extinguished in the Darkness with the act he was about to commit. He steeled himself within and raised the blade. He could see its shine reflected in his comrades pleading eyes. Then, in one powerful thrust, he plunged the dagger's blade into the chest of the sacrifice so hard that he felt the tip of the dagger break against the marble beneath. Oddly, no sound nor wail was heard, as the room fell back into inky blackness.

The Third Sacrament: Communion

From the opposite corner of the room, a large transparent urn was lit by white light from the floor. The Urn stood upon a metallic base 1.5 meters high. The urn itself was a narrow cylinder at least two meters in height. It seemed to be filled with a frothing red liquid that splattered against the container and ran in sheets along its sides.

Krath Priest Pendragon appeared from the darkness into the light around the container. With a sweep of his hand, the pedestal upon which the urn sat, opened, revealing a softly lit cabinet and a black chalice stored within. The red substance from the urn began to drip into the cup. When it was about a quarter filled, the Krath Priest removed the chalice and handed it to the initiate.

"This is the Lifeblood of the Dark Brotherhood of the Jedi. Each of us has contributed in his or her turn, to the life in this nectar. Drink of this, and all of us shall be a part of you, forever."

The Krath Priest handed the initiate the chalice, and he drank it down. It was more than blood... it seared his throat, and burned as fire in his stomach. The Force that boiled within each drop of it coursed through his body. His head swooned, but he somehow managed to keep to his feet.

The Priest pulled a knife from his robes and drew its razor tip down along the left forearm of the initiate, pulling it through the Secret Order tatoos, and bathing them in blood. The Priest held the chalice beneath the bleeding arm, and caught the flow into the cup. He then returned the black chalice to its cabinet.

The initiate's blood in the chalice rose in large droplets back into the urn above it. When the cup was clean, the door to the cabinet slid shut and the area returned to darkness.

The initiate felt the Priest run his hand along the wound he'd made, and sensed that somehow, the gash had been closed.

The Fourth Sacrament The Oath of Servitude

At the head of the room, red lights fell upon the figure of the High Priest of the Krath, Satel Keto in the body of Master Melan Pyr. His sickly green eyes glowed like back lit emeralds. He was clothed in the raiment of the Krath, with its broad ornate collar behind his hooded head.

"Approach young apprentice!" he demanded in a terrifying voice that seemed to come from every wall. The apprentice walked towards the High Priest, and as if two mighty hands fell upon his shoulders, he was forced to his knees.

"You come to us seeking fellowship. You come seeking knowledge only we can impart to you. You have demonstrated the worth of your soul this eve. You have shown courage and ruthlessness, and you have drunk from the Lifeblood of the Brotherhood."

"Now! Swear you to serve your Masters!"

"I do swear, Master"

"Swear you to give your life forever to the Dark Side"

"I so swear, My Master"

"Swear to stand forever and ever with your brothers and sisters of Darkness!"

"I swear it, Master"

"Rise initiate!"

The initiate rose and placed his forehead under the High Priest's hand. The Force slammed into his brain and knocked him to his back.

Recovering, he stood again in total darkness, yet now somehow, he saw more clearly in it. The glimmer of Force sensitivity within him seemed to allow him to see things his own eyes could not discern.

He felt the presence of Protector Caesar, the Assistant Herald, place the white robe of an Apprentice upon his shoulders, and then felt him walk away.

The Fifth Sacrament The Marking

Suddenly, within a spotlight from above, stood the awesome image of the Grand Master of the Brotherhood, clothed in black from head to toe. The apprentice fell once more to his knees and instinctually held up his left arm. The sleeve of this robe fell, and he could see that the wound from the knife, as well as the tatoos he had earned as a member of the Secret Order of the Emperor, had completely disappeared.

The Grand Master lifted his hands and Force Storm coursed from the tips of his fingers to the apprentice's arm, branding the first shimmering green tattoo he will receive as a Dark Brotherhood member.

The Final Sacrament: The Oath of the Apprentice

The Dark Council members all appeared behind the Grand Master.

"Apprentice, repeat these words", demanded Deputy Grand Master Havok...

"I am the Heart of Darkness. I know no fear,"

"I am the Heart of Darkness. I know no fear." he replied.

Then Head Master Ronin, in a booming voice uttered...

"but rather instill it in my enemies. I am the destroyer of worlds."

And so the Apprentice repeated.

Then Master Pyr, now master of his own body added...

"I know the power of the Dark Side. I am the fire of hate."

And the Apprentice recited word for word.

Master Maehl, Master at Arms then followed...

"All the Universe bows before me. I pledge myself to the Darkness."

And the Apprentice replied in kind.

Finally, Adept Crona, Chancellor of the Brotherhood concluded...

"For I have found true life, In the death of the light."

And so swore the Apprentice.

The Rite of Initiation was over for him. Other applicants would follow in his footsteps, men and women, facing the same ordeal, each alone.

He was carried from the room to a chamber where he would be allowed to recover from his ordeal. When he awoke, he would awaken as a Member of the Dark Brotherhood of the Jedi.

(NL 30 highlights: Existence of SSSD Sovereign revealed. Iron Star created for winners of Fleet piloting competitions. VA Jac fiction. RA Brett fiction. BG Sarkis fiction. BG Sarkis INPR. GN Murdock fiction. GN Deathwatch fiction. BG Abaddon INPR. DJK Barton fiction. PG Pendragon fiction. BG Zlatan images. GN Blake images. FA Tav Breil'lya image. CEO Ace image. GN Ray image. BG Dactyl image. LordExar image. GN Ghost image. FA Paladin Pilot Wings. RA Anakin animated cursors. RA Anakin midi. CEO Zorban UGE module. Windows Sabacc by Dave Sanborn. Membership: 828 as of 3/3/96.)

[...continue...](#)

[...previous...](#)



The SSD Avenger, former Flagship of the Emperor's Hammer, currently in orbit above Eos, awaiting her new crew of Dark Jedi..
(Photo: E-Mailed by Dactyl@aol.com)

First it was the ISD Avenger. Then the SSD Avenger. With NL 31, the Fleet's flagship officially became the SSSD Sovereign - one of the largest ships ever created for the Empire.

SSSD Sovereign Super Class Star Destroyer

On April 12, 1996 at 06:30 Imperial Standard Time (IST), the SSSD Sovereign and her tender Platforms, The Triad (see NL #30), exited hyperspace above Aurora Prime. Over the course of 48 hours, Emperor's Hammer personnel and equipment were transferred to the behemoth Flagship. The site above Aurora was spectacular...In one of the largest military logistical operations ever engaged in by the Hammer, hundreds of thousands of EH Imperial Naval crewmen, pilots, command staff, technicians, etc. were ferried over from Sovereign Base on Aurora Prime and the SSD Avenger to the SSSD Sovereign being fueled at the Triad in high orbit. Even as Sovereign Base in Europa was being dismantled, thousands of shuttles, transports, and personnel carriers were exiting in and out of orbit between the Sovereign and Europa. Following completion of the EH transfer, the EH Operations and Logistics Officers estimate the Sovereign will be combat ready within the week.

The former Flagship of the Emperor's Hammer Strike Fleet, SSD Avenger, will be ferried over to Eos where the Dark Brotherhood will take possession of her as their new Flagship for the largest, most successful SubGroup in their nefarious plans...

In typical unannounced fashion, The Supreme Prophet of the Dark Side, Kadann (see A Guide to the Star Wars Universe, Bill Slavicsek, Del Rey Books, 1994, pp. 249-250), arrived on Aurora Prime and reportedly spent over 6 hours with the Fleet Commander in "private conference". Although one can only guess as to what was discussed, there are rumors in the Emperor's former Inner Circle of Advisors that Kadann may have plans to assume control over the remnants of the Empire. Apparently, he seeks the aid of the Emperor's Hammer Strike Fleet...(?) The following was presented on Kadann in A Guide to the Star Wars Universe:

"Kadann, the Supreme Prophet of the Dark Side, is a human dwarf with a black beard. Those who wished to lead the Empire after the Battle of Endor sought Kadann's dark blessing to make their rule legitimate. He often issues mysterious prophecies made up of nonrhyming, four line verses to Imperial leaders. The Alliance studies these prophecies for insight into what the Empire might be planning. Kadann assumed leadership of the Empire for a brief time after the Battle of Endor."

Kadann's prophecy issued on the SSSD Sovereign (4/12/96)...

We see the light, and it comes from high
Keeping its distance, from the night sky
Hoping to last, and shine free like the bird
And not to die among the words that are heard.

The might and power will return!

As Submitted by:

\\//
=GN () Distant=====

- CMDR/BG Distant/Cheth-1/SSSD Sov
Poet Laureate of the Emperor's Hammer

One of the most unique things about the Emperor's Hammer has always been the wide range of the ages of its members. The EH typically has members ranging from 10 or younger to those in their 50s. With the older members, things like marriage are bound to happen sooner or later. So are births...

FA Havok has a son...!!!

Subj: Addition to the Fleet!!!!!!!!!!

Date: 96-04-12 23:10:09 EDT

From: FA Havok

The Rebellion is doomed!!!!!!!!!! Shock waves rippled through the Force because at 12:04 PM DST, on 4/12/96, Matthew - (a.k.a. Havok Jr.) was born. 8lb. 4.4 oz. Mother and child are doing fine after only ~12 hours of labor. Not bad for a first child.

The father needs a drink though!!!! Pappy, warm up the taps and break all of the bottle seals! I'm buying!

If someone could write something up for the NL, I'd appreciate it.

TAC/FA Kreeayt Havok/CS-3/SSSD Sov, Drag. (ret.),
MoH/GoE/SS/SS/MoT/MoI-gc
Deputy Grand Master [DGM] "Sith Master"

...Father extrordanaire, if I do say so myself...:)

CA:TAC/VA Compton/SSSD Sov

Havok, Jr.

Fleet Admiral Havok was, for the first time in his career, shaking like a leaf.

"Compton, what do you think you're DOING?!?"

Newly-promoted Vice Admiral Compton swung the two-seated ship around and fired at a

Rebel X-Wing.

"I'm TRYING to get you to your wife in one piece, hopefully in time to see your kid born! Now shut up... sir!" Compton grinned, and not just because he had reason to yell at his superior (which he had ALWAYS loved getting away with), but because the X-Wing he was working on finally went up in a cloud of dust.

And to think, it all started as a routine flight.

Havok's wife was due to give birth to their first child on Friday. Since the Imperial Navy does not allow families onboard ships (not even for the ranking officers), Havok had to be flown back to his home planet to watch his child be born. This was a good thing in any case, since he hadn't been back to visit the homestead in about four months, and he was REALLY beginning to annoy the other Command Officers with his constant talk of how much he missed his wife. Since it's customary for Command Officers to have someone pilot them on such a flight, Compton volunteered. Even though Havok was the original Top Ace of the Emperor's Hammer, Compton thought that Havok might be a little preoccupied with the impending birth. And besides, the Sovereign had just been activated, and neither officer was too eager to be caught in the rush to get aboard her. The pilots were taking their time leaving when a message came over the holonet: Havok's wife had entered labor.

So they quickly borrowed a TIE Phantom (since Compton insisted on having a fighter that had two seats) from the Avenger, and set out for what should have been a relatively short trip through hyperspace. As soon as he flipped on the cloaking device and activated the auto-pilot, Compton reached into his flight bag and pulled out a bottle of exotic booze, stating that Havok looked like he could use it.

Sure enough, he could. Havok was feeling a little guilty that he wasn't there to share in his wife's pain. And he was more than afraid that he'd miss the birth altogether. Compton plotted a course that would take them out of hyperspace VERY close to the planet itself. Although Havok objected to it, Compton threw him a sly grin, and told him to trust in the Dark Side. They had gotten most of the way through the bottle before the ship popped out of hyperspace twenty minutes from the planet.

They landed, the child was born, Rebels raided the hospital. Havok was shot in the leg. Suddenly Havok, Jr. rose from his mother's arms holding a heavy blaster and shot all of the Rebels. Then Compton woke up.

Compton left it on auto-pilot and kicked his legs up onto the console. Havok, a little more relaxed, told Compton that he shouldn't fly like that. Compton laughed.

And then spit out a mouthful of booze as a Rebel heavy-scouting patrol (3 Xs, 2 As) popped out of hyperspace 2 klicks to the Phantom's starboard. Jerking his legs back, Compton finished his drink in one gulp, and placed his hands near the controls.

"They're moving into attack formation" Havok said.

"No they're not, boss. We're cloaked."

"Yes, they are, Jahn. Get us down. QUICK."

"We're cloaked."

An X-Wing opened fire on them.

The Phantom bounced from the hit. Jerking the Phantom around, Compton swore at himself.

"I must have switched off the @\$%ing cloaking device when I kicked my feet down!" Compton swung the ship around, and targeted an X-Wing.

"Turn it back on!"

"I tried already. The idiot must have hit the cloaking device on his first shot."

"Nice shooting."

"Not really," said Compton through clenched teeth. "This sort of thing ALWAYS happens to me." He spun the ship around, trying to pick a target.

And this is where you came in.

The X-Wing blew, and Compton sailed straight through the center of its fireball, throwing off the aim of an A-Wing who had just locked onto the Protector. Finishing his drink, Havok took a deep breath, exhaled, and transferred control of the ship to his station.

"What are you DOING?!?" Compton yelled as he jerked at the now-useless flight stick.

"I've been doing this longer than you, son." Havok was suddenly calm. "Sit back and have another drink."

With the count now at two Xs and two As, Havok targeted the nearest fighter, an A-Wing. Keeping the ship behind it, then locking onto it with the beam weapon, Havok made short work of it with a couple of advanced concussion missiles. Unfortunately, the time it took to get a lock allowed the X to light up the rear of his ship.

Havok was pissed. "These bastards are NOT keeping me from the birth of my child!" Balancing his shields, Havok locked onto another X-Wing, making quick passes at it and firing with his lasers on single fire. He didn't miss once, and the Rebel was soon a small part of the afterlife. Compton, who had somehow managed not to spill his drink, stared with his jaw hanging low.

With the count down to one-and-one and the remaining X close behind, Havok tucked into a tight spin, rolled out of it, then nailed the enemy fighter with a couple missiles at point blank range. After that, the last A-Wing tried to flee, but didn't quite make it anywhere. Havok was just that good.

After that, Havok transferred control back to Compton, and started worrying again.

Compton landed the ship on the hospital roof (in spite of what air traffic control said), and before the hatch had finished lowering, Havok leaped to the ground and was running for the lift. Compton followed soon after, and managed to find the room where Havok had joined his wife. Of course, they made Compton wait in the lounge. He was just finding out that Havok hadn't missed his child entering the world when he heard a small cry. Pushing his way through a crowd of hospital staff who tried to stop him, Compton poked his head into the door of the birthing room. Havok was beaming, holding his son.

Compton just smiled, walked back to the lobby, and pulled out a cigar.

Dark Hall

An assembly was called to order for the newly accepted apprentices and other Dark Brotherhood announcements. The brethren slowly filed into Dark Hall and took their seats. When the entire assemblage were seated the Dark Council made their way in, minus the Deputy Grand Master.

"The Deputy Grand Master is away on personal business." the Master at Arms stated.

"I shall open with the minutes of the last....."

All were silent. Shock waves thundered though the Force. All lower ranking members winced in pain. The Dark Council looked at each other and then at the empty seat where Master Kreeayt Havok would be normally. Then all turned to watch Grand Master Paladin arise from his seat and slowly make his way to the front of the rest of the Dark Council.

Standing with the Dark Council behind him, he spoke to the entire assemblage.

"It is done. We have a new and powerful member to the Bretheren this day."

"Who among you are willing to help protect this child until such time that it can protect itself?"

One by one, the Dark Council rose to their feet followed by the rest of the assemblage in unison.

Searching the internet for a specific subject is not always an easy thing. Yahoo, at one time the best search engine available, was the first to recognize the EH as a group.

Emperor's Hammer gets its own Yahoo Search Category!

The Emperor's Hammer has expanded even further onto the WWW with the latest addition to the ever-popular Yahoo WWW search engine (<http://www.yahoo.com>). A new, SEPARATE category has been created for Emperor's Hammer related sites on the Search engine.

The Category is:

Entertainment:Movies and Films:Genres:Science Fiction:Star Wars:Emperor's Hammer

You can connect directly into the category by pointing your WWW browser to:

http://www.yahoo.com/Entertainment/Movies_and_Films/Genres/Science_Fiction/Star_Wars/Emperor_s_Hammer/

At current, there are only a few sites listed in this index. The Recon Officer urges ALL current Emperor's Hammer WWW page maintainers to register your site with Yahoo as soon as possible.

[Command Officers are often asked what the best way to get promoted is. This poem by former SCO/FA Bill sums it up nicely...](#)

Ideas

An idea is a bud
That must be found
They often lay hidden
Under the ground.
And once you have found
Where the idea might lay,
The bud must be nourished
Diligently, every day.
It takes time,
And patience,
And, here, skill with rhyme,
If you fail to invest these,
The bud ain t worth a dime.
But, properly fed
And with great skill led
The bud in your head
Will have speedily spread
Into a flower of beauty,
And worth.
A treasure beyond price.

Take your ideas,
Plant,
Make them grow.
Then submit your creation
To impress a CO.

For, as you probably know,
To impress a CO
Is the best way to go
Up the ladder of positions
In the EH.

Or anywhere.

- Bill Phillips (PrexBill@aol.com)

As the EH grew, more enemies started popping up. To help stem the tide against us and to spot problems before they occurred, the Intelligence Division was created.

Intelligence Division



Storm Troopers bring in a new prisoner for "interrogation..."
(Photo: TIE Fighter CD, LucasArts, 1995)

Head Director of the Ubiqtorate's Introduction
(Excerpted from the EH Interrogation Manual, created by EHSarkis@aol.com, 1996)

Imperial Intelligence has long been a part of the Galactic Empire. Under the direction of Palpatine's New Order, Imperial Intelligence was restructured into an almost invincible war machine. But with the death of the Emperor, Intelligence has found a new home, the Emperor's Hammer strike fleet.

The New Imperial Intelligence is a sub-group within the Emperor's Hammer. Pilots who seem suited for the rigors of Intelligence work will be contacted by a member of the Ubiqtorate. Imperial Intelligence is a division [SubGroup] of the Emperor's Hammer, and we concentrate on the covert ways of war.

The Interrogation Manual, now available for viewing (attached to this EH Newsletter), will be the basis for the operation of Imperial Intelligence. This manual is a top-secret document, as all of our methods and procedures are described therein.

This document was written with the valuable help of Vice Admiral Caesar (Jedi 007@aol.com), and Lieutenant General Sarkis, who came up with this revival idea. These two men were invaluable in reviving Imperial Intelligence

(NL 31 highlights: SSSD Sovereign activated as flagship of Fleet. Intelligence Division created. Birth of XO/SA Havok's son. AOL users can finally join IRC meetings. EH gets

Yahoo search category. VA Goatboy fiction. VA Goatboy INPR. LG Curraalt fiction. BG Yodavin bio. GN Lee fiction. GN Lee INPR. GN Gyssler fiction. GN Colton fiction. LG Jordan2 fiction. GN Jordan2 INPR. Updated history of Tau Squadron by RA Deathwatch. Poetry by Prex Bill. Fiction by GN Apixel. SDIR Sarkis fiction. GN Baudking sound. CEO Evan Jones image. FA Renegade card game rules. VA Zlatan video files. PREX Bill animated cursor. FA Pyr fiction. WC Dactyl image. AD Jac animated cursors. AD Anakin image. FA Renegade image. LG Blake images. GN Pierce screensaver. Prex Bill icon. FA Pyr Krath Talisman. Prex Bill TIE sounds. Prex Bill TIE Fighter title. Revised BHG handbook by AD Jac. ExO Dan Corporate Division Manual. LT Saber HF Field Guide. SDIR Sarkis Interrogation Manager. Membership: 880 as of 4/12/96.)

The Emperor's Hammer was founded by Emperor Palpatine himself, before his untimely death. But had he really died? The EH had often received gifts of technology and information from mysterious sources...

THE EMPEROR, ALIVE OR VISION...?



A suspected "image" of the Emperor Palpatine...It was taken by the security cameras in the Ready Room of the Fleet Commander aboard the SSSD Sovereign. It was presumably transmitted to the Fleet Commander via tight beam HoloComm channels, since no other known transmission source could be identified...It's origin remains unknown...

(Photo: TIE Fighter CD, LucasArts, 1995, colorized by GARonin@aol.com, 1996)

Prelude to a new Campaign by the Fleet Commander, GA Ronin
(FC/GA Ronin/CS-1/SSSD Sov)

I
The Minos Cluster is Discovered

Grand Admiral Ronin was relaxing in his spacious ready room adjoining the Bridge Complex of the SSSD Sovereign. Although the command centers of the SSD Avenger, from which he commanded the Fleet for over a year, were gigantic in comparison to that of even the massive Imperial Star Destroyers, words could not describe those on board the Sovereign. Nearly 10,000 command officers, bridge crew and technicians manned posts over an impressive command complex spanning a radius of 700 meters. Multiple command levels in the Sovereign Bridge Complex handle different command functions (i.e tactics, communications, navigation, targeting, gunnery, mission control, logistics, etc.). These ten levels (situated within the SSSD Sovereign superstructure) are topped by the heavily reinforced Command Nexus where the Fleet Commander and his other 11 Command Officers and Command Attaches are stationed. Adjoining the Command Nexus, each CO and CA has an office and the Fleet Commander's Ready Room is also conveniently located.

The FC's Ready Room is the size of a small building, with a variety of offices, meeting halls, galleys, computer/communication hardware, starcharts, comm consoles, and a throne dias. Additional security sensors, alarms and intruder countermeasures were specially requested by the Fleet Commander during the past month's retrofit.

Within his personal chambers, the Fleet Commander was intensely studying some star charts transmitted from Delta Squadron's recent incursions into new, unexplored regions of the Outer Rim Territories.

"If the Hammer is to survive, we must expand our territories..." Ronin thought. In the past several months, the Fleet had grown almost exponentially. Imperial Citizens from all over the Empire were rushing to fight the New Republic under the Banner of the Emperor's Hammer. Following the arrival of the SSSD Sovereign a month ago, and the commensurate adjustments in the command structure, the Fleet needed an objective...a new direction...The Grand Admiral wisely decided to continue expansion of the Emperor's Hammer Territories in the Outer Rim. The Fleet's power base could thus be consolidated as neighboring star systems are "converted" to the Imperial cause.

Consequently, the Fleet Commander had ordered Delta and Gamma Squadrons to depart from the Sovereign over a week ago to scout four star systems far from known space...Just today, Ronin started receiving the messages they were sending back to Aurora. They displayed the Minos Cluster, on the edge of the known galaxy...As described in the Guide to the Star Wars Universe; Bill Slaviscek; DelRey Books; March, 1994; p. 303:

"The Minos Cluster is located on the edge of the known galaxy, beyond which there are no star charts, no Empire, and no Rebellion. The Worlds of the Cluster have only recently been colonized, and the entire area is behind the times and out of touch. It is an area where the fringe society holds sway-smugglers, pirates, and outlaw types readily head to the Cluster in the hopes of earning (or stealing) a fortune. [CG6]"

Ronin realized the Minos Cluster would serve the Hammer's purposes perfectly. A smile came across Ronin's face in the shadows of the dimly lit Ready Room. The Minos Cluster was far from the prying eyes of the New Republic and the other competitive Imperial factions. Here he could easily gain more converts for the Fleet and provide another strategic location from which to launch assaults.

From the preliminary nav transmissions, Ronin could make out four star systems within the Minos Cluster...These were the Lyccos, Yridia, Lantare, and Dar'telis Systems. Previously unexplored and uncharted, these systems surely would not field significant resistance to the Hammer forces. The Fleet Commander smiled again as the long hours of command and studying had taken their toll. Ronin drifted off to sleep...A star chart of the Lantare System folded across his lap.

II

A Visitor in the Night

A comm unit beacon beeped in Ronin's ear, startling him awake...The chronometer indicated about 4 hours had passed. He reminded himself to scold VA Caesar for letting him sleep so long, but not too much; Caesar was always at his Fleet Commander's side, tending to his needs hand and foot...his intentions were based on pure loyalty.

Ronin rolled his head off his right hand and looked over the expanse of the Ready Room . The dull yellow-orange light of Aurora's single star, Solaria, shown through the Ready Room viewports which were situated at 30° intervals in the superstructure hull, so as to give the ship's commander a 360° view of the Sovereign and its environs. His eyes still groggy, Ronin began to reach for the comm link and check in with the XO when something dark suddenly stirred deep inside his psyche. By force of will alone, Ronin heightened his dulled senses as he took in his surroundings. Something different...a presence he hadn't felt in almost a year.

With the skill of a trained Jedi Master, Ronin suddenly leapt to his feet with his purple-hued lightsaber extended upward in a full combat stance. His eyes combed the shadowy corners of the Ready Room, trying to perceive the imperceptible threat he had just felt. Fully alert, he used the Force to reach out for the intruder's presence...nothing...He felt nothing...Not possible; even in the most isolated corners of the Galaxy, something could always be felt by the Force. What he now sensed was the absence of existence...its complete absence...

His eyes focused on his own throne dais, from which he had recently begun issuing commands to the Fleet...The designers of the Sovereign had anticipated that the Emperor would often tour the SSSD. Consequently, a full scale throne dais was built into the Command Nexus of the massive ship. The throne was an accurate replica of Palpatine's throne room on the second Deathstar. Ronin always found it ironic that he had used it to command the Emperor's Hammer Strike Fleet in Palpatine's name. Presently, a darkly robed figure seemed to be slouched there, bathed in a dim orange-yellow light...Yet, a blackness, an aura devoid of energy, surrounded his form...

Before Ronin could gather his wits to challenge the intruder, HE spoke...

"My faithful Grand Admiral...lower your pitiful Jedi weapon. You have no need of it now. My time here is limited and you must heed my commands." The figure's disembodied voice filled the Ready Room. Ronin seemed unable to avoid complying with the intruder's wishes. His lightsaber retracted, almost as if on its own.

Ronin began to suspect who had dared to intrude into his domain. The grizzled, robed form sitting on his throne dais, that voice...it could be none other than his former Emperor, Palpatine...But how could this be possible? The traitorous Dark Lord Vader had killed the Emperor at the Battle of Endor. He had always suspected that Palpatine would have planned for his own inevitable death; but was this the proof of his return? Ronin, being a Jedi Master, was more than aware of the ancient teachings of the strongest Jedi that seemed to survive death. The Grand Admiral recalled recent Intel reports from several captured Rebels of Yoda, Anakin Skywalker and Obi-Wan Kenobi returning to Endor following the Rebel victory. They were described to the Imperial Intelligence interrogators as "ghosts" and "shades" that occasionally appeared to counsel Luke Skywalker in times of trouble or doubt. Until now, Ronin had dismissed them as false, wishful rumors. However, Ronin began to wonder if the Dark Master, Palpatine had also somehow survived his "death" and was trying to contact him. Presumably if any Dark Jedi could accomplish such a feat, it would be his former Master, Palpatine...

Ronin's suspicions were correct...



Another security camera holo-image of Palpatine, apparently consulting with the Grand Admiral...
(Photo: TIE Fighter CD, LucasArts, 1995, colorized by GARonin@aol.com, 1996)

"Grand Admiral, prior to initiating your conquest of the Minos Cluster, you are to immediately proceed to the Lost City of the Jedi on Yavin IV...You will proceed there with a sizeable portion of your Fleet to secure the System. Once you have accomplished this you will personally go to the Jedi ruins on Yavin IV...When you have penetrated the Lost City, I will contact you with further orders..." The low, guttural voice seemed to reverberate off the chamber walls.

"As you command my Lord, I shall obey as always." Ronin acknowledged as he involuntarily knelt before the visage of his former Master. His curiosity got the better of him, "My Lord, how is it possible that you are here, did not Dark Lord Vader end your life at Endor?" Ronin received an unexpected response...

"You underestimate the Dark Side of the Force, Grand Admiral. Suffice it to say, all is proceeding as I have foreseen. You and your Fleet will ultimately aid my return. The Empire will be strong once again...of this you can be confident." The figure was beginning to fade and shimmer in the orange light. Ronin suspected even Palpatine's seemingly omniscient dark powers had limits...This "appearance" must be costing him much needed recuperative energies.

"Myself and my Fleet stand by your side to serve as always, my Lord..." Ronin was about to continue...

"I must take my leave of you now; my powers begin to grow weak...we will speak again when you have arrived in the Lost City of the Jedi..." The shadowy figure slowly faded then disappeared altogether in the dim, orange light.

The Grand Admiral was once again alone...very alone...a cold draft filtered through the Ready Room as Ronin re-activated all the systems and began to make his preparations. Ronin called all his Command Officers for an emergency briefing and began punching up the holo-images from the retrofitted security cameras. The Grand Admiral did not want his bridge crew to think he was going insane...

III A Journey to Yavin IV

To be continued in Newsletter No. 33...

The First BattleGroup accompanies the Fleet Commander to the Yavin System with Omega Squadron as his personal escort...Grand Admiral Ronin has ordered his Flight Officer to begin transferring the best of the FC's Honor Guard into Omega and to fire up their TIE guardians and his TIE Protector for the journey to Yavin IV...Ronin dare not disobey this "vision"...

The EH was still going strong in the recruitment area. With NL 32, an amazing milestone was reached.

EMPEROR'S HAMMER MEMBERSHIP PASSES 1,000 MEMBERS!!!

Our Flight Officer, AD Jac Cotelin says it best...:)

WE"VE HIT A THOUSAND!!!!!! That's right 1K, one grand, 1,000!!!! Our 1,000th member, GN Rob (tranze@mailbox.swipnet.se), joined today at about 6:00.....:^)

I'm speechless.....

Attached [to this Newsletter] is a roster that reflects our ONE THOUSANDth member... FO/AD JAC/CS-4/SSSD Sov, BS/MoT-1rh-8gh, PRO (Sith)

If you'll recall from a few NLs back, GA Ronin had e-mailed a proposal to LucasArts suggesting that they create an online version of TIE Fighter in which players could battle each other over the internet. Amazing how sometimes wishes come true...

Subj: X-Wing v. TIE Fighter Info..

Date: 96-05-14 17:38:41 EDT

From: Jedi 007

I found the following at the LucasArt's WWW Site:

"LUCASARTS SEEKS FIGHTER PILOT
RECRUITS FOR NEW NETWORK GAME,
X-WING VS. TIE FIGHTER, A STAR WARS®
MULTIPLAYER SPACE COMBAT SIMULATION

Battle Head-To-Head In X-Wings and
TIE Fighters For First Time

San Rafael, CA. -- The ultimate battle between the Empire and the Rebel Alliance will be fought this winter with the release of the first Star Wars network game, X-Wing vs. TIE Fighter, a Star Wars multiplayer space combat simulation, from LucasArts Entertainment Company. The PC CD-ROM game can be configured in single player mode or multiplayer, which will allow up to eight players to team up as a squadron or compete against each other via modem or a local area network.

Whether in single or network-play mode, X-Wing vs. TIE Fighter will offer players a choice of more than 15 original mission scenarios set in a variety of familiar Star Wars environments, ranging from asteroid and space junk fields to the Endor star system, around which the Death Star battle in Return of the Jedi® was fought. Players will have more than a

dozen Rebel, Imperial and Pirate starfighters at their disposal, from which they can engage each other in assorted deep space dogfights.

"Technology has finally reached a point where we can offer networked games without compromising gameplay," said Mary Bihl, director of sales and marketing for LucasArts. "X-Wing vs. TIE Fighter will offer the same compelling gameplay experience that single-player games have always offered, with the additional thrill of real-time head-to-head combat against other Star Wars pilots," reassures Lawrence Holland, head of Totally Games, a development studio working in conjunction with LucasArts in the development of Star Wars space combat simulations.

Multiplayer/Network Mode

Prior to each new mission in multiplayer mode, players determine whether they want to fly for the Rebellion or the Empire. After choosing a flight group of starfighters, they are briefed and provided with goals, objectives and role descriptions and may communicate with squad mates to discuss battle tactics. 3D inflight maps will be available in real-time to assist players in determining mission strategy as well as providing rendezvous points.

Once engaged in battle, players can assume the controls of a single starfighter or multiple craft. Squadrons are controlled by issuing tactical orders either through the 3D map or a series of keyboard commands. Missions in X-Wing vs. TIE Fighter have been specially designed to promote cooperation between squad mates, allowing pilots to both send and receive messages to wingmates or enemy pilots. Players will quickly learn that collaboration between teammates is necessary to the success of each engagement. After a mission is completed, pilots are debriefed and scores awarded according to the successes of each pilot.

Single Player Mode

While gameplay is similar to that in multiplayer mode, X-Wing vs. TIE Fighter will have several missions specifically designed for single play. Players can choose between a series of conflicts fought by the Rebellion or the Empire, ultimately enabling them to perfect various battle tactics that can be applied in multiplayer mode.

Upgraded Game Engine

X-Wing vs. TIE Fighter features a fully upgraded version of the graphic engine used in previous X-Wing and TIE Fighter games. The engine will use new texture-mapped models, with ship details taken directly from the Star Wars archives at Lucasfilm, allowing for the most realistic in-flight graphics to date in a Star Wars space combat experience."

...

CA:FC\VA Caesar\CA-1\SSSD Sov

With every new LucasArts Star Wars game comes a need to fit it into the EH. With the upcoming release of XvT, it was decided to form a new group, the Aggressor Wing. The AW exists as the Aggressor Strike Force today.

Emperor's Hammer TIE Fighter Agressor Training

FLEET COMMANDER'S NOTE:

Herein, the Fleet Commander has approved the following proposal by the CA:FC to start the Agressor Wing. The purpose of this "paper unit" is primarily to hone our Fleet Members' piloting and combat skills for the anticipated TIE vs X-Wing modem-playable game coming out in the Winter of 1996. Since this is only a Training Unit for the TIE Fighter and X-Wing pilots, Membership is open only to EH Members who own those games. The Fleet Commander has left the formation, development and supervision of this training unit to his Command Attache, VA Caesar (Jedi007@aol.com)...

TO: Grand Admiral Ronin, Emperor's Hammer Fleet Commander
Fleet Admiral Havok, Emperor's Hammer Tactical Officer
Vice Admiral Comton, Emperor's Hammer Tactical Attache
FROM: Vice Admiral Caesar, Emperor's Hammer Fleet Command Attche
IN RE: Agressor Training Squadron

Gentlemen:

Per my recent e-mail, I was asked to write up a short file describing my proposal in depth.

Objective

The Agressor Training Squadron (proposed nickname: Grimwahs) is designed with intent of improving the Hammer's TIE Pilot skills pool. The Grimwahs will truly be the Elite of the Hammer; position will be determined by skill. This will be accomplished by the sharing of information among its members.

Methods

The Grimwahs will receive a weekly package containing two items:

- 1.) A TIE Mission focusing on that week's particular skill
- 2.) A brief essay on strategy for that mission

Members will be expected to submit a report giving personal rubarbs and strategies for the mission. In this manner, fellow Grimwahs will benefit from each other and will also be presented with varying strategies.

Organization

The Grimwahs will not be a squadron per the standard Hammer definition. Instead, it will consist of as many members who want to join that are organized on a simple mailing list. Each week, I will send out the mission and each Grimwah will send their report to the entire squad. The group is not anticipated to be large, so this should present few logistics problems.

Membership

Membership is open to all who wish to join. To stay a member, one is expected to contribute a weekly report and possibly TIE missions.

Other Activities

Hopefully, discussion will be lively among the Grimwahs on general TIE strategy; perhaps even IRC meetings can be held to discuss the myriad facets of the art that is TIE flying. ;)

Potential Mission Objectives

As the Grimwahs will focus on improving skill, their primary fighter will be the vanilla TIE Fighter. As this ship has no shields and extremely limited armament, it is the ideal training vessel. Mission types flown may include:

- TIE/F mine racing
- TIE/F vs. TIE Defender
- TIE/F vs. overwhelming Rebel odds
- Lone TIE/F taking out a Platform and other capital ships
- Speed kills, taking out a ship in a minute (possibly higher) or less

The only obstacle I see in the Aggressor Training Squadron's way is that of a mission nature. The Grimwahs will require a dedicated mission builder (though these shouldn't be too hard to design... LOL) to churn out missions on a regular basis. Also, older missions from TIE may be utilized.

Please send any comments, suggestions, criticisms my way.

...

CA:FC\VA Caesar\CA-1\SSSD Sov
Krath High Priest, Eos

(NL 32 highlights: Fiction by GA Ronin. FA Renegade fiction. Omega Squadron made Fleet Commander's Honor Squadron. Aggressor Wing (later Aggressor Strike Force) formed. FA Renegade given honorary title of Moff. FA Jac INPR. VA Caesar fiction. LG Lee fiction. BG Slik INPR. BG Yodavin fiction. GN Rob-BlueFire fiction. LG Curraalt fiction. RA Deathwatch fiction. BG LOrd Exar fiction. FA Renegade fiction. BG Stryker fiction. SDIR Sarkis fiction. VA Zlatan video file. LG Yodavin image. Shoeman77 image. BG Slik image. FA Moldman image. RA Deathwatch images. GN Matty image. RA Dactyl image. Ruby Squadron image. GN Pierce images. GN Weston image. BG LordExar image. LG Yodavin fiction. Baroncini Massimo font. Prex Bill animated cursor. LG Rogue/SDIR Sarkis TIE title. LG Lee "fish" files. VA Zlatan icon. BG Caldwell manual. Membership: 1,002 as of 5/14/96.)

As pointed out before, the EH has long benefitted from mysterious gifts. GA Ronin has sometimes been able to foresee these gifts ahead of time. In a bit of information presented in NL 33, the existence of a Star Destroyer larger even than the Sovereign class was rumored to exist...



The Flagship of the Emperor's Hammer, the 15 km long
SSSD Sovereign, in orbit above Sif, Phare System...
(Photo: Created by pirrell@castle.net, 1996)

Rumor's of a new larger Super Star Destroyer being built for the Emperor?

In an odd communique, Staff Agents of Intel stumbled across the following specifications being transmitted via tight beam hyperspace transmission from the Inner Core...No explanations were given...It is conceivable that such a project is still being partially funded by both the Empire and ironically, the New Republic...unknowingly of course. Due to Palpatine's convoluted bureaucracies, hidden governmental accounts, trusts and channeling of funds through automated process transactions, could be continued to keep this project partially funded...Such was partially the case with our new Flagship, the SSSD Sovereign, which was apparently much closer to completion at the time of the Battle of Endor.

It is suspected that this message is some designer's image for the project, as it is written in past tense...

(NL 33 highlights: LG Yodavin fiction. LG Stryker INPR. BG Exarkun INPR. GN Flash fiction. VA Harconan fiction. GN Ingwe fiction. LG Rogue fiction. GN Weicksel fiction. BG Dev fiction. BG Darklord fiction. SDIR Sarkis fiction. RA Rogue fiction. BG Claw image. GN Flash image. BG Claw video file. AD Zlatan video file. GN Tarkin video file. GN Tarkin image. GN Amran video file. GN Scutt hit-to-kill table. BG EmpReach image. VA Giese images. Lightsaber patches for Dark forces by AD Jac and AD Yoni. GN Riker "fish". VA Ace TIE music utility. AD Bill utility. Membership: 1,195 as of 6/16/96.)



A Customizable Star Wars Card Game facsimile for Grand Admiral Ronin...
(Photo: Created by ExOJordan@POBoxes.com, 1996)

As mentioned before, one of the most interesting things about the EH is that there are people out there who consider themselves our "enemies". Luckily the Hammer is more than equipped to deal with those who pretend to be threats to the Empire...

THE NEW REPUBLIC ROUTED IN RECENT ENGAGEMENT...!

Subj: War with the New Republic!
Date: 96-07-14 10:37:39 EDT
From: GA Ronin

TO: All Emperor's Hammer Members, Trainees and Applicants and RS Members
FROM: Fleet Commander, GA Ronin

Please note that as of 10:05 am EST (USA), July 14, 1996...the Fleet Commander has signed EH Executive Order #1 which FULLY mobilizes the Emperor's Hammer Fleet to perform UNRESTRICTED engagements against the New Republic online club, led by one nefarious FC Pixel...However, ALL EH Pilots and SubGroups are reminded that ALL EH Bylaws are to be followed in ALL dealings with the NR or its members (i.e. no email harassing, illegal hacking, flooding IRC Channels, etc.)...Act like the professional soldiers you all are...!...This basically translates into your ability as a good debater and recruiter here on the message boards or IRC...:)

Along these lines, the FC has authorized the Intelligence Division, under the direction of SDIR Rogue (ROGUE68804@aol.com) to initiate a credible response in the form of moles, passive and active intelligence agents...

The reason for this Declaration of War is in response to FC Pixel and his New Republic regarding a NR called "Project Pearl Harbor"...Following careful review of the IRC log (email me directly for a copy), it became painfully obvious that this project was/is intended to attempt (through mass emailings, harrassment, etc.) to recruit the very core of our command staff as well as our lower ranked mambers...In addition, our NR friends have taken to recruiting real life "hackers' that openly and brazenly brag of their ability to shut down www sites and cause destruction. This is MOST unacceptable...! The Emperor's Hammer is well above such questionable moral and legal behavior...!!!

CONSEQUENTLY, ALL EH Members currently in the EH who are also part of the New Republic led by FC Pixel, WILL renounce their membership with the NR or face IMMEDIATE expulsion from the Emperor's Hammer Fleet...These are not the sort of scum we want to be associating with...The only exceptions will be the Intelligence Agents PERSONALLY selected by SDIR Rogue via confidential email...!

Finally, I would like to thank the MANY folks (Imperial and Rebel Squadron alike!) that warned me of FC Pixel's treachery and clued me into his latest actions...Without them, the NR may have actually caused a "minor disruption"...LOL...:) The Rebel Squadrons Online Fleet, led by FCSuper@aol.com is NOT to be included in this engagement...they are professionals and...cool...:)

Serve the Emperor above all others...!!!

Grand Admiral Ronin
Fleet Commander
Emperor's Hammer Strike Fleet
FC/GA Ronin/CS-1/SSSD Sov

FLEET COMMANDER'S UPDATE:

Apparently, due to the above response by the Emperor's Hammer, the New Republic has staged a takeover over the NR and FC Apixel has resigned the NR...However, the NR must supply a list of known NR "hackers" that are a credible threat to ALL online clubs, the NRs basic command structure and assurances that the NR no longer follows APixel in ANY way...

The NLS have always been a great place to find some really good Star Wars fiction. But sometimes, things get just plain silly...

Grand Admiral Ronin Vs. Godzilla

(notice: any similarity to actual events is ridiculous and means you must be arrested; you're a danger to the public.)

Grand Admiral Ronin walked along the polished floors of the hall. He took pleasure in how clean they were. They should be; the Sovereign didn't have any cleaning droids on it, as most capital ships did. He preferred to delegate the task to people he was angry at. He chuckled as he remembered his Command Attache, Devin, scrubbing the waste tanks...

A soldier approached, an excited look on his face. Ronin lifted an eyebrow in curiosity.

"Sir, we have a problem," said the soldier.

"Well, what might it be? Get on with it!"

"Sir, we have a gigantic lizard monster in the hangar."

"How'd it get there???"

"Sir, it just kind of... slipped in. One minute, nothing. Next minute, we have a gigantic fire-breathing lizard on our hands."

"Wait - fire-breathing?"

"Did I neglect to mention that, sir?"

"I believe you did!"

"I am sorry, sir."

"What is standard procedure for gigantic monsters in the hangar, soldier?"

"Sir, we accomodate for gigantic squids, gigantic apes, even gigantic fire breathing rocket propelled turtles, but no standards on gigantic fire breathing lizards. What about placing it inside a gigantic pot and gradually bringing it to a boil? It's cold blooded, so it won't notice."

"You IDIOT! Where are we going to find a pot that big???"

"Well... the gigantic pot section of the SSSD, sir."

"Hmm... well, it isn't practical."

The Grand Admiral set his thoughts into motion... he quickly reached the logical solution.

"You said a fire breathing lizard, right?"

"Yes, sir."

"Well, get all the ice cubes you can and toss them into its mouth. That'll stall him."

"Yes, sir."

The soldier ran off to the gigantic freezer section...

Ronin headed to the hangar... upon arriving, he observed the fire breathing monster.

"Have you tried communicating?"

"Yes, sir - it speaks Japanese."

"Dang, now we have no chance of communicating without one of those annoying protocol droids. I'd rather kill it. Better yet, have somebody else kill it. I'll have the SCO do it. Bill?"

All of a sudden, a really goofy looking guy jumped out wielding a massive hose, bristling with electronics.

"Behold - Excalihose!"

"Yeah, yeah, yeah... get on with it..."

"Um, ok."

FA Bill proceeded to set the hose on "Kill gigantic monster." He pulled the trigger. The monster was defeated and flew out into space.

"Well done," said Ronin. "Write that into standard procedure. Pull out Excalihose and kill monster."

"Sure, no problem, sir."

Fin

SCO/FA Bill/CS-10/SSSD Sov

(NL 34 highlights: NR "defeated" as online threat. RA Dactyl fiction. LG Caso fiction. GN Pierce fiction. LG Garret fiction. GN Lanche fiction. GN Perry fiction. BG Draught fiction. AD Rogue fiction. FA Adams sound. LG Lasher image. GN Amran video file. LG Garret image. RA Yodavin fiction. FA Moldman image. ExO Jordan image. AD Anakin images. GN Pierce "fish". MG Caso fiction. Spear Squadron images. VA Dev image. VA Zlatan image. FA Moldman homepage template. GR Masten TIE pilot file viewer. VA Zlatan HF uniforms. Membership: 1,147 as of 7/20/96.)

The EH had conquered the Aurora system months ago, but little was known about the system until PG Malagant posted this report:



An Imperial transport arrives at the newly constructed High Court of the Inquisitors, centrally located in New Imperial City on Aurora Prime...
(Photo: E-Mailed by Alien731@aol.com, 1996)

DETAILS ON AURORA PRIME POSTED...!

submitted by...PG/Malagant/Aurora Prime/Aurora

New Laconica

Aurora Prime, is divided into four main parts. New Laconica, Hippolyta, Ilus, and Gorgonia. The main and largest quadrant is New Laconica. It is home to both New Imperial City, Europa, and Dis. New Imperial City was founded right after the conquest of Aurora Prime by Grand Admiral Ronin. New Imperial City is home to many vital EH structures such as the primary base and Imperial Academy. The Imperial Academy on Aurora Prime is much like it's predecessor on Caridda. It contains training facilities for both the Imperial Army and Navy, and occupies a large area on New Laconica. The Head Master of the Imperial Academy is Marshall Victor Straught, a man with a wicked reputation. He is not human, but Lagothian. He is reptilian with sharp claws. Among Imperial students, rumor has it that if you upset Straught enough, he will have you tortured, drained of blood, and then hung on the Academy gates to show an example of misbehaving.

Victor Straught had purposely started this rumor to bring fear into the hearts of his Academy's hardest recruits, and to better train and select worthy applicants. The construction of the Imperial Academy took a little over 1 year and was at full swing within a week. There wasn't a speck of dirt in the entire Academy. Straught often punished poor recruits with cleaning 1 hall of the Academy, 565 feet long.....with a toothbrush. The Marshall's strict rules and regulations assured perfect Imperial material from each student and prevented the thought of defecting from ever entering their minds.

The layout of the Academy is pretty simple. It has 3 levels. The 1st is the main Assembly Hall. The 2nd level is where student dorms are, and the 3rd level is where simulators and other such training devices are kept. Behind the Academy, is a 300 kilometer training ground, where mock battles and flight lessons can be held.

There is a famous tale of one trooper from the Imperial Academy named Davin Felth. After finding a weakness in the AT-AT walker, he was quickly assigned to the desert planet of Tatooine. This flaw had to be fixed, immediately. Felth was to search for some rebel droids that had jettisoned from a fleeing Rebel corvette. While there, Felth defected to the Rebel

Alliance and shot down his own Commander. Because of his traitorous acts, Han Solo and many other Rebel fugitives escaped Imperial capture. They were later apprehended. Years after the incident, a bounty hunter named Boba Fett found and delivered Felth to Emperor Palpatine. The details are too graphic to be included here, but Davin Fleth paid for what he had done.

In most quadrants, there is a Governor who controls the land. But in New Laconica there are two. This is needed for its massive size and power. The current Governors are William Slitth and Takiar Z'ile. Neither are native Aurorans. Slitth controls Dis while Z'ile controls Europa. The Planetary Governor of Aurora Prime, who controls the Planet is William Malagant. He is located in New Imperial City.

Yet another Sub-Group was formed when the Smuggler's Guild was brought into being.

SMUGGLERS' GUILD



A Corellian Transport exiting out of the Ship Yard's
based on Corellia...
(Photo: Rebel Assault II, LucasArts, 1996)

The Smuggler's Guild is among the newest of the Emperor's Hammer subgroups. It's main responsibility will be to provide the EH with materials, information, and other goods that would not be readily available through normal trade.

The Smuggler's Guild will primarily be a TIE Fighter based game. However smuggler's will not be limited to just running missions... Some may opt to gamble at a Sabbac table or bet on a Boloball game.

FA Zach and others are trying to make the Ship Yards potentially play a major role in this sub-group and in several other subgroups. For example, the Corporations will make ships for the Smuggler's Guild and the Bounty Hunters Guild's ship yards. These products will then go on sale for "x" number of credits. If smuggler's and bounty hunters buy a ship, all of their mission will be flown in that ship. Smugglers or Bounty Hunters can also upgrade their ships with such things as Slam overdrives or increased shield strength for an additional amount of credits.

Submitted by MEP Weicksel (MEP/Weicksel)

(NL 35 highlights: First NL in MS Word format. Smuggler's Guild created. FCHG ranks expanded. GA Ronin interviewed by VA Hickel. MG Garret bio. BG Brad fiction. BG Mark fiction. GN Drakon INPR. GN Reder fiction. Obsidian Order unites with DB. AD Jordan fiction. CTO Lee fiction. FA Renegade fiction. MG Garret fiction. Imperial Survey Corps created. BG Volgare image. AD Zlatan image. GN Pierce images. AD Striker image. CEO Ash image. GN Pierce "fish". VA Jerrold icons. GN Raisten TIE title. GN

Tron image. CEO Shekinah TIE Editor. GN Pierce sounds. Membership: 1,707 as of 9/4/96.)



The ISD Relentless destroys another Rebel recon corvette in the Outer Rim...
(Photo: E-Mailed by Alien731@aol.com, 1996)

Although it had existed for a year and a half, the EH had no real rules for its members to live by until the Articles of War were posted.

THE FLEET COMMANDER APPROVES THE EMPEROR'S HAMMER ARTICLES OF WAR...!!!

The Fleet Commander has approved the new EH Articles of War (AOW) which will serve to present a 'judicial system for our 1,875+ Member Fleet. Unfortunately, due to our size and popularity, the EH has attracted some that are not 'loyal' to the Imperial New Order (i.e. those that continually harass other Members, post vulgar/profane posts on our message boards, perform illegal operations, try to undermine the Emperor's Hammer or its Officers, etc.). Consequently, these AOWs will be utilized when any EH Bylaws or IRC Rules of Conduct are violated by an EH Member. An infraction or case will FIRST be brought to the attention of the EH Security Officer (SO), Fleet Admiral Zach (afro@voicenet.com), who will then review the merits of the case and forward it to the High Inquisitor (HIPaladin@aol.com) for judicial consideration in accordance with the procedures detailed herein to determine the case's outcome.

Although it had been announced months earlier, word on the actual release of X-Wing vs. TIE Fighter was few and far between. The following was the most heartening update received on the game before its release:

UPDATE ON THE LONG-AWAITED XWING vs TIE FIGHTER...!

(As excerpted from the LucasArts WWW site at <http://www.lucasarts.com>)

**LUCASARTS SEEKS FIGHTER PILOT RECRUITS
FOR NEW NETWORK GAME , X-WING VS. TIE
FIGHTER, A STAR WARS® MULTIPLAYER SPACE
COMBAT SIMULATION Battle Head-To-Head In
X-Wings and TIE Fighters For First Time
San Rafael, CA. --**

The ultimate battle between the Empire and the Rebel Alliance will be fought this winter with the release of the first Star Wars network game, X-Wing vs. TIE Fighter, a Star Wars multiplayer space combat simulation, from LucasArts Entertainment Company. The PC CD-

ROM game can be configured in single player mode or multiplayer, which will allow up to eight players to team up as a squadron or compete against each other via modem or a local area network. Whether in single or network-play mode, X-Wing vs. TIE Fighter will offer players a choice of more than 15 original mission scenarios set in a variety of familiar Star Wars environments, ranging from asteroid and space junk fields to the Endor star system, around which the Death Star battle in Return of the Jedi® was fought. Players will have more than a dozen Rebel, Imperial and Pirate starfighters at their disposal, from which they can engage each other in assorted deep space dogfights. "Technology has finally reached a point where we can offer networked games without compromising gameplay," said Mary Bihr, director of sales and marketing for LucasArts. "X-Wing vs. TIE Fighter will offer the same compelling gameplay experience that single-player games have always offered, with the additional thrill of real-time head-to-head combat against other Star Wars pilots," reassures Lawrence Holland, head of Totally Games, a development studio working in conjunction with LucasArts in the development of Star Wars space combat simulations. Multiplayer/Network Mode Prior to each new mission in multiplayer mode, players determine whether they want to fly for the Rebellion or the Empire. After choosing a flight group of starfighters, they are briefed and provided with goals, objectives and role descriptions and may communicate with squad mates to discuss battle tactics. 3D inflight maps will be available in real-time to assist players in determining mission strategy as well as providing rendezvous points. Once engaged in battle, players can assume the controls of a single starfighter or multiple craft. Squadrons are controlled by issuing tactical orders either through the 3D map or a series of keyboard commands. Missions in X-Wing vs. TIE Fighter have been specially designed to promote cooperation between squad mates, allowing pilots to both send and receive messages to wingmates or enemy pilots. Players will quickly learn that collaboration between teammates is necessary to the success of each engagement. After a mission is completed, pilots are debriefed and scores awarded according to the successes of each pilot.

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Upgraded Game Engine

X-Wing vs. TIE Fighter features a fully upgraded version of the graphic engine used in previous X-Wing and TIE Fighter games. The engine will use new texture-mapped models, with ship details taken directly from the Star Wars archives at Lucasfilm, allowing for the most realistic in-flight graphics to date in a Star Wars space combat experience.

Almost at the same time, a new game was announced from LucasArts that was as highly anticipated as XvT, if not more so. Jedi Knight, a follow-up to Dark Forces, is still one of the most popular games on the internet.

UPDATE ON THE EXCITING NEW DARK FORCES SEQUEL, JEDI KNIGHT...!

(As excerpted from the LucasArts WWW site at <http://www.lucasarts.com>)

FLEET COMMANDER'S NOTE:

It is anticipated that Jedi Knight will become the premiere game platform for use by the Dark Brotherhood SubGroup of the Emperor's Hammer, as Dark Forces has become for the Hammer's Fist Stormtrooper Legion SubGroup....

THE FORCE IS WITH YOU IN NEW STAR WARS®
EPIC, JEDI KNIGHT: DARK FORCES II, THE
HIGHLY ANTICIPATED DARK FORCES
MULTIPLAYER SEQUEL FROM LUCASARTS

First Star Wars Title to Incorporate Network Play,
Lightsabers and the Force
San Rafael, CA --

"Only a fully trained Jedi
Knight, with the Force as his ally, will prevail."
-- Obi Wan Kenobi

Driven by the phenomenal success of the award winning Star Wars title Dark Forces, one of the best selling computer game titles of 1995, LucasArts Entertainment Company will release the long awaited sequel, Jedi Knight: Dark Forces II, a 3D, first-person, action adventure for the Windows 95 and Macintosh CD-ROM platforms. In a series of firsts for LucasArts, this original epic will incorporate highly anticipated network play, and will enable players to battle the evil Empire with lightsabers and gain strength through use of the Force. Jedi Knight requires players to navigate through more than a dozen complex and incredibly detailed multilevel mazes and environments as they face powerful enemies and once-again fight for the Rebel cause.

Cinematic full motion video sequences punctuate the action and weave a compelling new tale in the Star Wars universe. Jedi Knight will be available in early 1997. "The multiplayer features in Jedi Knight are exactly what Dark Forces fans demanded the most in a sequel," said co-Project Leader Justin Chin. "In addition, we've incorporated cinematic live-action cut-scenes and the ability for players to use lightsabers and the Force, making this a truly exceptional Star Wars experience." In Dark Forces, players took on the persona of Kyle Katarn, a young mercenary sent to infiltrate the Empire. Through a series of live-action sequences, Jedi Knight continues the story of Katarn as he embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven Dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his destiny. If he chooses the Dark side, he will come into enormous power and forever break from good. If he chooses the Light side, he faces seemingly insurmountable evil. Whatever path Katarn chooses will change the face of the galaxy forever. Katarn's ultimate nemesis is Jerec, a powerful Dark Jedi who is leading a deadly group on a search for the riches of supreme power. Six diverse and dangerous Dark Jedi follow Jerec. Boc, cunning and brash, wields two lightsabers, making him a particularly vicious opponent. Sariss is strong in both the physical and mental areas of the Force. The merciless and bitter Maw doesn't value human life, is loyal to none and uses the Force with expertise. Gorc and Pic are twins that form a bizarre and grotesque team -- one is a huge eight foot monster and the other is only four feet tall -- who work and battle as a team. Yun, the youngest of the Dark Jedi, is cocky, unpredictable and eager to prove his worth to the Dark side. Players will find a variety of weapons -- old and

new -- in the Jedi Knight arsenal, including the trusty Bryar pistol, a stormtrooper rifle, thermal detonators, repeater gun (picked up in Dark Forces from the defeated Dark Troopers), turret gun and Imperial Machines mines. Perhaps the most exciting new weapon to be found in Jedi Knight is the lightsaber. Players can now wield their way to Rebel victory with this most venerable of Jedi accouterments.

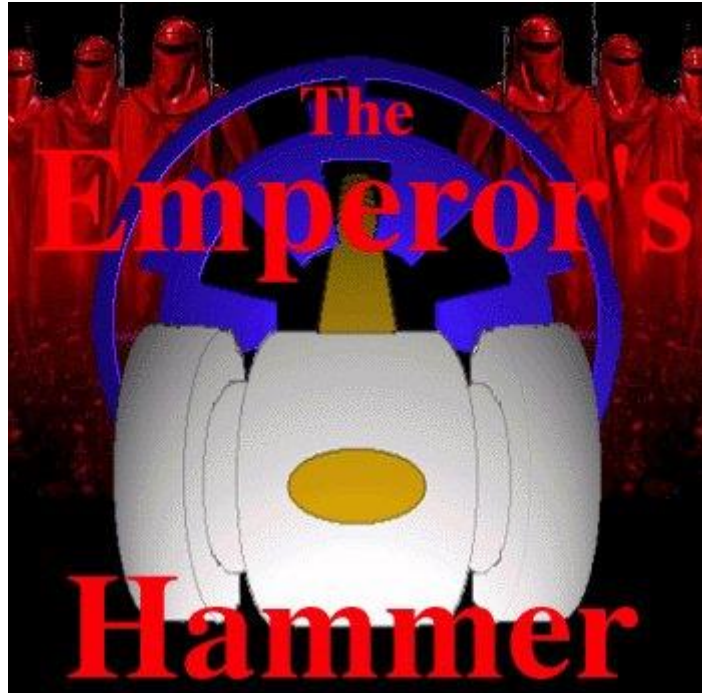
Jedi Knight allows Star Wars fans to experience the amazing -- and deeply mystical -- powers of the Force for the first time. Use of the Force is based on an experience points system that allows players to customize the game. As each mission unfolds, players earn experience points that are tallied when a mission is complete. The Force abilities -- either Dark side or Light -- are then awarded accordingly. Basic powers include enhanced jumping, the ability to see through walls, healing powers and the ability to retrieve weapons and objects from far away. While Jedi Knight is an exceptional single-player game, the new network mode offers an amazing multiplayer/multisystem experience. Players can battle it out in real-time with up to eight opponents in three different modes: Total Combat, Team Combat and Territory Combat. Total Combat pits individual players against each other in an all-out battle. Team Combat allows players to choose sides, playing for either the Gold or Red teams. Territory Combat can be played in either single or team mode as players battle in a quasi "capture the flag" challenge to seize territory belonging to their opponents.

Although Dark forces was the primary platform for the Hammer's Fist, the player in DF is Rebel agent Kyle Katarn, and the HF still found itself shooting at Stormtroopers - until now...

DF Stormtrooper Armor Patch

A DF patch created for the HF by the COps General Tarkin (arandle1@ca.com.au) which replaces Kyle's hands and arms by a nice ST white armor, the standard Kyle blaster is also replaced by an imperial ST blaster !

(NL 36 highlights: XvT update. Jedi Knight announced. FA Renegade poetry. LG Sindar INPR. LG Darklord fiction. Dark Forces Stormtrooper patch. BHG College started. FA Renegade fiction. SG announces official ships. FA Renegade retires again. Retirement package by VA Jerrold. AD Blake image. GN Vampire images. VA Jerrold animated cursors. AD Jordan image. AD Anakin FCHG Stripes and Hallmarks. AD Striker image. VA Dactyl image. GN Matt image. Membership: 1,875 as of 10/12/96.)



A new Poster for the Emperor's Hammer Strike Fleet...
Imperial Royal Guards are in formation in the background...
(Photo: Created by BG Xeal-Savage,1996)

The Emperor's Hammer had claimed AOL's Flight Sim Resource Center as its home since the Fleet was founded. However, the Star Wars Fan Forum invited the EH to be housed in their part of AOL, and the Fleet Commander happily accepted...

New Emperor's Hammer America Online (AOL) Message Board a resounding success...!!!

Due to the gracious efforts of the AOL Star Wars Fan Forum Staff on AOL and posts by MANY EH Members, the Fleet Commander has declared the new AOL EH Message Board a "success"...In ~3 weeks, we have already garnered approximately 1,050 postings which is already ~1/4-1/5 of the existing Boards which have been up for one to two years...! It should be noted that in gaining such increased exposure for the Fleet, we have also attracted the attention of several AOLers that seek to harm and insult our fine organization. Consequently, it is ever more imperative that the elite Members of the Emperor's Hammer act like Imperial Navy Officers (i.e. in a professional and dignified manner, in accordance with our posted EH Bylaws posted at URL...<http://members.aol.com/garonin/bylaws.htm>)...

The EH Security Officer, Admiral Blake (bwylie@hiwaay.net) and/or the High Inquisitor (HIPaladin@aol.com) should be contacted with any specific questions or violations regarding EH Bylaws...

For ALL those EH Members who have subscribed to AOL, it is requested that you visit the new EH Message Board at your earliest convenience and POST...!....This Board is our home on AOL now and will soon serve as a command nexus for our efforts on that service...

It should also be noted that the SWFF Staff have accepted our Fleet with open arms and we soon expect to have all our past Newsletters posted in a private File Library there as well...! I should also point out that the EH is supporting a bid by the online Rebel Squadrons to also

get their own Board in the same Forum as the RS and the EH will soon be meeting “head-to-head” in upcoming Xwing vs. TIE Battles in the Minos Cluster...

The Dark Brotherhood's Shadow Academy had been a fine example of a place Dark Jedi could go to hone their skills. With NL 37, the main school for the Fleet was founded...

Imperial Weapons And Tactics School

A training institution of the Emperor's Hammer...

Pilots and members of the Emperor's Hammer Strike Fleet. Greetings, I am the Dean of the Imperial Weapons and Tactics School, Vice Admiral Garret. I would like to take this time to tell you a little something about IWATS.

IWATS was developed and created by, Fleet Admiral Jerrold and the retired Fleet Admiral Renegade. In order to assure that the pilots of the fleet are the best, they put together the training school. Pilots that graduate from here have gained an excellent grasp of battle and even more respect throughout the fleet.

Due to circumstances that could not be avoided, the control IWATS had to handed off to another person. That person is me.

IWATS is in a state of transition right now. I am working with MG Thrawn to get all the bugs out. The first three course majors have been developed and finished. Now pilots can major in TMB and Fictional writing, and prepare for X-wing vs. TIE. Look for them enclosed in this NL.

A program that has been developed in the opportunity for pilots to be awarded the Medal of Tactics (MoT). When a pilot enrolls in the course, they are offered the option of making a mission for the IWATS Tactical Officer, MG Thrawn (Thrawn551@aol.com). The mission does not have to be a mission they will outdo the very best of creators. Just a mission that shows you have the skill and creativity to make one. If he feels that you have demonstrated excellent skill or some skill, you will receive the MoT.

I am expecting every pilot and every command staff member to come through IWATS. We have already had many come through here, but there are many more to come through. Commanders, send me your squadrons!!!!

(NL 37 highlights: EH joins SWFF. EH Roster is made separate document from NL. IWATS founded. AD Dactyl fiction. BG Darklion INPR. BG Shotgun INPR. LG Wrath fiction. BG Brad bio. CEO Brad fiction. BG EmpReach images. VA Dev image. HI Paladin AoW addendum. BG Xeal-Savage icons. GN Tron music. Setii system info by HI Paladin. TIE bonus help file by BG JFortin. BG Xeal-Savage image. Membership: 2,186 as of 11/30/96.)

The EH homepage had typically been hosted by the various Internet Officers. This led to a wide variety of designs when that office changed hands. And the url was always a pain to remember. All that changed when GA Ronin secured the domain name emperorshammer.org at the time of the Fleet's second anniversary.



The current Emperor's Hammer WWW Domain Banner...
(Photo: Created by VAKhyron@aol.com)

THE EMPEROR'S HAMMER IS NOW AN OFFICIAL, REGISTERED InterNIC WWW DOMAIN...!!!

On December 23, 1996, the Emperor's Hammer was officially registered with the InterNIC Registration Service as a World Wide Web (WWW) Domain...The purchase of the new WWW Domain was implemented so as to maintain that name for all time with our organization (i.e. prevent some disgruntled ex-EHer with some \$\$\$ registering the EH out from under us...:) and to legitimize the Hammer...Since it's creation, the Fleet Commander (with the assistance of ScotP@aol.com, VAKhyron@aol.com, Ace@deathdoor.com and others), the new EH WWW Domain site is FULLY up and running...!!! The URL is as follows:

<http://www.emperorshammer.org>

Please note the *.org in the URL...The EH is registered as a "non-profit" organization, NOT as a commercial enterprise/domain...(i.e. *.com)...

Linked Pages to the EH WWW Domain include the following:

- EH Command Staff (a listing of ALL current COs, SG Commanders and INQs and their respective WWW sites)
- EH SubGroups (links/GIFs to all NINE currently approved EH SubGroups)
- EH Newsletters (A NL Archive including the write/DOC file in ZIP format)
- Imperial Recruitment Center - For new recruits to join the EH
- EH WWW Message Board - The "official" WWW message board for the Fleet
- Office of the Fleet Commander - For the latest Fleet wide New Events/updates
- EH Main WWW Site - For ALL Fleet related links including ships, squadrons, etc.
- EH Roster - A direct link to the Flight Office for the latest EH Rosters
- Much more...!...:)

In addition, the Command Officers, SubGroup Commanders, Inquisitors and selected Advisors have been issued EH Domain WWW email addresses (i.e.USER@emperorshammer.org)...

The Fleet Commander (William P. Call, GARonin@aol.com) has developed and is maintaining the EH WWW Domain Site web pages through the America Online Primehost (<http://www.primehost.com>) service...The Domain HTML pages were created using AOL's AOLPress software...(it's pretty easy to use actually...:) For a minimal monthly cost paid by solely by the Fleet Commander (\$99/month), which is more than made up by AOL going with unlimited usage pricing, the EH gets the following:

- Unlimited email addresses/aliases
- 50 megs of storage
- 1,500 megs transfers/month (we're averaging ~10-12 megs/day currently)
- Automatic InterNIC Site registration (www.emperorshammer.org)
- Reliable and FAST file transfers (i.e. I believe they support T-1 connections)
- Extensive and complete usage reports (I can even tell which hour of the day gets the most traffic...:)
- Unlimited, Reliable, commercial-provided webcounter(s) for domain page(s)

I should also mention that the tech support folks at AOL Primehost (Bobby1@aol.com specifically) are very friendly, responsive and helpful...If the Emperor's Hammer Domain site gets too active, we also have the option of upgrading our level of service to "Commercial"...We currently have "Domain Service"...However, the current Domain is operating at ~20%-25% of its transfer capacity, so we have a ways to go...:)

To this point, LucasArts had done games in a variety of genres - flight sims, first person shooters, arcade-style. One glaring omission was the field of strategy games. With this next announcement, that all changed...

LUCASARTS ANNOUNCES RELEASE OF NEW SPACE STRATEGY PC GAME...REBELLION...!!!

(Submitted by USSWarp@aol.com)

This is from the #14 winter issue of the Adventurer:

(Cover of adventurer- color computer generated pic of ISD fighting a calamarian cruiser)

When you think of LucasArts and Star Wars, what comes to mind? Chances are you think of games like Dark Forces, Rebel Assault, TIE Fighter and Xwing. To date, LucasArts has produced Star Wars-based titles primarily in the action and space-combat categories. But part of the advantage and the beauty of the Star Wars universe is the incredible latitude it gives LucasArts to develop a wide variety of games in different genres.

Which is precisely why LucasArts is creating Rebellion, the first strategy game based on the Star Wars universe.

"Rebellion is a game of real-time strategy and galactic domination. Players get to take the role of either the Rebel Alliance or the Galactic Empire," says Wayne Cline, the game's production manager at LucasArts. "the possibilities for a game like this are tremendous."

Rebellion: The Star Wars Game of Galactic Domination takes the Star Wars gaming universe in an entirely new direction. In a rich strategic environment, players are thrust into a grand battle for control of the known galaxy. Rebellion will be a single or two player game and will include network and modem play for two players. It is scheduled for release in Spring 1997 (YEAH RIGHT) initially for Windows 95 with a pentium platform and is being developed by Coolhand Interactive of Palo Alto, CA.

"The Star Wars universe is natural for a game like Rebellion," says Wayne. "When Coolhand came to us with a really great idea for a strategy-based title, we just couldn't pass it up."

Domination of the galaxy is the primary objective in Rebellion and it's a goal not easily attained. The universe is divided by sectors and systems (Planets) and can be tailored by size for longer or shorter sessions, from 100 to 200 systems, 10 to 20 sectors of 10 systems each.

Digging a little deeper, Rebellion isn't just about domination.

"Rebellion is really about loyalty," explains Wayne. "Part of the way a player wins the game is by building strong loyalty base of planets, which translates to control of the galaxy. Players can win a planet's loyalty balance through either diplomacy or force. It's a real balance. For instance, use of force can be very effective, but you run the danger of having a resentful planet under your control. It's not hard for a resentful planet to shift its loyalties to the other side."

Complex strategy games like Rebellion are often referred to as "turn-based", that is, Player 1 makes a move and upon completion, Player 2 takes a turn. In the meantime, player 1 has no choice but to sit and wait for Player 2 to finish the turn.

"Rebellion changes all that," says Wayne. "In the game, everything happens in real-time. Events occur whether the player is ready or not. There's no time to run and make a sandwich, because you're liable to come back and find you've lost a planet. My advice is eat well before beginning a session."

Rebellion gameplay breaks down to two basic parts, strategic and tactical. The strategic component is where players make the majority of decisions, including manufacturing, resource management, fleet deployment and mission assignments. Players are updated on events by their "agents" (C-3PO for the Rebellion and IMP-22 for the Galactic Empire).

When two opposing fleets meet over the same system, the tactical component kicks in. This is a separate game element where players can take ships that have been deployed, join them in "task-forces" or "fighter squadrons," and assign orders or targets. All of this takes place in real-time 3d engine that is moving as soon as the battle is joined, so while the player is making decisions, so is the computer or opposing player.

"The strategy component of Rebellion is exciting, but the tactical side take this game over the top," says Wayne. "The 3D engine is really spectacular, and gamers will be hard pressed to find anything like it in any other game."

Rebellion is heavily character driven. Each side has several characters at its disposal. To win the game, a number of missions must be assigned to achieve specific goals, such as diplomatic missions to sway system's loyalty, sabotage missions to drop planetary defenses (allowing for bombardment, or rescue missions if a character has been captured. By assigning a character to a mission that complements his/her attributes, the chances of mission succeeding increase.

For example, if a player wishes to send a diplomatic mission to planet to convince it to be loyal to the Rebellion, assigning Mon Mothma, who is diplomat and the leader of the Alliance, will greatly increase the chances of the mission succeeding. At the same time, it

may also leave her vulnerable to capture, which would give the opponent one of its "win factors." Of course, the player may then mount a rescue mission.

"Characters are drawn from all over the Star Wars universe, from the films and novels" explains Wayne. "Players and fans should expect to make use of talents of characters like Luke Skywalker, Han Solo, Darth Vader and Admiral Thrawn (from the Timothy Zahn novels)." There are 55 characters in all, 28 from the Alliance and 27 from the Empire."

Rebellion is being created by Coolhand Interactive, a games developer based in Palo Alto, CA. Coolhand brings a real credibility to the Rebellion experience. The group is led by Doug Mogica, a veteran of the legendary strategy game developer Three-Sixty Pacific and former head of Paramount Interactive. Rebellion's director and main designer is Scott Witte, also a Three-Sixty alum, and the primary mind behind the AI in the classic game Harpoon II.

"Coolhand is a top-notch developer and, like LucasArts, a strong believer in quality" says Wayne. "Their experience in strategy-based games is exactly what we needed for Rebellion"

Rebellion promises a little something for everyone. Veteran gamers will spend hours vying for domination of the universe, while newcomers will feel welcome in an accessible and undemanding interface. And, of course, anyone who's ever been a fan will finally be able to fulfill the ultimate Star Wars fantasy: the chance to run the galaxy.

FLEET COMMANDER'S NOTE:

The Emperor's Hammer is already planning to incorporate the new Rebellion game into our Fleet possibly with a new SubGroup (to be called the "EH Directorate")...There may also be plans in to include the existing EH Civilian Command Authority into this genre of PC Gaming...!...A Message Topic Folder for this topic has been created on our EH Message Board in the Star Wars Fan Forum on America Online (AOL)...Visit the Folder (or the EH WWW Message Board) and post your suggestions, comments, etc...!

After the Articles of War had been established, it became the duty of the High Court of Inquistitors to judge any accused offenders. The first verdict they handed down was against Grand Master Crona, head of the Dark Brotherhood, who had threatened to try and separate the DB from the EH proper. The actual e-mail sent concerning this decision was one of the more unforgettable communiques in Fleet history. It was solid black, with red lettering, and said the following:

THE HIGH COURT OF THE INQUISITORS PASSES THEIR FIRST JUDGMENT...!!!

In the Case of Fleet Admiral Patrick Crona, Grand Master of the Dark Brotherhood, the High Court of Inquistitors has met in General Court Martial and has rendered a decision. Therefore I, Jedgar Paladin, High Inquistitor and Presiding Officer at this tribunal do make the sentence known to the Command Officers and the Accused.

The High Court of Inquistitors General Court Martial, with all members present and voting, have reached the following decision by unanimous vote:

- 1- That Fleet Admiral Crona is GUILTY of Abuse of Power, a Class III Offense.
- 2- That Fleet Admiral Crona is GUILTY of Mutiny, A Class III Offense
- 3- That Fleet Admiral Crona is GUILTY of several lesser included offenses.

Therefore. the following sanctions are levied against Fleet Admiral Crona:

- 1- That Fleet Admiral Crona is hereby stripped of rank, position, and privilege.
- 2- That the EH Persona of Patrick Crona is hereby ordered executed.
- 3- That All reference to Patrick Crona be expunged from all records of the Emperor's Hammer and that all medals and awards be declared null and void.

The Following are enacted to carry out the orders of the Court in the above sanctions, and are to be enacted at once:

- 1- A Formal Retreat will be held during which time an announcement of the Mr. Crona's guilt will be made and during which he will be formally stripped of rank and medals and will be "drummed out" of the service, as dictated by the traditions of the Naval Service.
- 2- Following the "Ceremony" Mr. Crona (Persona) will be lead from that place to the place from which he had come and from there to the place of his execution, to be carried out at the convenience of the Court and Fleet Commander.
- 3- The Flight Officer and Executive officer are hereby requested and required to remove all reference to Patrick Crona from the Roster and Medal board respectively. Additionally the appropriate officials in the Dark Brotherhood are requested and required to do the same.

The Official Decision, as rendered by the High Inquisitor is as follows:

The Decision of Former Fleet Admiral Crona to betray his comrades and friends is appalling, His utter disregard for Honor and Loyalty alone merit dismissal. When coupled with Mr. Crona's poor conduct regarding the officers who reported his conduct, and his contempt for the offices of the Fleet Commander, Executive Officer, and High Inquisitor, the decision was inevitable. There can be no possible defense for this conduct, and leniency was not possible due to the incredible severity of the conduct in question. What is ironic is that Mr. Crona was offered by this Court in the initial charge the opportunity to resign honorably and face no charges. His decision not to do so has made this unfortunate event even more unavoidable.

Mr. Crona, I find you and what you did reprehensible. I would never have expected it from an officer of your stature, and the height of your office makes the fall even more severe. Those who have near absolute power and allow it to corrupt them betray the trust of the officers who placed them in command and the officers that they command. Pride Goeth before the fall, Crona... Hubris. I rebuke you, sir. May God have mercy on your (persona's) soul...

The Commands of the High Court have been made. The Decision has been rendered and the Fleet Commander confirmed the sentence. This General Court stands adjourned. HAIL THE EMPIRE!

This sentence is passed under my hand this, the Thirteenth Day of December in the Year of Our Lord Nineteen-Hundred and ninety-six, the first year of the reign of the High Inquisitor, the second in the history of the Emperor's Hammer.

Presiding Inquisitor:

Fleet Admiral the Duke Jedgar Paladin
High Inquisitor of the Empire
Lord Chamberlain of the Brotherhood

(NL 38 highlights: Domain name registered by GA Ronin. Rebellion game announced. Execution of GM Crona. XO is given direct command of Sub-Groups. Order of the Vanguard created for long-time EH veterans. CA:XO begins listing of top 5 pilots on Battle Board. Squadron Management lectures by RA Qiliang. VA Yodavin fiction. LG Riker fiction. LG Riker INPR. LG Caso fiction. Tactics advice by GN Robey. BG James fiction. GN Allen INPR. GN Dark Storm poetry. Ship editing info by AD Bill. Fiction by MOR Chuck. Many images and Battle Medals by BG EmpReach. BG Vampire image. RA Cougar image. MOR Chuck Command Training Guide. GN LSky images. GN Smiley TIE image. BG Phatguy image. FA Anakin 3d ranks. MH Starrett image. INQ Veelon sound. Membership: Unknown as of 1/19/97.)



The Star Wars;Special Edition Poster...
(Photo: downloaded from the WWW by garonin@aol.com)

With all of the happenings in the EH, it's sometimes easy to forget just why we all do this in the first place. In January, 1997, the Star Wars Special Edition was released. Containing all new footage & effects, it zoomed to the top of the box office, and delighted a whole new generation of Star Wars fans, many of whom had never seen a Star Wars film in a theater.

Star Wars: Special Edition Rocks the Box Office!

The Force has been with Star Wars fans, and the films themselves, these past 11 days. It's a great time to be a fan of the galaxy far, far away. We not only can experience "our" film, beautifully redone, on a big screen in THX, we can find Star Wars everywhere we turn. From the covers of magazines like TIME (February 10, 1997), and Wired (February, 1997) to the book store, toy store, comic store, Taco Bell, Pizza Hut, and the grocery store,

Star Wars news and merchandise is easier to find than ever. You'd think the films were just discovered. But we've known all along they were the best.

Star Wars: the Special Edition grossed an estimated \$36.2 million in its opening three day weekend. That figure reportedly surprised Fox, the theater industry, and George Lucas himself.

As of this writing, an estimated \$8 million additional box office is reported to be all it will take for Star Wars to surpass ET as the highest grossing film of all time.

(NL 39 highlights: Star Wars Special Editions released. RA Qiliang Squadron Management lectures. RA Qiliang INPR. GN Shadow fiction. Dogfighting tips by GN Ixor. AD Rogue fiction. Images by MG Caso. FA Tav Breil'lya images. Many more Battle Medals by BG EmpReach. BG EmpReach image. GM Royal images. FA Anakin image. BG Tron image. LG Blazer images. LoC by FA Anakin. AD Khyron image. LG Lanche image. FA Bill image. Membership: unknown as of 2/28/97.)

Clan Alvaak Activated...!!!



The Crest of the Clan Alvaak
(Photo: Created by ADKhyron@aol.com, 1997)

Consul: GARonin@aol.com (please visit the Fleet Commander's Personal Dossier)

ProConsul: blazer@netvision.net.il

Homeworld: Aurora Prime, Aurora System, Outer Rim Territories

Motto: "Ferio, Tego" (I Strike, I Defend)...

Requirements to Join the Clan Alvaak: Having been the First HeadMaster of the Dark Jedi Shadow Academy and a Master of the Dark Side of the Force, the Grand Admiral has begun personal tutelage of several Dark Jedi Apprentices and younger Dark Jedi. In fact, Ronin prefers new pupils with no previous training in the Force that will require 'unlearning' prior to their training in the Dark Side. Consequently, the ONLY requirement to join the Clan Alvaak is Membership in the Dark Brotherhood SubGroup of the Emperor's Hammer. However, Clansmen warriors should realize that they represent the finest of the Emperor's Hammer and the Grand Admiral himself. Thus, the highest ethical and moral standards regarding activity and online conduct are required (i.e. follow the EH Bylaws to the letter). You will become personal protectors of the Fleet Commander and Aurora Prime and your names will be recorded in the history of the Fleet. Those that can not meet these requirements will be summarily 'terminated' by the ProConsul's Lightsaber...personally...:)

(NL 40 highlights: GA Ronin activates Clan Alvaak. Updates on LA games. LG Angel fiction. AD Garret fiction. RA Tycho INPR. Asobinin fiction. GN Jupiter INPR. GN Jupiter fiction. BG Oan INPR. Fiction by GNs Lacey & Brie. GN Shadow fiction. GN Jaygar Kal Torak fiction. LG Kaerner INPR. LG Wrath INPR. BG Assassin fiction. BG Kawolski & GN TayHota interview BG Tron. CD's MilCom is created. MG Darkon fiction. AD Rogue fiction. House Abroath history/banner by VA Andrew. INQ Veelon image. More Battle Medals by BG EmpReach. GN LSKy MUD guide. GN Lacey/GN Brie fiction. AD Khyron images. Master Flame guide for BHG online hunts. House Ar'kell history/banner by VA Andrew. BG Flash Project Reno Manual. GN Kaerner images. Membership: 2,604 as of 3/30/97.)

[...continue...](#)

[...previous...](#)



The recently retrofitted Kuat Drive Yards CloakShape Fighter which will serve Black Omega Squadron aboard the modified Torpedo Sphere, Empress Teta...Pictured here engaging in pilot combat training with a droid-controlled drone Xwing fighter captured from the New Republic...

(Photo: Created by blazer@netvision.net.il, 1997)

Many people have tried over the years to get the Emperor's Hammer officially recognized by Lucasfilm, LucasArts and their affiliates. The following may be the closest the Hammer has ever gotten to such a thing:

Fleet Commander in SW Novels...?

Several odd but flattering references to a character similar to GA Ronin were identified by LG WildKard in the Children of the Jedi Star Wars novel...Is this purposeful or simply coincidence; the readers can decide for themselves...Herein are presented excerpts from LG WildKard's reviews which, if the reader is perceptive, implies the House/Clan structure that is now a foundation for the EH Dark Brotherhood of the Jedi:

Subj: Character Garonnin in CHILDREN OF THE JEDI
Date: 97-04-23 01:39:30 EDT

From: ajm@dlcwest.com (Adrian (WildKard) and the Myer Family)
To: GARonin@aol.com

Okay, here a few quotes for you, to get his character and all. I left out some of the more lengthy descriptions of things (symbolized by ...) and left out dumb things (Garonnin stood up.), but here is a sample from the first two chapters he is in.

BTW: As you may have noticed, the spelling is Garonnin. Still, it's suspicious

*** QUOTES BEGIN ***

Emperor's Hammer Strike Fleet - Data Submission Form

For: Grand Admiral Ronin <GAronin@aol.com>
By: Squadron Commander WildKard <ajm@dlcwest.com>
Subject: Persona - Garonnin
Type: Research and Reference
SubType: Quotations

p. 260 line 16:

"Artoo, go!" Leia shifted sideways, forcepike raised, keeping a wary eye on Elegin and the man called Garonnin-- surely not a member of the House Garonnin?

p. 263 line 5:

Well, why not do it now?" demanded Irek sullenly. "Without her the Republic would crumble"

"Without her, the Republic would simply elect another Chief of State," replied Lord Garonnin quietly, a twinge of disgusted contempt in his voice. He stepped around Rogana and walked across the room toward Leia and the kretch. Leia, fighting not to run headlong from the filthy things, wasn't sure she could have done that. The light of a single glowpanel in the doorway behind Roganda made a stiff gold fuzz, like a metal halo, of the elderly man's short-cropped hair.

"Surrender your weapon, Your Highness. That's the only hope you have to come out of this alive".

Some Hope, thought Leia bitterly, as she switched off the vibroblade and slid the forcepike to him across the stone of the floor.

p.284 line 30:

The room where they put Leia was a large one, hewn out of rock and equipped---startlingly---with a window of three wide casements, through which daylight filtered even before Lord Garonnin slapped the wall switch to activate the glowpanels of the ceiling. "By all means, try to break it if it will amuse you, Your Highness," he said, observing the immediate direction of Leia's interest. "It was put in long before the dome, and the locks are made to withstand almost anything."

.

"I still say we should have put her in one of the lower rooms" insisted Irek... Like her, he

dressed simply, but carried himself with the cocky arrogance of one who believes himself the center around which all the universe turns... "If we keep her at all," he added, and gave her a look, up and down, calculated to be an insult.

Lord Garonnin replied quietly, "Whatever her position in the Republic, Lord Irek, Her Highness deserves the consideration due to the daughter of one of the Great Houses".

p.286 line 30:

Garonnin turned back to Leia. "They are parvenus," he said, his matter-of-fact tone containing, by its sheer lack of apology, something abysmally deeper than the contempt for those not of the Ancient Houses. "But such people have their uses. With him as our spearhead, we will be able to negotiate from a position of power with the military hierarchies that fight for control of the remains of Palpatine's New Order. I trust you will be comfortable, Your Highness."

Chief of State of the New Republic and architect of the Rebellion she might be, but Leia could see that she remained, in his eyes, Bail Organa's daughter... and the last surviving member of the House Organa. The last Princess of Alderaan.

*** END QUOTES ***

OBSERVATIONS

Garonnin appears to be an honorable character, much like Talon Karrde. But also like Karrde, he is not above 'questionable activities' in order to secure his power and such.

If you need any more information, I'm always checking my Email and I have the book for quite awhile.

Sincerely,

CMDR/LG WildKard/Aleth/SSSD Sov

"Aren't Imperials the bad guys?" Almost every EH member has been asked this at one time or another. Here's one way you can answer those who ask:

Are we the bad guys? A frequently asked question. Many persons do not have an answer to this question, so they have to evade. This is the reason why this is posted in a Newsletter ... extracted from an official Star Wars book (© by West End Games), no evasion anymore:

"Everyone" knows the Empire is an evil institution. It shatters peaceful worlds, crushes freedom underfoot, enslaves non-human species, and seeks to dominate every aspect of a citizen's life.

Does this mean every adherent to the Imperial system is evil? Well, no. To be sure, there are those twisted and sardistic individuals who have found outlets for their dark tendencies within the Imperial system. (In fact, as Palpatine tightens his grip, it appears the Imperial military encourages such behavior.) However, few Imperial citizens would condone the more horrendous tasks the Emperor sets for his trusted servants, and still fewer would be capable of carrying them out. Most people swear allegiance to the Empire have higher motives for serving the Emperor. (Not much higher, in some cases, but higher nonetheless.)

A great many Imperial citizens are genuinely convinced that the Empire is an advancement

over past political systems. They have embraced the propaganda and dogma of the New Order: that through the Imperial system, law and order are supplanting corruption and chaos, and that a little freedom must be sacrificed to assure everyone's security and peace.

Others see in the Imperial system a way of getting ahead. Some human merchants who once had to compete with Herglic and Sullustan shippers eagerly supported their rise of a system which would see alien companies diabanded or curtailed and their own operations given perferences and lucrative contracts. A spoils system based on species rather than merit found a great many supporters among the mediocre.

The vast majority of people have little say in the way galactic governments are run, and affect a certain stoic attitude regarding galactic politics. Their goals are simply to hang on and get on with their lives, no matter what happens. They say what they must to be left alone, and do not make waves.

Do not misinterpret this to mean that there is no room for personal heroism within the Empire's institutions. Far from it. Despite the many disadvantages Imperial citizens and soldiers deal with everyday, many competent, caring, and capable persons are genuine heroes. Many do achieve fame, position and power through hard work and their own abilities. Along the way, however, many have a change of heart. Many eventually come to doubt whether they are fighting for the right side. Still others begin to question where it will all end. For some, questioning whether the fame, the position, and the power are worth it, after all, is the beginning of true heroism.

The bottom line is that Imperials are not a homogeneous lot. There are distinct subdivisions among Imperial supporters, which may be broken down into four categories: elite, traditional, citizen, and renegade.

With the upcoming release of Rebellion, it was decided to create a new Sub-Group, the EH Directorate. Combining the Civilian Command Authority with the Imperial Survey Corps, the DIR would be the first SG created for a strategy game.

The EH Directorate

Hi guys and thanks for reading up on us at the EH Dir. In this months NL I'll try to answer some of the FAQ's Blazer and me are getting. Also you can check out our web site at <http://members.aol.com/GMFChuck/ehd/ehd.htm> And now for them questions.

BUT FIRST!!

Congratulations to our lastest INQ Garret (a personal friend of mine)
Best wishes to our new Flight Officer Compton
Congratulations To HIGH INQ Yoni for being awarded the MoH!
Thanks to Ronin for taking the time once again for us!
And best of luck to Moldman who steps down June 9th, 1997

When is Rebellion coming out?

Good question, you know about as much as I do on this one. LA says Spring of 97. Well spring has sprung but you know those guys at LA.

How do I join the EH Dir?

Simple, you don't! Well not yet anyways but soon! Once I get the group all nice and disoranziged with help from lots of chaos from Blazer then there well be lots of postions on planets to fill :).

So what the heck does the EH Dir do?

The EH Dir will be based on the up coming game Rebellion. In between watching the "Blue Brothers" and smashing rebels, we basically control and maintain order on the EH worlds, systems, and sectors. Also when needs be, the Grand Moff will commission groups to explore and take over new areas of space for the Emperor's Hammer.

Will the EH Dir be fun?

Yep

So what's in store for the next EH DIR NL section?

Tune in next month folks. Same Dir time, Same Dir section.

Who is this guy who wrote this section?

Thank you for your support.

Grand Moff Chuck

(NL 41 highlights: "Garonnin" mentioned in Star Wars novel. X-Wing vs. TIE Fighter finally released. EH Directorate formed. VA Predator essay. LG Distant poetry. RA Angel fiction. RA Qiliang Squadron Management lecture. GN Drizzt INPR. LG Stone fiction. GN Haem INPR. GN Hazard INPR. GN Boussh fiction. GN Karlik INPR. BG Undo INPR. BG Shadow INPR. GN Sherman INPR. GN Vaaseul INPR. AD Rogue fiction. AD Distant images. AD Khyron images. GN Sherman image. Revised Project Reno manual by AD Devin. GMSTR Royal image. VA Dev image. Whafro midi. Membership: 2,773 as of 6/5/97.)



Forces of the Emperor's Hammer and Republic Shield do battle in the Minos Cluster in the Outer Rim Territories...
(Photo: Created by dobo@ime.net.au, 1997)

While the EH and other groups have long tried to get official recognition, neither Lucasfilm nor LucasArts had made their position on the matter clear until this point...

Lucas Companies Respond on Online "Unofficial" Fan Clubs...!

The following was excerpted from email received from CybrLitPub@aol.com, via email dated July 9, 1997:

Hi:

I thought I would update you with information that I received about Lucas and the StarWars Clubs.

I was beginning to get very irritated not hearing back from the PR department at Lucas, so I took it upon myself to contact a few officials with the company. I was asked specifically not to identify them, but here's what they told me:

First, I was told that I will probably never hear back from the PR department if I was asking about fan clubs. Then I was told why. The Lucas companies are very involved with their own Star Wars Fan Club. (The "official" one) It has a membership of over 150,000 fans. As far as the Lucas Companies are concerned, that is The Only fan club around. I was told that if they even respond with a "no comment" that it's admitting that there are other clubs out there, and they'd rather close their eyes to the fact than admit it. Therefore, they not only don't recognize other clubs, they don't even acknowledge that they exist.

I'm not sure how I will approach that fact in the article. But for now, I just wanted you to know what their stand is. Maybe someday we can change it, but with the renewed popularity of Star Wars and the prequel in progress, such an open accusation might cause more harm than good and bring the wrath of George upon us. I'll still run the article in the September issue and may just leave Lucas out of it, I don't know.

If you have any questions or comments about this, please let me know. I'll be happy to tell you what I can. In the meantime, chin up 'cause you're doing great!

I'll talk to you later,

Drew

FLEET COMMANDER'S NOTE: Drew is editor of the Galactic Alliance, a science fiction publication which is linked to the EH Domain>Awards page and is popularly distributed at various Star Wars Conventions.

For quite some time now, the EH has pitted itself against the Rebel Squadrons in a weekly XvT competition. Consisting of 1-on-1 melee missions, the contest started out in a VERY different manner...

Results of First Minos Cluster "Test Battle" Posted ...The Empire is Declared Victorious...!

General Battle Plotline - Imperial Assault on Rebel Convoy near Athega

EH vs. RS - The Battle For the Minos Cluster: Mission #1

Greetings sirs,

After learning from LG Iver that we would be flying the mission "Imperial Assault on Rebel Convoy near Athega", I decided to formulate a strategy that would work for us for this particular mission. Here is what is known about this particular mission:

There are 11 Rebel Corvettes. We must destroy at least six of them to win. That is all that matters. The convoy of Corvettes will be escorted by four A-Wings w/ Reg. missiles. The Rebels will have the option of exchanging the A-Wings for X-Wings in the mission, also with missiles. My plans should work either way, but more so if they have X-Wings.

We will have the advantage. We have Two TIE Advanced, armed with missiles, but with the option of carrying 6 Proton Torpedoes. The TIE Advanced have several waves. We also have 6 Gunboats, each with 12 Proton Torpedoes.

That said, here's the plan:

Pilot designations:

- 1 - Battle Leader - TIE Advanced w/ Torps
- 2 - Flight Member - TIE Advanced w/ Torps
- 3 - Bomber - Gunboat
- 4 - Bomber - Gunboat

First thing off, both 3 and 4 will send their two extra Wingmen up against the Rebel A-Wings nearest by. Then all ships will proceed to place all power into their engines, and load their launchers for dual fire. The TIE Advanced, each having 6 torpedoes, should be able to take out one Corvette a piece. The Gunboats, having 12 Torps, should be able to take out 2 a piece. Pilot #1 takes out CRV Athega 1. Pilot #2 takes out CRV Athega 2. Pilot #3 takes out Athega 3 and 4. Pilot #4 takes out Athega 5 and 6. If all the ships do their jobs, and none of the torps are intercepted, we should have just accomplished our primary goals. In the contingency that we do pull it off perfectly, all ships will enter hyperspace and attack the remaining ships with a fresh load of warheads. In the contingency that 6 of the Corvettes aren't shot down, the present Human controlled fighters will converge fire upon the weakest present Corvette. Provided the Rebels won't be sitting back during all of this, but we should be able to work quickly enough that they don't last long.

<SALUTE> LONG LIVE THE EMPIRE!

FM/GN Cuptoman/Nun II-3/Wing V/SSSD Sov {IWATS} [AW-FL] (ISM) (ISM) (PC)
(BS)

...You asked for a battle report sir, so here one is...

Battlefield: All border areas of the Minos Cluster that are not adjacent to RS/EH held systems.

Mission/scenario:

Mission Name: Attack on Rebel Convoy near Athega

Scenario: Interdiction of RS Convoy on fringe of the Minos Cluster. Imperial victory discourages Rebel usage of MC fringe, and results in it becoming Imperial held area. Rebel victory denies the areas usage to the EH.

Pilot Setup:

Original: 8 Rebel pilots and 8 Imperial pilots divided among 4 flights. Which ever side had the most victorious flight outcomes, declared the winner. Flight assignments were not pre-decided this time, resulting in mass confusion. After a period, the following was arrived at for the actual combat roster.

Republic Shield Emperor's Hammer

Flight 1:

RSDUDE (Ackbar345@aol.com) Haxard (tyver07@aol.com)

AntilesRS (Antilles60@aol.com) Trident(Trident@TheOffice.net)

Results: Combat flown as stated. Imperial Victory.

Flight 2:

RSRogo (Rogo64@aol.com) Sarok (gwr072b@tninet.se)

RSJackyl (madjackyl@aol.com) Vman (vman@mindspring.com)

Results: Combat mission scrub'd, due to inability to make a stable connection. Originally had Wrath slated for Vman's slot, but due to technical problems, he dropped off the roster.

Flight 3:

RSNiik (KevarNiik1@aol.com) Cuptoman (Cuptoman@aol.com)

KypRS (kypdarkarrow@geocities.com)

Results: Other originally slated to be Cuptoman's wingman, but due to inability to form a stable connection, he was dropped off the roster. Others continued trying till adequate connection obtained. Outcome: Imperial Victory.

Flight 4:

Arthurliu (arthurliu@aol.com) Percy (percy.eriksson@ronneby.mail.telia.com)

Results: Others originally slated, un-able to connect to host. these two eventually succeed in connecting, and fly. Outcome: Imperial Victory.

Original Roster that was not flown, is available from Haxard. Scores/Kills should be available from AD Andrew, or Noble.

Actual Pilot numbers: 6 Rebels, 4 Imperials, among three flights. All flight outcomes are Imperial Victory, hence overall outcome is that of a Imperial Victory.

Major General Iver

Aggressor Wing Executive Officer, Acting Commanding Officer

FLEET COMMANDER'S NOTE:

Please be advised that the first few XvT missions will be 'experimental' in that no real gains/losses will be realized by either club until both sides have some experienced XvT pilots...Also, please note that the XvT game platform has severe connection/stability problems...Unfortunately, XvT may not be the ideal game platform...:)

(NL 42 highlights: Lightsaber commentary by APP Tschel. EH begins online flight competitions with Rebel Squadrons. VA Qiliang fiction. HMSTR Jade'oh'Pi fiction. Humor by RA Kawolski. RA Brad fiction. GMF Angel fiction. BG Ajax fiction. GN Gibbs INPR. APP Valia Rand fiction. LG Tron fiction. GN Josh INPR. GN Boussh tactics advice. BG Shadow fiction. LG Darkfacimile fiction. GN Ajax poem. AD Rogue fiction. VA Dev images. AD Khyron images. AD Khyron sound. Blazer images. Membership: 3,316 as of 7/1/97.)



Forces of the Emperor's Hammer and Republic Shield collide
on an unknown planet in the Minos Cluster in
the Outer Rim Territories...

(Photo: Created by blazer@netvision.net.il, 1997)

To this point the EH had limited itself to LucasArts computer games and online experiences. With the creation of yet another Sub-Group, The Fringe, the EH expanded into role-playing games.

The Fringe
EMPEROR'S HAMMER
ONLINE ROLE PLAYING GAME
~Version 1.2~

* * *

Created by Rear Admiral Stephan Reinthaler
(emperors@silcon.com)
7/25/97

Edited by Fleet Admiral Jedgar Paladin
(HIPaladin@aol.com)
8/21/97

Edited by Grand Admiral Ronin
(fc@emperorshammer.org)
9/21/97

* * *

About the Game

Role Playing on the Internet is a major favorite past time of all dedicated Star Wars fans who have a desire to experience the thrill and excitement of living out the lives of their custom Star Wars characters. They take journeys into unknown lands and discover new and exotic life forms. Everything from lightsaber duels to TIE Fighter chases, the world of Role Playing never ends. Now, with the creation of the Emperors Hammer On-line RPG (called "The Fringe" due to most adventures taking place in the Outer Rim Territories), an Imperial Officer can do battles with pilots from the Republic Shield or other online club while at the same time living out the day to day lives of their Emperors Hammer pilot without being inside the cockpit. In a complex game of cat and mouse, who will be the winners? The powerful Imperials? Or the Sly Rebels?

"Nothing can stop the Sunshine Death Star Play and Learning Center," the Imperial Emperor said via holograph. "With its four classrooms, outdoor playground and experienced staff of licensed day care professionals, no other facility can match its awesome instructive power."

Though still several weeks away from full strength, the Sunshine Death Star Center is already up and running. Among the most popular activities there are finger-painting, story time and Duck Goose, which the Emperor often helps lead. "Feel your hatred flow through you," he told 3-year-old Jenny Bates, as she energetically chased fellow toddler and "goose" around the outside of the circle. "Give in to your hatred!"

Disaster was narrowly averted last Friday, when the center took a field trip to the nearby planet Bespin. At the end of the day, minutes into the shuttle ride back to the Death Star, adult chaperone Darth Vader locked eyes with 4-year-old Matthew Schumpert. "Wait," said Vader, probing deep into the child's mind. "There is another Schumpert." Vader sensed the presence of Katie Schumpert, Matthew's sister, who was still back at the Bespin gift shop purchasing souvenirs. He ordered the shuttle to turn around and averted an embarrassing situation for the new day care facility. Vader later added: "Join me, parents looking for a safe, dependable child care alternative, and together we will rule the galaxy."

In addition to enjoying many fun games and learning activities, children at the Sunshine Death Star Day Care Center have already gotten to witness the destruction of several planets out the center's giant bay window. Last Friday, in the middle of a coloring activity, the planet Alderaan was blown up, delighting 23 of the 24 children who witnessed the devastating power of the battle station. The sole exception was Libby Phelps, 3, whose family was vacationing in Alderaan at the time of its destruction. She was frightened by the loud explosion and began to cry upon realizing that her mother, father and younger sister were now dead. The emperor's elite squadron of imperial guards leapt to action, removing the girl from the room and giving her some ice cream treats to calm her.

According to Death Star officials, the idea for the center sprang up after a number of parents complained about the lack of quality, affordable childcare options on the Death Star. "As a storm trooper and father of three, I'm very excited about the new day care center," Death Star citizen Ralph Sedgwick said. "It's a safe, nurturing environment, one in which my child will learn." Added Gail Lindon: "For years I took my daughter to work because I couldn't afford a nanny. Do you have any idea how hard it is to operate a tractor beam with a two-year-old pulling at your leg?"

As excited as most are about the new day care center, a few extremists have expressed concern about its proximity to the Death Star's reactor core. "There is an opening in the Death Star's main shaft that leads to the core," parent and dissenting voice Annette Voss said. "If a small rebel ship were to somehow break through the deflector shield and enter the shaft, it's possible it could hit the reactor core with a single, well-placed proton torpedo shot and destroy the entire space station." Experts, however, scoff at Voss's theory, dismissing such a shot as "a million to one."

Fleet Admiral Blake Wylie

(NL 44 highlights: Medal of Communication created. Tactics by BG Terry. FA Compton essay. VA Qiliang history/INPR. FA Blake fiction. GN ZysFryar INPR. LG Gibbs fiction. BG Ravil fiction. GN Ben Skywalker INPR. CM Kel Imada INPR. GN Dorsk Boula INPR. BG Terry fiction. GN Lister INPR. GN Gilkane bio. Jonathan Ossof fiction. BG Slade fiction. GN Duck INPR. GN Fink INPR. GN Havoc INPR. GN Krychek Horn INPR. GN Kenny Thr'habin INPR. GN Phoenix INPR. GN Rapier INPR. BG Corner INPR. GN Onslaught INPR. GN Kane Apocalypse INPR. GN KillRaven INPR. RA Kawolski INPR. GN Luc INPR. LC Doyon INPR. MG Hades INPR. CM Peter O'neal INPR. GN Peach INPR. GN Eric Tabors INPR. GN DTG500 INPR. CM Terry INPR. GN Stallion INPR. GN Starstriker INPR. BG Tron fiction. GN Qiliang burnout lecture. GN Omega INPR. GN Scoser INPR. BG Undo fiction. GN Volkov fiction. Many more Battle Medals by LG EmpReach. LG Darkstar INPR. GN Freelancer INPR. BG Delplancq INPR. BG Harkonnen INPR. GN Krymil INPR. GN NiksaVel INPR. Many images by VA Blazer. FA Yoni image. Membership: Unknown as of 1/11/98.)

Although he had helped out with NL 44, the release of NL 45 saw SA Havok being the first person in the history of the EH beside the Fleet Commander to compile a NewsLetter. Unfortunately, one of the first things he had to report was the untimely death of an officer...

INQ Doomsday Mourned...!

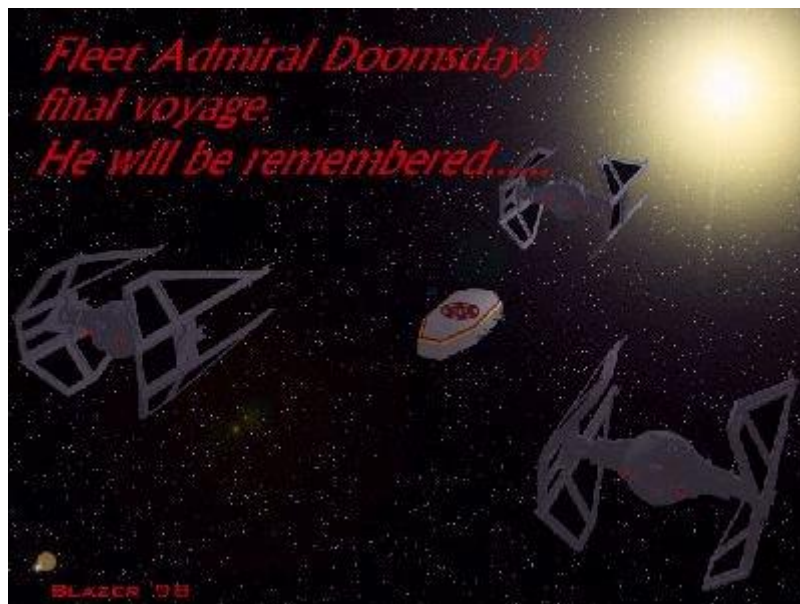


Image courtesy of CA2:FC/VA Blazer/CS-2/SSSD Sov

It is with a heavy heart that the Fleet Commander has to report the passing of INQ Doomsday (Kenneth Auyueng). He apparently committed suicide on December 11, 1997 as indicated on the MacCleans WWW Site...

<http://www.macleans.ca/newsroom020298/can1020298.html>

...and as independently confirmed by GMF Angel of the Emperor's Hammer on February 2 and 3, 1998, through both his former school and the Toronto, Canada Police Department. Several EH Members are already working on a "memorial WWW Site" and the Fleet

Commander has authorized the M/CRV Phantom, the EH Reconnaissance Officer's personal exploration vessel (originally designed by Doomsday), to be re-christened the M/CRV Doomsday. Doomsday was the first Reconnaissance Officer in the Fleet and was an Inquisitor and Fleet Admiral, a highly respected person in the club...

However, be advised that although this is news to us in the Emperor's Hammer, his family has been dealing with it for over a month. So, please no emails to the family or chain letters; they reportedly want to move on with their lives...

<SALUTE>
GA Ronin

(NL 45 highlights: Death of INQ Doomsday. TIE Corps position descriptions revised. FA Renegade poem. VA Gilkane INPR. FA Compton essay. GN Scoser INPR. GN Ricardo INPR. GRD Terry fiction. Fiction by BG Kessler & GN Fink. GN Kitaren INPR. GN Jarak INPR. BG Kessler tactics. GN Volkov INPR. GN Diel INPR. GN Howlader fiction. BG Maverick fiction. BG Maverick INPR. APP Ulair fiction. GN Wraith INPR. GN Rea INPR. GN Fink INPR. GN Leder INPR. BG Thrax INPR. VA Brad fiction. LG EmpReach images. BG Killraven image. LG Raven images. BG Wolly image. LG Fox image. GN DragonXX image. VA Blazer image. BG Thrax image. BG Kessler image. CEO Darkov image. VA Torquemada images. Membership: 4,301 as of 2/24/98.)



One of the most popular places to fly XvT (and now XWA) has always been the Internet Gaming Zone. The EH was one of the first to get registered on the Zone...

Emperor's Hammer Linked to the Internet Gaming Zone...!

Thanks to the quick thinking and efforts of the EH Flight Officer, FA Compton, the Emperor's Hammer has been linked to the Microsoft Internet Gaming Zone (<http://www.zone.com>)...Just go to the Zone, click on News then on Jedi Knight

Squadrons/Clans...Out of the several small (4-12 Member) clubs and clans, the Emperor's Hammer really stands out with its 4,200+ Membership...!

By the way, feel free to visit the SciFi Channel (<http://www.scifi.com>), another prominent site posting a link back to the Emperor's Hammer...

(NL 46 highlights: LG Kessler & BG Fink fiction. BG Harkonnen fiction. GN Marko INPR. GN Freelancer fiction. BG Laerox INPR. GN Rek Rex INPR. GN Tazman INPR. VA Brad fiction. BG Maverick fiction. GN Shark INPR. GN Marko INPR. GN Sslither INPR. GN Fink fiction. GN Yacko fiction. LG Howlader INPR. GN Nylad INPR. INQ board run-on fiction. BG Scoser fiction. Even more Battle Medals and other images by LG EmpReach. LG Fox image. BG Laerox image. GN Tazman image. VA Big Dog image. APR Lioness images. BG Wood images. Membership: 4,232 as of 5/98.)

Due to real-life difficulties, it would be 6 months until the next NewsLetter would be released. Due to the efforts of FA-Baron Compton, NL 47 finally saw the light of day.

Ever since it was revealed that the First Star Wars film was Episode Four, fans have wondered when George Lucas would go back and tell the stories that happened before A New Hope. When the news was finally announced that Lucas had begun Episode One, Star Wars mania began anew. But when would we get to see new footage? Here's the answer...

The Phantom Menace trailer released...!



Downloaded from starwars.com.

In sneak preview showings that were originally announced on the Official Star Wars Website, the first trailer for Star Wars Episode One: The Phantom Menace was introduced to the public on November 17, 1998. In 75 theaters around the US and Canada, slaving fans were treated to the first glimpses of what the first chapter of the Star Wars saga will contain. Returning characters include a younger Yoda, a prototype C-3PO, a young Anakin Skywalker, R2-D2 and a young Obi-Wan Kenobi. New characters are too numerous to mention. If you haven't already done so, download the trailer at www.starwars.com. We've only got 6 more months to go.

It's been mentioned before that real life gets noticed in the EH from time to time. One of the most shocking, most unexpected announcements came from the Fleet Commander himself:

More important than that...!

Grand Admiral Ronin has announced that he is engaged to be married! Although he has understandably tight-lipped about this momentous turn of events, he carries with him the best wishes of the entire Fleet. Rumor has it that the entire Fleet is going to be recruited as bodyguards to make sure that the eventual honeymoon is quiet and peaceful (well... at least it shouldn't be interrupted). Good luck from all of us, sir!

Most of the Star Wars fiction, both in the novels and the comic books, has focused solely on Luke Skywalker and the rest of the criminal band of Rebels. Although Timothy Zahn was the first author to show the Imperial side of things with his creation Grand Admiral Thrawn, it was Michael A. Stackpole who gave the Empire its greatest fighter ace, Baron Soontir Fel. The EH was fortunate enough to interview Mr. Stackpole on IRC during one of the weekly meetings.

Star Wars author interviewed...!

On September 22, 1998 the regularly scheduled Emperor's Hammer IRC meeting was preempted by a most momentous event. Michael A. Stackpole, author of the first four X-Wing novels and the recent hit I, Jedi, paid the Fleet a visit to be interviewed. The following is a transcription of that interview, edited for ease of reading.

BC: At the opening of his first Star Wars novel, Rogue Squadron, Michael A. Stackpole established himself as something rarely seen in modern literature: a fan of his subject. With his painstakingly precise description of "The Redemption Scenario" from the original X-Wing computer game, he not only tied the game into the greater continuity of the Star Wars novels, but he gave readers a first taste of just how glorious piloting a starfighter can be.

Although most Star Wars authors focus solely on the Rebel side of things, Mr. Stackpole is one of the few to show things through the eyes of an Imperial - Baron Soontir Fel. Fel is one of the few Imperial "villains" who has been portrayed as true Imperials should be: with a strong sense of honor and loyalty.

Ladies, officers and gentlemen, please join me in welcoming the very talented Mr. Michael A. Stackpole.

BC: I'm afraid I have to start with the obvious: how did you get chosen to write a series of Star Wars novels?

MS: Thanks for that great introduction. My mom must have called you.

BC: LOL

MS: I had a contract for some fantasy novels with Bantam when they picked up the X-wing license. They needed a writer who could work fast, was familiar with games and computer games, could write well and could write in someone else's universe while doing military SF.

BC: Which you had proven you could do with your BattleTech novels.

MS: Because of my BattleTech work and computer game work, they knew I could fit the bill. They sent books of mine (Once a Hero and Assumption of Risk) to LFL, and LFL gave me a green light. My agent and I had been angling for one book, and we got four.

BC: You've said that your association with the X-Wing comics dates back to July, 1994. Can you provide us a little more information on how you ended up writing the series?

MS: Liz Danforth and I went up to Skywalker Ranch to meet folks there in July of 1994. Lucy Wilson asked if I'd ever done comic work. I said I wanted to, but none of my deals had worked out. She made a note and three months or so later I got a call from Dark Horse. They wanted plots, I got to tie stuff to the novels and we were in hog heaven.

After 5 storyarcs my editor figured I deserved a shot at scripting, so the "Emperor's Service" plotline became mine to script.

BC: The series started off with some less-than-stellar scripting by another writer. Then you began scripting your own plots, and now you've scripted Tim Zahn's plots for the Mara Jade comic series. How has this (mini-)evolution as a writer, if at all, affected your writing?

MS: Well comics are a very visual medium, so I had to learn a new way of writing. In comics you can do things you can't do in a novel, and vice versa. In comics, most characterization comes from dialog or art, very little internal dialog stuff works. Basically I've added a new arrow to the quiver.

BC: You and Zahn have collaborated on a few projects; the Mara Jade series and the Side Trip novella probably being the most noted to date. How does working with another writer differ from working alone (editors notwithstanding)?

MS: Working with Tim is a blast, since we work very similarly. We toss stuff back and forth, getting another perspective, which pushes both of us to work harder and do cool things. Tim writes characters I would never create, but in learning to write with them, I have to push myself.

In Side Trip, the Thrawn/Corran scene was an absolute blast to do. And we're working on another story like that, "Encounter at Darkkneel" that should be in a Bantam Anthology next year.

BC: Did you have any difficulties handing over the reins of the X-Wing books to Aaron Allston for 3 novels?

MS: Nope, not at all. Aaron's been a friend of mine for years and I love his work. I knew another writer would do 3 of the books (while I did I, JEDI) and then I learned it was to be Aaron. He's an ace writer and I was overjoyed he got the shot at doing the books. Nice thing was that I knew I could trust him to put his all into it, which he did.

BC: You're returning to the Rebel pilots for the eighth, and presumably final, book in the X-Wing series. Can you give us a hint of what it'll be about?

MS: The book is titled Isard's Revenge and if you read between the lines in I, JEDI you know that the Rogues (among many) finally rescue Jan Dodonna and the other prisoners from the

Lusankya. You'll see characters from the comics and Aaron's books in this one. I'm working on it now, and it's a lot of fun. Some folks have concluded from the title that Isard is alive, which they are welcome to do. Then again, her reaching out from beyond the grave is something I love playing with.

BC: And the Rebels capture the Lusankya, as shown in the Dark Horse comicbook series Crimson Empire.

MS: Well, the NR got it in The Bacta War. They put it back together for Crimson Empire.

BC: What prompted you to create the character of Soontir Fel?

MS: What prompted Fel's creation? We had the Rise of Isard storyline in mind when my editor shot me a not saying, "Maybe we could do an Imperial Red Baron." I liked the idea. I created Fel, then Tim Zahn called on the phone. I told him I'd just created the best TIE Fighter pilot ever and he said, "Yeah, what's his name. I can use him." We worked out Fel's life beginning to end at that point, and Fel just burst onto the scene. It was really cool. Then folks started asking about TIE Fighter stories and Tim and Peet Janes and I just grinned, knowing what was coming up.

BC: He's definitely been an inspiration to us TIE Fighter junkies.

BC: I must admit I was greatly surprised when Fel offered his services to the Rebellion in the X-Wing comicbook. Even though subsequent stories (i.e. the Wraith Squadron and Iron Fist novels) reveal his "return" to Imperial service, his "return" has yet to be shown. Will the actual events leading up to this be revealed?

MS: Fel is a complex character, really, and was tough to write. I think you'll find things are even more complex than the X-wing novels suggest, as you will see in forthcoming books. As for the story of his return to Imperial service (if, in fact, that's what's happened), I think that's something for future comic stories, as we get room to do them. I know what the story is, but I want the right place to tell it. Tim and I have been kicking around some Thrawn/Fel storylines that would be fun to play with, too.

BC: Lucasfilm permitting, I REALLY hope we get to see that.

MS: Yeah, LFL permitting, I hope we do, too. :) The thing about Fel is this: he IS honorable and intelligent, and there comes a point where the contradictions in the Empire force a decision. He chose to leave the Empire that he felt had betrayed him. Others don't make that choice, or haven't made it yet.

BC: Or they join the Emperor's Hammer, the home of honorable Imperials. :-j

MS: Ah, yes, the third option.

<GA_Ronin> LOL

BC: You've said before that you find Imperial characters uninteresting, with few exceptions; Fel and Grand Admiral Thrawn, I believe, were the two you stated. What is it about Imperial characters that you find boring?

MS: That's not what I said, actually.

* FACompton hates it when he gets a quote wrong...

MS: The fact is, though, that the most interesting story about an Imperial character involves his/her struggle with this inherent order versus evil nature of the Empire. Without that sort of internal struggle and growth, Imperial stories pretty much boil down to "What the Auschwitz Guards did on their summer vacation." I know that's a gross generalization, and there are plenty of evil folks for Imperials to fight against. But, against the backdrop of the Rebellion, this choice of staying or leaving is the most dramatic of stories.

BC: One more question before we open the floor to everyone...

BC: Speaking of Thrawn, you and Timothy Zahn were originally scheduled to co-write a comicbook series for Dark Horse. This series was intended to "fill in the gaps" between Zahn's novels Specter of the Past and Vision of the Future before it was decided there weren't enough gaps to fill. Were there any elements left out of the proposed series that didn't make it into the novels?

MS: What the problem was that No one told Tim he was supposed to leave loose threads for the comics to handle. Tim is a tight writer, so there weren't any to use.

MS: suffice it to say, though, that nothing that's been approved by LFL will go to waste, which means we have some very cool stuff coming up.

<GA_Ronin> ok...

<GA_Ronin> FA Compton...thank you for your outstanding list of questions

* FACompton blushes.

<GA_Ronin> what will happen next is that attendees will simply msg Jammin to be voiced to ask personal questions

<GA_Ronin> again, please no profanity, be respectful, and DON'T ask previously asked questions...:)

<GA_Ronin> Jammin, the floor is yours...

<Jammin> thank you...

<Jammin> some basic rules first...

<Jammin> msg me only asking to be voiced.. not the question... :)

<Jammin> and please make sure you are not repeating a question that has already been asked...

<Jammin> alright then.. let's go.. :)

<MG_Horn> Good morning/evening Mr. Stackpole! What pieces of fiction are you currently working on, or are going to work on in the near future?

MS: Right now I'm writing Isard's Revenge. After that I've got a fantasy novel to do, The Dark Glory War and a couple other things that I can't talk about because of contracts.

Oh, I will be doing a serial story tied to the game Crimson Skies. Check my website for a link to it when things get set up.

*** Jammin sets mode: +v RS_Lefty

<RS_Lefty> Hello Mr. Stackpole I, Jedi filled a few holes in the Corran Horn story, do you have any plans of developing other Rogues more completely?

MS: The other Rogues will get developed in the course of new novels, yes. There won't be another novel that focuses solely on one of them, no. I, Jedi was a special case where Bantam and LFL and I wanted to see if we could elevate a novel character to the second tier of characters in the universe. We'll know it worked if you see a Corran Horn action figure. (I'd love one of him and Fel, actually.)

<Baron_Fel> Where is Baron actually born and how did he come into Imperial service to begin with? and are you going to follow up I, Jedi with the story of Corran and Mirax having children?

MS: Actually, Fel's life is fully spelled out in X-wing issue #25. He is a Corellian Native, born and bred, and got an appointment to the academy at Carida through the influence of his father's employer. If you check Tim Zahn's Specter of the Past, you'll see Corran and Mirax DO have a child.

<BG_Harkov> Thanks for taking time to visit with us today. My question is of the X-Wing series books, which one do you think was your best work or did you enjoy writing the most?

MS: Good question. I guess I like The Bacta War the best because it was so much more fun and easier to write than Krytos. Prior to that, though, Wedge's Gamble was my fav. All the books have scenes I really love, though, so picking a favorite really tough.

<MG_Horn> Thank you for coming Mr. Stackpole! Do you feel that the change to Wraith Squadron in the X-Wing novels was a good change or do you think that the Rogue story should have continued for another novel?

MS: I think it would have been tough for any other writer to pick up the Rogues and done them to the satisfaction of the readers. I think having the Wraiths there and using them to expand the universe was a very good thing -- it means there are even more folks actually working beyond the magnificent Seven. <g> As it is, the Rogue Story does continue for another novel: Isard's Revenge.

<GA_Ronin> I have a quick question... Mr. Stackpole... I have noticed some SW novelists are more Web savvy than others. Has this affected your works and publicity?

MS: I guess that assumes I'm one of the web-savvy ones. Ah, having the web around has been great. I get a lot of feedback and can inform folks about stuff in one place. Prior to that getting information out was tough. I really like the web and doing chats like this. It's like going to a con without having to log the air miles.

BC: If you were a high-ranking, incredibly handsome Imperial officer such as myself, what would you do to help make the Empire a better place?

<GA_Ronin> heh, heh...:)

MS: Tough question. Timeframe?

BC: Lemme see, the EH is currently about 6 months after the fall of Coruscant to the Rebellion.

MS: Okay, about the time Pestage goes away and Isard rises? In that timeframe I'd pull a Bel Iblis, set myself up as a Warlord, and hire myself out to the New Republic to break up other nasty Warlords.

<GA_Ronin> good advice...:)

MS: I'd build a power base among the other ex-Imperials and make sure the citizenry under our control were protected from the excesses of folks like Isard.

<RS_Lefty> Mr Stackpole, I as a reader have noticed that some characters have changed a lot since the movies. (ex.: Luke Skywalker has settled down and become a great Jedi Master instead of a careless boy.) In your opinion, as a Star Wars writer, are these changes a plus or do they make the Star Wars Universe bland?

MS: In my opinion, those changes, when handled well, are the spice of the universe. the trick is that not everything is handled well. I think stories are about characters, about how they grow and change. If that change is logical and interesting, then the universe kicks butt. If writers fail to make the changes make sense or exciting, things do get bland, yes. Me, I like to do things right. I think you'll find that my I, Jedi and Tim Zahn's last two novels make a great trilogy of change.

<FA_Bull> Afternoon, Mr. Stackpole. Which characters do you like more or feel are more interesting? The one's in the Rogue Squadron Series or the one's in the Wraith Squadron Series? And who is your favorite character in the X-Wing series so far (that's not Corran)?

MS: Um, I'd have to say I like my stuff more than Aaron's but only marginally. I love Aaron's writing, but he's not me, which is why my stuff suits me better. As for fav non-Corran characters: Tycho, Wedge, Iella, Ooryl and Gavin Darklighter. And Baron Fel, of course.

<CM_Viett> Hello Mr Stackpole, I LOVE your Books on Tapes. But I have one question. Do you plan to write a book that veers more towards the Imperial Side than the rebel side?

MS: I can only write the books I am invited to write. In the comics I've been able to explore more of the Imperial side of stuff. Until I'm asked to write TIE Fighter books, though, the focus will be on Rebel pilots. That's what they pay me to do. Since Del Rey now owns the license for SW novels, it will be up to them what happens. I have been talking with them and am very optimistic for the future of the line.

<Gauntlet> Mr. Stackpole, what inspired you to do such an original and interesting character like Ooryl?

MS: I wanted a character who was non-human and I liked the look of Gands. LFL told me almost nothing was known about them and to have fun. Ooryl just grew on me. I think the 3rd person thing was a key part of it. It seemed right and gave me a focus for the character's growth.

<LG_Mav> Do you get to choose if famous characters such as Skywalker, Admiral Ackbar and others live or die? Or are you told by your publisher or someone like that?

MS: We can certainly ask if it's okay to kill certain characters, but the Mag-7 are off limits. Since my books are all set BEFORE other novels, that limits who I can or cannot kill, so a lot of times I knew better than to ask.

<BG_Harkov> Though no one but G. Lucas knows, how much of an affect, in you opinion, do you think the prequels will have on the novels based on events after ROTJ as far as continuity is concerned?

MS: I wish I knew how to answer that. I don't. I can't even begin to guess. (and, boy, is the implant throbbing now!)

<Jax> Greetings Mr. Stackpole. What are you suggestions for future writers?

MS: My suggestions for future writers are the following:

- 1) buy and read Orson Scott Card's CHARACTERS AND VIEWPOINT.
- 2) Write in your own universe. Writing your first stories in someone else's universe is like learning to play basketball on an 8 foot rim -- you'll learn some stuff, but you won't make it into the NBA, and that's the goal here.
- 3) Actually write. Most folks want to be writers and never do the hard work. Then they never submit it. If you want to write, write and never give up. Persistence counts as much as talent or luck in this biz.

BC: You've dedicated (at least in part) one of your books to the indoor soccer players you've competed with and against, for showing you what it's like to be in combat. Which would you rather face: an Imperial Star Destroyer in an X-Wing or an LA soccer team barefoot?

MS: Hell, give me the X-wing.

<SV^Mav> Hello Mr Stackpole. I understand You Wrote the X-Wing Series, I, Jedi, and the Battle Tech "Warrior" Series. Have you written anything else? Do you plan on continuing these series? Or starting others? And Welcome back to our monotonous questions ;)

MS: As of December I'll have 27 novels in print. On my website <www.flyingbuffalo.com/stackpol.htm> I actually have a list of all the novels I've written. And, yes, as long as folks pay me, I'll keep writing.

BC: Do the words "Imperial Glee Club" mean anything to you?

MS: Nope, but I'm shivering all the same.

BC: LOL On a more serious note... let's talk about Leonia Tavira for a moment. She first appeared in the Rogue Squadron comicbooks looking almost like a little girl wearing daddy's Navy uniform. When presented as the villain of I, Jedi she's an alluring, if slightly impish, nymphomaniac. What led you to create this character, and did you always intend for her to evolve the way she did?

MS: Tavira just worked out well from the start of a gold-digger with a lethal bent, so her evolution kind of made sense. I was happy to use her in I, Jedi since I had a background with her. As for her nymphomania, that's overstated. She IS beautiful, though, and has healthy appetites. <g>

I wanted to use her in IJ to face Corran with the classic choice: do I sleep with someone to save someone else? In Romance novels it happens all the time. I wanted to see how a male character would handle it.

BC: I've found that in the novels, many high-ranking Imperials seem to just give up or go insane and thwart their own plans. Could this be due to the excessively tight collars of the uniforms?

MS: Oh, I think that's it, definitely. :) That's what they get for letting Vader do the fashion consulting.

<SV_Martyr> When you write about an antagonist, such as an Imperial Officer, what is the character trait that most often leads to their downfall?

MS: It depends, but all of them tend to have a streak of hubris -- they think they're so good and smart that they can't fail. I love seeing that be proved wrong. And I should note, Corran falls prey to that sort of thing, too; hence the lightsaber scene/disaster in The Bacta War. The trick is that Corran tends to learn from his mistakes eventually. :)

BC: Finally, How does it feel to know that your name will now and forever be preceded by the words "New York Times best-selling author"?

MS: It's cool, but it makes it hell for writing my name on the band in my underwear!

<FA_Bull> LOL

BC: LOL

<AD_Thrawn> LMAO

<GA_Ronin> Compton...your closing comments?

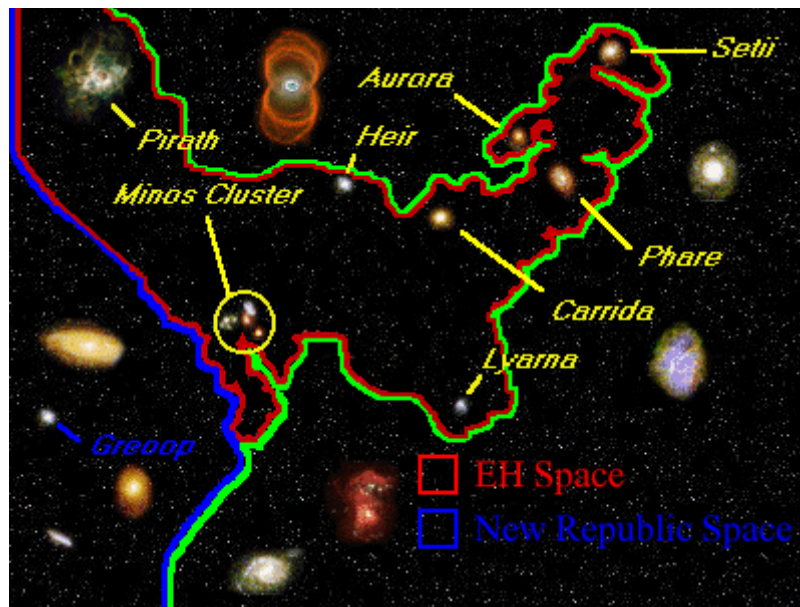
BC: Mr. Stackpole, speaking on behalf of the Emperor's Hammer, I thank you for taking the time to visit with us today. Your books and comics have done an incredible job of fleshing out the Star Wars galaxy with a level of excellence that few others have been able to accomplish. Thanks again for spending time with us, and may the Dark Side be with you! :-j

MS: Thanks very, ah, darkly?

<GA_Ronin> heh, heh... And my thanks to Mr. Stackpole for coming to the meeting and to FA Compton and Jammin for their assistance in hosting this WELL-RUN meeting (for once everyone behaved...:)

(NL 47 highlights: Episode One trailer released. GA Ronin announce his engagement. SA Havok announces the birth of his second child. Michael Stackpole interviewed by FA-Baron Compton. FA-Baron Compton compiles NL for the first time. Title of Baron bestowed upon pilot with highest number of high scores on the Battle Board. MSg Wildcat fiction. AD Darth Vader fiction. Wing I run-on story by various. BG Michael INPR. GN Adams fiction. GN Vader fiction. LG Maverick fiction. GN Marko fiction. GN Telf essay. GN Adams INPR. GN Boston INPR. GN John Striker INPR. GN Quaal INPR. LG Manesh fiction. WM von Reinthaler fiction. GN Mordor fiction. GN Virgo bio. LG Fink fiction. GRD Sabaci fiction. LG Harkonnen fiction. BG Torres fiction. GN Ricaud

fiction. GN Ricaud/GN Sunrider fiction. SL Brandon fiction. GN Owen Michaels fiction. GN Owen Michaels INPR. Maestro fiction. GN Boston fiction. CM Gauntlet fiction. RA Undo fiction. Butcher Squadron run-on story. BG Shador fiction. BG Turtle images. LG Pluty images. RA NiksaVel images. VA Blazer images. Jarak Maldon images. MG EmpReach image. FA Dev image. LG Wolly images. OW Kumba image. GN Xavier banners. Drakmon images. Files for using the SSSD in XvT by Stalker. Civ2 Tatooine files provided by GMF Gordon. LG Domi images. Membership: 3,298 as of 11/19/98.)



The EH and surrounding territories

The EH's fourth anniversary saw yet another innovation in the format of the NewsLetters. The NLs were being distributed in Word 97 format, but more and more members joining the EH had Macintosh computers or just didn't have Word 97. The past NLs were slowly being converted into html and being posted on the web, but the conversion from Word files took a very long time. FA-Baron Compton hit on the idea to release the NLs in html format so that everyone, regardless of the type of computer they used or what word processing software they used could read the NL as soon as it came out. This also reduced the size of the NL (files excluded) from 17.7 megs for NL 47 to just under 1 meg for NL 48. This also removed the threat of virii that had plagued some of the earlier NLs. Of course it would have been nice if the author had put the proper year at the top of his first NL...

The title of Baron was created at the insistence of FA Compton to be awarded to the pilot with the most high scores on the Battle Board. Oddly enough, FA Compton had been the pilot with the most high scores for the previous 24-or-so months. No false modesty there, folks. Despite the length of time he spent at the top, things would eventually come to an end for this Baron...

Good little Imperials...

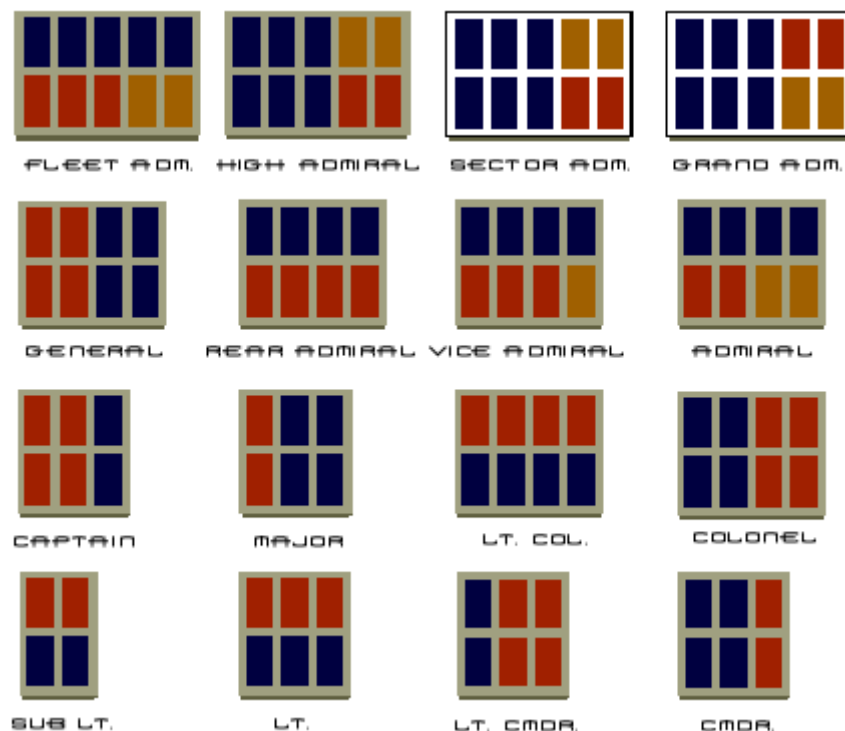
by FA-~~Baron~~ Compton

Gosh it hurts to see that title crossed out like that. After what I think has been more than two years (maybe more) as the guy with the most high scores on the Battle Board, I have finally been dethroned. That's right, your loving TAC has had to give up the title up Baron to another pilot. You know what I have to say about that?

Congratulations, Baron Dread!

He really been kicking some Rebel tail flying in the FC's Honor Squadron, and finally overtook me a couple weeks ago. I guess all this time sitting behind a desk has finally caught up to me. :-j

(NL 48 highlights: First NL to be presented in html. TIE Corps ranks restructured. First NL compiled solely by FA Compton. SA Havok retires as XO. The Guild once again becomes the Bounty Hunters Guild. COL NiksaVel INPR. RA Torres essay. LT Lerner INPR. CM M'igule'to INPR. SL Kyzar INPR. CM Jordan INPR. LT Pel INPR. SL Mason INPR. MAJ Bilbo INPR. CT Nightmare INPR. SL StarLion INPR. CPT Dharmy INPR. SL Andrews INPR. SL Andrews fiction. SL Breeze INPR. SL Vortex INPR. MAJ Gallows INPR. SL Dark Lord INPR. LT Flelm INPR. MAJ Maverick essay. BG Harkov INPR. LT Exar INPR. SL Fred INPR. LT Javeling INPR. LT Dan fiction. RA Adam Smasher bio. CT Oscle Ta-baas INPR. Count Morgana bio. MAJ Tad Taliesin INPR. SL Barrett INPR. MAJ Maverick fiction. SL Nebular INPR. CM Michael fiction. LT George propaganda/recruitment speeches. SL Halleck fiction. LT Wet Willy INPR. SL Corran Horn INPR. SL Veers INPR. LT Jarak Maldon INPR. CPT Depriest INPR. MAJ Delplancq INPR. SL Bob-Fett INPR. SL Andrews image. SL Janich image. LTC Khaine image. LCM e7 images. LT Pel midi. MAJ Tad images. CPT Turtle image. EM NiksaVel images. LT Clayton images. MAJ Darkstar image. CM Satai Dukhat images. MAJ Tad animation. CPT Striker images. Map of EH territory by GA Ronin. CM Sasquatch image. Membership: 3,414 as of 1/7/99.)



The new rank insignia as presented by OPS/FA Dev, 1999.

By now, many people felt that X-Wing vs. TIE Fighter was getting a little old. The Balance of Power add-on, although it introduced the B-Wing and Super Star Destroyer to online play, didn't have the impact some expected it to. But LucasArts was not done with the sace flight sims yet...

"NEW X-WING ALLIANCE PRODUCT SPOTLIGHT"

As Emailed From: 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. Millennium 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.

Since the EH is based on the internet, it's a rare thing when more than two members get together in real life. The following is a report on the first recorded EH get-together:

The unofficial EH-convention in London

a somewhat different report by Commander Michael

"Wanna go with me to London?" Was she kidding? It was some days before christmas and I was talking to LCM Callista on IRC. Then she opened this to me. I agreed just to want to

know what she the hell was talking about. But I quickly figured out she didn't joked. Callista gave me an address on the net where a travel agency had a homepage. One day London, with travel by bus from Wiesbaden to London and crossing the channel by ferry. Well, nothing easier than this, I thought. Wiesbaden? Only four hours by train and about \$65 far away from Bochum. Right. Let's see... I always have been somebody who could quickly make decisions and keep them. So I said "Well, alright. I'm just going to make that clear with family..." Here the problems started. Everybody wanted to know why I wanted to start from Wiesbaden instead of my hometown. Sure, my mom agreed with the idea but she made clear that I'd have to pay the ticket to Wiesbaden by myself or I should start from here. The problem was: I wanted to go with Calli and not on my own. So it had to somewhat organize it...

After I talked to some ugly person at our main railway station and after driving the price down with the Force I told Calli that I was ready. That was shortly after New Year and about one to two weeks before the journey. She was amazed and then told me that some other guy would come with us. "No, he isn't in the EH but you'll sure like him. His name's Thomas." Right. So what? Just another guy coming with us. Never mind. We would have a nice day in London, buying things we'd never use and so on... Okay, I'm really looking forward to this. "Say this again..." I thought I didn't hear right... "Yeah, you heard right. We'll meet some guys from EH there." Yeah. Right. Just don't tell me. I met Calli on IRC about one week before the bus trip to London. She just said to me that we'll meet some guys from EH there. Right. I have no real problem with this. Only three to four people more who can possible even show us London. And the opportunity to meet some really crazy and loyal Imperials. Okay, no problem.

"How many people there will be? Well, I guess fourteen to fifteen, I..." After I regained consciousness, I took again a look at what she said... FOURTEEN? Are you insane? What the... Well, no problem. Then there are fourteen or fifteen guys. So what? We'll have a great time. So much to a simple trip, alone with Calli to London.

Right. So I asked who'll come. Melliush? Brandon? Jarla? Who are these?? I only knew Darkov. And that from my time on IRC where he had cursed me for modifying my TaunTaun.... I thought about Kawolski, Havoc or even the GA himself... I guess you can't have everything. Meanwhile it was three to four days before the trip.

Right. It's really a crap to come home and then try to catch your train fast. Anyway, I made it in time and arrived at the Wiesbaden's main railway station at 6:30 pm. I took my really, really heavy bag (What did ya thing? I must have something to eat on these journeys!!) and stepped out of the train. After a short look around I realized that nobody was there, I got forgotten and Calli was already on her trip to London. Fine. When's the next train back? Then I noticed somebody with an asking face was nodding to me? Should I know her? Oh, hell, it was Callista!! I didn't recognize her at once but we quickly introduced us to ourselves. I nodded to her father and some blonde man behind her. I asked Calli and she said it was Thomas.

Right. After we introduced us we quickly became friends (we three, of course). We waited for the bus that would bring us to London. We quickly said goodbye to Calli's friend then were on our way to the city that never sleeps... (oh, excuse me, that was NY, I think...)

I never thought sleeping in a bus would be THAT difficult... No problem at 9pm but after I didn't get sleep at 10pm (Hey, it was going to be a hard day...) My neck was aching that much I only thought that Empress Darkside please finish this torment. I jealously looked at Calli who was asleep and had a wonderful soft pillow under her head. After she bate me twice in the hand when I tried to steal her pillow I gave up and surrendered to fate and lean back.

Somehow we made it to London and I didn't fade into the Force... Right. The first impression we got from London was the dirty parking lot before the still closed McDonald's. We stood in

the cold rain that prevented us from crossing the channel by ferry but by train. Another train again. Somehow I began to hate trains and busses. Especially sleeping in busses.

Anyway, some years later a good soul inside McDonald's opened (exactly fifteen minutes after their opening-times...) and we all got in. Then I realized I wasn't hungry at all. Crap. Anyway, I sat down and Calli told me she was going to make herself ready. She really wanted to look good. Regardless she looks good at any time, she vanished into the toilet. The next time I wondered if those spiders actually know how long you've to wait. One tried to build his net on my arm. Fascinated by it I let it make. The time went by and I didn't hear any life signal from Callista. When I finally thought about what I say to her father, kinda "I'm sorry, Mr. Callista, but she suddenly disappeared. We're sure she fell into terrorist's hands and was executed. I'm sorry but at least she died in the line of honor...", Callista came back. Well, I thought it was her. She was completely dressed up. There was no doubt she even had a bath somewhere on the toilet...

Right. I killed that nasty spider and the bus started driving towards London downtown. We crossed the bridge, saw Big Ben, Scotland Yard and finally came to a stop at the Cleopatra's Needle. Nice obelisk.

Right. What's the first thing to do in London? Right, phone your parents your safe and that thief's just a friend of you. So we, that means Calli, Thomas and me, searched for one of these funny, red telephone kiosk. We found two. Just an advice for those who want to visit while rain: don't walk too close on the street. There're big puddles...

Right. I guess the driver didn't hear my cursing but it didn't matter. My right side was wet and I hoped English rain dries faster than German. At least Calli and Thomas got wet, too when they phoned. What a pity that the call-boxes were that close to the street, too...

Our first aim was the Cleopatra's Needle. We were to meet Melluish here. And after some time we really did. Pretty cool. We at once recognized each other and almost at once began to talk and laugh. After some time arrived Darkfire and Paul. We had a nice time together until somebody made the suggestion to go, meet the others and quit staying here. I guess it was me. And somehow the bag I carried tortured me. My back was aching that much I only hoped to sit down.

Right. Next step: Trafalgar Square. We sat there and waited for about half an hour. In the bus I had realized that this was England. That meant every computer game you want, completely uncensored. So I really wanted to go to Picadilly Circus and look after some sweet computer games. It was really funny but Thomas didn't find the connection. Cause he wasn't in the EH, he couldn't talk with us about EH-things. So I made the suggestion that Calli and the others wait while Thomas and me make some sightseeing for that Thomas doesn't grow bored. I could barely hide my grin.

Right. That was Picadilly Circus. Impressive, most impressive. But where's the Trocadero I heard that much about? "I've been here before. We must go right. Yeah, this street, right." Thomas seemed to know so I followed him. We found a nice shopping street but no sign of the Trocadero. I figured out that London has a great lack of official benches to sit down. My bag was growing heavy. Really, really heavy.

I made the suggestion to look the Troc up on the map.

"Right, eh? To me it looks like we should have went LEFT!" After clubbing Thomas vehemently with one of the big, red busses we got back on track. We returned and took the road to the left. They're really kind in London. There they write on the streets where to look. If you cross one, there's a note on the bottom, saying "? Look Left". I wonder what happens if you can't speak English...

We reached the Troc and I was quiet impressed about it. On the first floor there's HMV-games, a kinda Eldoradoll for German computer-freaks. I first took a look around there and promised to myself I will come back here at all costs. Then we were able to go through the

REAL Trocadero. It's a huge building, consisting of several floors with Sega-video-games, divided by genre. Entrance free, most games about 50p to £1. Coolest ever! I spent about half an hour at 'Star Wars – The Arcade Game'. Obviously. My back was aching. Thomas made the suggestion to go to one of London's beautiful parks and have a seat.

I assume he had killed me for my whining if we hadn't reached the St. John's park in time. Fortunately there was a bench to sit down and we took out our food and rested. We had about one to two hours after we wanted to meet again with Calli and company. "Didn't she said she wanted to buy shoes? Hehe... poor guys. They will have to follow her through every damned London shoe-store to find some shoes for Calli.... And we're sitting here. Cool, eh? I'm really glad I'm sitting here..." "SHUT UP!" That was clear. So I shut up and ate. St. John's park was quiet nice. But all the rain has made it somehow down. I got a good insight into day-to-day life.

Right. My feed, my back and my neck were aching, I felt like ten rounds against an angry Rancor and we had to go back. Lemme say only this: Thomas was quiet happy when we finally reached Picadilly where we wanted to meet again. Then we waited.

Meanwhile I took some photos played cards with Tom.

Finally Thomas found Calli on the other side of the street and after some minutes we saw again. She got more company. Meanwhile Darkov, Brandon and Graham had joined our party. After introducing us, we went to Burger King. I think it was Burger King. Could've been McDonald's. Don't really know.

Right. We sat there, ate burgers and waited for Jarla and company to join us. Our call-boy Simon (Melluish), who always had his handy with his told us they're waiting somewhere else. We could easily reach them by tube.

Alright. Why don't they come to us? Why the hell do we have to get there? WHY?

Right. We bought a ticket and were on our way to Jarla etc. Everybody took photos and I slowly became blind by all these flashlights. It was about 6pm. Our bus was due to 9pm. Short but pregnant, we met and went together to the Troc. There we sat down and had a drink. It was really nice. Everybody was kind and we all had to laugh and to talk. I took my last money and, together with Darkov, showed one of these video-games with laser-guns how a really Imperial pilot fights!

I always thought that the blue and green flashes behind your eyelids were imagination. After my four hours at the Troc, I wasn't sure...

Most of the people left and the hard core came together at Cleopatra's Needle. We wanted to use every piece of time we had. And, Empress Darkside is my witness, we did it! Someone took out beer and champagne and... well... can't remember right, but really was cool. The photos tell their own story...

Every day ends and eventually the bus came. We said goodbye and saluted a last time. Then, after we convinced her that Callista couldn't stay and live in London, we were on our way back.

What I personally got from this? Lot of fun, a really originally English flu and the fact that I will never again use my bagback.

London? I saw nothing but Cleopatra's Needle, Picadilly Circus, St. John's Park, the Trocadero, McDonald's, Burger King and KFC. But it was a great time!!

CMDR/CM Mike/Shield 1-1/Wing IX/ISD Relentless

(NL 49 highlights: X-Wing Alliance announced by LucasArts. Rank of High Admiral created. Intel reorganized. RA Torres fiction. CM Mike reort on EH "Convention". LG Dave history of Mem Squadron. SL Gray INPR. COL Tron fiction. CT Jack Rhodes INPR. LT Hellfire INPR. LCM Corran Force INPR. SL Corran Halcyon INPR. SL Space-

Ace INPR. Living Legends fiction by unknown. Wing V Chronicles by various. LT Havoc INPR. COL EmpReach image. CoG Dreadnaught images. LT Kyzar image. FA Bull image. LT Irek Dahran image. LT Lerner images. CT Striker image. LT Corran Horn images. VA Yacko images. LT Atrus images. Membership: 2,791 as of 2/7/99.)



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

As the Fleet started to grow again, a heightened need for security was noticed. To this end, the Sector Rangers were created to help keep the peace in the Empire. Here is one of the original mails on the subject:

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 forth 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

(NL 50 highlights: NL 50 reminiscing by AD Obiwan, RA Torres, FA Brad, CM George. RA Torres fiction. JH Mordor fiction. CM Wet Willy fiction. LT Orvak fiction. LT Nemesis fiction. LCM Derk Parchon fiction. LT Justice fiction. LT Banshee INPR. LT TIEBomber fiction. GN Wolly image. EH Site Launcher program by VA Kumba. MG Alha Omega fiction. LT Irek Dahran images. LCM Nemesis images. K Bob-Fett Krath information document. RA Torres images. COL NiksaVel image. LT Kaneda image. Membership: 2,797 as of 3/7/99.)

[...continue...](#)

[...previous...](#)

As time moved slowly toward the release date of Episode One, one could hardly turn on their TV without seeing clips from the teaser trailer. But a second trailer was released for The Phantom Menace, and fandom once again went wild.

The New Episode I Trailer!

March 8, 1999 -- 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."

When LucasArts announces a new Star Wars game, Star Wars gamers around the world immediately get excited... then they wait many months for the game to be released. With X-Wing Alliance, the wait was a little shorter than usual...

XWing Alliance Released

As Submitted by: Fleet Commander (GA Ronin)



Image ©1999 LucasArts Entertainment Company

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!

Of course some of us couldn't wait that long, and paid the price...



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.

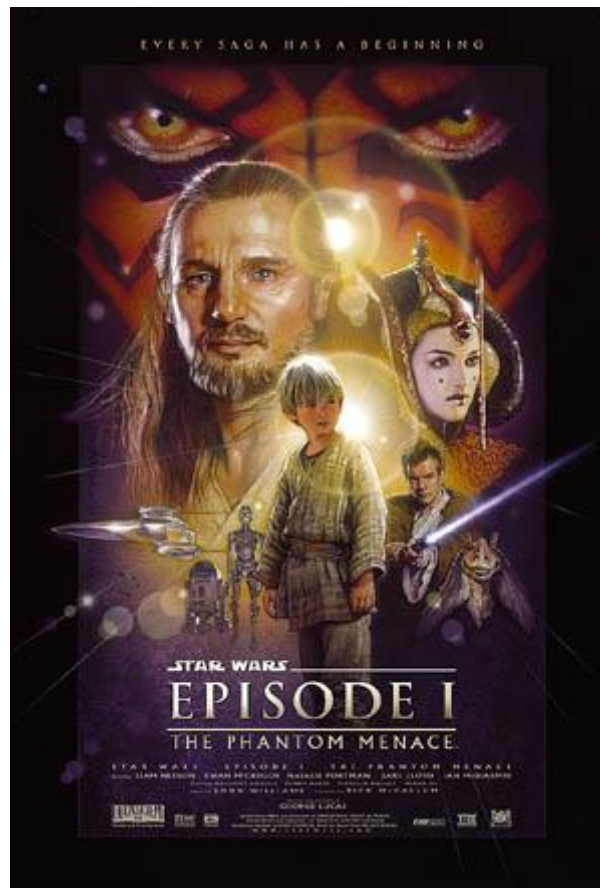
And they had it.

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

(NL 51 highlights: Second trailer for Episode One released. X-Wing Alliance released. Review of experimental TIE models by AD Telf. SL IQPierce fiction. CM Cyric fiction. LT DS-61-4 bio. LT Priyum fiction. CM Wet Willy fiction. LT Domm fiction. CM Corran Force images. LT TopDawg images. LT Zsinj RPG stats. Membership: 2,892 as of 4/8/99.)



The Official Star Wars Episode One: The Phantom Menace poster painted by Drew Struzan, taken from www.starwars.com. 10 more days.

As the opening of The Phantom Menace got closer, the world (at least the world of Star Wars) seemed to grind to a halt and focus solely on this one film's release. Luckily [starwars.com](http://www.starwars.com) kept fans updated with online occurrences...

Prequel Updates...! As copied From: <http://www.starwars.com>

"May 3, 1999 -- The Episode I music video is available for our online fans here on www.starwars.com. Composer and conductor John Williams prepared the music sequence based on one of the new themes he wove into his Episode I score, and this became the backbone of a visual spectacle that brings together feature footage from Episode I as well as behind-the-scenes segments.

May 5, 1999 -- Internet community site Talk City has been chosen as the official online chat provider for Episode I and will host 12 moderated online chats with the stars and key

contributors to the prequel. The chat series will begin this Thursday, May 6, at 6 p.m. PST, with an online chat with world-famous composer John Williams."

(NL 52 highlights: IW restructures ranks. RA Torres fiction. LCM Jedgar fiction. SL Chronos INPR. COL Kessler fiction. SL The Z INPR. LT Space Ace fiction. SL Andronicus INPR. Scanned article on EH by LCM Callista. RPG stats by LT Zsinj. GN Wolly images. JH D'Varak image. Membership: 2,902 as of 5/9/99.)



SA Compton dressed in tribute to the fallen Sith Lord Darth Maul. Photo by Jamie Williams.

Star Wars Episode One: The Phantom Menace has been released!

Emperor Palpatine first rose to power almost 35 years ago when he was elected by the Old Republic Senate to the position of Supreme Chancellor. In this position, which had no real power under his predecessor Valorum, Palpatine eliminated most of the bureaucracy and consolidated power unto himself. During this time, and in the time of rapid expansion that followed, many historic records were lost. With the Rebellion capturing Coruscant last year, the Empire's most prized (if untapped) resource of historical information, the Emperor's personal archives, were lost to us as well.

As you should all know, the Emperor's Hammer was founded by Emperor Palpatine himself when he promoted a then little-known General Stephan Ronin to the position of Wing Commander aboard the Imperial Star Destroyer Avenger. In the years since, the Hammer has benefitted from the Emperor's benevolence - even after his death. From time to time, Grand Admiral Ronin has received mysterious communiques in which new resources and their locations have been revealed. The TIE Defender, the Missile Boat, even the SSSD Sovereign - all these gifts to the Fleet have been results of these messages.

Most of these messages have contained information related to certain technologies. For the first time, one of these messages also contains some of the lost history of Palpatine's rise to power. These files, which came as a holodrama titled "The Phantom Menace", detail the maneuvers Palpatine was forced to make in order to trigger his election as Supreme Chancellor. Also included is information pertaining to Palpatine's alter-ego Darth Sidious and his first apprentice Darth Maul. These files also offer a surprising first look at the early life of one Anakin Skywalker - the child who (for a time) shed the cumbersome trappings of the light side and eventually became the traitorous Darth Vader.

It is highly recommended that all Fleet personnel view this historical holodrama as soon as possible. Not only does it present some important facts about the history of the Empire, but it also hints at what could be in our future.

Compton.
Executive Officer.

(NL 53 highlights: Star Wars Episode One: The Phantom Menace is released. AD Telf review of TPM. MAJ Reesbon images. LCM Nazghul image. Scanned article by CM Iceman. LCM Badlands image. Sharkey image. Membership: 2,956 as of 6/14/99.)

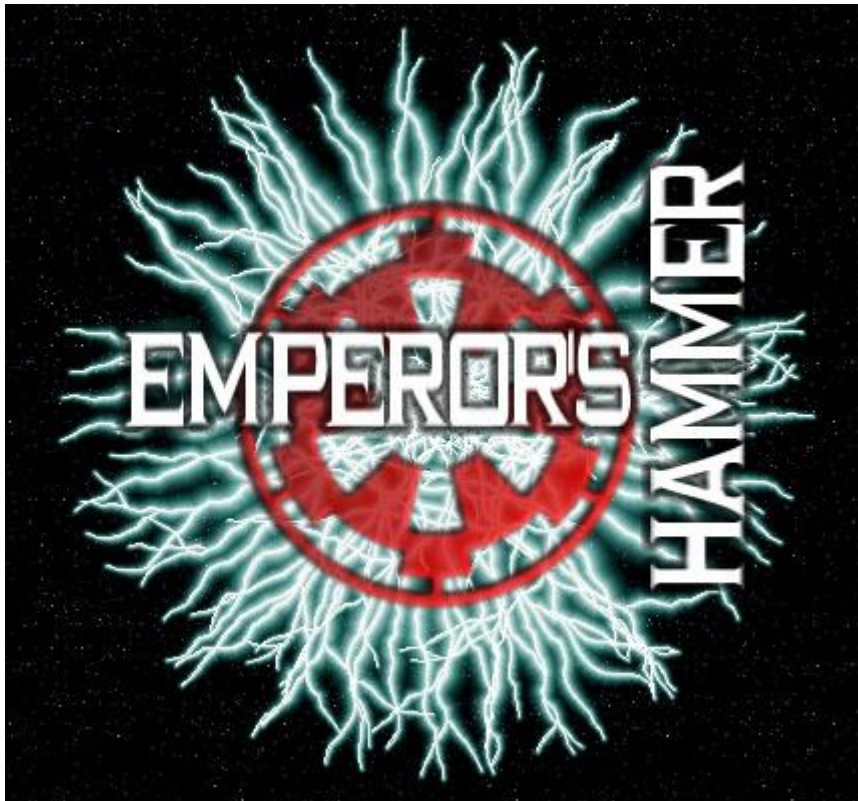


Image by GM Khyron (darkjedi@ametro.net)

One of the great things about the Emperor's Hammer is that you can apply things you learn in the EH to real life. Like this list of how to negotiate:

How to Negotiate in 8 easy steps

1. Know your weaknesses

Not everyone is born a great negotiator. In fact, most people don't have a clue about how to get what they want -- other than to make blind demands.

Other factions will be insulted by such demands. You have to figure out how to handle potential problems before they happen. If one thing is constant, it's that the other clubs can be unpredictable. Before you're faced with a negotiation, take time to learn the basics (thus the purpose of this page).

2. Determine your bottom-line goal

Many people get so confused over the number of issues introduced in a negotiation and lose sight of the bottom line. I've been in many negotiations where the faction wants to have a competition with the EH. But that's a matter for another time. Your primary concern when negotiating should be an alliance, or some other type of mutual agreement.

3. Learn as much as possible about the faction

The more you know about the faction you are negotiating with, the better off you'll be. In other words, do your homework. Investigate their web sites, and join their IRC channels, if they have one. Of course, you should never come into their channel and advertise for the Emperor's Hammer. You will likely be kicked from the channel. You might even want to email a few members of the club, asking for some information. Just say that you're curious. A nice thing about entering their channel is that several members could get to know you very well. Although you should caution. Many clubs have IRC Code of Conducts similar to ours, some clubs don't. You might not be familiar with their laws, and might inadvertently break them.

4. Establish a relationship before the negotiation begins

Once again, email a few members always helps. Factions would rather talk to someone they know than a total stranger. Try to get to know the club on a more personal level.

5. Create and stick to an agenda

Negotiations often assume a life of their own, veering off into areas unrelated to the core objectives of both parties. Formulating a blueprint helps keep the discussion on track and reduces the chances of extraneous issues working their way in. For the blueprint to be acceptable, however, both parties must have input. Ahead of time, lay out what you'd like to see happen. But don't make your itinerary too rigid, because it might force the other faction into a corner and makes the other person feel threatened.

6. Don't let the talks get too personal

These are factions. Usually their leaders have a club to manage, and they are taking their time to talk to you. So your wife abandoned you for a wookiee, you don't have to bring it up. And if the other person is complaining about his so-called-miserable life, listen, but don't try to get involved. Just listen. Eventually he/she'll stop talking, and the negotiations can proceed.

7. If there's a stalemate, find the underlying cause

Usually, there are these small issues that can really get in the way of an alliance. There have been a few times when an alliance was not possible because of conflicts between our club's IRC Code of Conduct and theirs. In such cases try to find a way out of such a barrier. I've proposed a peace treaty for the above example.

8. When a deadlock looks hopeless, buy time.

In the previous example, I called for a recess. I told the other club's leader that I would spend some time to investigate the conflict between Codes of Conduct. This gave me time to do some more investigating. Also, it prevents you from wasting too much of the other party's time.

LA/AD Manesh/E|S Gopal IV/DREAD Tranquility/EH Advanced Guard

(NL 54 highlights: Thrawn's Return, chapter 1 by GA Ronin. Sector Rangers placed under command of Security Officer. VA Zsinj fiction. Translation of article by MAJ Callista. Wing X "meeting" report by LCM Brandon. SL 007 fiction. CM DS-61-4 fiction. SL E. Tarkin INPR. LT Jace Krips fiction. SL Thrust INPR. LCM Zoltar fiction. SL Thrust fiction. SL Kircheis INPR. SL Calion INPR. SL BigWill INPR. SL CrazyR2 INPR. LT Augustus INPR. SL Darth Angelus video. Scanned mention of EH by Darkov. CM TopDawg image. COL Striker images. Many images by Wing X. Fiction by LT Dafner Gelak. Scanned article by MAJ Callista. Membership: 2,309 as of 7/11/99.)



Ray (Darth Maul) Park visits the line for Episode One at Mann's Chinese Theater. Image courtesy of Odin (OdinAbbott@aol.com) and www.starwarline.com.

The EH was essentially founded to glorify the TIE Fighter game platform. Most of the Sub-Groups were created to utilize new games as they were released. Unfortunately, this didn't leave much for those who didn't want to pay the various games to do in the EH. Thus the Imperial Senate was founded...

New "Imperial Senate" Subgroup to be Formed for Non-Gamer Star Wars Fans

As Submitted From: Fleet Commander (GA Ronin)

As quoted from www.lucasfilms.com:

"A long-respected institution, the Galactic Senate is where the future of the Republic is shaped. Over a thousand senators from member worlds throughout the Republic regularly

gather together under the domed ceiling of the massive Main Senate Chamber to share insights, discuss problems, and forge solutions.

In long-standing tradition, disputes are kept within the Senate walls and dealt with in a civilized manner, with words instead of weapons. Every world is represented in the Senate, and even the smallest planet can petition to make its own voice heard. The system has upheld just government and freedom for thousands of years, but the bureaucracy has begun to grow too strong..."

Recently, the Fleet Commander (GA Ronin) has received several requests to join the Emperor's Hammer, but alas...they're non-gamers. Consequently, in light of the "historical facts" released during Episode I: The Phantom Menace, a new Subgroup will soon be formed. It will initially be simple in command structure so as to allow room for growth. Although the Imperial Senate of the whole Empire was officially dissolved by Emperor Palpatine prior to the destruction of the first Death Star at Yavin IV, Grand Admiral Ronin has allowed the Imperial Citizenry to reform the Senate in the Outer Rim to assist with the management of civilian resources throughout the Territories...

The following initial Positions (in descending order of command) are proposed:

- Chancellor of the Senate (CH-S)
- Senatorial Council Member (SCM)
- Committee Chairman (CCH)
- Senator (SEN)

The Subgroup will be comprised of an "unlimited" number of Senators. When a Senator joins Imperial Senate Subgroup, he/she will select a planet of origin (worlds from existing, published Star Wars sources or the EH Systems Manual MUST be used...!).

The main activities are anticipated to initially include:

- Online Meetings/Debates
- Message Board Posting
- General Fiction Submissions for the EH Newsletters
- SIMMs
- Star Wars Trivia
- Run-On stories

Nighthawk has been selected as the first Chancellor of the Senate. Congratulations!

With the recent resurgence of Star Wars fandom, this newest Subgroup promises to be one of the most active and dynamic.

For those members of the EH in the TIE Corps, flying EH Battles can get a little repetitive at times. Some Battles have similar plotlines, and not every Mission has been reviewed to make sure everything is programmed properly. The following story is the best piece of work I've seen about the frustrations that come with being a pilot.

Alphalpha Squadron

Tired of hearing stories about the proud, brave pilots of the greatest squadrons in the galaxy? Then gather round, children, and listen to my tale about... Alphasquadron.

Alphasquadron stats
Home: Wing MCMXXIX, Dreadnaught "Rascal"
Sister squad: Spanky squadron
Squad motto: "Survival is optional"
Mission profile: Draw Enemy Fire
Nickname: Target Drones

- 1) Baron Fail
- 2) Marek Steletubby
- 3) Aisa Z. Meen
- 4) Wedgie Antilles

Alphasquadron were hanging around in the squad barracks. Marek was reading a TIE Fighter player's guide, Aisa was reading the latest EH Newsletter, Wedgie was reading the latest EH Cosmopolitan... and Baron Fail was looking over the INPR's of various Daedalus cadets, looking for new recruits.

"Hey," said Fail, "Look at this... this pilot is bragging about how he was flying one of the TIE Interceptors that chased the Millennium Falcon down the second Death Star at the Battle of Endor."

Wedgie said, "Ha! Join the club, kid! So did I!"

"Me, too!" said Aisa.

Fail chuckled. "Yeah, you can hardly swing a dead cat in this club without hitting a couple of pilots who followed the Millennium Falcon down the Death Star at the Battle of Endor. It's kind of odd..."

Suddenly the intercom sounded: "All members of Alphasquadron, report to the briefing room."

They all filed into the briefing room and looked up at the large briefing map screen. The Commodore voice filled the room: "One TIE Fighter from Alpha, Beta, and Gamma squadrons will..."

They all ignored him and read the briefing from their datapads. "Why does he always read the same briefing?" mumbled Wedgie.

"It's the voice file..." Marek began, but Fail glared at them.

Their datapads read: "An unknown star system has been discovered. We will go in and destroy the aliens."

Marek sighed. "Why can't they spend even five kriffing minutes coming up with a good storyline? I can't believe..."

The Commodore asked, "Are there any questions?"

Marek raised his hand. "Yeah, was this mission approved by Project Reno? Because I don't think..."

Baron Fail interrupted him and asked, "What are the mission objectives?"

"To destroy all enemy craft."

Wedgie mumbled, "Oh, thanks for the strategy, Patton."

Fail asked, "What craft will we be flying?"

"Unshielded TIE Fighters with no missiles."

"Of course," said Fail. "What enemy opposition will there be?"

"The aliens are operating a VSD..."

"Hold it, hold it," said Aisa. "If these aliens are in a totally unexplored sector of space, why do they have access to a warship which is used exclusively by the Galactic Empire?"

"... and a squadron of B-Wings."

"What?" said Aisa again. "B-Wings are exclusive to New Republic forces! How..."

"It's simple," Marek explained. "This game platform doesn't have very much craft variety. There's only a handful of ships that aren't exclusively Rebel or Imperial. Now, if we were an XWA squadron..."

"Hey!" Fail said. "Marek, this is the last time I'm warning you about speaking in a Real-Life context!"

A few minutes later, the squadron was launched and the Rascal hypered away. In front of them was a VSD, but the B-Wings were nowhere in sight. As they flew toward the VSD and maneuvered into attack position, it began turning sharply in their direction.

"Hey," Aisa said, "that VSD is maneuvering kind of weird..."

Fail checked his instruments. "Oh no, it can't be..!"

Marek gasped: "It is! The VSD has been programmed with a starfighter Attack order! It's maneuvering like a starfighter!"

"Run away!" screeched Aisa.

Their TIEs scattered away from the VSD. It lurched, maneuvering after Wedgie's fighter. Its huge bulk swung out of control and smashed Aisa's fighter to bits. The squadron of B-Wings launched suddenly, and quickly disabled the TIEs. Next thing they knew, they were captured and being led to the ship's prison facilities.

They were all in the single large prison cell (Aisa had been captured after ejecting), but it wasn't long before they were joined by another prisoner: a young, red-haired woman in a camouflage jumpsuit. She glared at them all suspiciously.

"Who are you?" she hissed.

"We're Alpha squadron of the Emperor's Hammer Elite Strike Fleet," Fail said.

"Yeah," said Aisa. "We were voted the Most Mediocre squadron for 4 years running."

Wedgie looked at Aisa and shook his head. "Who are you?" he asked the woman.

She stayed defensive for a moment, then seemed to relax and said, "I'm Mara Jade."

"And what are you in for, Jade?" asked Fail.

"Ehh, these aliens hate the Empire..." she began.

"Are you another Imperial pilot?" asked Aisa.

"Hardly," she snorted. "They must know that I was once a personal agent of the Emperor... I was the Emperor's Hand," she said solemnly.

The pilots laughed. "Who wasn't?" said Fail. "Heck, even Aisa is an Emperor's Hand. I'm the Emperor's Reach, Marek is the Emperor's Eyes..."

"Yeah," said Wedgie, "And I'm the Emperor's Nose Hair. Sure, pretty much everyone in the EH was the Emperor's Hand at one time or another. We are all, and we're the crappiest squad there is! When's the last time we had a mission where we weren't all captured, Fail?"

"Um... have we ever had a successful mission?"

Mara Jade was giving them all odd looks. She asked, "Uh, if you get captured all the time, how do you escape?"

"Why, simple," said Marek. "Aisa keeps a standard Imperial Escape Kit in his anal cavity at all times. Okay, whose turn is it to retrieve it?"

After they retrieved the escape kit, they called the guards to clean up the mess Jade had made puking all over the floor. Then it was a routine matter for them to kill the guards, steal their uniforms, make their way to the ship hangar, sabotage a couple of ship systems, engage in a huge firefight in which they could have all been killed, commandeer the B-Wings, and escape, weapons blazing, from the VSD as it exploded into flame behind them.

Wedgie yawned and said, "Well, another uneventful day. Let's get back."

They returned to the fleet. Unfortunately, before they could send their authorization code the ships assumed the B-Wings were Rebels and blasted Aisa's ship to pieces.

Aisa awoke to find in the ship's medical bay, hovering in midair. He saw a giant needle lowering from the ceiling...

"Oh no," he said. "Not the needle. Can't you just give some bacta or AAAUGGGHRRR!!!"

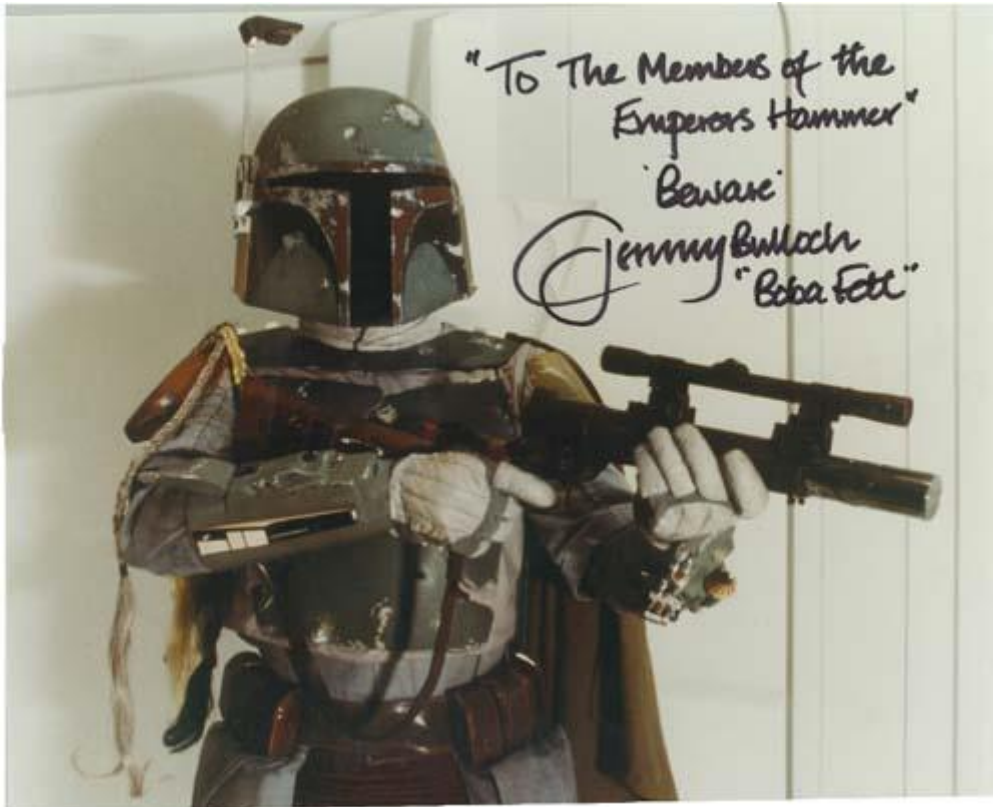
The squad finally gathered in the debriefing room. Fail wearily asked the Commodore, "What did we accomplish?"

"We have captured a freighter containing..."

Wedge sighed and said, "Okay, screw you guys, I'm outta here."

FL/LT IQpierce/Sin 2-1/Wing II/SSSD Sovereign

(NL 55 highlights: Imperial Senate created. VA Kessler essay. SL Castor essay. MRC Khrethlaw poem. LT Andronicus & LCM Brandon fiction. LT IQ Pierce fiction. LT Augustus INPR. LT Kircheis INPR. MAJ Fink fiction. LCM Ford Prefect fiction. COL Scoser fiction. SL K'Tehmok fiction. SL PeoplesArmy INPR. LT Werdna Elbee fiction. LT Siemar INPR. LT Paradox INPR. LCM Vermin INPR. LT Devlin LNPR. LT Shups INPR. MAJ Freelancer fiction. SL Ged Astin INPR. LT Ares fiction. MC Zoltar planet advertisement. SL Talon Drear INPR. LT Ryoko INPR. CPT Callista fiction. LT EH Member image. CM Badlands EH information link. LT Kircheis image. CM Corran Horn image. ASST JediJawa images. CM Badlands animation. CM Wedge images. MAJ Marc image. LT Spaceboy image. CMDR Dwax-Jio edited image. COL EmpReach image. Many CZ Viper images. LCM Sarriss images. LT Kircheis image. LCM Nazghul images. LT Andronicus images. LCM Vexan image. LCM Kaneda image. CM Nightwolf image. Axis diagram presented by LCM Syn. Membership: 2,896 as of 8/10/99.)



An autographed picture of Boba Fett, personalized for the entire Fleet, courtesy of KE Arania Lawakiro(Krath)/M:KHP/CON/Aquillas/SC/BZ-SQ/DC-KC.

Promotions happen all the time in the EH. Sometimes they go almost unnoticed, sometimes they happen amidst great fanfare. And sometimes they even make it into the NewsLetter...

ISD Challenge, Tempest CMDRs office, 2100 hrs

"Kess, you're sure about this?" Nightflyer seemed apprehensive-he didn't enjoy going over Torres' head about these types of things, but it was absolutely necessary that Kessler heard about this right away.

"Yes, I'm sure. The kinds of thing he was doing, fell they fit what he's gonna get."

"If you say so... Nightflyer out."

ISD Challenge, Challenge Cantina, 1400 hrs the next day.

MAJ Nightflyer stood in a group with pilots from Typhoon and Thunder, talking. He had just come off flight duty, and was taking a chance to relax before he went to write reports. He chatted for a while, then stopped when he noticed RA Torres walk in.

"Afternoon, guys." Torres sat down with them at their usual table.

Several "heys" and a couple "how are yas" were exchanged.

"Tor, can we all talk about something for a second?" Nightflyer lowered his voice considerably.

"Sure, what is it?"

"Not here... maybe down in the interrogation room." Nightflyer drew his sidearm and his Ranger shield. "Rear Admiral Torres, I have orders from our Battle Group Commander to place you under arrest."

The other pilots were between shock, surprise, and fury.

"Sir, if you would kindly stand with your hands behind your head, we can put an end to this."

"Major, I don't--"

"All due respect, sir, that's Ranger Nightflyer."

"Whatever your title is. What exactly have I done?"

Nightflyer shrugged as he pulled out a datapad and activated it. "Consistent performance above and beyond the call of duty, dedication to the Challenge and her crew, support of the pilots when needed... the usual." All the others in the room thought Nightflyer and Kessler had gone crazy. Arrested for doing a good job? What was the EH coming to?

"Sir, hands behind your head." As Torres obligingly-and somewhat grudgingly-brought his hands up, Nightflyer placed a pair of deactivated stun cuffs on him. "Now, the only reason for that is so you can't refuse this." He grinned. All of the other pilots were just plain shocked.

"Rear Admiral David Torres, on behalf of the Flight Office of the Emperor's Hammer and the pilots and crew of the ISD Challenge, I hereby promote you to Vice Admiral with all the rights and responsibilities thereof. Congratulations, Vice Admiral Torres." Cheers of surprise and joy went up from the surrounding officers. But the words most paid attentio to were Nightflyer's last before the crowd drowned him out.

"Drinks on the new Vice Admiral!"

Congratulations, VA Torres. I guess I shouldn't be doing this, as one of your juniors, but the promotion wouldn't be complete without it.

Your new ID Line is:

COM/VA Torres/ISD Challenge

Again, congrats from all of us-you deserve it.

Respectfully submitted,

CMDR/MAJ Nightflyer/Tempest-1-1/Wing X/ISD Challenge

(NL 56 highlights: Jeremy (Boba Fett) Bulloch autographed picture personalized for the EH courtesy of KE Arania. CMDRs of Elite Squadrons allowed to be promoted to GN. MAJ Nightflyer fiction. SEN Karva poem. LT Werdna Elbee fiction. SL Poole INPR. SL Ace

Cya INPR. SL Calderon Halcyon INPR. LC Ricardo INPR. SL Halcyon INPR. SL Fondor INPR. SL Mike Fett INPR. SL Raven INPR. LC Callista fiction. LT Zaar Phillen INPR. LT Nareno Mayowen INPR. LT Bob-Fett short fiction. LT Noily Pratt INPR. CM Nemesis INPR. CM Nemesis fiction. SL Hem Dazon INPR. SL Calvin Nothos INPR. CM Demon Yoda INPR. SL Krayt INPR. LT Kaedryl Di'Mathe INPR. IWATS medal by TOA Kircheis. MoC by COL EmpReach. RA Slade images. DA Kumba Windows screens. OV images by COL EmpReach. LCM Kaneda image. LT Coursca image. CM Nemesis images. ISD Challenge run-on story. LCM Nazghul images. CM Ricaud long fiction. AD Shotgun fiction. MAJ Harkonnen et al fiction. CM Blackbird images. LCM Brandon fiction. CM Wedge image. LT Padawan image. CM Dan recruiting manual. Wolly INPR by COL Fireclaw. Membership: 3,082 as of 9/10/99.)

The Fleet Commander's Honor Guard had long been an important part of the Fleet. But as more pilots joined the EH, there arose a need to change the system, and make it more competitive...



Grand Admiral Ronin, as visualized by Faethor (design@2ndfloorcomputers.com)

The new Fleet Commander's Honor Guard (FCHG) System has been approved:

Ranks:

- Imperator - 500 points
- Centurion - 400 points
- Paladin - 300 points
- Knight - 250 points
- Gallant - 200 points
- Cavalier - 150 points
- Dragoon - 100 points
- Fusilier - 75 points
- Hussar - 50 points
- Lancer - 25 points
- Grenadier - 10 points

How to earn points:

One Point

- Complete a mission (either in a battle or a Free Mission)
- Earning a Legion of Combat medal in an online multiplayer combat engagement or event

Two Points

- Currently holding a mission high score for a [Free] Mission

Five Points

- Currently holding a total high score for a Battle

* Note: If a pilot's high score is beaten by another, then he or she will no longer be eligible for the FCHG points for holding that high score until he or she beats the new high score.

Your FCHG Rank and point count is on your personnel profile!

High Admiral Kawolski, Tactical Officer and Fleet Systems Engineer

(NL 57 highlights: Emperor's Hammer Codex created. LCM IQPierce fiction. Run-on story by various. CMD Torres fiction. LCM Andronicus fiction. SL Dirty Harry 99 INPR. LT Outlaw fiction. SL Buddy INPR. SL Theodore INPR. PTE Zuek fiction. LT Sendar Kala INPR. CM DS-61-4 fiction. SL Jeff Loruss INPR. LT Hello INPR. LCM Bushmaster announcement. SL Adrenaline INPR. SEN Enerum Shka fiction. SL Striker INPR. LT Bok INPR. SL Chris Deckard INPR. SL Jon Theall INPR. SL Halcyon INPR. SL Silentnoble INPR. LT Darkwalker INPR. CM Vir Rog INPR. LT Stryker INPR. SL Bret K'thraz INPR. LT Darkfire INPR. SL Darrin Shik'ru INPR. SL Calazin INPR. SL Jake McBlaster INPR. SL Jay Urick INPR. SL Mystique INPR. SL Tycho INPR. SL Virgil Renka INPR. SL Zero INPR. LCM Outlaw INPR. SL Alakk Dae INPR. CM Blackbird image. CZ Viper images. DwX-Jio images. CPT Corran Horn image. GN Wolly images. LT Bip image. Official Uniform Braid by COL EmpReach. CM Lusankya animation. LT Gotham image. LCM Andronicus images. LT Cracoucas images. FCHG Stripes by COL EmpReach. Membership: 3,095 as of 10/17/99.)

Well, the time finally came for GA Ronin to get married. To send them on their way, HA Khyron proposed a... toast:



Grand Admiral Ronin and his bride are escorted to an unclosed location for their honeymoon by members of Omega Squadron. (Holo by Faethor.)

Imperial commanders, dignitaries, governors, and other plenipotentiaries gather on Aurora Prime for the rehearsal dinner party for the Grand Admiral and his Bride... After all guests have enjoyed their Grilled Tropical Ewok Pate, High Admiral Khyron stands on his chair, taps his glass with his spoon, and calls for attention...

"A Toast to the Grand Admiral and his Bride...

Here's to the wings of love
May they never shed a feather
Until at the end of the night
Your pants shall hang together."

Everyone raised their glass to the toast... Then the High Admiral continued...

"And just remember...

A wedding is a funeral where a man smells his own flowers.
A man is not complete until he is married -- then he is finished.
Marriage is the sole cause of divorce.
Marriage is a trip between Niagra Falls and Reno.
Marriage is an institution -- but who wants to live in one?
Marriage is not a word; it is a sentence."

And he didn't stop there...

"You know, the Grand Admiral and his Bride-to-be were staying in the Admiralty suite in the Dark Hall one week... They weren't seen for a few days, so I sent an Apprentice in there to check on them. The Apprentice knocked on the door and asked if they were okay... and from inside, a weak voice replied, 'Yes, we're fine... we're living on the fruits of love...'"

Everyone in the crowd smiled at the cute response, then Khyron continued...

"Well, the Apprentice responded, 'I thought so... would you mind not throwing the peelings out the window... they're choking the mynocks!'"

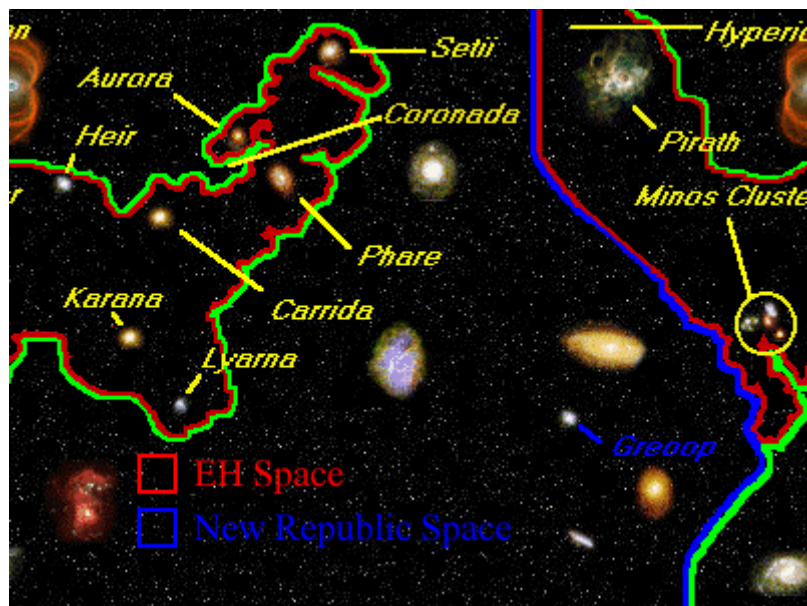
"Here's to Grand Admiral Ronin and his lovely bride...!"

"Cheers!" responded the crowd as they raised their glasses one more time.

HA Khyron

(NL 58 highlights: Toast to GA Ronin and his bride by HA Khyron. BR Zoltar fiction. SL Ravil INPR. CM Reaper INPR. CM Jodo Kast INPR. CT Nix INPR. LT Hotshot INPR. LT black Crusader INPR. LT Black Crusader fiction. LT Kavir Destion INPR. CM Erasmus INPR. LCM Jennif E'smith INPR. LT Vaark fiction. LT DS-61-2 INPR. LT Shig Nix INPR. CPT Gen E'smith INPR. SL Byusin Dalarra INPR. CM Cracoucas certificate images. LCM Gabo Steele image. CPT Shups image. CPT Kalamitey images. XvT FAQ by CM Woobee. Membership: 2,880 as of 11/13/99.)

The Emperor's Hammer is firmly based in the regular Star Wars timeline. As the Fleet finishes its fifth year of existence, we near the time of Timothy Zahn's novels. Grand Admiral Ronin has decided that the Hammer will act as a support group for GA Thrawn's Fleet...



"...Report, Fleet Admiral..." The Grand Admiral seemed pre-occupied with other duties on board the SSSD Sovereign as hundreds of naval officers, technicians and droids bustled in the background.

"...Sir, we have reached Hyperion...the system is thick with asteroids and I have just deployed Black Omega Squadron, as requested." Admiral Telf reported with his usual efficiency but something seemed to tell him that this system was especially important.

"...Admiral, I feel your troubled thoughts...What do you think you've found?" The Grand Admiral could obviously sense Telf had thought he found something important at Hyperion.

"...Sir..." Telf was about to answer when his Attaché interrupted their conversation abruptly.

"Admiral, I think you better see this..." A monitor screen was activated in front of his console. "Seems you were right...we're picking up a short-range Ident beacon from an old Imperial outpost in-system."

"Inform the ClaokShapes, sublight ½ ahead..." Ordered the Fleet Admiral.

Telf almost forgot he still was reporting in to the Grand Admiral. "Recon, can you report at this time?"

"Apologies, sir...we are coming in around the yellow giant Hyperion now sir...Lord and Emperor!" Telf let out without thinking. "Grand Admiral, you better see this...transmitting images now..."

Even Grand Admiral Ronin, veteran of dozens of large space battles and an accomplished starfighter pilot himself was awed by what he saw before him. Although the view was blurry and broken, he could distinctly make out the approximately 200 gray hulls of the ancient, lost Katana Fleet orbiting a very large asteroid...According to Telf, Kobol-12.

"Admiral secure this system, I am sending in the Empress Teta and a full BattleGroup for reinforcements."

"Aye, aye, sir." Replied Admiral Telf. "We will hold the system...Sir, I should also report that preliminary sensor data indicates dozens if not hundreds of these asteroids are large enough to have acceptable gravity and atmospheres to support human life. This system will take years to explore."

"In time, Admiral...your first order is to secure Kobol-12 (designated Hyperion-I) and the Katana Fleet. And NO ONE goes aboard any of the Dreadnaughts without my permission. The hive virus may still be aboard the flagship."

"Acknowledged, sir...initial system data being transmitted now..."

The EH Strategists is the Sub-Group whose platform is collectible card games. Although it's a small SG, CCGs are about the only part of the EH in which one can participate in real-life tournaments.

Anakin Wins Team Trophy at YJ:CCG Wold Championships!



Players at the EPP/ECC Prerelease YJ Team Tourney winning team, the Rainbow Squadron - the one to the left is Anakin who was 3rd in the team.

Some of you will know that the SW:CCG and YJ:CCG World Championships were lately held at Decipher Con, among other tourneys. Anakin was there and did a very good job in getting 2nd in a Young Jedi qualifier tournament there and thus participating in the World Championships! Well, he didn't win the WC itself (he got out 30th), but therefore his team won the first Young Jedi Team Trophy afterwards. Concerning SW, he did a rather good job in the Enhanced Premiere/ Enhanced Cloud City Prerelease, too (he got 9th!). That tourney had 176! players... it was a new world record.

SUST Arania Lawakiro(SW/YJ)/EH:CCG

The position of Flight Officer is quite possibly the most difficult, time consuming job in the EH. Because of this, there tends to be a high casualty rate for FOs. The following story pretty much sums up the process used to select a new Flight Officer.

There Goes My Medal of Honour

Short Humour by FO/AD Kessler/CS-4/SSSD Sovereign

He groaned pitifully and poked his head out from beneath the covers to see what was causing the noise. It couldn't possibly be 0700 hours yet, that could only mean the message terminal was alarming. He groped around under his bed for his boots and threw the first thing that came to hand at the comms terminal. Something shattered in the darkness with a satisfying tinkle of breaking glass. Nestling back into the blankets, he drifted off to sleep again.

Of course, it could have been the bridge trying to tell you we're under attack or something. Then again, probably not. Sleep tight.

Kessler really hated his conscience. He threw back the covers and sat up in bed, wiping sleep from his eyes absent-mindedly.

"What's that noise, sir?"

Only half awake, he had a bit of trouble remembering exactly who it was in bed with him. "It's just the communications terminal...erm..." he decided to play it safe

"...Cadet. Don't worry about it. Go back to sleep. My steward will wake you when it's time

to get the Shuttle back to the Daedalus.”

He sighed. Remembering names had never been one of his strong points. “Play message.”

“Video facility temporarily malfunctioning. Audio content only.”

“Whatever, just play the damn message!”

“This is your last warning, Kessler! Pay the money today or the Wookiee dies!”

“Erm...erase. Play next.”

“From: Executive Officer/Sector Admiral Compton

“To: Undisclosed Recipients.

“Congratulations on your appointment as the new Flight Officer of the Emperor’s Hammer Strike Fleet! Due to Admiral Eric O’Flynn’s accidentally decapitating himself while shaving yesterday, the position of Flight Officer and TIE Corps Commander has become vacant. This highly prestigious job is now yours, pending acceptance of this message. Simply reply to sender with the word “Accept” in the subject header, and you can be in complete command of the entire Navy and Starfighter Corps of this elite military organisation, with total power of life or death over thousands of military personnel! Free bumper sticker and cup holder to the first fifty responses!”

The Flight Officer? Didn’t the Flight Officer have total and unrestricted access to the Cadets’ Barracks on the PLT Daedalus?

“Computer, draft a reply...”

Sector Admiral Compton stared morosely at the suicide letter. It did not make for encouraging reading.

“I can’t take it any more! I’m sick of explaining to Cadets why calling themselves ‘Corran Horn’ or ‘Darth Vader’ isn’t a good idea! I’m sick of explaining to people that we don’t care if they’ve done the IWATS Quake Level design course, it still doesn’t go on their personnel profile unless it’s IWATS Core or Squadron Management! I’m sick of people asking for transfers without bothering to tell their own Commanders first! I’m sick of people applying for Flight Training when what they really wanted to do was join the Directorate! I’m sick of Subgroup Commanders bitching at me because I remind them to get their rosters in on time! I’m sick of taking my life into my hands every time I step into my own office because Vice Admiral Chandler’s pets have gotten out of control again! But most of all, I’m sick and tired of running around catering to the whims of a thousand idiots who make dumb requests without bothering to read the Training Manual first! I’ve had enough! I’m going to go and cut off my head with a spoon now. You’re all a bunch of arses! Bye!”

Not even the offer of two cup-holders had been enough to change his mind. Ronin was going to go ballistic when he got back.

“Never mind, Boss” said Vice Admiral Tron. “Some idiot will take the job. We’re bound to find a Sublieutenant sooner or later who doesn’t know his ass from his elbow.”

Compton nodded gloomily. Actually, that idea had potential...

Tron perked up suddenly. “Hey, there’s a reply coming in.”

“Screw you, Compton! Do you think I was born yesterday? – High Admiral Kawolski.”

“Maybe we should have extended the mailing list to include Cadets too?” Compton suggested.

“HAHAHAHAHAHA! No – Cadet Corran Horn237”

“I already tried that, Boss.”

Compton screwed up Eric’s letter and tossed it into the wastebasket. “Maybe we should ask SIRRUS? It might shut him up?”

“It’s not that bad is it?”

The message terminal chimed again. Tron hit the “play” button.

“This is Admiral Kessler. I just have one question - about the PLT Daedalus...will I get my

own key?”

And there was much rejoicing.

Kessler looked puzzled. What exactly had Sector Admiral Compton meant when he'd said, "Cheers, sucker"? Oh well, it was only 3am and the line had been a little fuzzy. He'd probably misheard it. All the same, he checked his copy of the Training Manual to make sure Sucker wasn't some kind of obscure military title that he was now entitled to.

Halfway through the 600-page volume, he realised that he'd have to appoint a replacement Battlegroup Commander for himself. A few seconds later he realised that Rear Admiral Ricaud still had those photographs of Kessler and the Lieutenant from Supply. The ones with the rubber dresses. And the Alphabetti Spaghetti. And the goat.

"Open a channel to the ISD Relentless, I need to speak to Rear Admiral Ricaud."

Acknowledged.

Click, whirr, beep.

"Ahh, Kessler. You missed the last payment. Very naughty."

"Hello there, Vice Admiral Ricaud."

"Vice Admiral? This sounds good. What will it cost?"

"Just tell me where you hid the negatives, scumbag."

Kessler breathed a sigh of relief. At least his reputation was safe now. The rubber dresses and the Lieutenant could have been explained away, but the goat was definitely a problem. He dropped the negatives into his security safe and locked it shut. That was that. Now, he'd better head on over to the SSSD Sovereign to see how big his new Quarters were. He hoped there'd be a waterbed. And lava lamps.

Pausing at the door, he had a sudden idea, an evil one, his favourite kind. "Get me Lieutenant Colonel Callista of Typhoon Squadron... I have a mission for her."

Lieutenant Colonel Callista walked into Typhoon Squadron's messdeck with their orders, a manic grin on her face. "Listen up, Phooners. We have orders. Brandy, put the nurse down, you don't know where she's been. Blackbird, alcohol should be taken orally, not intravenously."

LCM Brandon quickly stuffed Nurse Novak into his locker. "Nurse? What nurse?"

CM Blackbird looked up through an alcohol-induced stupor. "But I get drunk faster and stay drunk longer this way, Boss."

CPT Vader jerked to and fro spasmodically, his eyes shut and a pair of headphones covering his ears.

"Someone get Vader's Ricky Martin tape off him, will you?"

Eventually, order returned to the messdeck. "Okay, like I said, we have new orders. As you know, we're the Battlegroup Commander's Escort Squadron, and why are we BGC0M's Escort?"

"Because we're the best of the best of the best, sir!"

Calli frowned. Not everyone had joined in. "Something wrong, Blackbird?"

"I forgot the words, Boss." Blackbird mumbled.

Calli grated her teeth together. "Anyway, Kess's on his way over the Sovereign right now..."

"So we have to go fly him over? The Sov's only six clicks away! He could almost walk it!"

"Not quite," said Calli. "Kess isn't BGC0M anymore."

"What, he got demoted?"

"Sort of, he's the new Flight Officer."

She gave them a few minutes to stop laughing, then continued.

“So we’re needed to escort the new BGCOM to the Challenge.”

There were a few blank looks at this statement. “But Torres is already here. I don’t get it..” mumbled CM Blackbird.

Calli’s lips tightened. “Well that’s the thing, Torres isn’t the new BGCOM. It’s Val Ricaud.”

“Ricaud? Ricaud’s coming here?”

“Yep.”

“Not Torres?”

“Nope.”

“He still has those negatives, doesn’t he? The ones with the rubber dresses, and the Alphabetti Spaghetti, and the goat?”

“Probably, yes. I can’t think of any other reason for it.”

Various low growls emanated from the throats of the assembled Typhoon pilots. Someone banged at the inside of a locker, demanding to be let out.

Captain Vader pulled out a Gloria Estefan tape and slotted it into his Walkman. The Rhythm is Gonna Get You began to play. “Hey, El Hefe. I have an idea.”

The newly promoted Vice Admiral Ricaud sat at his desk with a very self-satisfied grin on his face. From Lieutenant to Vice Admiral in under three months! It was just a shame he’d had to give Kessler the negatives, but after all, Vice Admiral was as high as Kessler could promote him. He no longer had any use for him now, so losing the negatives hadn’t been such a big deal. Now, if only he could get some dirt on Grand Admiral Ronin his future career prospects would be assured...

“Vice Admiral Ricaud, sir. Your transport is ready to take you to your Flagship now, sir.”

“My Flagship? Oh yeah...erm, which one is that?”

“The ISD Challenge sir.”

“The Challenge, of course. Righto.”

Ricaud took a turbolift to the main hangar and stepped onto the deck with a spring in his step. Things were definitely looking up. The bay, however, appeared to be deserted except for a single Modular Freighter and a TIE Corps Lieutenant Colonel.

“Good morning, Vice Admiral, sir” she began.

“Hello, are you the pilot?”

“Not exactly, sir. I’m the Commander of your Escort Squadron. We’re here to take you to the ISD Challenge.”

“Ooh! I have an Escort Squadron? Very nice. I must be really important now, right?”

“Oh yes, sir. Very important, sir.”

“So where’s my Shuttle?”

“Oh, only low ranking officers have Shuttles, sir. Someone as important as yourself gets one of these specially modified Modular Freighters.”

“Splendid! That’s good, isn’t it?”

“Yes, sir. Very good. If you’d like to board your ship now, sir?”

“Absolutely, this is all very impressive isn’t it?”

Calli opened the boarding hatch to the number five cargo hold and ushered him inside. “Oh yes, sir, very impressive.” The strains of Gloria Estefan’s The Rhythm Is Gonna Get You echoed from within.

“I say, there are an awful lot of animals in here. They look pretty sick, too...”

“Don’t worry about that sir,” said Calli, locking the hatch. “Just think of them as the in-flight entertainment.” She pulled out a comlink and opened a channel to the Freighter’s Cockpit.

“Okay, Vader. He’s all yours. Be gentle.”

“No problem El Hefe.”

The freighter lifted off with an alarming lurch. The sounds of distressed animals from inside rose by few dozen decibels.

“Madre de dios! There seems to be a problem with the inertial damping systems. Could be a rough ride.”

“That’s a shame. Make sure you get them to the Bowel Complaint Research Lab more or less on time. The strain of Dysentery they’re suffering from is particularly virulent and the research people want them in one piece. Once that’s done, you can drop our beloved BGCOM off at the Challenge.”

“Si, Hefe. ETA at ISD Challenge is twelve hours. See you there.”

"Don't rush on my account."

The Freighter lumbered out of the docking bay in a series of violent forward lurches. Calli grinned evilly. Well Ricaud. It seems Gloria Estefan is right. The Rhythm IS going to get you.

Admiral Kessler opened the door to his new Office on the SSSD Sovereign and stepped inside. The first thing that struck him was the heat. The second thing was a large tentacle that wrapped itself about his neck and began to drag him towards a large pit in the centre of the cavernous office.

Vice Admiral Chandler, the Flight Office Command Attaché looked up from his newspaper. “Oh, are you the new guy?”

“Krrghgnmmmmfff!”

“I beg your pardon? I didn’t quite get that.”

“KRRGHGNMMMMFFF!”

“Oh excuse me. Bobby! Put the Admiral down! Bad Sarlacc!”

The tentacle released Kessler reluctantly and retreated to its pit.

Kessler rubbed his throat tenderly. “What the hell was that?”

Chandler turned a page in his newspaper. “Oh that’s just my Sarlacc. Don’t worry, he’s been fed this week, he’s just being friendly.”

“You keep a Sarlacc in my office?”

“Yeah. I feed him on Admirals who piss me off.”

Kessler considered this for a second. “You’re Vice Admiral Chandler, right?”

“Right.”

“Not the same as the Rear Admiral Chandler who used to be Wing Commander of Wing V?”

“The very same.”

“Did you ever find out who that pilot from Nun Squadron was who put laxative in your coffee? The pilot who transferred out to Wing X before you could get your hands your hands on him?”

“No, the little scumbag erased his records before he went. But I’ll find him one day. It’s only a matter of time. Why? You got a lead for me?”

“Umm, no. Just checking. Forget I mentioned it.” Sooner or later, Kessler was going to have to get round to killing the few remaining pilots who still knew he had been in Nun Squadron once. “Anyway, I’m here, I’m the new Flight Officer. Compton said you had some things for me.”

Chandler dropped his newspaper onto the desk and opened the drawer. Reaching inside, he began to toss various items to Kessler.

“Flight Officer’s badge.”

“Check.”

“SSSD Sovereign all areas Access Card.”

“Check.”

“Subscription to Fascist Dictators Monthly”

“Check.”

“Bumper sticker and two cup-holders.”

“Check.”

“Key to the Cadets’ Barracks on the PLT Daedalus.”

“WOOOHOOO!!”

The hatch popped open and a slow wave of brown goo seeped over the lip. A low moaning noise emanated from within. The military band struck up the Imperial March and a company of Stormtroopers snapped to attention.

“Admiral on deck!”

Vice Admiral Ricaud staggered from the hatch and walked unsteadily down the boarding ramp. His uniform appeared slightly...sticky. He squelched when he walked.

Vice Admiral Torres, the Commodore of the ISD Challenge saluted smartly and peered at the unsteady figure of the new Battlegroup Commander.

“Morning, Val. What’s that on your face? Jungle camouflage?”

“Not exactly.”

“And your uniform looks...different. Is that the new colour for Flag Officers this season?”

“In a manner of speaking.”

“Interesting smell too. The women like that, do they?”

“I really wouldn’t know. Can I just get to my quarters now please?”

“Sure, just try to stay downwind if you don’t mind.”

Ricaud sat at his desk and fumed. Kessler was going to pay for this. The only problem was that now he didn’t have anything to blackmail him with. He was going to have to install some cameras in the Cadet Barracks on the Daedalus and hope he caught him in the act. And that could take some time.

Hold on. This is Kessler we’re talking about. It shouldn’t take that long.

Brightening up at the prospect of some revenge, he flipped open the safe in Kessler’s office. At the very least he could console himself with some of that Spiced Brandy Kessler was known to keep in his safe.

Sitting on top of a pile of documents was a familiar looking brown paper envelope. Ricaud opened it and glanced inside.

Rubber dresses.

Alphabetti Spaghetti.

Goats!

“Operator, I want you to get me a channel to the Gossip Editor of the Auroran Times.”

Admiral Kessler sipped at his drink and relaxed on the sofa, a Cadet on each arm, and several more sitting at his feet, all gazing adoringly at him as he recounted tales of life in Wing X as a starfighter pilot.

“Yes, those were the days. I tell you, we knew how to deal with Rebels when I was a pilot!” He sipped at his drink again and eyed up a particularly innocent-looking young Delta Company pilot. “You – my cabin at 1600 hours. Bring a friend.”

“Yes sir!”

“Admiral Kessler, sir,” interrupted a Cadet, breathless with hero-worship. “Tell us again about how you single-handedly saved the Emperor’s Hammer from destruction by the Dendrite Pirates and rescued Grand Admiral Ronin’s fiancée from the clutches of the Dreaded Bladder-Beast of Baal.”

Kessler grinned. “Really, it was nothing. All in a day’s work when you’re as ruggedly good-looking and heroic as me.”

The TV in the bar crackled into life, with a special announcement. “This is Channel One News with the late breaking story of scandal high in the leadership of the TIE Corps. We go now live to TIE Corps Headquarters where special reporter Dirk Janson has a story of an Admiral, two rubber dresses, a tin of Alphabetti Spaghetti and a goat called Mildred.” “Oh bugger” said Kessler. “There goes my Medal of Honour.”

(NL 59 highlights: Thrawn's Return by GA Ronin. SA Compton is acting FC for two weeks. Anakin wins at CCG Championships. Bob the Airlock "wins" position of XO in mystery vote. Battle Board returns to the NL. AD Kessler fiction. Wing IV run-on story. Ciara Tearnan Christmas poem. SL Ian Hoong INPR. LCM Werdna Elbee fiction. CT Nix INPR. SL Olenar Ki-Aton INPR. LC Derk Parchon fiction. SL Ahkliat INPR. SL DeathKnight INPR. SL Calzeo Inkwolf fiction. CM Ford Prefect fiction. SL Victor Mareel INPR. SL Kane INPR. LCM Needa INPR. SL Nejaa Halcyon INPR. LT Talon Zanar fiction. CPT Raith Seinar image. CM Lusankya image. COL Khaine image. CM Cracoucas images. CPT Turtle images. CPT Badlands animations. RA Marc image. XWA ship patch presented by CPT Atrus. LT Feran Daemas image. CPT Stone Darkstar images. CM Blackbird image. Membership: 2,409 as of 12/13/99.)

file archives

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

crap3.avi - A Star Destroyer fly-by presented by IO/FA Moldman/CS-5/SSD Avr.

tie.avi - A TIE Fighter being destroyed by unknown from NL 28.

ds3.avi - The first animation to actually include the name of the EH, by CA:FO/VA Zlatan/SSSD Sov.

missing.avi - The missing man formation. Originally presented by CMDR/BG Claw/Thunder/ISD Chal.

stack-082298.rtf - The complete log of the interview with Michael A. Stackpole from NL 47.

pcplayer.zip - Two very large images of a German article on the EH. Presented by MAJ Callista from NL 54.

flight.ovl - The original TIE Disk ship file for the A-9 Vigilance Interceptor, from NL 22.

planets.wri - Version 1.0 of the Planets Guide by Dan Wallace from NL 24.

tfbonus2.hlp - A listing of all bonus goals for all missions of TIE Fighter by FM/GN Compton/i 2-3/ISD Col from NL 28.

intelman.wri - The original Intelligence Manual by SDIR Sarkis from NL 31.

tc1.zip - The complete (although updated) version of the first and most-often flown TIE Corps Battle, *Capture of Zaarin* by GN Shawshank from NL 5 et al.

tc10.zip - The second-most flown TIE Corps Battle, Battle 10 - *Battle for the Death Star*.

iw1.zip - The most-often flown Battle of the Infiltrator Wing, Battle 1 - *Welcome* by Katarn.

id1.zip - The most-often flown Battle of the Intelligence Division, Battle 1 - *Intel Joins the Fleet* by SDIR Sarkis.

db1.zip - The most-flown Battle of the Dark Brotherhood, Battle 1 - *Midnight Requisition* by Paladin.

tatooine.zip - The files for using the planet Tatooine in Civilization 2, resented by GMF Gordon in NL 47.

axis diagram.jpg - A diagram for mapping ship locations in TIE Fighter games presented by LCM Syn in NL 55.



The Emperor Palpatine.
Presented by FM/GN Tarkin/Theta-1/W-2/SSSD Sov in NL 33.



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Fleet Commander: William P. Call
Internet Address: GA Ronin@aol.com