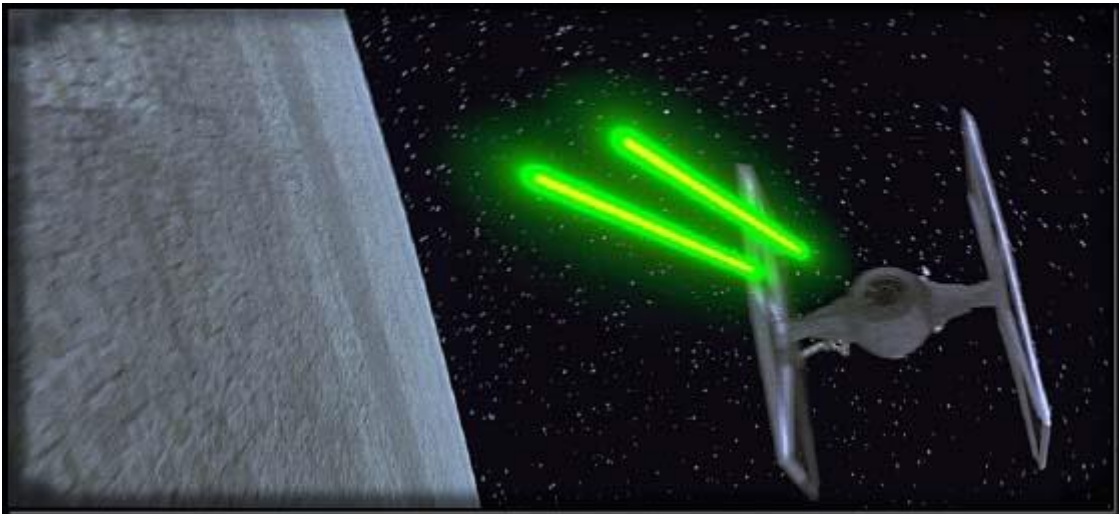


EMPEROR'S HAMMER STRIKE FLEET
THE DARK SENTINEL
AURORA SYSTEM, OUTER RIM TERRITORIES

Issue #61
January 24, 2000



An Imperial pilot about to vaporize some Rebel scum above the surface of the first Death Star.
(photo downloaded from starwars.com, 1999)

Edited/authored by SA Compton
2,621 members worldwide

Fleet Commander's Office



Well, another anniversary approaches the Emperor's Hammer, and this is a big one. For five years, the pilots, scum, villainy and Dark Jedi of the Emperor's Hammer have scoured known cyberspace (and the Outer Rim), wreaking havoc wherever we have tread. Our 5th Anniversary on January 7, 2000 marks a MAJOR milestone in the life of this vibrant and continually evolving club. Not only have we grown in the amount and variety of activities and Subgroups supported, but the Emperor's Hammer has become THE model for most Star Wars gaming based WWW sites. Our name is synonymous with quality and complexity. Our Fleet has been mentioned in over 10 respected on and off-line magazines and WWW sites. In addition, we have had an online interview with Michael Stackpole and plan more in the future. Look for Newsletters Nos. 60 and 61, compiled by the EH Executive Officer (SA Compton) and posted through this Domain. NL #60 is a "best of the EH" type of NL, and includes much of the very best that has been resented in the pages of the Dark Sentinel, as well as a history of the EH. For the next five years, I will be looking to streamline the Fleet and make it more manageable and efficient. This will take time as there are vestiges of the hard work and complexities of literally hundreds of former Members and submissions to pour over. And with the upcoming release of Star Wars: Episodes 2 and 3, the Fleet is only poised to grow stronger and go further than any online gaming club on the web. However, now is not the time to grow complacent. We must continually "push the envelope" and promote our cause throughout the cosmos and on the Web. In addition, with my wedding over with, I plan to spend MUCH more time on centralized EH plotlines/storylines to be posted in the EH Newsletters as well as "watchdogging" the Command Staff...>:) Future plotlines will include tying the Emperor's Hammer into the "Return of Admiral Thrawn" as well as the "Dark Empire" series already available in print...This is going to be good...! Finally, I would just like take a moment to thank ALL of the Members and Command Staff that have helped the club with their direct efforts, hard work and dedication. The Emperor's Hammer would never have gotten off the ground if not for its Members...You can all pat yourselves on the back now...>:) <SALUTE>
Serve the Emperor above all others...(he would have been proud!)

Grand Admiral Ronin
Fleet Commander/Founder - Emperor's Hammer

Editos note: We need to inform ALL of the EHers about posting/linking to the EH Disclaimers and Privacy Policy (upon update) so that the EH "is covered" when we get those unruly Members acting up...Obviously, we're never going to get the pages of everyone updated, but we should be able to get the main ones...(i.e. CS, Academy, Manual pages, etc.).



Good Little Imperials

By SA Compton

These are wacky times.

Anyone who's read my personal history in the EH on [my site](#) has probably seen that I started out as a Flight Member in Pi Squadron. I was there for a few months, and began gaining my reputation as a pretty fair pilot. Eventually I was even made Commander of Pi. Although I haven't served in Pi or aboard the ISD Colossus for almost four years, I was very dismayed to find out that there were plans to temporarily close Pi. Although I understood the reasons for such an action, it was still something that I couldn't stomach to see. So I took a step to make sure Pi would stay open.

I became its Commander again.

That's right, a Sector Admiral is commanding a squadron. I had lots of fun in Pi the first time, and I think that other folks should have that same chance. I will not be stepping down as XO while I'm doing this - I'm more than capable of handling both positions. I will, however, be doing my best to help Pi Squadron and the rest of the ISD Colossus once again become the powerhouse it once was.

In other news, if you haven't already done so, please [download NewsLetter 60](#). This NL represents a labor of my love for the EH, as it took me somewhere between 40 and 50 hours of work to complete it. Not only is it the EH's 5th anniversary NewsLetter, it contains what I feel is some of the best material ever presented in the pages of the Dark Sentinel. In addition, it serves as a historical record of the Emperor's Hammer, highlighting the many happenings and changes that have occurred over the last 60 months.

I leave it to you, then. You folks have a lot to read this month!

CMDR-XO/SA Compton/Pi 1-1/Wing XIII/ISD Col
...how's THAT for an ID line...?

Ok, here it is my Year-in-review of new Star Wars books and comics:

-- Books --

-- In March --

Star Wars: The Essential Guide to Droids

-- In April --

Star Wars: X-Wing #8 Isard's Revenge

-- In May --

Star Wars: Episode 1 The Phantom Menace

Star Wars: Episode 1 The Phantom Menace, Making of

Star Wars: Episode 1 The Phantom Menace Illustrated Screenplay

Star Wars: Episode 1 The Phantom Menace Cross Section

Star Wars: Episode 1 The Phantom Menace Visual Dictionary

Star Wars: Dark Forces - Rebel Agent (in graphic novel)

-- In June --

I, Jedi (in paperback)

-- In July --

Star Wars: Bounty Hunters - Hard Merchandise

-- In August --

Star Wars: X-Wing #9 Starfighters of Adumar

-- In September --

Art of Star Wars: Episode 1 The Phantom Menace

Incredible Internet Guide to Star Wars

Star Wars: Vision of the Future (in paperback)

-- In October --

Star Wars: Episode 1 Portfolio

Star Wars Masterpiece Edition: C3PO

Star Wars: New Jedi Order - Vector Prime

-- In December --

Star Wars: Tales from the New Republic

-- Things to come --

In February, Star Wars: Dark Tide Onslaught, by Michael A Stackpole

-- Comics --

Started out the year with a new Tales of the Jedi series, Star Wars: Tales of the Jedi - Redemption. This tells us how Ulic Qel-Droma died.

Also we saw the Phantom Menace comics, the new series spawned on of Ki-Adi-Mundi in his 2 six part series (Prelude to Rebellion and Outlander).

This year also saw another series, Star Wars: Bounty Hunters with such ones as Aurra Sing, Scoundrel's Wages, and Kenix Kil.

Boba Fett had another series, Star Wars: Boba Fett - Enemy of the Empire.

There was also the Crimson Empire Handbook, which covers all of the characters in the Crimson Empire Series (Crimson Empire and Crimson Empire II) and give thorough details on them.

And lastly issued out was Star Wars: Union, which tells of Luke Skywalker and Mara Jade's wedding (as started in Star Wars: Vision of the Future and spoken of in Star Wars: New Jedi Order - Vector Prime0.

And that's the year in review of what's been out there in regards to books and comics.

CA:XO/AD Tron/CA-2/SSSD Sov
SWL (Sith)/CON, M:GM/Clan Naga Sadow,ENV

The Holocron of the Brotherhood of the Dark Jedi!
Weekly News Update for the Week of November 29, 1999

"My own anger can unlock and unleash the power of the cosmos!"
--Darth Sidious

November 29, 1999 - 1314 Members as of Today!

Congratulations to this week's trivia winners!
First place: OWL ShadowXX
Second place: KE Torquemada
And a special thanks to this
week's trivia creator: DA Raistlin

Next week's trivia subject: Random

Trivia/Meeting Info: <http://www.datasync.com/~darkjedi/db/comm-irc.html>

** Brotherhood Operation [From Grand Master Thedek] **

Primarch Dev has informed me that information regarding the new Brotherhood Operation has been posted to the Medal Board and a website. Please check it out and get going as these are dead-line events.

On a side note, I have decreed that during the Operation ALL transfers will be denied. Transfers may resume after the last event in the Operation.

** AWOL Check [From Master at Arms Nighthawk] **

The DB-wide AWOL check will be ending this week (November 30th), and I should be receiving all the AWOL lists from the clans in early December. Hopefully, the final results of the check will be out by the next meeting.

** Grand of Arms Work [From Herald Kryder] **

New GoAs are posted, and requests keep coming in. If you think you're worthy of a GoA fill out the request form at <http://thedek.dorm.org/kryder/herald/>

** Week in Review: Medals [From Chancellor Howlader] **

With the resignation/retirement of Eric from the Emperor's Hammer, I have decided to appoint Obelisk Warrior Sithspawn as my new Praetor... his duties will include adding Awards to the database, and creation of new ideas for the Chancellor's Office

I have decided to appoint Sith Battlemaster Blackbird as my new Magistrate, his duties will include creation of new images of awards for the Dark Side Compendium, and creation of future images.

Medals This Week:

- DJK J'Lek - Steel Cross
- ACO Sildrin - War Cross
- KP Joker - Star of Anger to the Steel Cross
- DJK Frost - Bronze Scroll
- KP Khobai - Dark Cross
- OWL ShadowXX - Oak Leaf Cluster to the Dark Cross
- OBM Kelric - Dark Cross
- DJK Tuss - Silver Quill to the Bronze Scroll
- GRD Blitzkrieg - Knights Cross to the Dark Cross
- DJM Jammin - Knights Cross to the Dark Cross

Medal Board:

<http://www.spacemonster.org/impstar/cgi-bin/db.pl>

** Office News [From Obelisk High Commander Z'lar Kahn] **

Well, this is the first week for the report system I'm trying to establish. So far I have gotten a couple of reports, and they look pretty well. I hope everyone else will send theirs in the next couple of hours.

I'm holding all comps and activities to give priority to the upcoming DB wide comp. If you are planning on starting a competition in your Obelisk house, please check with me first so we make sure it doesn't interfere with the big one.

The Obelisk office should be ready soon. Stay tuned for details.

** Krath News [From Krath High Priest Arania] **

I couldn't get my freeserve mail while I was home, and due to that, the Echoes of Nightfall will be at least one week late, for details read the message board.

You can access the Krath site again. Don't get confused with the layout, the links are leading to the new archive. Index addy is still where it was so you should be able to find it. It will most likely be relocated again soon though.

** Recent GMRG Happenings [From Commander of the Guard Imp22] **

It seems as though nobody has shown any interest in the GP tournament, whatsoever, so I have decided to scrap it. Z'lar Kahn will remain the

honorary GP until a new tournament starts. Sorry to anybody who really wanted to play, but this is what happens...

The Shadow Force Royal Guard (SFRG) has challenged us. We already have a list of who will be fighting who, so if you are one of the people chosen to represent the guard, get your match played. Results will be posted at the end of the tournament.

December 5, 1999 - 1339 Members as of Today!

Congratulations to this week's trivia winners!

First place: DA Nighthawk

Second place: OBM Kelric

And a special thanks to this

week's trivia creator: DJK Havoc

Next week's trivia subject: Random

Trivia/Meeting Info: <http://www.datasync.com/~darkjedi/db/comm-irc.html>

** Brotherhood Website [From Grand Master Thedek] **

Darkbrotherhood.com has been released for public consumption! After a great deal of work on the parts of many people, we have finally published the first release. It has already received some minor upgrades and updates from myself, and will continue to do so probably forever. In it's first 48 hours of life, it generated 18,000 hits. I also wish to express a special thanks to Faethor for his excellent work and help so far. :)

With the resignation of Commander of the Guard Imp22, I will now be accepting applications for this position. Please send all apps to myself, DGM Dev, and OHC Z'lar Kahn. Include all information you feel relevant and important to your decision making.

** Operation News [From Deputy Grand Master Dev] **

The next phase in the competition will have the Order Leaders posting pertinent information about each orders events on the message board. Any questions you may have should be answered there, if not, mail myself and the respective order leader.

The message board will be the central repository of news and changes. Check it daily to see what's going on, as it'll be the first place to have important information.

** AWOL Check [From Master at Arms Nighthawk] **

The DB Roster count is at 1331! This is expected to make a rather huge drop next week, as we'll be removing all the AWOLs collected in the DB-wide AWOL check. So far, we have a list of 480 or so people who will be removed, and I'm still waiting for check results from Clan Scholae Palatinae and Clan Aquillas. If those clans do not turn in their results by Saturday at midnight, they will not be allowed any promotions or transfers in until they do so. My thanks to all the other Consuls for getting their results in so quickly!

As you all know, the new Dark Brotherhood Domain site is up, and the roster section is much improved. This is now THE official roster site...<http://thedek.dorm.org/maa> is -out of date-. Do not use it. The new roster is entirely up to date. However, the new roster page does not yet have a transfer and join house form...if you wish to do either of these things, please email me, at jr9090@aol.com, and make sure you explain what you want to do, and why, and include your ID line.

One note for Quaestors. If you're requesting a promotion or Aedile appointment, please clear it with your Consul and Proconsul first, THEN ask me about it. Don't ask at the same time. I don't want to end up getting a recommendation, updating the roster and promoting someone, and then hearing that the clan's Consul doesn't approve of the promo. Email your direct superiors first, then email me.

**** Week in Review: Medals [From Chancellor Howlader] ****

The Brotherhood Domain (<http://www.darkbrotherhood.com/>) is NOT the official site for the Records of Brotherhood Awards; the official site still is dbmedals.tsx.org. It will remain at that address until Phase V of the Brotherhood Domain is completed.

Another reminder: I will be unreachable from December 27th 1999 to approximately January 4th 2000, as I will be in the process of moving (and getting to) Australia. During that time, all medal requests/corrects should go to my Praetor, Obelisk Warrior Sithspawn (c_02@hotmail.com)

Medals This Week:

- JH Azazel - Dark Cross
- JH Baron Fel - Dark Cross
- APP Kintan Torr - Dark Cross
- DJK Janich - Dark Cross
- DJK Corran Horn - Steel Cross
- SBM Armus - Steel Cross
- KE Dragon - Bronze Scroll, Bronze Quill, Dark Cross
- KP Aragorn - Bronze Scroll, Star of Power to Steel Cross
- DJK Draco - Bronze Scroll, Bronze Quill, Silver Quill, Dark Cross
- JH Raistline Majere - Bronze Quill, Bronze Scroll, Silver Quill, Gold Quill, Dark Cross
- GRD Dark Rain - Bronze Scroll, Bronze Quill, Silver Quill
- GRD Reyja Niebos - Bronze Scroll, Bronze Quill
- ACO Zanshin - Dark Cross
- GRD Arion Sunrider - Bronze Scroll
- DJK Shups - Steel Cross
- DJK Rahkai - Knights Cross to Dark Cross
- DJK Wedge - Crossed Swords to Dark Cross

Medal Board:

<http://www.spacemonster.org/impstar/cgi-bin/db.pl>

**** Office News [From Obelisk High Commander Z'lar Kahn] ****

I have been getting reports from most of the houses... Activity looks pretty good, but I will be making some adjustments after the DB wide comp.

Speaking of the comp, I need anyone capable of creating a single player JK level to contact me ASAP (zlarkahn@arnet.com.ar).

I'll be monitoring the Obelisk part of the DB comp, so you guys participate, or I'll make some really loud noise when it ends... >:)

The Obelisk office should be ready soon. Stay tuned for details.

** Krath News [From Krath High Priest Arania] **

I am still unable to get my freeserve mails. Since hardly anyone resent the stuff for the Echoes of nightfall, guess what this means. The Echoes of Nightfall will most likely be released without anything but SA submissions and 1!! House report.

Scholar of the Month for November is DJK J'Lek Acclivis Draco of Scholae Palatinae. Congratulations.

Krath topic for the months of December/January (due to the upcoming competition it will cover two months this time) is "Let there be Darkness." You can do this either in story or poem format, as usual.

I will decide about Magistrate by tomorrow, no need to send any more applications.

** Sith News [From Sith High Warrior Bull] **

The new TIE Fighter battle for the new Dark Brotherhood competition will be going into production/completion ASAP. Be prepared for something good. :)

A new independent DB Battle created by Shup will be out fairly soon. Keep your eyes on www.inil.com/users/hireme/shw for the update.

** Retirement [From Commander of the Guard Imp22] **

I am very sorry to have to do this so early in my term as CoG, but I must retire from all aspects of the EH I am currently in. I can not currently explain my reasons behind this, but maybe someday I'll be back. I'll still be around every once in a while though, so feel free to say hi. It's been a great 5 years. *BOW*

** Chamber of Justice News [From First Archon Faethor] **

After being instituted for a short time, we've dealt with two cases in the Brotherhood that have brought some attention to us. As a result of one of these cases, we have officially made a new rule:

All transfers of CONs, PCONs, QUAs, and AEDs will NOT be approved during such a time that the second summit member is away. This would leave the clan/house leaderless, and would hurt it quite a lot. Resignations will be accepted, of course, as we can't always maintain our duty because of real life problems, but if someone resigns while their other summit member is away, then goes to join another house, they will be brought up on charges of Desertion. We cannot stress the importance of keeping good leadership over a clan and house. The members in that clan and house rely on the

summit for events, news, etc, and without someone there, the clan/house suffers.

We have now appointed Dark Side Adept Shaitan` as one of the Archons. be sure to congratulate Judge Shaitan. Also, we have 3 remaining Archon spots left to fill. The requirements are:

- a) Archons shall be of good character
- b) Archons shall have command experience. "Command Experience" shall be defined as having held a position of Consul or above for at least 3 months, while attaining the rank of Dark Side Adept.
- c) Archons shall have been members of the Dark Brotherhood for at least one (1) year.

The remaining Archons will be chosen by Lord Paladin, Grand Master Thedek and myself. Send all applications, including a history of all positions you have held in the Brotherhood, to design@2ndfloorcomputers.com, and fapaladin@aol.com.

December 20, 1999 - 820 Members as of Today!

Winner: DJK Enerum Shka (Krath)/House Marka Ragnos of Naga Sadow
Second: OBM Kelric (Obelisk)/AED/House Galeres
Creator: DJK Despot (Obelisk)/AED/Borealis of Aquillas

Trivia/Meeting Info: <http://www.datasync.com/~darkjedi/db/comm-irc.html>

**** Major Dealings [From Grand Master Thedek] ****

Now that finals are done with, you can expect me to be around again. Progress on the domain will continue as we push to work on the remaining phases and features. As always, feel free to suggest something, I've already implemented a lot from what you have spoken up about.

If you are still having problems with the email, please email myself or Adept Nighthawk from the email address that you are listed under, provide us your Dossier Number, and we will get you your password.

On another note, the Dark Brotherhood will not be having it's weekly IRC meetings again until the 8th of January in the new year. This is because both Christmas and New Year's fall on Saturday's, and I don't expect many people to be interested in attending. Happy Holidays!

**** Head's Up [From Deputy Grand Shaitan`] ****

...Congratulations to the three Archons...Royal...Shotgun...and Dragon...

...Some changes have taken place in the competition plotline...These were done to ensure the competition would be ready by the selected date...It will not be late...

**** From the MAA [From Master at Arms Nighthawk] ****

Remember, if you want to change houses or orders, email me with your DB name, DB email addy, current house and order, and the house or order you'd like to change to.

** Shadow Academy News [From Headmaster Kumba] **

Newer SA Site is coming along.. Now that college is over for a good month, I'll be able to get more time in to work on it..

I am in need of ideas for a replacement to Phase 2 of the SA. If you have any ideas, email me at Kumba12345@aol.com.

** Week in Review: Medals [From Chancellor Howlader] **

New Addon images for the Steel Cross and Legion of the Scholar posted at the CHAN site...take a look, they were created by SBM/Proconsul Blackbird of CSK

For his creation of DSC images (and his dedication to his Clan)...SBM Blackbird has been elevated to SBL, congratulations

This is the last meeting I'll be attending until about July (unless I'm crazy enough to get up in the middle of the night to attend...lousy timezones)

I'm leaving for Australia on the 27th of December...and I'll be in Singapore for a few days, so the earliest I'll be reachable is January 3rd or 4th

Medals This Week:

- JH Callista - Dark Cross
- DJK Locust - Steel Cross
- GRD Blade - Steel Cross
- DJK Rage - Bronze Scroll
- SW Wolly - Oak Leaf Cluster to Dark Cross
- ACO Avantar - Dark Cross
- GRD Ti'Anna - Dark Cross
- GRD Kaine Bathory - Dark Cross
- KP Lammoth - Knights Cross to Dark Cross

Medal Board:

<http://www.spacemonster.org/impstar/cgi-bin/db.pl>

** Office News [From Obelisk High Commander Z'lar Kahn] **

The OHC office is up at <http://ohc.cjb.net>. If you're obelisk, go there right now!!!

I am in need of skin editors for the upcoming DB wide comp. If you know about this, mail me ASAP! (zlarkahn@arnet.com.ar)

** Krath News [From Krath High Priest Arania] **

All submissions for the Echoes of Nightfall vol 1+2 have to be send in today.

The Echos of Nightfall, last issues for this year, should be released on Monday. Watch the mailing list about it.

I will not be around from 25 Dec to 11 Jan. During this time, please mail my Praetor Daihok (anthony@dekko.com) or ask the members of the Krath mailing list...

Krath Fun Competition will last until 15th of January... part of the submissions, the X-mas related ones, you will be able to see in the Echoes of Nightfall...

** Office News [From Commander of the Guard Raistlin]**

I have decided to eliminate circles at the request of the Inner Council I picked. Instead we have GLD+ picking a single apprentice to train in order to actually encourage training of members and have all of our members become skilled at JK

Webpage coming along nicely. Should be done sometime this week. (I Hope)

I have appointed GLD Blade to smooth out or transition to Zone based playing (and to establish a presence there) So far things are going smoothly and activity on the zone has doubled.

Finally, talks between myself and Darkov are resulting in a sort of OR night for the GMRG Vs. RS (for JK) Stay tuned for more details

** Chamber of Justice News [From First Archon Faethor] **

The CoJ hasn't been very busy this week. Unlike other DC positions, this is a GOOD thing. It means that most members are abiding by the rules. The less work the CoJ has to do, the better.

On that note, I'd just like to remind you all to view the AoWs, CoCs, and Bylaws, to assure that you are familiar with them.

I'd like to announce that three of the four Archon spots are now filled. The Archons are as follows:

- KE Dragon
- SWL Shotgun
- DJM Royal

Congrats to all of them. For those of you not familiar with the Archons, please see the DSC for more info.

Important Addresses

The Brotherhood's Homepage:
<http://www.darkbrotherhood.com>

The Shadow Academy:
<http://www.jsspace.com/sa/sa1.php3>

The Dark Side Compendium:
<http://www.darkbrotherhood.com/compendium.asp>

5) Sadly now with the KAG over it marks the end of Tonalocs time as CH of Shadow. So I would like to award him a nice shiny Brand of Honour (BoH) for his long service to the Kabal, and for the fact that me and the rest of the KA staff think he submitted the most amusing KAG entry.

6) The offer is still open to earn some IC's by sending me any old BHG or TG info for the history archives. Contact me (ehart@mindless.com) if you think you might have anything.

Thanks, Ehart. Sirs, you should know that the score breakdown for every single event is available from me upon request. Congratulations to the victorious Dragon Kabal - they earned it!

Koral reports that he has updated the roster and medal board with all credit awards from the Games.

Xerokine, our new TACT, has something to say:

[Missions]

-I am Still getting responses in from mission set 9! But no matter, you will still get rewarded for doing those if you havn't yet. Menalaus took down his mission site at:
<http://fll.stcloudstate.edu/bhg/missions/index.html> and now the Missions can be found at my site:
<http://members.xoom.com/Xerokine/Missions>

[Stalker Shipyards]

-Been busy getting this up for you hunters, right now the SSL site I have been working on can be found at <http://xerokine.tripod.com>. Sorry about the popup window...its just a stupid Tripod thing... I have tried to put it on Xoom but it seems to change the coding when uploaded. So for now the SSL will be at tripod.

-Many new division in the making! We seem to have a division going up for everything you could possibly ever want! We will probably have some meetings with all of those creating or helping to create these divisions to get everything a little more organized. But first my main concern is to get the SSL back up.

[Other]

-And of course I have to give my congratz to Dragon Kabal, you are truly the best we have. Rising from dead last and Chiefless for half of the KAGS to gain the victory of first place! Though I wish I could I doubt I will be able to compete anymore in the KAGs for you...one of those draw backs as being a commish, but I'm sure when my paycheck comes in next month I won't be bothered by that too much ;) I'm sure you can pull off victories in the future even with out me.

In addition, as reported at the EH meeting today, I am holding the first of my writing classes, available to members of the BHG only, Sunday night, the 23rd, at 9 PM Eastern in #BHG. I know that this coincides with the AOL meeting, but very few of our members have AOL, and if they did, they'd be able to keep an eye on both at the same time.

My goal is to make the hunters impeccable writers. They are already wonderfully talented - reading their fiction told me that - but a little rough around the edges. After I'm through with them, the situation in the EH will be this: If you're not in the BHG, you're not writing real fiction.

Respectfully submitted,

Dark Prince Trench

Greetings and Salutations EH Members!

December was a month for much change in the Imperial Senate. Our esteemed leader, CHS Nighthawk, resigned from his position and I was promoted! I wish to personally thank Nighthawk for his recommendation and also thank him for his wonderful service to the Imperial Senate. We could not have gotten where we are without him.

January has already proven busy. We are currently holding our election for the new Senator Prime. The polls are open until Saturday and the new Senator Prime will be announced at Sunday's Senate meeting (held on mIRC at 11am PST in #The_Senate_Floor on Undernet). A new Intelligence Committee Chairman has been chosen - congratulations to CCN Vengeance! He will now be heading the committee in charge of trivia and general SW, EH and IS knowledge.

We are in full swing with Project Mindreader - the current Senate wide competition. Project Mindreader consists of four Phases. Each Phase has one or more events, in which Senators may submit items. Each item for each Phase will be scored from 1-20. There will be an award for 1st and 2nd place in each Event. 1st place for an event - Tribute or upgrade. 2nd place in a event - Bodyguard or Upgrade. At the end of Phase IV, the scores for each Senator for each event in each Phase will be totaled, and awards will be

given out to the top two overall Senators. 1st place overall - Ship or upgrade. 2nd place overall - Property or upgrade. The details for Phase III follow:

Now, you've arrived on Kuat, you've lived through the landing process... now it's time to take on the big wigs. Structure a winning (or as close as humanly possible) response to the opening argument below, and send it to cyborrea@hotmail.com once you've done so. Creative liberties will be allowed... but the more realistic it is, the better your chances. Submissions are due on Jan. 17th.

The 8 meter-long conference table made out of some exotic green mineral might intimidate some senators. They were obviously not Imperial. The Kuati delegation has taken their seats at one side of the table, with your teams arranging their papers in the dim light at the other. For some reason that you can't quite define, there's a sense of hostility in the air. Perhaps it's due to the fact that the delegation does not consist of Kuati diplomats or other members of their senate as expected... but of shareholders and presidents of Kuat Drive Yards. A steely look in their eyes seems only more squinted and greedy across the long distance. There's no argument about what they want. A sufficiently ample statue stands in the center of the table, in the likeness of a Kuati man holding aloft a torch. No doubt some important figure in their history. Now that you think on it, it would have most likely been a good idea to research the Kuats a bit before you came. However, before you can finish your thoughts, the head of the Kuati delegation at the far end of the table rises from his chair slowly, as if having difficulty standing up. Clutching an ancient gavel in his right hand, he brings it down sharply on the table. Immediately, the torch held by the statue flashed into life, filling the room with a brief burst of iridescent light before fading to a whitish glow. The man with the gavel grinned slightly from across the table. He was obviously waiting all morning for that. He straightened his suit, and leaned across the table slightly.

"Imperial Senators. While I am... pleased that you were able to join us today, I want you to keep in mind that this course of action was strongly disapproved of by our government. While we are more than capable of... silencing those outcries, we would need a MOST tempting reason to do so. To be frank with you, I in particular have doubts about any chance you would have of financially supporting such a large operation as ourselves by hiring us exclusively. Which, if I'm not mistaken, is your general idea. Our initial proposition is as follows... to begin with, we find your idea of "exclusive sales to the Emperor's Hammer" to be, well, impossible. From what I've seen from your financial situations due to taxes, you simply don't have the funds to support our shipyards, or us. If you do not wish to argue that point, which I would deem wise, I propose that we may sell only a certain quota to New Republic Forces, a certain quota to EH forces, and a certain quota to any third party. This would satisfy each of us, and give you the ships you desire. To make sure there would be no double-crossing, as is sadly the reputation of your Empire, we would employ an undetermined number of your officers to oversee the construction of your ships. We feel this would be only fair to the other factions vying to gain our support. Not to mention, we find very little to be excited about a contract with the EH other than their military strength. If you approve these propositions, we have a document ready for you to sign."

Right. Now I hope I don't need to tell you that you're not going to agree to any of this. We sent you over there to fight every point they've got, to wear them down to the point of submission. We're Imperials, after all. Now I know this isn't a long argument, which is why I won't be taking a minimum of a page for each submission (I might be taking a maximum of 25 pages from Ricaud, though). Keep in mind, there will be a rebuttal from the Kuats after the first submissions are graded. Good luck.

DCH Creon Redwing (Cyborrea)/HC-2 [Suite] [LXY: Darkfall] [Monument] [BUx2] [R]

My thanks to DCH Creon Redwing, who has gotten the Senate Recruitment Site up at <http://recruit.cjb.net/>
There is still some work to be done, but it is already proving to be an informative and awesome web site!

Educational Councilor Stalker5 has the Imperial Univeristy up and ready for entrance exams! Please visit the Univeristy at <http://stalker5.webhostme.com/IU/>
He is still in need of Senators to write courses, so if you are interested, please contact him at <mailto:Senator@rothwell-clieves.freemove.co.uk>

I think that covers the big things that have been happening. Just remember, if you like graphics, fiction, trivia, webpage-making, writing, or tactics, sign up for the Imperial Senate subgroup! You can join at http://members.xoom.com/_XOOM/wetwill/coa/join.html

White Tiger
Chancellor of the Imperial Senate
(Aurora Prime)/CH-1[M-CRV: Oeil du Tigre][CORT YT-2400: Leader of the Pack][SHU:Sher Khan][LXY:Tiger Eyes][Estate][BU][BST][CoD]

<http://ehsenate.cjb.net>

Outer Rim Results 12-18-99:

EH Cpt` Wedge vs RS_Aedis 6-4 = RS Wins
EH_Tarkin vs RS Cris_Null 24-5 T/I = EH Wins!
EH_Shups vs GadRS 26-5 T/I = EHWins!
RS Blaster vs EH Murad 14-11 T/I's, = RS Wins
EH Kelric vs GAdRS 23-11 T/I's, = EH Wins!
EH_Shups vs Kerian_RS 31-4 TI's = Ehwins!
eh_tarkin vs ironmanrs 5-11 T/I = RS wins
CHorn Jr Vs. EH_DaWURM 21-6 T/I = RS wins
Blaster and EH Corrin, 20-17 T/Is = RS win
EH Murad vs GAdRS EH win 10 to 8 T/is = EH Wins!
EH Kelric vs RS Kerian 31-6 TIs = EH Wins!
EH_Shups vs RS_Hoborg 17-13 TI's = Ehwins!
Lt. Corrin vs CHornJr 22-15 T/I = EH Win!
RS_Alexio vs EH_DaWurm TFs 17-7 = RS Wins
EH_Shups vs Kerian_RS 30-6 TI's = Ehwins!
Blaster vs EH DaWURM 17-7 T/Is = RS wins
EH_Smit vs LtConShik 15-17 = EH wins!
RS_Alexio vs EH_Shups TI 13-9 = RS Wins

RS IronMan vs EH Seggyboy X's 13-1 = RS Wins
EH Shups vs RS Blaster 16-11 TI's = EH Wins!
RS_Alexio vs EH_DaWurm 30-4 TI = RS Wins
EH_Smit Vs. CHorn Jr 12-2 T/I = EH Wins!

EH 12 | RS 10

EH Victory!

Darkov

Another great night of flying. Here are the results:

Trate vs. Kelric T/I's 9-7, RS win
EH_Shups vs `Kaz T/I 11-11 Tie
EH_Smit vs `Kaz T/I 11-11 Tie
EH_Tiger vs. AceRS 15-8 T/I EH wins!
EH SHups vs LightRS 19-11 T/I EH Wins!
EH ShadowXX vs RS JSolus 27-13 X/W's, EH Wins!
EH_Shups vs `Kaz T/I 17-17 Tie!
RS Myst vs EH Smit 14-13 T/I's, RS Wins!
RS Trate vs EH Slage 21-12 T/I's, RS Wins!
EH Kaerner vs RS Light 25-10 X/W's, EH Wins!
RS PM vs EH Tiger 30-13 Z-95's, RS Wins!
EH Shups vs RS Shiel 17-11, EH Wins!
RS Ace vs EH Smit 15-11 Y/W vs T/A, RS Wins!
EH Spaceboy vs RS Myst 24-13 T/F's, EH Wins!
RS Nils vs EH Tiger 14-7 T/F's, RS Wins!
RS Light vs EH Smit 12-9 T/I's, RS Wins!
EH Slage vs RS PM 11-11 T/I vs Y/W, Tie!
EH Shups vs RS Shiel 15-9 T/I's, EH Wins!
RS Myst vs EH DaWurm 17-1 X/W vs T/A, RS Wins!
EH Spaceboy vs RS Kaz 28-16 T/F's, EH Wins!
EH Slage vs RS Death 24-13 T/I's, EH Wins!
LtComShik and EH_Dawurm X/W to T/A 4-4 TIE
EH_Shups vs `Myst 33-7 TIs Ehwins
RJDWolf and EH_Dawurm Y to T/I 17-3 RS Wins
EH Shups vs RS PM T/A vs YW 14-11, EH Wins!
RS Kaz vs EH_DaWURM 30-5 T/Is RS Win
EH Slage vs RS Shiel T/I 20-11, RS Wins!
EH Rich vs RS Aedis AW vs YW 10-4, EH Wins!
EH Shups vs RS Likott T/I 13-12, EH Wins!
EH Kermee vs RS Light T/I 16-12, EH Wins!
Shik vs EH DaWurn XWs 12-4, RS Wins!
EH Corrin vs RS Myst T/I 18-11, EH Wins!

EH- 15 | RS- 11 | TIE- 4

Your friendly neighborhood Wing Commander
WC-COOA/LC Havoc/Wing III/SSSD Sovereign

Awesome flying! The EH almost had a shut out but the RSers managed 2 wins at the end.

EH IQPierce vs RS Savage T/I 11-8, EH Wins!
EH Dras Hempor vs RS Jerico T/I 5-0, EH Wins!
EH Priyum vs RS Rave T/I 11-1, EH Wins!
EH IQpierce vs RS Savage T/I 13-7, EH Win!
EH Priyum vs RS Savage T/Is, 8-5 EH Wins!
EH Havoc vs RS Raze 18-5, EH Wins!
EH IQpierce vs RS Jeric X-W's 12-10, EH win!
EH Kaerner vs RS Ob-1 Xwings 11-3 EH Wins!
EH Havoc vs RS Sentry T/I 8-6, EH Wins!
EH Dras Hempor vs RS Savage z-95's 6-4 EH Wins!
EH_Kelric vs RS_Rave 22-12 EH Wins!
EH IQPierce vs RS Savage T/F vs Z-95 13-5, EH WInS!
RS Sentry vs. EH CorranH T/I 17-10 RS Wins
RS Sentry vs. IQPierce T/F 17-11, RS Wins!
EH Dras Hempor vs RS Savage x/w's 5-4 EH Wins!

EH-13 | RS- 2 | TIE- 0

Your friendly neighborhood Wing Commander
WC-COOA/LC Havoc/Wing III/SSSD Sovereign

Editor's note: The following is the reort on the "Ethnology Survey" that recently concluded on the EH poll site. It has been modified from its original form to fit the format of this NewsLetter. The original document can be found elsewhere in this NL.

The video version of Stanley Kubrick's 2001: A Space Odyssey (1968) advertises itself by saying:

Awesome in scope, this movie explores the mysteries of inter-planetary space...and of human destiny. The entire film is a stunning, sensuous marvel – a cinematic experience like no other before or since.

The video version of Paul Verhoeven's Starship Troopers (1997) advertises itself by saying:

From the bridge of the Fleet Battlestation Ticonderoga, with it's sweeping galactic views, to the desolate terrain of planet Klendathu, teeming with shrieking, fire-spitting, brain-sucking special effects creatures...

While the older movie advertises itself as exploring human destiny, the other advertises itself by mentioning its special effects. Special effects have become more common in film, and because of this, films are using and focusing more on special effects, ignoring the qualities that make films of other genres good, such as good plot and characters. It has changed the way science fiction fans look at the movies, even over a period as small as five years.

To show the effects of special effects on science fiction, this paper will use the experiences and opinions of the Emperor's Hammer. The Emperor's Hammer (EH) is a 3,000-member organization of those people who like to play Star Wars computer games. While the nature of the club is very specific, the members of the club can generally be considered fans of Science Fiction. While all members are fans of the Star Wars movies, their tastes in movies range from classics such as 2001 to the newest science fiction films such as Wing Commander and Starship Troopers. The average age for an Emperor's Hammer member is around 18, although they are as young as 13 and as old as 39. The information used in this report was obtained from informal conversations in the Emperor's Hammer chat room (#Emperor's_Hammer on the

Undernet IRC Network), and from a formal survey distributed for one month. The survey was used to create a database while the chat room provided a forum to expand on the information in the database. In the chat rooms, Emperor's Hammer members discuss a variety of topics, from the battle tactics of Napoleon, to the newest movies, to Star Wars. At times they like to discuss science fiction movies, and when they do, they usually discuss special effects. A lot of Emperor's Hammer members agree that special effects have become dominant in science fiction film.

Before we can discuss why science-fiction films are becoming over dependent on special effects, we must define science fiction. In its literal definition from its literary roots, science fiction is "a form of fiction that draws imaginatively on science knowledge and speculation." It deals with the implications of scientific development on humanity. It deals with our roles as humans in the present and future. Most Emperor's Hammer members agree with the definition that Science Fiction refers to "A story based in a believable fantasy setting based on current technology." They emphasize the fact that it's based on current technology. Although some of it is impractical right now, it is theoretical. Some believe that any movie that takes place in space can be considered science fiction. Others believe that a futuristic setting is the sole requirement. Even others hold the belief that science fiction refers to anything that is as far from reality as possible. One member called it "Cowboys and Indians in space," producing the idea that science fiction is an offshoot of the western. Even Gene Roddenberry proposed his Star Trek series as a "Wagon train to the stars." All science fiction films try to fit themselves into one or more of these definitions.

The movie Star Trek: The Motion Picture (1979) is about the space probe Voyager 6 coming back after over two hundred years in search of its creator. It comes back very powerful and with the ability to destroy Earth. The creator was a human being, and the movie mentions Voyager 6 being launched in the year 1999. It is a direct demonstration of what humanity can do, and the repercussions of those mistakes. As the ad for 2001 shows, science fiction explores human destiny. It shows what humanity is capable of. In the movie Lost In Space (1998), in the year 2058, humanity is able to construct a device that will allow humanity to travel to another solar system, a feat which is not possible using current rockets. The reason why this device is necessary is because pollution has started to take its toll and scientists report that Earth is losing its ability to sustain life. Again, the movie shows the consequences of our actions.

About seventy percent of Emperor's Hammer members are scientists or engineers, and the younger members plan to have a career in those fields. One reason why some Emperor's Hammer members are a fan of science fiction is because they like to see the impacts of their future actions. They enjoy the fact that many of the major characters in science fiction movies are scientists, people like them. Science fiction is generally associated today with lavish special effects and space battles. When fans come to watch a science fiction movie, they expect a movie involving aliens or futuristic environments. So, why are special effects important to science fiction movies? Special effects allow us to see worlds that we couldn't reproduce using a conventional set. Most Emperor's Hammer members believe that special effects make the story world more realistic. They believe that special effects help draw the viewer into the story. It allows them to escape into the story world. To them special effects help spur the imagination. To a few special effects, "look cool." There are a few members who believe that special effects aren't important. Most of these people are more interested in the literary world of science fiction. The literary world of science fiction refers to novels, comics, and short stories, which are the media in which the genre was born.

In Return of the Jedi (1983), special effects allow us to see a huge captivating space battle, and allow us to see the magnitude and seriousness of the situation. It's the difference between talking about a huge space battle and seeing the huge space battle. Special effects allow us to visualize the immense size of the Jupiter 2 in Lost in Space. The viewer would not have been able to see the threat posed by the aliens in Independence Day without special effects. We wouldn't be able to see the true powers of the morphing enemy in Terminator 2: Judgment Day (1991). Special effects created the ghosts in Ghostbusters (1984) and in Ghostbusters 2 (1989). Although realistically

sound does not travel through space, sound effects add to the realism of the situation. Many Emperor's Hammer members will criticize those who complain about having sound effects in space scenes. Although this bends verisimilitude, it allows the viewer to comprehend what is going on. Lasers would not have the same impact without sound. So, special effects allow us to see the settings and events in science fiction that wouldn't be possible with normal sets.

Although Special Effects are generally associated with, and are in some ways vital to Science Fiction movies, there are some people who believe that special effects have dominated science fiction. Now there seems to be too much of a focus on special effects, instead of logical classical narration. Lately, most science fiction films have much larger budgets, and half of that budget is dedicated to special effects. Steve Hockensmith of Cinescape comments on *Starship Troopers*, "the battles are the backbone of a movie like this, and Verhoeven doesn't skimp on the FX or the carnage." He goes on to complain about the lack of strong characters, calling them "shallow." Another Cinescape reviewer, Elle Mackorkle, comments on *Wing Commander* (1999): "There's no pacing, shoddy character development, some flat-out ridiculous plot devices and absolutely no sense of humor." When talking about *Star Wars: The Phantom Menace* (1999), Chris Kivlehan, praises the movie for its "pulse-pounding sword fights, and lush, otherworldly visuals unlike anything seen on film before," yet he criticizes it for lacking a strong villain and engaging characters. Jonathan Rosenbaum of the *Chicago Reader* writes, "As film technology becomes more and more sophisticated, the art of film can only rise accordingly." He is talking about films in general, but especially in science fiction films, he means that they are dependent on special effects. The proliferation of special effects in movies has made the viewer focus on the way the special effects were created, instead of focusing on the story world. This goes against verisimilitude. The pod race in *The Phantom Menace* works as a way to attract children (and spawn a hot selling computer and video game), with its special effects. Those special effects serve as a way to attract potential video game customers, because those same effects were implemented in the game. There are some people who believe that special effects do not make or break a science fiction film. Jonathan Rosenbaum writes,

But does the development of morphing automatically make the Eddie Murphy *Nutty Professor* more artistic than the Jerry Lewis *Nutty Professor* (1963)? Is using four Michael Keatons in *Multiplicity* more artistic than using two Jeremy Ironses in *Dead Ringers* (1988)? Similarly, do we honor the special effects of George Lucas's *Star Wars* trilogy or Robert Zemeckis's *Who Framed Roger Rabbit* the way we honor such masterpieces as Orson Welles's *Citizen Kane* and Stanley Kubrick's *2001: A Space Odyssey*?

To some people, special effects have ruined the magic that made the original science fiction classics so special.

A clear example of this is *The Phantom Menace*. Emperor's Hammer fans agree that it lacks the qualities that made the original *Star Wars* Trilogy so amazing. The original trilogy had a fantasy feeling to it, with its clear distinction between good and evil, and it's adventure. *The Phantom Menace* had action, but there was no clear distinction between good and evil, and George Lucas intended that. Instead, the viewer is pushed through two hours of special effects magic, instead of story magic. Some of the older members of the Emperor's Hammer believe that fans value special effects more than a good plot. Movie trailers are filled with most of the special effects sequences from the actual movie. Some Emperor's Hammer members believe that the problems with too many Special Effects aren't the fault of the Special Effects, instead the problem is the lack of balance between special effects and a good plot. One Emperor's Hammer member said that moviemakers have alienated themselves from the true idea of science fiction. The true meaning of science fiction usually refers to the ideals created by science fiction reading, or the original medium for the genre.

Many fans agree that the character of Jar-Jar was created to divert attention away from the lack of character chemistry. Although many Emperor's Hammer members criticize the character of Jar-Jar Binks in *The Phantom Menace*, the character was created

specifically for children, as a marketing scheme, since kids are more likely to purchase Jar-Jar action-figures. Jar-Jar is the kind of character that easily attracts the attention of children, who are fascinated by the CGI graphics. Since special effects have become easier to make, they show up more in films, and the fan expects special effects in their films. Special effects allow us to see the fantasy worlds envisioned in science fiction movies, yet some people believe that science fiction films are completely dominant on special effects. The dominance of special effects has made us turn our focus away from a coherent plot and strong characters, and instead makes us look in awe at the special effects. While some Emperor's Hammer members believe that special effects help spur the imagination of the viewer, others note that science fiction novels are able to do the same thing with no special effects. Movies such as *Wing Commander* and *Starship Troopers* have great special effects, but lack in almost everything else, and they seem to be the first in what may become the future of science fiction film.

Another possible reason for the current emphasis on special effects is the fact that there are more science fiction movies being produced. Since special effects are easier to produce now, they are being used more, and fantasy worlds are easier to create. While for most of the century science fiction movies were occasional, since the mid 1990s there have been several science fiction movies coming out each year. This has increased the competition between companies producing science fiction films. Rick Berman, the executive producer of the *Star Trek* franchise, recently said that he wanted to produce *Star Trek* films on alternating years with the *Star Wars* films, in an effort to avoid competition. The *Star Wars* hype would easily distract those people who enjoy both franchises. About seventy percent of the Emperor's Hammer members surveyed showed an interest in *Star Trek*.

While the problem might seem to be the fact that there are too many Special Effects, many Emperor's Hammer members believe that the problem is an overdominance of special effects, and a lack of focus on the plot. They say that a good science fiction movie has a perfect balance of special effects and plot. Special effects are supposed to supplement the plot, not dominate it. A good film will adhere to the true meaning of science fiction. To many Emperor's Hammer members, the true meaning of science fiction is to take the imagination where other genres cannot take them. It must make the viewer reflect on scientific advances and their implications, whether it be good (*Lost in Space*) or bad (*Independence Day*). Many Emperor's Hammer members love the original *Star Wars* trilogy because it took us, "A long, long time ago in a galaxy far, far away." They say that this is the magic of the original trilogy. It is the magic of science fiction. It allows the viewer to escape from reality, and when there is too much emphasis on special effects, it instead makes the viewer think about the nature of those special effects. A movie with good balance will typically have good action and dramatic scenes, allowing the viewer to focus on those scenes, and not on the special effects. The special effects should only serve to supplement the narrative, and help draw the viewer into the story.

A key example of a story that has a good balance between special effects and plot is the original *Star Wars* trilogy. They say that such movies have a "magic" to it. This magic has allowed the creation of an online *Star Wars* universe, with one of the biggest forces online being the Emperor's Hammer. There doesn't exist a 3000 member organization dedicated to movies such as *Starship Troopers* or *Independence Day*. There are individual fan sites, but there is nothing on the scale of the Emperor's Hammer. The *Star Wars* movies gave us a large universe, which spurs the imagination and gives us ideas.

The Emperor's Hammer is a reflection of the true meaning of science fiction, which to many is to provide an escape. One member called it, "living the life of a dreamer about the future." As a member of the Emperor's Hammer, I can escape from Manesh R. Pillai's daily college stresses, and become Fleet Admiral Manesh. In the 1930s and 1940s, movies provided an escape from the depression and World War II. Science fiction film takes that escapism even further, creating a whole new universe. For some Emperor's Hammer members, science fiction can take us away from today's problems such as crime and poverty. It's an escape from real life, even if it is for only two hours.

The meaning of science fiction, according to Emperor's Hammer members, is to provide an escape. This escapism is dependent upon two things: a good plot and characters, and good special effects. These special effects help to support the plot, as a guideline for the imagination. If a film overemphasizes special effects and not a good plot, then there will be little for the viewer to imagine. The imagination is what creates the "magic" that good science fiction films have. So, if there is too much emphasis on special effects in a movie, then there is little to imagine, and little "magic."

Footnotes:

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#Emperor's_Hammer on Undernet IRC network, Member "Paradox", October 6th, 11:14 p.m.

SQUADRON READY ROOM

NEWSLETTER REPORT FROM THE TACTICAL OFFICER

TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign

(absurefire@aol.com)

TAC Office News

It's a new year and the Emperor's Hammer has over 1000 custom missions to show for it!

New/Updated Battles and Free Missions

You can download the latest battles at the Emperor's Hammer Battle Center:

<http://battles.tiecorps.org/>

TC-TIE Battles

- #12 - Jedi Hunt*
- #13 - Finding the Lakul*
- #14 - Vader Takes Command*
- #15 - Special Operations*
- #16 - Dacian Downfall*

- #17 - Zaarins Missile Boats*
- #18 - Interception*
- #19 - The Tethys Honeymoon*
- #20 - Escort Carrier Missions*
- #33 - Strike at Incom*
- #34 - Encounter at Charybdis*
- #45 - Traitors*
- #46 - Back to the Basics*
- #53 - Capture of the Rebel Spy*
- #93 - Creation of Infiltrator Wing*
- #101 - The Chase at Lyccos*
- #102 - Attack on Petros Medal Works*
- #104 - Spam Wars*
- #121 - Battle of Principles
- #122 - Rebels and Pirates
- #123 - Strengthen the Emperor's Hammer
- #124 - Rebel Tenacity
- #125 - Operation 'Silent Scream'
- #126 - Strategic Termination
- #127 - Making a New SSD
- #128 - Operation Yridia Alpha
- #129 - Relentless Revenge, Part One
- #130 - Relentless Revenge, Part Two
- #131 - TIE Fighter Covert Missions
- #132 - Battle of the Bins

TC-XWA Battles

- #1 - Avenger Encounter*
- #2 - First Contact
- #3 - The Darkon Mystery

FREE-TIE Free Missions

- A Simple Patrol
- Anakin #1*
- Crandall #1*
- Defend the ISD Colossus
- Destroy Rebel Morale Event
- Hack Lab
- ISD Pursuit
- JA24 #2*
- JFortin #1*
- Mu 2-2
- Mugarri Cargo Operation
- Omicron Squadron Reload
- Shin Squadron's Ambush
- The Belhassa Marches
- The Manhunt
- The Nightshift

- The Test of Skill

FREE-XvT Free Missions

- Grey Wolf 1
- Grey Wolf 2
- Kill Republic Infiltrators
- Medical Supplies
- TIE Advanced Workout
- Undercover Assault
- VSD Victory

FREE-XWA Free Missions

- Battle of Midway
- Destroy Ackbar
- * Older battles that have been updated for bug fixes.

TAC Archive Information

Battle Board

Battle Completed Records

Respectfully submitted,

= High Admiral Kawolski, Tactical Officer and Fleet Systems Engineer =
TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign -
MoH/IC/GOE/GSx2/SSx3/BSx2/PCx4/ISMx4 -
MoI-DC/MoT-rhx6/MoT-gh/LoC x2/MoC -1BoC/OV-2E {IWATS-SM/1/2} -
<http://www.tiecorps.org> -



From the Desk of Admiral Kessler

Grand Master of the Dark Brotherhood
Dark Lord of the Sith
Governor Plenipotentiary of Eos
Internet Officer

<SALUTE>

First off I would like to publicly apologize to former HI Yoni. Evidence was presented to me by the HCI with recommendations for charges and rather than follow through on that evidence I took it as gospel and filed the charges.

It was only after the case had gone to trial and a verdict reached that I learned of other evidence that would have made the filing of charge unnecessary.

If I can confirm this evidence I will petition the HCI to remove all reference to this case from their case list as it should never have happened.

I did not want to do this in the first place since Yoni is not only someone I consider a friend but someone who has done more for EH security and law enforcement than any other individual. Most of what I know about being Security Officer comes from watching him as HI as I rose through the ranks.

Again Yoni, I'm sorry.

Now on to other news:

The Sector Rangers are going strong. The SEC and I are working on several things we feel will not only enhance the Sector Rangers but will make them more of an asset to the fleet. More on these enhancements in the next few weeks as we get closer to implementation.

For those of you interested in becoming Sector rangers all you have to do to apply is email both myself (EHTopCop@Yahoo.com) and VA Nightflyer (nightflyer@home.com) and let us know and we'll get back in touch with you.

Right now there are three teams of SRs with membership covering most of the Fleet and Subgroups and soon we hope to open up team 4. If you'd like to check out the current roster and other SR goings on the webpage is at <http://www.sector-rangers.freesevers.com/>

As for myself, things have been relatively quiet on IRC though there have been a couple of time when warnings had to be issued and once when a stern talking to took place but other than that nothing else worth mentioning.

In regards to the Apology I led off with. I just want to assure all of you that it will never happen again. I will never allow myself to be rushed through an investigation again and if I am, those people who want me to rush can complain to GA Ronin or talk to me directly and I will be happy to let them know what still needs to be done.

Well that is all for me for this time.

Security Officer
Fleet Admiral Rapier

Salutations, members of the Emperor's Hammer Elite Strike Fleet . . . This month in the Science Office has been a good one. There are no earth-shattering developments, but the projects that are already in motion are progressing in their due course. MORE files are being added to the Science Office each week, MORE people are submitting things for SCO review in various categories, and MORE people have been educated to the fact that yes, this office actually "does something" . . . :)

As we all know, the year 2000 has struck and the fifth anniversary of the Hammer follows shortly behind it . . . With this, I'd like to step away from my normal 'status' report and say a few words to the membership.

I first discovered the EH back in late 1995, watching its phenomenal progress and joining as the 'Zoraan' that many of you have come to know in late 1997. What I can say for sure, is that time really flies when you're having fun. It seems like it was both aeons ago and only yesterday when AD Hawkeye was assigning GN Zoraan to Delta Squadron. Now, here I am in a section of the fleet that I've looked up to since the day I came into it, with a status that I never reasonably expected to achieve. And I know I'm not the only one who fits this description. :)

Careers in the Hammer have a way of developing prominent memories, and I don't doubt that when it comes time for an anniversary - especially a big one like number 5 - it occurs to the better part of the membership where they've been, right from the newest FM to the most senior of the Command Squadron.

Speaking of the Command Squadron, I should also say that I'm very pleased to have attained the honour of being a part of it, and particularly at this point in the EH's development. As with all levels of command, we CSers especially are here volunteering our time to make the EH as enjoyable as possible for its members.

Sometimes in paying attention to our own little sections of a much larger organisation, we forget that there is no single member that has been doing this longer or devoted more resources to it than our illustrious Fleet Commander, Grand Admiral Ronin, who has been at the helm of this Empire since day one.

When we stop to consider that not only is the EH the largest of its kind, but has been allowing members to get involved in the Star Wars universe longer and in more ways than any of its 'competitors', I think that it is only fitting for us to stop and take our hats

-- The INPR archive was put on hold for the past week, but we hope to resume the project once the new RO site is more complete.

-- Happy 5th anniversary to the Emperor's Hammer Strike Fleet! The RO's second 3rd year in the fleet doesn't even begin until this May, but we're all excited and happy about this event.

Respectfully Submitted,
RO/FA Telf

Please be sure to check out the humorous tale "[The Emperor's Hammer Save Christmas](#)".

Kircheis Tychsen: Quest For the Holy Cloaking Device!

Scene 4:
Baron Fel = Arthur
Shuttle Pilot = Black Knight

[battle sounds]

[Shuttle Pilot defeats another pilot in a bloody battle as Baron Fel watches]

BARON FEL: You fight with the strength of many men, Sir Pilot.

[pause]

I am Baron Fel, King of the 181sts.

[pause]

I seek the finest and the bravest pilots in the land to join me in my Court of Chimaera.

[pause]

You have proved yourself worthy; will you join me?

[pause]

You make me sad. So be it. Come, Patsy.

SHUTTLE PILOT: None shall pass.

BARON FEL: What?

SHUTTLE PILOT: None shall pass.

BARON FEL: I have no quarrel with you, good Sir Pilot, but I must cross this nav bouy.

SHUTTLE PILOT: Then you shall die.

BARON FEL: I command you as King of the 181sts to stand aside!

SHUTTLE PILOT: I move for no man.

BARON FEL: So be it!

[hah]

[fire, fire, roll, roll]

[BARON FEL blows the Shuttle Pilot's targeting computer out after a short battle]

BARON FEL: Now stand aside, worthy adversary.

SHUTTLE PILOT: 'Tis but a scratch.

BARON FEL: A scratch? Your targeting computer is out!

SHUTTLE PILOT: No, it isn't.

BARON FEL: Well, what's that then?

SHUTTLE PILOT: I've had worse.

BARON FEL: You liar!

SHUTTLE PILOT: Come on you pansy!

[hah]

[fire, fire, roll, roll]

[BARON FEL blows the Shuttle Pilot's shield generator out]

BARON FEL: Victory is mine! [kneeling] We thank thee Lord Vader, that in thy merc-

[Shuttle Pilot kicks Baron Fel in the head while he is praying]

SHUTTLE PILOT: Come on then.

BARON FEL: What?

SHUTTLE PILOT: Have at you!

BARON FEL: You are indeed brave, Sir Pilot, but the fight is mine.

SHUTTLE PILOT: Oh, had enough, eh?

BARON FEL: Look, you stupid bastard, you've got no shields left.

SHUTTLE PILOT: Yes I have.

BARON FEL: Look!

SHUTTLE PILOT: Just a flesh wound.

[Rams Baron Fel in the aft]

BARON FEL: Look, stop that.

SHUTTLE PILOT: Chicken! Chicken!

BARON FEL: Look, I'll have your engines. Right!

[Baron Fel shoots out the Shuttle Pilot's Engines]

SHUTTLE PILOT: Right, I'll do you for that!

BARON FEL: You'll what?

SHUTTLE PILOT: Come 'ere!

BARON FEL: What are you going to do, leak engine coolant on me?

SHUTTLE PILOT: I'm invincible!

BARON FEL: You're a loony.

SHUTTLE PILOT: The Shuttle Pilot always triumphs! Have at you! Come on then.

[Whop]

[Baron Fel disables the Shuttle Pilot's Craft.]

SHUTTLE PILOT: All right; we'll call it a draw.

BARON FEL: Come, Patsy.

SHUTTLE PILOT: Oh, oh, I see, running away, 'eh? ... You yellow bastards! Come back here and take what's coming to you.... I'll eject into you!

Scene 8:

Baron Fel = Arthur

Laseralot = Lancelot

Galanad = Galahad

BedaFett = Bedivere

[clap clap]

BARON FEL: Halt! Hello! Hello!

GUARD: 'Allo! Who is zis?

BARON FEL: It is King Baron Fel, and these are my Pilots of the 181st. Who's platform is this?

GUARD: This is the platform of my master, Guy de Loimbard!

BARON FEL: Go and tell your master that we have been charged by The Emperor with a sacred quest. If your local Imperial Warlord will give us food and shelter for the night he can join us in our quest for the Holy Cloaking Device.

GUARD: Well, I'll ask heem, but I don't think he'll be verra keen... ah, he's already got one, you see

BARON FEL: What?

GALAHAD: He says they've already got one!

BARON FEL: Are you sure he's got one?

GUARD: Oh, yes, it's verra nice-a (I told him we already got one)

BARON FEL: Well, um, can we come up and have a look?

GUARD: Of course not! You are Imperial types-a!

BARON FEL: Well, what are you then?

GUARD: I'm Ferengi! Why do think I have this outrrrrageous accent, you silly imp!

GALAHAD: What are you doing in Star Wars?

GUARD: Mind your own business!

BARON FEL: If you will not show us the Cloaking Device, we shall take your platform by force!

GUARD: You don't frighten us, Imperial pig-dogs! ---Go and boil your ewoks, sons of a silly person. I blow my nose at you, so-called Baron Fel-king, you and all your silly Imperial piloooootts Thppp!

GALANAD: What a strange person.

BARON FEL: Now look here, my good man!

GUARD: I don't want to talk to you no more, you empty headed animal food trough wiper!..... I fart in your general direction! Your mother was a wookie and your father smelt of glitterstim!

GALANAD: Is there someone else up there we could talk to?

GUARD: No, now go away or I shall taunt you a second time-a!

BARON FEL: Now, this is your last chance. I've been more than reasonable.

GUARD: Fetche lavache!

GUARD: Quoi?

GUARD: Fetche lavache!

[vroom!]

BARON FEL: If you do not agree to my commands, then I shall—

[twang] [vooooooooooooooooooooooooooooooom – cargo containers are launched at the pilots]

BARON FEL: Lord Palpatine! Right! Charge!

ALL: Charge!

[Pilots charge]

GUARD: Ah, this one is for your wookiee!

[twang]

ALL: Run away!

GUARD: Thpppt!

[after running away...]

LASERALOT: Fiends! I'll tear them apart!

BARON FEL: No no, no no!

BEDEFETT: Sir! I have a plan, sir.

[later]

[chop saw chop saw]

[rumble rumble squeak]

[Wheeling trojan ewok up to platform gates]

MUTTERING GUARDS: C'est un ewok, ewok de bois. Quoi? Un cadeau. What? A present. Oh, un cadeau. Oui, oui. Hurry. What? Let's go. Oh. On y va. Bon magne. Over here...

[rumble rumble squeak]

BARON FEL: What happens now?

BEDEFETT: Well, now, uh, Laseralot, Galanad, and I, wait until nightfall, and then leap out of the ewok, taking the Ferengi by surprise -- not only by surprise, but totally unarmed!

BARON FEL: Who leaps out?

BEDEFETT: Uh, Laseralot, Galanad, and I. Uh, leap out of the ewok, uh and uh....

BARON FEL: Oh....

BEDEFETT: Oh.... Um, I-look, if we built this large wooden wookiee--

[twang – ewok gets launched at the pilots]

ALL: Run away! Run away!

[splat]

GUARDS: Oh, haw haw haw.

**Imperial Navy Pilot Record
Personal Background information
(Imperial Security Bureau)**

Name: "Ace" Armageddon
Rank: SL
Scandoc Transmission Code (Screen Name): `Ace
Sex (M/F): M
Race: Mostly human
Date of Birth: unknown
Place of Birth (Please include Homeworld): Starship above Ryloth
Marital Status (Single, Married, Divorced, Separated): g/f
Family: unknown
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): wealthy
Significant Events of Childhood & Adolescence:N/A
Significant Events of Adulthood:N/A
Alignment & Attitude:Always try your hardest
Former Occupations (if any):pilot
Hobbies:computer, mountain biking, running, swimming, scuba diving, skiing
Tragedies:N/A
Phobias & Allergies:N/A
Personal views of the Empire (and Emperor's Hammer): Very organized and fun.
Reason for applying to the Emperor's Hammer Elite Strike Fleet: Looked fun
Other comments or information (optional):
I hereby confirm that the above information is legitimate and accurate =
to the best of my knowledge.
Signature: FM/SL "Ace" Armageddon/Butcher/Avenger Wing 1/SSD Avenger

Imperial Navy Pilot Record Personal Background information (Imperial Security Bureau)

Name: Kelly Darkroar Tainer of Musashi
Rank: Sub-Lieutenant
STC: Kel Tainer
Sex: M
Race: Vampier (Human/Vampire Half-breed)
DOB: (YY/DD/MM.Hr) 991612.12 (24 years old)
POB: Musashi provence: Corellia
Marital Status: Single
Family: Fourteen generations of fearless warriors, including the great Miyamoto Musashi.
Social Sataus: Well-to-do
Significant events (Adolescence):
Kel was born three mile outside of the Musashi provence on Napaj, Corellia. He spent five years wandering about the countryside with his sensei, Takezo. Kel spent another five years in Istratari, where he met an interesting young man at the JPC garage in Linn named Gary McDuffie. Gary wasn't Corellian, but from an unknown race called "Terrans". McDuffie wouldn't give the exact location of his homeworld "Earth" for fear of a disruption in time.
The duo spent three years on an Imperial freighter ferrying medical supplies, until it was lost in the Dreighton Triangle.
Significant Events (adult):
Ten years passed without a word from the freighter. An Imperial Super Star Destroyer, the Executor, was passing by the Dreighton Triangle testing the Phantom TIEs. A flight of X-Wings was on patrol when they were jumped by the TIEs.
When the TIEs completed their mission, they returned to the SSD, but before

they could enter the hanger, they were cut-off by a squadron of Varuta VF-14s, and were destroyed. The Varuta ships were piloted by a Keaton Tristar, Kel Tainer's name in Varuvian. Ten years in the Varutian army had distorted his thoughts about the Empire, the Rebellion, and the rest of the galaxy around him.

After a lengthy chace through the Triangle, one year to be exact, Kel was assigned to duty aboard a Varuvian ship, the Smackdown, where he was bitten by a vampire, driven into insanity, then signed up aboard the Avenger. His insanity passed, he was assigned to hunter squadron.

ALIGNMENT & ATTITUDE: SEES THE WEAKEST AS "FOOD". SOFT, THOUGH, UNTILL HE HEARS THE KEYWORD "K I L L". ALSO HAS A SHIFTING MOOD DUE TO BEING A VAMPIRE/CORELLIAN/VARUTIAN.

HOBBIES:

W A R, PILOTING, HACKING, KILLING, *BLOOD*, PLAYING AROUND, USING THE FORCE.

PHOBIAS & ALLERGIES: DIRECT NATURAL SUNLIGHT, 40 FOOT BUGS WITH A NOT-TOO-SUNNT DISPOSITION.

PERSONAL VIEWS OF THE EMPIRE:

WHY IS IT SO POOR? I CAN MAKE SHIPS THAT COST LESS THAN WHAT THE MAKERS ARE

ASKING! EXPENDIBLE CRAFT, INDEED! THOSE TIEs ARE DEATH TRAPS, I'D RATHER PILOT MY OWN CRAFT(S).

REASON FOR JOINING: THE VAMPIRE DROVE ME TO INSANITY. I ALSO WANTED MORE TO DO WITH MY TIME.

BLAH BLAH BLAH MORE IMPORTANT STUFF

Kel Tainer

SL/Kel Tainer/Hunter 2-2/ssd avenger

The Guide To High Maintenance Ewoks
Colonel Kircheis "Blond Knight" Tyachsen
FM/COL Kircheis Tyachsen/Typhoon 1-2/Wing X/ISD Challenge

Introduction:

Congratulations on your purchase of a new ewok! Ewoks are very loving and affectionate pets, and will provide lifelong enjoyment for you and your family. However, to ensure that your ewok is healthy and happy, proper care and mainenance is required. This can sometimes be a repetetive and annoying task, so it may just be better to slowly roast your ewok over an open fire after 5 hours of marination.

Section 1:

There are 7 classifications of Ewoks:

1. Sporting Ewoks
2. Hound Ewoks
3. Working Ewoks
4. Terrier Ewoks
5. Toy Ewoks
6. Non Sporting Ewoks
7. Herding Ewoks

Rapport Between Groomer And Puppy Ewok

Things Better Left To Professionals:

Nail Clipping

Flea Shampoos

Alien Infection

Matts

1. Sporting Ewok

This group consists of Spanielwoks, Pointerwoks, Retrieverwoks and Setterwoks. Two of the most common breeds are the Endorian Spanielwok and the Golden Retrieverwok. Sporting ewoks are by nature loving and faithful to their family members. They are noted for their intelligence and merry disposition. Ewoks in this group are used mainly for hunting and retrieving.

Most spanielwoks require lots of grooming. Brushing and combing on a regular basis is best to keep the coat in good condition. This ewok requires a 6-12 wk. groom. If you buy a spanielwok mainly for hunting, their hair can be trimmed in a short sporty clip to make the removal of burrs easier. An ewok that is not used for hunting can be kept in a longer clip.

Golden retrieverwoks are identical in nature except for coat maintenance. They do not require as frequent a visit to the grooming shop as their counter parts because their hair is different, however, daily brushing and combing is essential.

2. Hound Ewoks

There are many different types of hound ewoks. Three common types of hounds are the Bloodhoundwok, Dachshundwok and the Borzoiwok.

The Bloodhoundwok is extremely affectionate. He is neither quarrelsome with companions or other ewoks. He is shy. He is the world's most renowned tracking ewok. Little grooming is required as he has extremely short hair.

The Dachshundwok is clever, lively and courageous, preserving his work above and below ground. All of his senses are well developed. They are known for tracking Kessler's Run-a-way Cadets and Crackrabbits. They have two different coat types, smooth and wire haired. They are similar to the Bloodhoundwok in coat care.

The Borzoiwok was used for the coursing of Lieutenants, Commanders and Captains on open terrain. They are sensitive, alert to the environment with quiet dignity, courageous, powerful and are capable of great speed. They require lots of brushing and combing. The assistance of a groomer may be required.

3. Working Ewoks

There are many different breeds of working ewoks. I have chosen 3 of the more common ones.

The Doberman Pinscherwok was originally used as a guard ewok. In today's society they make a loving and obedient family companion. They are energetic, watchful, determined, alert, fearless, loyal and obedient. They don't require more than the occasional bath and brushing.

The Newfoundlandwok serves as a water rescue ewok and draught animal. His expression is soft and reflects the breed's character. He is benevolent, intelligent,

dignified, but capable of fun. He requires daily brushing as he has lots of hair and soft undercoat. He's a rather large ewok and taking him to a groomer for a bath and brush out once in a while is a good idea because bathing him at home can become quite a chore.

The Giant Schnauzerwok is known for his versatility. He has been used as a drovers ewok, a brewery guard, cart ewok, herding ewok and police ewok. This breed combines spirit and alertness with intelligence and reliability. He requires frequent trips to the grooming shop. Daily brushing and combing is a must to keep the coat in peak condition and to prevent matts.

4. Terrier Ewoks

There are many different types of Terrier Ewoks. They are all known for being "Ratters"

The Airedalewok is the king of the Terriers. He is the most versatile of the Terriers. He has been used as a police ewok, guide ewok for the blind, and guard ewok. They require frequent grooming and daily brushing.

The Lakeland Terrierwok is a small working Terrier. He was used on moisture farms in conjunction with a few houndwoks to destroy the jawas found raiding the fields. He is bold and gay, friendly with a self-confident cock-of-the-walk attitude. This ewok requires frequent grooming and daily brushing.

The Miniature Schnauzerwok is alert and spirited, yet obedient to command. He is friendly, intelligent and willing to please. He requires frequent grooming to keep his hair matt free.

5. Toy Ewoks

There are many Toy breeds to choose from. I have chosen three common ones.

The Maltesewok has been a household pet for many centuries and among the gentlest mannered of all little ewoks. They are intelligent, vigorous, very affectionate and seemingly fearless. They need frequent grooming as their hair is very delicate. They matt easily and a professional groomer should be involved in their care because they are very high maintenance ewoks.

The Toy Poodlewok is very active, gay, intelligent and smart. Poodlewoks come in 3 sizes: Standard, Miniature and Toy. They are the worlds oldest water retrievers, circus performer and bountey hunters. This is such a versatile ewok he can be all things to all people. They require frequent grooming. A professional groomer can put them in a variety of show and pet clips. They need daily brushing and combing. These ewoks are a groomers dream in regards to the versatility of clips.

The Yorkshire Terrierwok is intelligent, friendly, and willing to please. He needs lots of grooming at home as well as at the grooming shop. He is glamorous and one of the most popular of the Toy breeds.

6. Non Sporting Ewoks

The Bichon Frisewok first originated in the Islorn Sector but is now becoming well known in the Core Worlds. He has been bred as a companion animal because of his friendly and affectionate nature. He is stable, outgoing and alert. It is recommended that this breed be only groomed by a professional groomer. He is a hand scissored ewok and it takes

lots of practice and training to groom this breed correctly. This ewok matts easily and requires frequent trips to the grooming shop as well as daily brushing and combing at home.

The ShihTzuwok is a very active and alert ewok. He is not a toy breed. He is generally regarded as a Calamarian breed. He requires lots of grooming. Brushing and combing is a necessity on a daily basis. The assistance of a groomer is really recommended because he has a soft coat that breaks easily and the groomer has special equipment that can deal with this coat type.

7. Herding Ewoks

There are many good herding breeds. Here are a few common ones.

The Endorian Shepherdwok is one of the most versatile breeds. He has been used as sentry, police ewok, tracker, drug ewok, guard ewok, herding ewok, search and rescue and a guide ewok for the blind, and companion ewok. He has a distinct personality marked by a direct and fearless not hostile expression. He is not one to fawn upon every new acquaintance. This breed requires brushing and combing to remove shedding hair and undercoat.

The Bearded Colliewok is alert and self-confident and should be lively and active. He is a steady, intelligent working ewok. He is a good herder. This breed requires frequent grooming. Bathing and brushing is important. It is easier and safer (to prevent coat breakage) to have a groomer deal with this, and less frustrating for the owner.

The Bouvier Des Flandwok is used mainly for herding and driving jawas but is also used as a guard and companion ewok. He is gentle and fearless. This breed requires many trips to the grooming shop for haircuts and personalized styling.

Rapport Between Groomer And Puppy Ewok

It is important to know the care of the breed you are getting. Grooming should begin as soon as he gets climatized to his new environment. It is important to establish a rapport between groomer and ewok as soon as possible so your pet feels safe. It is essential to choose someone that is loving, caring and kind to deal with your new best friend.

Things Better Left To Professionals

Nail Clipping

The quick is often difficult to locate on ewoks with black nails. Professional groomers are trained to locate the quick without causing the nail to bleed. If you decided to do this at home you could make the ewoks nail bleed and its dangerous to your ewok to bleed from the nail. You wouldn't have the necessary product to stop the nail from bleeding.

Flea Shampoos

Over the counter flea shampoos can be purchased. They contain insecticide. If an untrained person were to use these products improperly (Ex. Gets in eyes, ingests product) problems could result. Always check over the counter products carefully if you plan to do it yourself.

Alien Infection

One recorded case of ewoks carrying an alien infection was during the infestation of ewoks on the ISD Challenge some years back. Avoid these ewoks at all costs. Professionals are trained for this sort of thing.

Matts

Matts that are close to the skin should only be removed by groomers. A variety of combs and other equipment are used for dematting jobs and should never be attempted. Severe brushing and combing to remove matts can produce bleeding. Hair should never be pulled so hard that it comes out of the skin. This can cause pain to your ewok if done incorrectly.

Section 2:

If Your Ewok Isn't Happy There's Probably A Reason!

1. Basic Ewok Psychology
2. Is My Ewok Depressed?
3. Solutions To Questions

1. Basic Description Of Ewok Psychology

The first thing to understand about ewoks is that they are not much different from you and I when it comes to their psychology, feelings etc.

While ewoks can feel many of the higher emotions we feel, their understanding of them is much more basic. For example, they can feel guilt, but don't understand the complex reasons behind why they should feel guilty. So, keep it in mind when admonishing you ewok. He or she probably has no idea just what part was bad.

2. Is My Ewok Depressed?

Ewoks become depressed just like humans, but the reasons behind their feelings are difficult for humans to understand.

If your ewok is acting out of the ordinary or just not as lively as usual, the most probable reasons for it are provided in descending order :

A) Some physical causes like, matts, fleas, skin rash or irritation. Other physical problems should be checked by a vet.

B) There has been some significant change in the ewok's environment, such as, moving to a new home, some significant other (person or animal) is absent, some physical elements have been added (or taken away) from the environment. It's important to note that the placement of a simple object like the ewok bed in a new location may have a more significant meaning to the animal in question.

C) Our best friend has not been getting as much attention. We humans sometimes start to lose interest when the novelty of puppyhood has passed into ewokhood. Never forget a good friend, they never forget you.

3. Solutions:

A) Make sure your ewok is well groomed and has regular trips to the vet. This will help prevent most animals from starting to feel down in the mouth.

B) Try to identify what has changed. If it is the absence of a significant other then find a sample of that scent and provide it for the ewok (a shirt, blanket etc.). If something has been removed try placing a familiar scent in its place. If it's something new try adding elements with familiar scents to the addition.

C) The solution here is easily said, but sometimes not as easily done. Try to remember that your ewok is, like a child, totally dependent on you and will always be for the rest of his or her life. Keeping that in mind should provide you with your own solutions, but if you must be away at long intervals leave a radio or television on, it helps keep them company.

Imperial Navy Pilot Record Personal Background information (Imperial Security Bureau)

Name: Kronn Mekran

Rank: Sub-Lieutenant

Scandoc Transmission Code (AOL Screen Name): EH Mekran

Internet E-Mail Addresses: Mekran@gmx.net

Sex (M/F): Male

Race: Human

Place of Birth (Please include Homeworld): Chandrila

Marital Status (Single, Married, Divorced, Separated): Single

Family: Son of a rich merchant family

Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Wealthy

Significant Events of Childhood & Adolescence:

As the son of wealthy parents his childhood was nearly perfect. His parents did everything for him and so he never experienced how cruel life can be. The only thing that he always disliked was that his father wanted him to become his successor as the leader of the family's trading company. Kronn, however, always dreamed about joining the Imperial Armed Forces, preferably the Navy. His parents disliked the idea, because they did not like the Empire all that much and they told him stories about cruelties that were committed by the Empire in the Outer Rim Territories. Kronn did not believe his parents and thought they just did not want him to fulfill his dreams. (note from the ISB: Mekran was right - there never were any "cruelties" the Empire knew of) So when he completed school he left his home and his parents to apply for the Imperial Academy on Corellia.

Significant Events of Adulthood:

During his time at the Academy he saw the Empire collapse. He could not believe what had happened. The imperial war-machine totally outnumbered the pitiful rebel fleets, even after Endor - so how could something like that happen? There was only one explanation as unbelievable as it was - the rebels won by luck. After Endor he began to hate the rebellion even more than he already did. They had destroyed a battle station with hundreds of thousands of brave imperial soldiers and as it seemed they had also destroyed his life and his career within the Navy. As the war reached Corellia the Empire had to leave the planet, but shortly thereafter their small force joined the Emperor's Hammer Strike Fleet under the command of Grand Admiral Ronin. Cadet Mekran was stationed aboard the platform Daedalus where he completed his training and after his graduation he was commissioned as a Sub-Lieutenant and assigned to Tornado Squadron of Wing X on the Imperial Class Star Destroyer Challenge. Now he is eager to take the war back to the rebels

Alignment & Attitude: Totally loyal to the imperial cause; believes in the ideals of the New Order; a bit overenthusiastic concerning duty; slightly arrogant

Former Occupations (if any): Working in the family business as an aide to his father

Hobbies: Military Tactics, History, Literature

Tragedies: None

Phobias & Allergies: no known allergies or phobias as of yet

Personal views of the Empire (and Emperor's Hammer): The Empire's political system is the only one capable of ruling the galaxy. As it is clearly structured there are nearly no possibilities that decisions are delayed by institutions like the Rebellion's "Provisional Council". This makes the imperial system of government the most efficient you could imagine, and that way the Empire can ensure safety for the galaxy and the Imperial citizens.

Reason for joining the Emperor's Hammer Elite Strike Fleet: The Imperial Navy was, is and will always be a symbol of honor, duty and order in times of chaos and anarchy. It is also the only hope for the galaxy to preserve the ideals of the New Order. Kronn Mekran wanted to serve in the most-respected Military Force in galactic history to help in the struggle for freedom in the galaxy.

Signature: Kronn Mekran

Date: November 29, 1999

Imperial Navy Pilot Record Personal Background information (Imperial Security Bureau)

Name: Destroyer

Rank: Sub-Lieutenant

Scandoc Transmission Code (Screen Name): Destroyer

Sex (M/F): m

Race: Human

Date of Birth: 09/24/83

Place of Birth (Please include Homeworld): Coursant

Marital Status (Single, Married, Divorced, Separated): Single

Family: None

Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Nobility

Significant Events of Childhood & Adolescence: When on vacation to Yavin IV my parents were killed by the Rebels.

Significant Events of Adulthood: N/A

Alignment & Attitude: Imperial

Former Occupations (if any): Stormtrooper

Hobbies: flying

Tragedies: family deaths

Phobias & Allergies: none

Personal views of the Empire (and Emperor's Hammer): Best thing that ever happened to the Galaxy

Reason for applying to the Emperor's Hammer Elite Strike Fleet: Want to revenge Parents

Other comments or information (optional):

I hereby confirm that the above information is legitimate and accurate to the best of my knowledge.

Signature: SL Destroyer

Date: 12/13/99

Imperial Navy Pilot Record Personal Background information (Imperial Security Bureau)

Name: Jason Aran'gar

Rank: Lieutenant

Current Assignment: Odin Squadron, Wing XIII

Scandoc Transmission Code: Death

ID-Line: FM/LT DEATH/ODIN 2-4/WING XIII/ISD GREY WOLF

{IWATS-mIRC-mIRC/2-IIC-IIC/2-XTT-SM/2}

MoC -1BoC

Sex: Male

Race: Human

Place of Birth: Coruscant, Palace of House Aran'gar (Palace-Area)

Marital Status: Single

Family: One brother, one sister (both the same age)

Social Status: High nobility, one of the Leaders of house Aran'gar

Significant Events of childhood & Adolescence: His girlfriend died, when an assassin tried to kill him and his brother and

his sister, but before, he was killed

the guards. Just Jasons girlfriend died..

After that, Jason was send on an private

Academy, to learn all the normal things

you learn in school, and how to defend

and assassinate, how to fly (the startings)

and how to lead house Aran'gar.

Significant Events of Adulthood: Jason was send to the Imperial Academy, and passed it in a very short time. After that, when he was at

home one time, he met Emperor Palpatine, when he was

on the way to an meeeting with Jasons father.

Palpatine saw Jasons talent, and send him to an

special academy, for Elite Pilots. After the special

academy, JASON signed in to the Imperial Navy. After

some time, he became the Squadron Leader of an

Elite Squadron abard Lord Vaders SSD. At the battle

of Endor, Jason lost his complete Squadron and had to

eject out of his TIE, before the TIE cradshed right

into the Bridge of an Rebel Frigate. He was imprisoned

by the rebels after the battle, but he managed to flee

a week later, and returned to Coruscant. When

Coruscant felt into rebel hands, Jason lost nearly his

whole Family. In the night, when the reels landed on

Coruscant, an enemy house started an surprising attack

on the Palace of house Aran'gar, using rebel soldiers

and a rushing mob. Jason, his Brother, his Sister and

and some of her relationships fled with an Shuttle, and

broke through the rebel blockade.

Alignment & Attidude: Jason is loyal to the ways of the Empire and to the house Aran'gar

Former Occupations: House Aran'gar Special operations Team, Imperial Navy (Elite Forces)

Hobbies: Sabacc, modsifieng his Starfighter, killing Rebels, develop new shiptypes, go and take a drink with friends, killing more rebels, ...

Tragedies: (as named above) Lost of his girlfriend on Coruscant, lost of his Squadron at Endor,

lost of nearly his whole family at Coruscant.

Phobias & allergies: None

Personel View of the Empire (and Emperors Hammer): The Empire is the only way to peace and

order in the galaxy, as we know, a republic don't works.

Emperors Hammer is the last imperial Fleet, which is still on the real way's of the empire, and so, the chance for peace and order of the galaxy

Reason for applying to Emperor'S Hammer: The Emperors Hammer Elite Strike Fleet is the last

Imperial Fleet, which remains on the true way of the Emperor.

Quote: "Only a dead Rebel is a good Rebel, so lets go and kill some Rebels!!!"

I hereby confirm that the above information is legitimate and accurate to the best of my knowledge.

SIGNATURE: Jason "Death" Aran'gar

DATE: 24.10.99

Imperial Navy Pilot Record Personal Background information (Imperial Security Bureau)

Name: Lelio Moloch

Rank: Sub-Lieutenant

Scandoc Transmission Code (Screen Name): SL_Lelio

Sex (M/F): M

Race: Human

Date of Birth: unclear -- roughly 21 years ago

Place of Birth (Please include Homeworld): Freighter MaryMack / Naboo

Marital Status (Single, Married, Divorced, Separated): single

Family: Maternal Grandparents on Naboo, cousin on PLT/A 21, other unknown

Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Poor

Significant Events of Childhood & Adolescence:

Lelio Moloch, the son of a rebel pilot and his kidnapped wife of a once prominent Naboo family. He was born on board the Frighter MaryMack as it fled an Imperial liberation of a rebel occupied world. His father, a fighter pilot, was killed in his unlawful attack on the Imperial Navy.

Lelio grew-up to resent his rebel captors, who refused to allow he or his mother to return to her home on Naboo. for the first 12 years of his life he was a hostage on that junk heap, forever forced to run from those who wished to reunite his family by people who treated he and his mother like common slaves.

But that all eneded one afternoon with the arrival of the Star Destoryer Indefaticable. Just before the rebel crew, who knew they would be executed for crimes against the empire, detonated the reactor core, Lelio was rescued by the Imperial navy. Through the efforts of a wise and kind Commander, Lelio was returned to his grandparents, who had spent nearly all they had over the years trying to find their daughter and grandson. With what they had left they saw to his education and upbringing, ensuring he wanted for nothing. In the end, it was only natural that he should enlist -- partly to repay his debt to the empire, and partly to payback the rebels for destorying his family.

Significant Events of Adulthood:

Lelio joined the corps the day after his formal studies were completed.

As school he had always felt slightly out of place; as the son of a rebel father, he was

shunned by the 'pure' Imperial children. He has always been happiest in space, behind the control in open space where he is free and unrestrained. He had won several amateur flight contests in school, and was recruited by the Sith soon after his return to Naboo.

Alignment & Attitude: He is a fanatically loyal Imperial citizen, with a hatred for the rebellion bordering on psychotically obsessive.

Former Occupations (if any): none

Hobbies: He fancies himself as something of a mechanic; if he is not flying, he is fine tuning his craft in the desire to have the most efficient weapon against the rebellion as possible.

Tragedies: the death of his mother at the hands of the rebels alienated him from society.

Phobias & Allergies: No known phobias, although dust does send him into a sneezing fit

Personal views of the Empire (and Emperor's Hammer): The Empire is the Salvation of the Galaxy, and the Hammer is the most efficient and effective way of ensuring that salvation

Reason for applying to the Emperor's Hammer Elite Strike Fleet:

Other comments or information (optional):

I hereby confirm that the above information is legitimate and accurate to the best of my knowledge.

Signature; FM/SL Lelio Moloch/hunter 1-4/Avenger Wing1/SSD Avenger[IWATS]

ACO/Ludo Kresh of Naga Sadow

Date: 99.12.12

cc: Imperial Security Bureau (ISB) Liaison Officer

Imperial Navy Pilot Record Personal Background information (Imperial Security Bureau)

Name: Jozsef Mani'Jak van Nagy =09

Rank: =09

Scandoc Transmission Code (Screen Name): Manijak=20

Sex (M/F): M

Race: Human

Date of Birth: 30 years ago

Place of Birth (Please include Homeworld): Van Nagy Palace, Strorneb II=20

Marital Status (Single, Married, Divorced, Separated): Divorced

Family: Extensive, including van Nagy and van Barech Houses=20

Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Nobility=20

Significant Events of Childhood & Adolescence:

Manijak was born as the third child of Jozsef Star'Kralj van Nagy and = Giordanna van Barech. His parents are members of the two most powerful = noble houses on Strorneb II which, together with Houses van Saar and van = Redigg control the Strorneb Star Empire which encompasses the systems of = Strorneb, Mentar, Benat, Yed and Fieras. Even though his parents' Houses = control only one of the 10 inhabited planets in the Star Empire, their = power is significant, since Strorneb II is the biggest industrial center = in the Star Empire after Strorneb III. Being the child of such wealthy = parents, he lacked nothing material in his early years. However, his life = was far from normal since he was constantly watched by the elite = soldiers of Nagy Iron Guard. True, the assassination attempts on him and = his brothers were few and far between, but only thanks to the eternal = vigilance of his protectors. When he was 16 years old, he joined the Iron =

Guard Academy where he was taught everything from unarmed combat to War Strategy.=20

Significant Events of Adulthood:

Manijak served his 6 years in the Iron Guard,distinguishing himself in = suppression of numerous insurrections of workers on Strorneb II. =20 During this period,he was also "convinced" to marry Herta van Saar,in an = attempt by his parents to reduce the tension between the 3 Houses. This = political marriage was full of mistrust and misunderstanding and = ,according to Manijak,agents of the House van Redigg were quick to = exploit those weaknesses. At the celebration of their third wedding = anniversary his wife's brother challenged him to a duel. Manijak = accepted and defeated Maarko van Saar,sparing his life,but not without = making a cripple out of him. The House van Saar requested a divorce and = both Herta and Manijak were more than happy to comply. After this,2 years of bitter conflict followed. During that time,Manijak = transferred to the Space Defence Forces,becoming the Wing Commander of = its Starfighter Wing. Finally,the vendetta between House van Saar and = House van Nagy was withdrawn. However,one of the conditions for that = treaty was that Manijak had to be banished for 10 years. He left = Strorneb Star Empire and the Outer Rim,joining the Imperial Navy 3 years = before Endor. He served there with distinction,helping the loyal forces = suppress the Rebellion and treachery within the Empire. Two years = ago,Manijak joined the Emperor's Hammer Elite Strike Fleet where he is = today.

Alignment & Attitude: Being the offspring of two long lines of = nobles,Manijak believes that his social group is the one chosen to rule. = He despises the mob of low-class people. He also absolutely detests = aliens which he sees as inferior to humans in every way.

Former Occupations (if any):Colonel in the Nagy Iron Guard,General in = the Nagy Space Defence Forces and Wing Commander of the NSDF Starfighter = Wing.

Hobbies:collecting rare alcoholic beverages and rare weapons

Tragedies: His younger brother and older sister killed when a van Redigg = bomb proved to be too much for the armour of their hoverlimo. He would = also classify his failed marriage as a tragedy.

Phobias & Allergies: He is afraid of insects and is allergic to some = varieties of fruit.

Personal views of the Empire (and Emperor's Hammer): He believes that = the Empire is the best government this Galaxy has ever had. He also = thinks the Emperor's Hammer is the best way of restoring that Empire.=20 Reason for applying to the Emperor's Hammer Elite Strike Fleet: = Emperor's Hammer is the most efficient and powerful of the Imperial = factions. Therefore,he felt that it provides the best chance or = restoring the Palapatine's Empire.

Other comments or information (optional):

I hereby confirm that the above information is legitimate and accurate = to the best of my knowledge.=20

Signature; Jozsef Mani'Jak van Nagy

CMDR/CM Manijak/Hunter/Wing I/SSD Avenger

**Imperial Navy Pilot Record
Personal Background information
(Imperial Security Bureau)**

Name: Plif
Rank: Lieutenant
Current Assignment: Flight Leader
Scandoc Transmission Code (E-Mail): lordplif@itouch.net
Sex (M/F): M
Race: Human
Date of Birth: 18 years pre-ANH
Place of Birth (Please include Homeworld): Northern Continent, Arbra
Marital Status (Single, Married, Divorced, Separated): Single
Family: Deceased
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Wealthy
Quote: "The predator must never become the prey."
Significant Events of Childhood & Adolescence:
Grew up in a family of miners on Arbra, mining the precious energy crystals found there. Rugged terrain, harsh environment, and hard work made it a tough life, but the family became quite wealthy in the process. I always wanted to leave, though, and with the war brewing, I had a good reason to, but my parents refused.
Significant Events of Adulthood:
Married at 20. When the Rebels came to Arbra, I was away on business. The Rebels, thinking it was an Imperial Outpost, destroyed the city we lived in, killing my family, including my wife. I returned to find a few Rebels searching through the ashes of what was left. I managed to kill the scouting party, and took their ship. I went to the Imperial-held world of Carida, where I enrolled in the Academy, and trained to be a pilot in the Navy, swearing to take vengeance upon the Rebels. I flew in only a few of the last engagements of the war, not including the tragedy at Endor.
Alignment & Attitude:
Imperial, Isolated
Former Occupations (if any):
Miner, IN Pilot
Hobbies:
Killing Rebs, flying
Tragedies:
Death of family
Phobias & Allergies:
No such weaknesses
Personal views of the Empire (and Emperor's Hammer):
The Emperor's vision was one of galactic peace and order. The Rebels were anarchists, and with the aid of the traitor Vader, destroyed the Emperor. The remnants of the Empire and the Emperor's Hammer seek to achieve his vision, and so I give them my respect and loyalty.
Reason for applying to the Emperor's Hammer Elite Strike Fleet:
To take revenge against the Rebels.
Other comments or information (optional):
Unnecessary.

I hereby confirm that the above information is legitimate and accurate to the best of my knowledge.

SR-FL/LCM Plif/Epsilon 3-1/Wing I/SSSD Sovereign

**Imperial Navy Pilot Record
Personal Background information
(Imperial Security Bureau)**

Name: Elwood the Brave
Rank: SL
Current Assignment: FM
Scandoc Transmission Code: Markus.Friebis@onlinehome.de
Sex (M/F): Male
Race: human
Date of Birth: unknown
Place of Birth (Please include Homeworld): A small town on a moon in the near of Corellia
Marital Status (Single, Married, Divorced, Separated): Single
Family: .none alive
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Well to do
Significant Events of Childhood & Adolescence:
Parents and two older brothers killed in an Rebel attack on an Imperial base near my hometown
Significant Events of Adulthood:
Joined the imperial fleet after finding out that the Rebels killed his family
Alignment & Attitude:
calm and methodical, facing challenges with efficiency
Former Occupations (if any):
Mechanic for starships
Hobbies:
Reading
Tragedies:
See above
Phobias & Allergies: .
Phobie of spiders
Personal views of the Empire (and Emperor's Hammer):
The Empire is the only thing that stands between law and order on the one side and chaos on the other side. EH is the force that may hold up the order of the Empire
Reason for applying to the Emperor's Hammer Elite Strike Fleet:
To fly for the honor of the Empire
Other comments or information (optional):

I hereby confirm that the above information is legitimate and accurate to the best of my knowledge.

Signature:
Elwood the Brave

TAC#61.zip - The new and updated Missions and Battles for this NewsLetter, as presented by TAC-FSE/HA Kawolski/CS-3/SSSD Sov.

rank.zip - The new images for TIE Corps Uniform ranks, by WC/COL Khaine/Wing V/SSSD Sovereign.

sovereign #1.jpg, sovereign #2.jpg - Two images of the SSSD Sovereign from XWA by LT Goatham.

ag.jpg - A new banner for the Advanced Guard by AMB Turtle.

kflight2.jpg - An image by LCM Damien Warchild.

wccolricardo.jpg - An image by CMDR/CPT Reaper/Kaph/Wing IV/SSSD Sovereign.

stories.mim - Eight stories from various members of the TIE Corps.

manesh.doc - The unedited version of Lord Ambassador Manesh's excellent Ethnology

Survey.

fleet order of battle

FLEET COMMANDER'S NOTES:

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

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

Craft Name	Craft Designation/Assignment
Core Forces	
Flagship/Escort	
SSSD Sovereign	SSSD Sov
Aggressor Strike Force	
ISD Grey Wolf	ISD GWif
ISD Intrepid	ISD Int
ISD Vanguard	ISD Van
VSD Aggressor	VSD Agg
VSD Gilded Claw, M/FRG Implacable, M/FRG Rage, M/INT Vertex, ESC Corrupter, TFC Virulence, 4 Strike Cruisers, 12 Carrack Light Cruisers, 6 Corvettes, 22 Assault Transports, dozens of dedicated transports, tugs & freighters	
Battlegroup	
ISD Colossus	ISD Col
ISD Relentless	ISD Rel
ISD Immortal	ISD Imm
ISD Challenge	ISD Chal
VSD Formidable, VSD Monitor, M/FRG Imperator, M/FRG Ardent, M/FRG Onamo, ESC Iron Fist, 3 Strike Cruisers, 7 Carrack Light Cruisers, 10 Corvettes, 20 Assault Transports, dozens of dedicated transports, tugs & freighters, VSD Ravager, VSD Stalwart, M/FRG Invader, M/FRG Fogger, M/INT Harpax II, TFC Roxanna, M/CRV Phantom (Deep Recon), 4 Strike Cruisers, 12 Carrack Light Cruisers, 6 Corvettes 18 Assault Transports, dozens of dedicated transports, tugs & freighters, Torpedo Sphere, Empress Teta, ISD Hammer (ISD Hamr), ISD Warrior (ISD Warr), VSD Bombard, VSD Rapier, VSD Crusader, VSD Shield, M/INT Fairchild, 3 Modified Frigates (hospital/tender M/FRGs), 5 Strike Cruisers, 5 Escort Carriers (TIE Fighter shuttles), 5 Modular Taskforce Cruisers (one w/each module type), 8 Dreadnaught Cruisers, 13 Carrack Light Cruisers, 17 Corvettes, 25 System Patrol Craft, 60 Skipray Blastboats, 120 Assault Transports, hundreds of dedicated transports, tugs & freighters	
Auxillary Vessels	
Dark Brotherhood	
SSD Avenger	SSD Avr
ISD Subjugator	ISD Sub
Hammer's Fist	
DREAD Retribution	DREAD Ret

LCF Excelsior
LCF Friggia
LCF Falcon's Eye

LCF Exc
LCF Frig
LCF Falc

Bounty Hunter's Guild

Star Galleon IvanHoe

SGAL Ivan

Infiltrator Wing

Task Force I

MC90 Bismarck

Assault FRG Alemene, FRG Exeter, Gunship Centurion, Gunship Scorpion, Gunship Bellum, Corvette Vanquish

Task Force II

MC80b Saratoga

FRG Repulse, FRG Vindictive, Corvette Meteor, Corvette Daring

Task Force III

MC60 Warhammer

Assault FRG Leander, Gunship Conquestor, Gunship Scimitar, Corvette Harlow

Task Force IV (Stationary Defense)

M/PLT Destrier

Corvette Scythe, Corvette Akron, Corvette Kraken

Directorate BattleFleet

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

Phare system

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

Lyarna System

VSD Concorde, FRG Veneable, FRG Assault, 4 Carrack
Cruisers

Carrida System

VSD Hood, FRG Pompous, FRG Arrogant, 4 Carrack
Cruisers

Heir System

VSD Conquest, FRG Conquistador, FRG Cortes, 4 Carrack
Cruisers

Karana System

VSD Ronin, FRG Balboa, FRG Snake, 4 Carrack Cruisers

Setii System

VSD Raptor, FRG Rex, FRG Galimimus, 4 Carrack Cruisers

Pirath System

VSD Patriot, FRG Rebellion-Crusher, FRG PoliceMan, 4
Carrack Cruisers

Minos Cluster Battle Fleet

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

Intelligence Division

Imperial Dungeon Ship Lichtor V
FRG Stormwind
Corvette Grau
Corvette Guren
Corvette Rune
Corvette Ietra

DGN LichV
FRG Storm
Heimlichkeit Strike Team
Nazgul Strike Team
Jaeger Strike Team
Moerder Strike Team

Corporate Division

VSD Rhadamanthus

Corporate Division
Flagship

EH Advanced Guard

Core Galaxy Systems Dreadnaught Tranquility

Bases of Operations

Aurora System

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

Phare System

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

Lyarna System

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

Heir System

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

Carrida System

PLT Declaration (Hammer's Fist HQ)

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pilot manuals

This document contains the current list of EH related files.



version 4.0

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

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

<http://to.dotau.net/manual/index.htm>



version 3.0

By GA Ronin, SA Havok (ret.) and AD Zoraan

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

Sites:

<http://www.pangea.ca/~zoraan/flt-man/>



IWATS Help file

Sites:

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

Uniform Template Help file

Sites:

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

The Map of the Empire and Emperor's Hammer Territories

Sites:

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

Emperor's Hammer AVI Logo

Sites:

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

Emperor Palpatine & Lords of the Sith WAV files

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/imp-sds.zip>

The Emperor's Hammer Operations Manual

version 2.0

By FA Dev

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

Sites:

<http://www.inil.com/users/hireme/ops/manual/manual.htm>



version 3.0

By GA Ronin and SA Havok (ret.)

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

Sites:

<http://members.xoom.com/Directorate/sysman.htm>

TIE Fighter CD Bonus Goal Help file

By SA Compton

Sites:

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

The Fleet Commander's Dark Brotherhood Grant of Arms

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/ga-grant.zip>

Poster Art

Sites:

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

Tie Fighter Missing Man Formation AVI

Sites:

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

The Emperor's Hammer Tactics Manual

Sites:

<http://members.aol.com/dragon128/tacmanual.html>

The Emperor's Hammer Recruiting Manual

by FA Darth Vader

Sites:

<http://members.aol.com/Clanofgunn/Rec-Man/main.htm>

If you have any questions please contact the Logistics Officer.

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Fleet Commander: William P. Call
Internet Address: GA Ronin@aol.com