

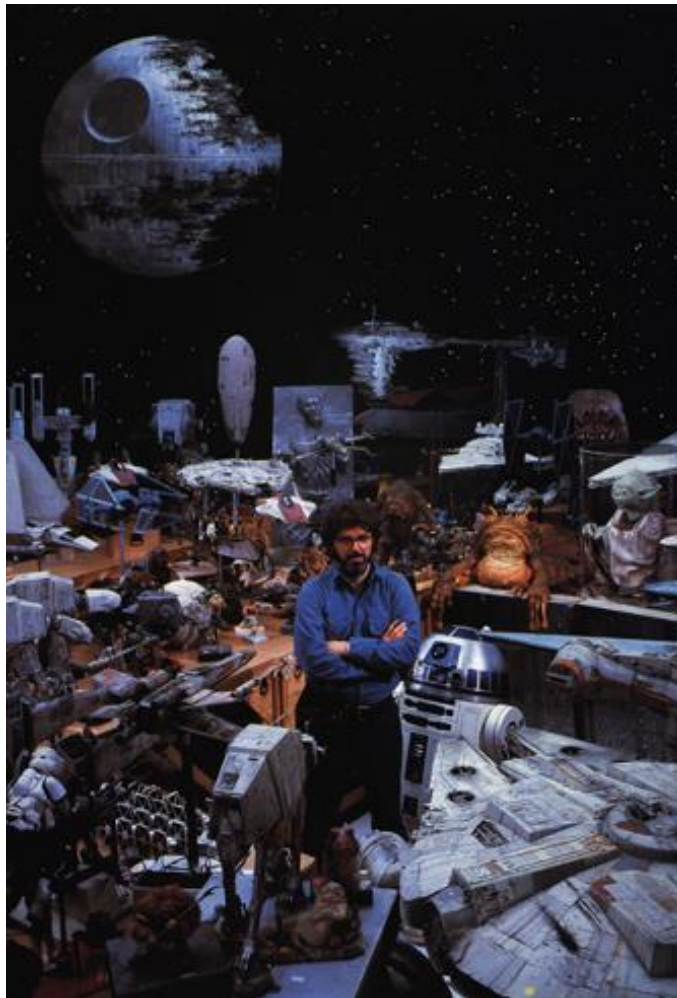
The Dark Sentinel

Issue #63

March 13, 2000

Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



The Man and his toys. Photo from starwars.com.

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

Emperor's Hammer Strike Fleet
SSSD Sovereign

3,006 members worldwide

office of the fleet commander

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

Important Note for Emperor's Hammer Webmasters: 03.04.00
As Ordered By: Fleet Commander (GA Ronin)

In the ever increasingly litigious world we live in, and in consideration of legal trends on the Internet at large, the Fleet Commander herein posts a FLEET-WIDE Executive Order (EO #1).

Executive Order EO-#1

ALL "front end" WWW Sites to be incorporated into the Emperor's Hammer system of websites shall PROMINENTLY display links to the Emperor's Hammer Copyrights/Disclaimers and Privacy Policy. Webmasters electing not to so update their Emperor's Hammer related sites will be summarily removed from the Emperor's Hammer Domain and all related pages and will not be considered "official Emperor's Hammer related WWW sites."

Also, be advised that the above will henceforth be incorporated into the Emperor's Hammer bylaws, effective immediately.

Star Wars: The Essential Chronology: 03.01.00
As Emailed From: Reconnaissance Officer (FA Telf)

As posted on www.reconoffice.com:

Star Wars: The Essential Chronology

Hot off the presses from www.starwars.com a new reference source titled Star Wars: The Essential Chronology will be released in softcover this April. This work is the largest compilation of all of the Star Wars fiction to date. It's like an EH Codex for the entire Star Wars community. "This is the real story," says Anderson, defining the Chronology. 'Straight from the source. I think in reading the history from beginning to end, fans will see just how cohesive the Star Wars universe is, and how it's a genuine epic.'"

"Star Wars: The Essential Chronology is the perfect solution for both the casual fan who dabbles in expanded universe literature, and the die-hard reader who wants to enjoy how the saga fits together." The entire press released can be viewed at <http://www.starwars.com/episode-i/features/chronology/>.

-RO/FA Telf

Episode I: Adventures: 03.04.00
As Copied From: www.starwars.com

"February 29, 2000 -- Comic book readers can gain a larger view on the events surrounding Star Wars: Episode I The Phantom Menace with the Episode I: Adventures trade paperback, scheduled for release March 1, 2000.

Episode I: Adventures collects the four one-shots that were released in conjunction with the film. Each story focuses on a particular character, depicting key events that weren't shown on the screen.

Queen Amidala and Jar Jar Binks hunt down a needed power cell before the fateful Podrace; Anakin Skywalker dreams of being a Jedi the day before he meets an angel; Qui-Gon Jinn faces down goons hired by a double-crossing Watto; and Obi-Wan Kenobi reports the events of Episode I to Jedi Master Yoda.

Also included in the trade paperback is the exclusive The Phantom Menace# 1/2 issue that was only available through Wizard magazine.

Star Wars: Episode I: Adventures is published by Dark Horse Comics. It is written by Tim Truman, Ryder Windham, Mark Schultz, and Henry Gilroy, with pencils by Steve Crespo, Robert Teranishi, Galen Showman and Martin Egeland, and inks by George Freeman, P.Craig Russell and Howard Shum. It features a brand new photo montage cover by Sean Tierney."

New Medal of Allegiance Approved: 03.04.00
As Approved by: Operations Officer (AD Howlader)

As reported in the OPS Report, the new Emperor's Hammer Medal of Allegiance has been approved and is herein authorized for use in the Fleet.

...Emperor's Hammer Medal of Allegiance...

Medal of Allegiance (MoA) - (Awarded to Non-EHers) - The MoA is awarded by order of the Fleet Commander or Executive Officer to a member of another club that has helped the fleet consistently.

SW 2000 Celebrity: 02.19.00
As Emailed From: CDT/TRN Sarion Biavel/PLT Daedalus

Salute,

As we have established before, I would like to give you, sir, more details about my undertaking.

The main highlight of this one will be the concert performed by orchestra of The Great Theatre of Lodz on its own opera stage which is one of the biggest in the nation. This event will be exceptional and solemn not only by engagement of all sorts of mass media (TV, radio, press) but thanks to that, it would be the very first time for official performing of the musical theme from SW in Poland. In the matter of media they are involved with - I have concluded a personal agreement with people from TVN, Radio Lodz, CD Action and Nowa Fantastyka. Nowa Fantastyka is the best and oldest sci-fi magazines in Poland and Europe. They have been in existence for the last 18 years. They won the Prix Europeen de Science Fiction award several times due to their achievements. They have circulation of about 60,000 monthly. CD Action has 3.5 years of history in which time they have become the most professional and best selling PC games magazine in Poland with 160,000 readers every month. TVN is one of the biggest private TV station in Poland with almost 8% of viewers all over the country that consists of about 4,000,000 people daily. Radio Lodz is a quite popular station in the central part

of the country with an audience of up to 10% of listeners in this area. It means about 300,000 people minimum per day.

This will not be the only event planned by me for the evening. The motion picture theatre is at our disposal (850 seats) and will be the stage for the presentation of films of every part of the Saga. Also in LDK (it is a Culture Club of Lodz with its own movie theatre, 2 restaurants and so many different places for any kind of activity). A multiplayer tournament will be held for XvT, TIE/F and JK with 20 computer units brought together via LAN with an ability to play on the Net for all of them. This is very important. My request for this, sir, is to organize by the EH TIE Corps this tournament as our event. It will be a great honor for me to make this for glory of Emperor and the EH. So, what do you think about this, sir?

There are other events in SW 2000 Celebrity such as collection auctions, meetings with publishers and editors, as well as national and international circles of SW fans. There is also an agreement between me and Amber/ISA companies, they are official distributors for books, albums and CCG of the SW universe in Poland. They will prepare the full line of their products which will be exposed by Empik Company. This is the biggest multimedia megastore network in Poland.

During SW 2000 Celebrity, there will be on sale games from LucasArts thanks to cooperation from LEM Company, which is an official distributor of LucasArts products in Poland.

What I would like to ask you for, sir, is official permission from you to make this an EH event, place a link to the EH page on my site of SW2000Celeb and info about us, and get help from you in the matter of the multiplayer tournament.

For the eternal glory of Empire!
CDT/TRN Sarion Biavel/PLT Daedalus

Force Commander Update from the Science Office: 02.19.00
As Emailed From: Science Officer (FA Zoraan) and As Copied From: www.starwars.com

THIS IS WAR!
PREPARE FOR GROUND ASSAULT

Think you have what it takes to command a battalion of AT-ATs? Or to defend the Rebel stronghold at Hoth? Prove it in Star Wars®: Force Commander™, an intense real-time ground combat experience like no other. As you weave through the epic storyline, lead both the Empire's monolithic military might and the ragtag-yet-resourceful Rebels. Keep your war machine humming in single- and multiplayer modes. The ultrarealistic 3D terrain and vehicles give you the power to guide your troops to victory. This is war. This is Force Commander!"From your friendly neighborhood SCO, this is yet another Force Commander update for the information of the command staff, and perhaps for the domain news as well if Grand Admiral Ronin deems it significant enough. :)

LucasArts now has a FULL product spotlight online for this highly touted new game platform at <http://www.lucasarts.com/products/forcecommander/>, which opens with some of the best Imperial propaganda in Shockwave Flash that I've yet to see. >:)

Within the spotlight is an introduction, complete game overview, a gallery with 14 new screen shots, a teaser trailer available for download, and FINALLY, the system requirements. You're going to want at least a PII-266 with 500 megs free and an 8 meg video card, but the game looks to be more than worth it.

There's also a link for online pre-order, but we know that all good Imperials will obtain their copy from the Emperor's Hammer Imperial Store. ;)

Jedi Power Battles Update: 02.26.00
As Copied From: www.lucasarts.com

"Feel the Power

LucasArts.com visited the Jedi Power Battles development team, so that we can bring you additional information about this exciting new game.

Inspiration

In conceiving this game, the Jedi Power Battles team drew inspiration from some of the early Star Wars games—like Super Empire Strikes Back and Super Return of the Jedi.

They wanted to capture the sense of pure action and excitement these early games created by putting the players directly into the fray in levels based on the film settings.

In the end, the game should be the kind that today's console gamer can pick up and play as a skilled Jedi within moments. The Jedi controls are at the player's fingertips on their controller, and experienced gamers will advance into more advanced Jedi combo moves and engaging co-operative games with a Jedi companion.

Choose from Five JediThe team is working to add many new and fun elements to Jedi Power Battles. Beyond the co-op options, the game will also provide the choice to play as one of five versatile Jedi: Obi-Wan Kenobi, Qui Gon Jinn, and for the first time, Jedi Council members Mace Windu, Plo Koon or Adi Gallia. Mace Windu captured many fans attention in Episode I last summer and the LucasArts testers have relished the opportunity to take on his role in heated clashes against legions of droids. Plo Koon and Adi Gallia made appearances in the memorable Jedi Council scenes of Episode I and now players will have the chance to see how well their seasoned Jedi skills serve them against the Trade Federation and Sith forces.

Challenges will escalate as the game progresses. New kinds of opponents and powerful bosses will surface on each level and attempt to defeat the Jedi. Players will see battle droids with unique kinds of moves and weapon attachments (including flame throwers and rifles), new types of droids (such as the fearsome Turret droid) and native creatures in the Naboo swamps and the Tatooine deserts. Players must ultimately face the most fearsome opponent of all - Darth Maul.

Members of the team also acknowledge that they will incorporate some fun hidden surprises throughout the levels.

As with all LucasArts Star Wars productions, Jedi Power Battles will immerse players in authentic Star Wars worlds—loaded with atmosphere, details and distinctive Star Wars action.

Project Status When we spoke with the Jedi Power Battles team members, they were heads down—focused on the challenge of the day. Developers are tightening level designs, compiling code that brings the characters' combat to life and infusing the game with important details from the Star Wars universe. When they complete their work, players should truly feel like they are donning the robes of a Jedi Master, igniting their powerful lightsabers and skillfully plunging into the fray.

Jedi Power Battles for PlayStation is set to be in stores at approximately the same time as the Star Wars: Episode I video release this coming April."

Agents of Chaos: 02.25.00
As Copied From: www.starwars.com

"February 25, 2000 -- The New Jedi Order series continues to unfold in the Agents of Chaos duology. Written by James Luceno, the first book is Hero's Trial, which follows Han Solo's attempt to put his life back together after the shocking events of Vector Prime. The New Republic is under siege by a deadly alien invader, and Solo's investigations have uncovered a conspiracy uncomfortably close to home. Published by Del Rey, Hero's Trial is scheduled for release in August 2000. Its sequel, Jedi Eclipse, follows in October."

New Internet Officer Appointed (VA Rocanon): 02.18.00
As Submitted From: Fleet Commander (GA Ronin)

My name is Rocanon. I wish to apply for the vacant IO post. I know the requirement and the needs to fulfill the task of an Internet Officer. I have been active since the day I joined EH (which is almost 3 yrs ago). I have held some Internet-related Command positions in the EH, mainly..

IO of The HF Legion of Stormtroopers
IO of The Infiltrator Wing(Currently)

I also have the ability to code in dhtml, php3 (thks to kumba) and cgi. I'm very well versed in poser3 and 3d max having learnt graphic design in college.

Some of my newest works are the Avenger Squadron Website (an EH Site of the Week) and the Krath Website (www.impstar.net/krath).. soon to be another SoW contender...hehe

IO/Rear Admiral Rocanon/Infiltrator Wing
OW Rocanon(Obeliskan)/House Cestus of Tarentum {GC,SC/wSoA,WR,DC}
CM Rocanon/Avenger Squadron Commander

Fleet Commander's Note:

Due to the quality of the the above-noted Krath WWW Site, as well as Rocanon's history in the Fleet, the Fleet Commander (GA Ronin) has approved the appointment of RA Rocanon as the new EH Internet Officer. Within a few weeks, assuming he fulfills the duties with efficiency and dedication, Rocanon will be promoted to high Rank.

LucasFilms Explains Delay of DVD Episode I Release: 02.17.00
As Copied From: www.starwars.com

"Why Delay DVD?

February 17, 2000 -- Lucasfilm greatly appreciates the enthusiasm of our fans of the Star Wars movies and their passion to see the films in the best possible format, as demonstrated by various campaigns by fans asking for an immediate release of Star Wars on DVD. Unfortunately, Lucasfilm cannot stop work on Episode II in order to concentrate on the DVD release at this time.

There is no plan to release any of the Star Wars films on DVD for the foreseeable future and definitely not this year. George Lucas would like to do something special with the DVD release and unfortunately he does not have time to concentrate on the DVD project at this time. George is currently working on the script for Episode II and preparing for principal photography that will begin this summer in Australia. The films will definitely be released on DVD. It's just that we don't yet know when.

George Lucas is deeply committed to the quality presentation of his films. In fact, Lucasfilm's THX group is solely dedicated to sound and visual presentation in theatres as well as homes. George started the division in 1983 as a result of his frustration that audiences were not able to enjoy Return of the Jedi as he had created it. Many of the sounds that Ben Burtt and his team had worked so hard to create were being lost in poor quality theaters. Since that time the division has expanded into a multitude of programs dedicated to superior quality including the TAP (Theater Alignment Program) program, Home THX, and the THX Digital Mastering Program for entertainment software.

Lucasfilm's delay in putting the Star Wars movies out on the DVD format has nothing to do with the format itself. It is simply a matter of time and availability on the part of George and his creative team at Lucasfilm.

Lucasfilm is very concerned about pirated DVD copies of Star Wars, but finds any suggestion that a delayed official release is an encouragement to bootleg is absurd. Filmmakers are the victims of piracy--not the cause of it. We need to be able to release the DVD when we're ready with the material. Our creative decisions should not be dictated by pirates. Bootlegged copies are against the law. They are inferior and do not even come close to meeting any standard of quality presentation. Anyone viewing a bootlegged copy of Star Wars is contributing to the overall piracy problem that the MPAA is fighting daily and globally.

As many know, while a Laserdisc version of The Phantom Menace will be released in Japan due to market considerations, there is nothing digital on a Laserdisc except for the soundtrack. While a bootlegged DVD copy from this format would be superior to VHS, it would still not equal the DVD format.

Rumors and speculation that waiting to release DVD versions is motivated by a desire to simply drive up demand, or to force fans to purchase multiple copies are completely false."

Star Wars: Episode I Nominated for 3 Oscars: 02.16.00
As Copied From: www.starwars.com

"February 16, 2000 -- Star Wars : Episode I The Phantom Menace was honored today with three Oscar nominations by the Academy of Motion Picture Arts and Sciences. Lucasfilm Ltd. congratulates the diligent and dedicated people recognized by these nominations. They are indicative of the hundreds of hard-working, talented people involved in every aspect of production for Episode I.

The artists and craftspeople recognized for excellence:

Visual Effects:

Testament to the unprecedented scale of visual effects in this latest Star Wars chapter, The Phantom Menace had four visual effects supervisors.

Rob Coleman supervised the life-like character animation for digital stars like Watto, Jar Jar Binks and Sebulba as well as dozens of other computer-generated creatures and droids.

John Knoll handled the high-octane Podrace sequence, the end space battle over Naboo and supervised plate shoots during principal photography.

Dennis Muren supervised the creation of the watery depths of Naboo, and the epic ground battles between the Gungans and the Trade Federation Battle Droids.

Scott Squires oversaw the difficult compositing challenges of Coruscant's virtual sets, including the Galactic Senate sequence, and the climactic Theed Generator lightsaber duel.

Sound:

The quality of sound has always been important to all Lucasfilm productions. The fantasy of Episode I's images were well supported by a realistic and vital sound track provided by production mixer John Midgley, Gary Rydstrom, Tom Johnson, and Shawn Murphy.

Sound Effects Editing:

Creating and editing the vast library of sounds to complement the live-action and visual effects images onscreen were the tasks of supervising sound editors Ben Burtt and Tom Belfort and their crew.

The films of the classic Star Wars trilogy were nominated for a total of 20 Academy Awards, and took home 10 Oscars.

The 72nd Annual Academy Awards airs on March 26, 2000, at 5:00 p.m. Pacific, on ABC.

ACADEMY AWARD(S)[®], OSCAR(S)[®], are the registered trademarks and service marks of the Academy of Motion Picture Arts and Sciences."

Episode II Casting Update: 02.11.00

As Copied From: www.starwars.com

"February 11, 2000 -- Some of you may have heard news in the press this week about an article that originated in Variety regarding casting of Episode II. I wanted to take a moment to set the record straight.

George is still working on the script for Episode II so at the moment Robin Gurland is only casting for Anakin. Thus far, Robin has seen 700 tapes and submissions and met with 300 candidates. She does not have a short list yet and is still exploring many possibilities. I know there have been many reports of actors saying that they have met with George Lucas and have done readings for him, or are the number one choice for Anakin. These are false rumors (but fun to read!).

Regarding other characters, Robin will not begin to cast other parts until she gets a character breakdown from George. The Variety article was completely false in reporting that we have roles for "a Native American character with a forceful, spiritual nature and an Asian character, possibly trained in martial arts." In addition to the fact that we won't have character descriptions until the script is finished, the descriptions reported would never be appropriate for a Star Wars film. The diversity of actors who have appeared in Star Wars such as Pernilla August (Anakin's mother), Hugh Quarshie (Captain Panaka), Dhruv Chanchani (Kitster), and Kristina DaSilva (Rabe) were chosen for the talent they brought to their roles--not because they were Swedish, Ghanaian, Indian, or Brazilian.

The Star Wars movies have always been populated with a rich cast of characters that make up this fantasy world.

In this day and age my job is constantly filled with frustration (and sometimes humor) at what is reported as news. The Variety article was picked up by a news service that was then picked up by radio stations. All I can say is, everything you read on the STAR WARS.com website is true. Other than that--be wary!

Lynne Hale
Director of Communications
Lucasfilm Ltd."

New Comics Series From DarkHorse Comics: 02.14.00
As Copied From: www.starwars.com

"February 14, 2000 -- Dark Horse Comics continues to expand the Star Wars saga with tales of the past, when the Jedi Council was strong and the Sith menace was only being realized, and tales of the future, when those hungry for power try to carve a new Empire from the carcass of the old. These new titles have just been announced for later this year:

A series of four issues featuring members of the Jedi Council will begin this June. While the Council has been the focus of the ongoing Star Wars comic title, (see the cover for Star Wars #18, at left) these separate stories will spotlight individual members. The four issues will be written by Randy Stradley (co-writer for the Crimson Empire series) with art by Davidé Fabbri and Christian Della Vecchia.

The deadly Sith apprentice Darth Maul is showcased in his own four-issue limited series scheduled to begin in September. Written by Ron Marz, this will be a rare look into Maul's shadowy past, before the events of Episode I. This is Maul's first comic appearance in a non-Phantom-Menace title, so fans can expect never-before-seen action the type only a Sith Lord can deliver.

The creative team that brought the two previous chapters of Kir Kanos' continuing saga present Crimson Empire III, which is featured in a serialized sneak preview in the pages of Dark Horse Extra. Kanos is a former Royal Guard still loyal to the memory of Palpatine, his fallen Emperor. This brings him into conflict with those power-hungry individuals who would usurp the empty throne following the collapse of the Empire. Crimson Empire III is written by Randy Stradley and Mike Richardson.

Though you will have to wait until the summer and fall for these issues, Dark Horse Comics has just announced the Star Wars titles that will be published in May and early June 2000.

Dark Horse Extra #23 (Crimson Empire III prologue 3 of 4) - May 3, 2000

Star Wars #18, Emissaries to Malastare (Part 6 of 6) - May 24, 2000

Star Wars: X-Wing Rogue Squadron - Masquerade Trade Paperback - June 7, 2000"

Colonel Havoc Appointed as Combat Operations Officer: 02.10.00
As Submitted From: Fleet Commander (GA Ronin)

Upon approval from the Executive Officer (SA Compton), the Tactical Officer (HA Kawolski) and the Flight Officer (FA Kessler), Colonel Havoc has been appointed as the new EH Combat Operations Officer.

The Emperor's Hammer TIE Corps Pilots meet every Saturday night at 8-11 PM EST to play XWing vs. TIE Fighter (XvT) and XWing Alliance (XWA) online. Meet other players online first to setup competitions via the Internet Relay Chat (IRC)...!

COMM Takes Extended leave of Absence/AD Kumba Named COMM
As Submitted From: Fleet Commander (GA Ronin)

<Salute>

Over the course of the past few weeks, I have become rather busy IRL with school and other commitments. Classes, my graduation project, and a disaster relief trip I'm going on over spring break, my youth group, and my friends have taken up almost all of my available free time as of late.

Between meetings and other activities, I don't have much time on my hands to tend to EH matters. In addition to all of this, I also am dealing with all of my college freshman testing stuff. I do not at this time wish to resign my post as COMM Officer, but I would however like to request an extended leave of absence from my duties. The length of my leave I am unable to determine at this time, but I would hope it to be over by April or May at the latest.

In my absence, Kumba will fill in for me (if that's ok with you Kumba).

Respectfully,
Former COMM/FA Zoomba

Fleet Commander's Note:

Unfortunately, Former COMM/FA Zoomba was relieved of his duties as COMM since a 3 to 5 month absence was too long to grant for a Command Officer. AD Kumba has been appointed the new EH Communications Officer (COMM).

Prex of the Corporate Division Retires/Nist Appointed as Prex
As Submitted From: Fleet Commander (GA Ronin)

Sirs,

I would like to resign my commission as President of the Corporate Division. When I took over the post during the summer, I thought I would have enough time to do the projects I wanted to. But, as it turns out, when school came back around, I just ran out of time. I would like to assist the Corporate Division in the future, and will always be open for assistance.

I wish the next PREX the best of luck, and if he/she wants, I will send him all the info and suggestions he needs, as I am appointing myself on the Corporate Advisory Board. FO, please put me in the Reserve Corps. FA Zoraan, I would like to help out in the Science Office if you need it. It has been a pleasure.

Admiral Thrawn

Fleet Commander's Note:

As submitted from the Executive Officer (SA Compton), Nist has been appointed as the new President of the Corporate Division.

neo@rapid.co.uk

Fleet Commander's Note:

The Executive Officer (SA Compton) is currently in the process of selecting a new Prex of the Corporate Division.

New Chief Gamemaster of the Fringe Appointed: 02.07.00
As Submitted From: Fleet Commander (GA Ronin) and Executive officer (SA Compton)

Dansin, here's a little declaration from the GA you probably haven't seen:

> DarkAlex, you are hereby notified that your activity level has fallen below what is required to be a SGC0M in the Emperor's Hammer.

> By copy of this email, the XO is herein authorized to begin finding a replacement CGM for the Fringe...

Congratulations, you've got the job. I expect to see most of your proposals put into action. However your first duty is to get a Roster in (I've mailed Alex asking for one) and to get a new site up ASAP. Good luck, and let me know where I can help.

Compton

Dark Tide: Onslaught to be Released
As Copied From: www.starwars.com

"February 1, 2000 -- The second novel in the The New Jedi Order book series from Del Rey and LucasBooks, Star Wars: The New Jedi Order: Dark Tide: Onslaught by Michael A. Stackpole, is scheduled for release this week. We are pleased to present the following excerpt as a preview to this anticipated continuation.
Star Wars: The New Jedi Order: Dark Tide: Onslaught"

Fleet Commander's Note:

An excerpt of Chapter 11 of the new novel is posted at the above WWW site...!

Also, please review Mike Stackpole's IRC interview (stack-082298.txt (66k)) with the Emperor's Hammer on Saturday, August 22, 1998...!

Wizards of the Coast Inc. Seeks New Star Wars RPG Game Input
As Copied From: www.starwars.com

"February 2, 2000 -- Star Wars fans are asked to contribute to the creation of newest Star Wars hobby games.

With the recent acquisition of the exclusive worldwide license to publish roleplaying games, miniatures games and accessories based on the Star Wars universes, adventure games leader Wizards of the Coast Inc. will be offering fans the unique opportunity to assist in the creation of the new Star Wars roleplaying game.

Detailed questionnaires about the Star Wars roleplaying game have been posted on the Wizards of the Coast website so that fans can offer their opinions on how the game should be designed. The questionnaire can be found at www.wizards.com/roleplaying.

"It's a testament to the strength of Star Wars that so many people care very deeply about the universe, and we're committed to carrying on the tradition of quality and excitement that is inherent in the Star Wars legacy. Therefore, we want to give fans a forum to express their opinions and help us make the products be as good as they can be," said Bill Slavicsek, director of Roleplaying Game Development and lead designer for the new Star Wars roleplaying game."

Fleet Commander's Note:

Bill Slavicsek wrote many of the previous Star Wars RPG rules and sourcebooks...Looks like Wizards of the Coast took in the appropriate talent to make this work...!

New IWCOM Appointed: 02.01.00
As Submitted From: Executive Officer (SA Compton)

After much deliberation, I've decided to give AD Darkov his shot at IWCOM. Out of the many applicants, he had the best ideas on where to take the IW, and how to get it there. Congrats, Darkov. I expect many good things to come of this. Don't let me down.
Infiltrator Wing

XO/SA Compton/CS-2/SSSD Sovereign

New EH Morale Officer (MOR) Appointed: 01.28.00
As Submitted From: Fleet Commander (GA Ronin)

With the recent resignation of GN Wolly as the EH Morale Officer, the Fleet Commander (GA Ronin) and Executive Officer (SA Compton) have accepted the outgoing MOR's recommendations as follows:

<SALUTE>

GA Ronin, SA Compton,

Being the EH Morale Officer for three months, I realized I'm not able to run this show besides all my other duties (WC, FOA, DB membership and not to forget this thing called Squadron League... :). I was the driving force behind the movie project "The Adventures of Jahn Compton (and a whole bunch of other guys flying TIE Fighters)" a.k.a. "Emperor's Hammer: The Movie" but I feel it is my fault not to finish it so far. Shame on me... :\

I guess I'm doing a much better job as a WC or as the FOA so it's a decision for the betterment of the fleet. Don't worry, I won't resign without recommendations:

Recommendation for MOR:

CMDR/CPT Hunter/Asp 1-1/Wing XIV/ISD Intrepid
(sharga@mindspring.com)

Recommendation for MORA:

CMDR/MAJ Sarriss/Alpha 1-1/Wing I/SSSD Sovereign
(sarriss@bigfoot.com)

Both are fine officers and capable to do this job much better than me. I'll remain as the movie page webmaster and will support CPT Hunter and MAJ Sarriss with the movie project.

Keep this fleet moving!... :)

o[[||||||||||||||||||||]]{{x}}))
WC-FOA-MOR/GN "Bad" Wolly/Wing I/SSSD Sovereign

office of the executive officer

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

the dark brotherhood	db
the hammer's fist	hf
infiltrator wing	iw
corporate division	cd
the bounty hunters guild	bhg
intelligence division	id
eh directorate	dir
the fringe	eh rpg
the imperial senate	is
eh strategists	ehs
combat operations officer	coo
lord ambassador	la
morale officer	mor
special operations director	sod



Good little Imperials...
by SA Compton

Special Random Thoughts Issue!

Well, at least for me it is. Let's get to it.

First of all, as I should have announced last month, My Command Attache, AD Tron, has been given the position of Special Operations Director. As the Fleet's official SOD, he's arranging a huge competition between Sub-Groups. Tron did an excellent job serving as my CA, and I wish him much luck in his new position. His replacement is Rear Admiral

Motti. Motti has, thus far, proved to be an excellent choice. Motti, who also serves as the EH's unofficial Fantasy Sports Commissioner, is in for a surprise with this NL. I hereby promote RA Motti to the rank of Vice Admiral, with all the duties and privileges that come with said rank. Congrats, mayn. Now stop bugging me about it. :-P

Speaking of EH Sports, sign-ups for Yahoo's free Fantasy Baseball will begin as soon as Yahoo starts their Fantasy Baseball. Stay tuned to the Fleet message boards and the topic line in IRC for more info. Last season Motti came in first and I came in second out of 20 teams, so you'll all have your work cut out for you in the draft. :-P

Also, I have included the official INPR form in this NL. Please use this whenever you, or a pilot under your command, needs to fill out his INPR. Do not modify any of the form itself, except to fill in your replies. Do not add spaces in between the subjects. Do not delete any of the subjects. Do not cut and paste into another word editor. Leave it as plain text, PLEASE. This will make it much easier for me to put the INPRs into each Newsletter in a uniform manner. Thank you.

This next announcement is only marginally Star Wars related. If you are a fan of the Kevin Smith films (Clerks, Mallrats, Chasing Amy, Dogma) you can't help but notice all of the Star Wars references he puts into his films. Well Kevin's first film, Clerks, is becoming a cartoon on ABC this summer. Unfortunately it doesn't start until May 31st, which is a lousy time to start a TV show. I'll keep you posted on when it's going to be. Kevin is an incredibly funny and talented writer/director, so this is going to be a show that you really shouldn't miss. For more information, be sure to [visit the View Askew website](#).

That's it for me, except I'd like to congratulate the pilots of [Pi Squadron](#) on winning the BGCOR's Squadron of the Month award. Great job, guys!

Snoochie bootchies!

CMDR-XO/SA Compton/Pi 1-1/Wing VIII/ISD Col, Impr (ret.), (MoH)(IC)(GoE)(PC)(GS-2)(SS)(BS)(ISM)(IS-2)(LoC-BS)(OV-4E)(MoI-dc)(MoT-gh-3rh)(MoC-PoC-6GoC-2SoC-2BoC), DA (Sith), (IWATS-IIC-SM2)

the dark brotherhood

The Executive Officer presents the attached section of the Newsletter for the Dark Jedi Brotherhood.

The Holocron of the Brotherhood of the Dark Jedi!
Weekly News Update for the Week of February 27, 2000

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

February 27, 2000 - 936 Members as of Today!

Winner: OBM Tuojas (Obelisk)/QUA/Galeres of Arcona (4pts)
Second: DJK Erasmusus (Krath)/Qel Droma of Arcona (2pts)
Creator: Sith Battle Master Armus(Sith)QUA/Galthain of Satal Keto

Trivia/Meeting Info: <http://www.darkbrotherhood.com/communications.asp>

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

For those of you who haven't noticed yet, we have put the Message Board on the domain now. Please make sure you are pointing to the proper location (<http://www.darkbrotherhood.com/mb/>). Check it out and

start posting! A huge thanks to Master Kumba for his continual work on this project!

Since becoming Head Master, Master Kumba has continued to keep the Shadow Academy running at full speed. In addition, he has been involved

in many side projects, most notable the Message Board reconstruction. Because of his work and extreme dedication to the Brotherhood, Master Kumba is hereby promoted to Dark Jedi Primarch! Congratulations!

Have any copies of the Dark Voices from the past? If you do, please email me (thedek@home.com) and let me know which ones you have. If you have one I don't have yet, I'll ask you to send it to me in a reply email. We are trying to build an Archive for the past Dark Voices so that anyone can get them from the Domain at anytime.

The Domain has been upgraded to handle and support Battle-Teams! Battle-Teams now show up underneath the House that owns them, and if you

are part of a Battle-Team, the information for that Team shows up on your Dossier. Check it out and let me know what you think...

With Chancellor Howlader approaching completion of inputting the Medal Information into the Domain, the next piece to be added will be the listing of the Medals that each person has. Expect to see this implemented in a week or two.

Dark Side Adept Nighthawk has done an incredible job of keeping up roster changes and managing the information on the Domain since he became the Master at Arms. He keeps updated and informed about much of what goes on in the Clans and is able to spot someone who is working hard and rewards them accordingly. He also did a great job keeping things together when the Domain wasn't functioning properly. As such, I

believe, and on recommendation of the First Archon, that it is time. Adept Nighthawk, you are hereby promoted to the rank of Dark Jedi Master! Congratulations!

The Grand Master's Royal Guard and the Envoy systems are still under revision. I expect to see the final GMRG proposal on my desk over the next few days. Also, Lord Khyron, KCB Kaerner and myself are still working on the Envoy's revision, so expect to hear news on that over the

next few weeks.

**** Competition Information [From Deputy Grand Shaitan`] ****

...Segment 2 of for all orders will be up by
uesday...(<http://www.frognet.net/~jcg420/dbcomp>)

...I have decided to grant a short extension on your matches due to the lack of some of you being able to play in them...All matches for round one must be played by Monday midnight (PST)..that is this Monday...

...If you have not played by this Monday..It will be counted as a loss...No exceptions...You have all had plenty of time...

**** Office Projects [From Master at Arms Nighthawk] ****

As I announced on IRC and www.darkbrotherhood.com last night, I have selected a Praetor and a Magistrate. The new P:MAA, in charge of handling Shadow Academy mail, is SBM Depriest, and the new M1:MAA, in charge of sending out welcome letters, is OWL ShadowXX. I already had an M2:MAA, KAP Kaine Mandaala, who works on special projects for me. Congrats to the new appointees!

I'm taking suggestions for the DB Member Survey until tomorrow (Sunday) evening. Then, I'll be sending the compiled list of Q's so far into DJM

Kumba to make the actual survey form, and we'll release it as soon as he's done. Please, if you have any ideas for questions, email them to me at jr9090@aol.com!

Rear Admiral Mike has appointed me the Principal Medical Officer of the DB's arm of the MedCorps. I've already found a Principal Nursing Officer (deputy), and that's my M2, Kaine Mandaala. Now, we're searching for a Doctor and a Nurse from each clan. I'd ask all the Consuls to take applications for these positions, and then submit their recommendations to me. The Doctor/Nurse will be involved in helping mentor new members, assisting anyone who has questions or problems, organizing activities to keep up morale, and generally helping out. So, Consuls, start taking applications, and get your recs into me as soon as possible.

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

The message Board is OFFICIAL!, so go post on it. <http://www.darkbrotherhood.com/mb/index.php3> is the URL. I stuck a meta tag in the old DB Board so it'll reroute anyone going there to the new one. I didn't piece together 994 lines of code for it to collect dust ;P

For those that haven't read the MB, NH will be working on a Member Survey...since I'm gonna be helping with the project (scripting half), send in as many questions to him..

Shadow Academy news...I've been checking more stuff Frequently...being
COMM requires me to scour my mail most everyday now to read the fun
mailing
lists :P Also, I think I should make it known, it is very bad to Harass
the
HM on when one's stuff is to be graded...I've had a couple do that :P

** Grant of Arms [From Herald Joker] **

Heraldic role stands at 47.

Remember, please keep sending GoA requests because not many people are
asking for them anymore. However, if you do decide to send a GoA
request,
you must remember to include your DB Rank, EH Rank, Name, Motto, Order,
and Charge (image placed on the shield of your GoA). If this is not
included I cannot make your GoA.

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

The Medal Record Adding to db.com is proceeding...slowly. There are
about 150 left.

Check the DSC for new images...eventually.

Medal Board: (for about two more weeks)
<http://www.spacemonster.org/impstar/cgi-bin/db.pl>

** Office News [From Obelisk High Commander Rocanon] **

There is a slight delay in the creation of Obeliskan Website,mainly due
to
my heavy work schedule.I will have it up and running soon.

If you have registered for the Obeliskan Comp, it has been extended to
Monday. Also check out
<http://www.frognet.net/~jcg420/dbcomp/obeladder.htm>
for the list of opponents you will be competing with.If he/she fails to
attend the match,e-mail me or DGM Shaitan`.

For level creation,... check out the SoD website for the guidelines.

Finally, please include your idline when submitting JK results and if
possible a screenshot of the match played.

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

The topic of the month for February "A Dark Jedi's love" will also stay
topic
of the month during March, this due to the fact that some of you won't
finish
their writing before month's end due to concentrating all efforts on the
DB
comp. The topic of the month is only there to give you an idea what to

write
about though, it does not mean other stories will not be accepted.

House leaders... please make sure all Tetrarchs are subscribed to the
KHP
mailing list.

When submitting for the competitions, make sure you follow the
guidelines. I
will not mail out to everyone who forgot his or her ID line... and
unless you
told me beforehand that you cannot send in attachments, submissions sent
as body
of the message will not be accepted either. To find out the complete
guidelines,
go to <http://www.frognet.net/~jcg420/dbcomp/sod.htm> and chose the Krath
section...

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

Well, I guess the GMRG Revision won't make it out by the meeting as i'm
still waiting for DGM Shaitan to make comments and then It has to go to
the
whole DC for some more revision before I can release it to the public..
But
soon it will be out, and then, we'll be back in business.

GMRG has been fairly quiet actually. However, I do want every person who

was in the GMRG or anybody in general to send me a list of URL's to
different
JK Clans so we can challenge them. Our match with the Force Warriors
kinda
fell through.... im still waiting for the word from Their leader to see
if he
wants to continue it, but it isn't looking to high of a probability
right now.

Still looking for a Praetor. Decent webpage making skills and a drive to
work are all that are required. Interested applicants should mail me at
PMCMage@aol.com and yes, I will accept anybody from any order, be they a
DJP,
down to an APP as long as they adequately meet the above criteria

The Holocron of the Brotherhood of the Dark Jedi

Weekly News Update for the Week of January 23, 2000

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

896 Members as of Today!

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

** Web Site Features [From Grand Master Thedek] **

1. Several things have been updated on the domain... check it out and see if you can find the new features!

2. Sith High Warrior Bull has decided to step down due to time restrictions from real life. Please send applications for this position

to DGM Shaitan and myself.

** Mysterious Competition (?) [From Deputy Grand Shaitan`] **

1 -- ...We are fixing an error in one of the aspects of the competition...It is now wrapping up very well...I expect this to be my last competition update...I am sure you will enjoy it when it comes into being...Which should be in the near future...No I will not be giving a date...So do not ask...Patience...You will understand in the months to come...

2 -- ...Once again...Consuls your clan reports are due in by Thursday night midnight pst...Get them in on time...some of you have been very prompt...Others have not...You know who you are...and rest assured...I do as well...get your reports in on time...

3 -- ...Something I would not usually add in my announcements I feel needs special mention....Kumba the beta version of the new DB msg board looks great...Outstanding work...

4 -- ...Once again something I feel needs special mention...GM Thedek has updated Darkbrotherhood.com...It now houses GoA's as well as SA graduate information...Those of you who have seen the new roster pages with GoA and SA information included will agree with me when I say this..."Damn that kicks ass."...

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

1. Remember, when you're applying for a clan to clan transfer, make sure you include your ID line, the clan you're in now, the clan you want to transfer to, and the reason why you are transferring.

2. When applying for an order to order transfer, make sure you include your ID line, the order you're in now, and the order you want to move to. Also note that this means you will switch houses within your clan.

** Krath Updates [From Krath High Priestess Arania] **

1) Submissions for the Echoes of Nightfall needed. Send your stories and poems to me now (lwaxanatroi@myokay.net)

2) The Krath Journal got a new design - check it out (<http://krathhighpriest.virtualave.net>). New issue will be out end of this week. Krath houses and Phyles, send your news for this issue in until Tuesday.

3) There will not be a new competition for the Krath now due to the upcoming GJW. However, suggested topic for this month and February is "A

Dark Jedi's love." Poems or story or both is possible. Remember, when writing about this topic, that it is not thought of as "love stories" in

the usual sense... we are dark after all...

4) Those of you who have writings that may fit into the Dark Library/ Dark Lore project, please mail my Magistrate Aragorn (ivanrad@beotel.yu).

5) Please remember.. when you mail me your writings.. or your questions... please do add your ID line! I prefer to know who am I talking to without having to look up the roster...

** SSD Avenger Update [From Rear Admiral Firefox] **

First, the competition with Praetorian squadron ended the 19th. Unfortunately for us, Praetorian won. They should be applauded for achieving scores this high! Our pilots fought valiantly but the opposition was simply better. A good job from everyone!

The Wing is growing steadily. We are now at 41 pilots and climbing every week. At this rate, we'll be able to open Wing II in another month or so. Activity and morale are quite high and squadrons are encouraged to find new ideas to help the ship become even better.

Work is slowly progressing on MAJ Shups's Combined Arms Battle. The idea is that creating a quality work is more important than making it quickly. As soon as this project is completed, we will start work on more ambitious endeavors.

As a whole, I think the ship is in good shape. It could be better (and it will!) but everyone is feeling pretty good about what has been accomplished so far. I am very proud of the men I have under my command and most of them will be promoted when the time comes.

The Holocron of the Brotherhood of the Dark Jedi

Weekly News Update for the Week of January 17, 2000

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

877 Members as of Today!

Trivia Updates -

Winner: DA Nighthawk (Krath)/MAA (2pts + tie)
Second: KE Hades (Krath)/ENV/House Aleema of Satal Keto (2pts)
Creator: JH Coursca (Obelisk)/House Primus Goluud of Naga Sadow

All receive LSS or upgarde (or in NH's case, his fourth LSG!)

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

** Dark Brotherhood.Com Updates [From Grand Master Thedek] **

1. Congratulations are in order to the newest Dark Side Adept of the Brotherhood! I have appointed Joker (jwalkersmom@yahoo.com) as the new Herald. The domain will be updated later this weekend. DA Joker will continue to make Grant of Arms for members and I will be working with him to update the roster concerning GoA's.

2. After a long week of coding, I have completed the pages that are needed to add Shadow Academy Training, Grants of Arms, and Medals to individual profiles. The Training is the only part that is now actually visible (if in the database) on your profile. Grants of Arms will soon become active as I work with the new Herald and Medals when our Chancellor returns from vacation. Please read the news and Phases page on the domain for more detailed information.

3. Suggestions? I'm looking for ideas and suggestions for both the Brotherhood overall, and in specific the domain. There's a lot in it, but I know there can be a lot added to it. If you have any ideas either way, please email me (thedek@home.com) and let me know.

** Competition Update [From Deputy Grand Shaitan`] **

...The competition is postponed...I am now almost well...I had been sick since the moday before Christmas....The Competition will be out ASAP...

...Congratulations to the new Dark Side Adept and Herald of the Dark Brotherhood...Joker...

...Reminder to Clan Consuls...Send your weekly reports in to myself and Grand Master Thedek by Thursday midnight PST...

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

Consuls, Quaestors, remember to email me for permission before you announce a promotion to your members.

A reminder to Consuls...requests for a new PCON should go to myself, GM Thedek, and DGM Shaitan. Requests for a new Quaestor or Aedile should simply go to me.

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

Shadow Academy still on Track with graduating those wily APPs into well trained jedi...

Thanks to GM Thedek, the Phase 3 stuff is partially complete, as User profiles can now be updated to show when one graduated. If anyone has an EXACT date as when they graduated, alert me by Email of it. For those that don't, and have graduated under my command of the SA (since the middle of June), I will be adding your graduation date as the week that you graduated in my grads list (been keeping one since June). This will take a bit, the list is long, and the Domain crashes my Browser of choice (Netscape).

Once I complete my current project for the DB, I will begin anew on a newer SA Website. Anyone skilled in graphics, or exetremely fluent in website design (and I am not talking a decent looking geocities page), contact me by Email, Kumba121345@aol.com, of your talents..

Lately, a few people have been curious as to how my SA Site is run, and how I receive the various submissions, and the auto-grader for

the final exam. If you are interested on how this is done, feel free to talk to me on IRC, and I'll be glad to explain it to you (as best I can. A good, working knowledge of HTML is required).

**** Krath Updates [From Krath High Priestess Arania] ****

I am back. By now I have answered almost all mail, in case your mail was not included, try again, I might have lost it.

Fun Comp ended. I'll grade the submissions when I get back to my own comp (many of the stuff is there).

You may continue to send your reworded songs and poems in, since everyone seems to like this project, they will be posted, just not be graded anymore.

Send submissions and House/Phyle reports for the Echoes of Nightfall... I plan on having the next issue out asap.

Congrats to our new Herald Joker...

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

No charges filed with the CoJ... keep up the good work, members!

To contact the Chamber of Justice as a whole, use the email:
coj@darkbrotherhood.com

To contact the Justicar and First Archon, use:
jst@darkbrotherhood.com
and
1ar@darkbrotherhood.com
(respectively)

**** SSD Avenger Update [From Rear Admiral Firefox] ****

We have chosen the platforms for each squadron. We'll have 3 TIE, 2 XvT and 1 XWA squadron. I will take care of the moving around that will be involved. It will allow MAJ Shups to concentrate on his other duties.

Over 20 multi-player matches were played during yesterday's training session. I believe we will gain more participants every week.

MAJ Shups also sent to FO Kessler the correct joining dates of everyone in the wing.

We have a winner for our squadron citation competition. The first to get 5 citations was Spectre squadron. It's commander, CPT Keiran Idanian and all those who participated in the competition were awarded PCs.

We are still in the middle of our competition with Praetorian squadron. I should have more on this next week. But I have been told that the participation is pretty good.

MAJ Shups's CAB competition seems to be proceeding smoothly as well. But since it's a big thing, it will probably take some time. I remind you that it's a mission creation competition that includes about 12 missions total.

Thedek, I also sent you the Battlegroup proposals and another proposal for a future competition. For the competition I mostly want to know what you think about the events proposed and the format. We will write another story. That one was mostly to present the idea. Also, when can MAJ Shups and I get together with you to talk about our ideas? Shups told me that he was available during weekends and weekday nights. That's EST by the way.

So far, I think the ship is going well. We still need to identify the needs of the people on board, but things seem to be going smoothly.

Email me if you have any questions.

The Holocron of the Brotherhood of the Dark Jedi

Weekly News Update for the Week of January 2, 2000

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

January 8th, 2000 - 864 Members as of Today!

Winner: OW Raistlin(Obelisk)/CoG (3pts)
Second: OW Devin Bron [Obelisk]/House Borealis of Aquillas (2pts)
Creator: JH Coursca (Obelisk)/House Primus Goluud of Naga Sadow

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

** Many Happy Returns [From Grand Master Thedek] **

Greetings to all and welcome back from the Holiday Season. I hope things treated you well and you all enjoyed the rest and didn't catch the flu.

Operations within the Brotherhood are accelerating once again and we should see some more things going on.

Recent upgrade to db.com now allows for a GMRG Roster.... enjoy!

** Clear and Present Praetor [From Deputy Grand Shaitan`] **

...I have chosen a Praetor...OBL Dread...Magistrate is not open for applications and will not be for some time...Do not apply...

...The Obelisk portion of the upcoming competition has been laid out and is now complete...It should prove to be entertaining....

...I've been sick for the past few weeks...As a result things have been going a bit slower than I had hoped for...I am getting better finally...The competition however may be postponed for a week...Lets hope it isn't...

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

House leaders...please, remember to send welcome letters to the new members when I forward their applications to you. Members who don't get mail from their houses soon after joining are likely to become inactive, and we can't allow that to happen.

If you notice a mistake on the roster, please mention it to me.

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

SA is running as usual. Work still continues on the new site and rescripting, but I am also working on several other projects as well.

I am looking for ideas for a replacement to Phase 2 of the SA. The replacement will be on the new site. E-mail me your ideas at kumba12345@aol.com.

** Trimming the Holiday Fat [From Obelisk High Commander Z'Iar Kahn] **

Catching up after holidays. Some houses have failed to deliver a weekly report, and that has forced me into making yet another Obelisk House Summits revision. It will take about a week, and we'll be back in shape.

As soon as that is finished, I'll be starting new activities for the Obelisk. News to be posted soon.

Still looking for people capable of editing JK skins. If you can do that, contact me at zlarkahn@arnet.com.ar

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

A new competition, brainstormed by DGM Shaitan (shaitan@vtc.net), will soon storm its way through the Dark Brotherhood. We're currently working out the details, but it should definitely be an excellent event for all members involved.

My webpage still isn't up... I'm working out the details of FTPing into my new ISP. They don't provide many details, y'know?

That's it for now. Hope nobody was on an airplane when Y2K rolled around... a bunch of 'em fell out of the sky!

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

As always, I urge all members to become familiar with the CoCs and AoWs. They can be found on the HCI website at

<http://www.2ndfloorcomputers.com>

The Archons have now been added to the HCI roster, also on the HCI website. Not sure if this made it in last meeting, but I made some pics of the Tribune, Warden and High Inquisitor that are now on the HCI website.

Ummm... www.2ndfloorcomputers.com/hci... this will answer any further questions about the HCI.

the hammer's fist

The following Section of the Newsletter is for the Hammer's Fist Stormtroopers.

The Hammer's Fist did not submit anything for NL 63.

infiltrator wing

This Section of the Newsletter is dedicated to the Infiltrator Wing of the EH; a Wing of former Rebel Pilots that have returned to the Empire.

The Infiltrator Wing did not submit anything for NL 63.

The future calls for bounty hunters.

For they embody all of those characteristics. The bounty hunters are innovators. Their subgroup, the Bounty Hunters Guild, has brought to the Emperor's Hammer the things around which it often revolves.

We value the sword, but we hold the pen in high esteem as well. The BHG popularized the written mission, and no subgroup commander holds the written word in as high esteem as does Dark Prince Trench.

Many now are already calling for an economic revolution, calling for the Emperor's Hammer to recognize the intrinsic value of money.

The BHG recognized it first.

Hunters are driven by money. That is the ultimate end to any of their quests. And it was Dark Prince Trench, back when the Emperor's Hammer was not half its age, back when not a single member of the current command staff held his position, who collaborated on the original project to bring economics to the Emperor's Hammer.

It thus only made sense that the BHG was the first subgroup to incorporate the concept of shipyards, of buying and selling, into its infrastructure.

And the Bounty Hunters Guild has, and always has had, the most charismatic personalities in the entire Emperor's Hammer, and the most competent leadership. Dark Prince Trench is one of the most veteran subgroup commanders in power today, and those who have served under him have changed worlds.

The BHG ended the last millennium with a wave of new faces; membership increased nearly fifty percent in the last month alone. No group had a higher increase. This is an indication of things to come.

Join us. Be one of the first.

<http://thebhg.cjb.net>

The website, expertly designed by Eliad Gavron, ended the last millennium inoperable. Coding is not usually sentient, but perhaps ours was. It saw the future. And it quaked with excitement at the prospect of its own forthcoming domination.

For by the end of the millennium to come, this website will be on a grander scale than any of us can dare imagine.

The Emperor's Hammer is five years old. A great many years await us; a wealth of different roads stretch before each and every one of us.

Choose the right path.

Join the BHG.

Dark Prince Trench

intelligence division

The Intelligence Division serves to organize our eyes and ears across the chaos that is now the Empire.

It has been another memorable month in the life of the Intelligence Division. We have had something of a Ubiqtorate re-shuffle this month, which I hope will result in increased productivity from the Ubiq, which will result in greater activity for the division in general. After this shuffle - hopefully - people will stay in their current positions, to allow them to get good at whatever it is they do.

This month also marks the re-introduction of the position of Bureau Liaison Director (BUDR), a long-vacant Ubiqtorate position. Created during the changeover from a Strike Team-based system to a Bureau-based system, the BUDR's job was to liase between the Ubiqtorate and the Bureaus, also acting as general commander for te Bureaus. I hope this position will work out well, as it once did.

In more general happenings, this month marked the serious reopening of the Academy of Tactics, the launch of the newest ID website, the promotion of a few 00-agents from teh Academy, and the 6 month anniversary of my living in the UK. All in all, it has been a good month for the Intelligence Division.

<SALUTE>

Admiral Langer
Supreme Director of the Ubiqtorate

SDIR/AD Langer/UBIQ/DGN Lichtor V/E-SHU Rising Sun [FoEW] [GoE] <AGT>

eh directorate

The EH Directorate maintains and governs the various star systems in the EH Territories and scours the known Galaxy for new Star Systems.

In the Directorate, we've finally got the final run of what we call "Diplomacy" under way. This is a e-mail strategy game where governors and Moff's conduct trade, develop their planets, and wage war. The manual for this is on-line at our new Database site, <http://directorate.cjb.net>

The next revision of the System's Manual should be out within the next few weeks, as soon as I finish collecting the info from various SGs.

In major promotion news, Czar Lammoth, in being one of the most talented and dedicated people in the Directorate has been promoted to Autarch, the highest non-GMF rank one can achieve in the Directorate. Congrats to Lammoth.

--

<SALUTE>

Admiral Kessian Armus
Grand Moff Armus /Gondor Base/Aurora Prime
Sith Battle Master Armus(Sith)QUA/Galthain of Satal Keto
[SS][BS][PC][ISM][IS][LoCx2][MoC-BoCx2]/[TCx2][SoD]/[DC-KC][WR][SC][CoL]
[IWATS-M]

And the master said "There are three ways to victory. One is to defeat him on the field of battle. Another is to defeat him in his heart, so that he is ineffective on the field of battle. The last and best is to defeat him before he ever thinks of battle"

- Sun-Tzu:The Art of War

the fringe

The role playing section of the Emperor's Hammer.

Wow, this is amazing, I've apparently been the CGM for almost a month. We are almost ready to begin playing the Fringe and by the time the next NL is released, the first Unions will be playing. The Fringe Guide is near completion and the Emperor's Hammer RPG Manual v3.0 should be available soon as well.

I have restructured the Fringe in many ways. In the old scheme, the Judiciary was a group of people who resolved disputes and advised the CGM and the Cabinet was for people who had specific jobs. I have changed this so that the Judiciary is a merge of the two. I have created 5 positions and selected people to fill them.

The current roster stands at 17 but rising.

Respectfully submitted,
Dansin Wolver
Chief Gamemaster, The Fringe

the imperial senate

The following section of the Newsletter is for the Imperial Senate.

Activity is buzzing in the Senate! We are in the middle of Project Genesis, a committee based, Senate wide competition. In this competition, each committee is given a mission and the ultimate goal is to complete it successfully. Details on the project follow, and call also be viewed at <http://www.impstar.net/senate/Genesis.htm>

Introduction:

Despite our resounding victory in Mindreader, there are still small details to work out. Many of our senators have begun to simply sit on their accomplishments and ignore the struggle that is continuing to haunt the Emperor's Hammer. This cannot, and will not be the case. Before we make our next step towards an Imperial-ruled Universe, the High Council must be sure that you are all ready for what awaits us. And so, we have devised ways of starting from the beginning...

- Deputy Chancellor Creon Redwing

Missions:

This exercise shall be purely Committee based. Each Committee will have a mission/series of missions to accomplish within a set period of time. If the missions are accomplished successfully, awards shall be distributed to the participants. If the mission is a failure... a re-examination of the Committee Leader and the Committee in general may ensue. The missions are as follows:

Tactical Committee: Stationed aboard the Imperial Star Destroyer II Challenge to solve an apparent mystery. A series of battles will be given during the assigned time period, which must be completed. If any one of the battles result in a failure, the Committee's Mission is void.

Technology Committee: Holo banners of each committee (6) must be created, and submitted. An additional banner for the Imperial Senate as a whole may be offered as extra credit. If any one of the banners is NOT completed, the Mission is a failure.

Literature Committee: Histories and/or backgrounds from the committee members, completed by AT LEAST 50% of the committee.

Design Committee: To redesign the Imperial Senate Hall with as many "realistic" improvements as possible. Graphics a plus. The Chancellor and Deputy Chancellor will review the changes to label the Mission a success or a failure.

Debate Committee: A delegation from Thyferra will be arriving to #The _Senate_Floor after our Senate meeting on the 12th. While persuaded to begin talks with the EH from our Imperial senator on that planet, they are still strongly linked to the New Republic. An inside source tells us that they are quite ignorant of their planet's history/etc, however, so the more research that is done, the higher the chances of persuading the delegation to deal with the EH. If the delegates are persuaded to make a deal beneficial to the Emperor's Hammer, the Mission is a success. If not, the mission results in a failure.

Intelligence Committee: Classified. Report to your CCN for further info.

If you would like to get in on the activity, please visit the Imperial Senate web site <http://ehsenate.cjb.net> to join!

Thanks,

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][CoL]

[Editor's note: Please be sure to visit the CHS' new site here.](#)

the eh strategists

The following Section of the Newsletter is for the EH Strategists CCG group.

<salute>

1)
Our population is still growing,
however, many are yet to play their fist game.

2)

We have had some technical difficulties with virtualave.net, so we haven't been able to update anything. This problem should be fixed within the next few days.

3)

The EHCCG is progressing, but we need more people to submit pictures. If you know good SW picture libraries, especially ones that deal with the Empire, please contact us.

4)

BG Anakin Skywalker was given the position of Commander of Resources to be able to develop the CCG in a faster way. Captain Dark Angel is the new ASST:COM.

5)

Dark Angel will also be taking over the roster updating, and TP distribution.

6)

The Militia Division has been split into two teams. The Shadow Knights lead by Lieutenant phoenix_knight, and the Battalion lead by Lieutenant Yoda.

7) Belated Birthday wishes from all of us to Anakin Skywalker, as it was his birthday on March 4.

ASST:COM Dark Angel

combat operations office

The Combat Operations Office oversees the EH online competitions.

Excellent flying tonight. It was a really close match but the EH pulled off another win.

EH_Sanj (9) vs. RS_Owain (5) - EH wins!
Glider (13) vs. Savage (18) - RS wins!
EH_Fraggle (15) vs. RS_Savage (22) - RS wins!
EH_Sanj (20) vs. RS_Kerensky (10) - EH wins!
EH_Badlands (9) vs. RS_Savage (10) - RS wins!
EH_Murad (6) vs. RS_Rave (9) - RS wins!
EH_Sanj (8) vs. RS_Savage (4) - EH wins!
EH_Fraggle (23) vs. RS_Rok (17) - EH wins!
EH_Sanj (7) vs. RS_Save (2) - EH wins!
EH_Bruc (34) vs. RS_Rok (12) - EH wins!
EH_baronFel (17) vs. RS_Savage (4) - EH wins!
EH_Fraggle (11) vs. RS_Rave (2) - EH wins!
EH_Mareek (6) vs. RS_Savage (12) - RS wins!
EH_Ramos (3) vs. RS_Savage (2) - EH wins!
EH_Dras (10) vs. RS_Savage (8) - EH wins!
EH_Gambit (13) vs. RS_Savage (15) - RS wins!
EH_BaronFel (10) vs. RS_Trade (3) - EH wins!
EH_Sanj (4) vs. RS_Savage (3) - EH wins!

EH_Dras (10) vs. RS_Savage (5) - EH wins!
EH_Dras (5) vs. RS_Maniac (0) - EH wins!
EH_Khan (10) vs. RS_Savage (9) - EH wins!
EH_IQ (9) vs. RS_Manaiic (8) - EH wins!
Baron_Fel (7) vs. RS_Death (2) - EH wins!
EH_Dras (8) vs. RS_Savage (5) - EH wins!
EH_Sanj (4) vs. RS_Death (4) - TIE!

EH: 18 | RS: 6 | TIE: 1

Brucmack (10) vs. IronMan (10) - TIE!
EH_Shups (10) vs. RSdeadeye (2) - EH wins!
EH_Klick (4) vs. RS_IronMan (12) - RS wins!
EH_Elwood (9) vs. RS_Myst (15) - RS wins!
EH_Matir (7) vs. RS_Kino (17) - RS wins!
EH_Ravil (16) vs. RS_Myst (10) - EH wins!
EH_VitCar (5) vs. RS_crisNull (10) - RS wins!
EH_Elwood (9) vs. RS_Kino (16) - RS wins!
EH_Brakka (14) vs. RS_Träte (26) - RS wins!
EH_Klick (17) vs. RSDeadEye (21) - RS wins!
EH_Shups (19) vs. RS_CrisNull (10) - EH wins!
EH_ShdwHw (11) vs. RS_Nexus (17) - RS wins!
EH_Ricaud (13) vs. RS_Python (14) - RS wins!
EH_Sanj (7) vs. RS_Aedis (19) - RS wins!
EH_Shups (25) vs. RS_Nexus (13) - EH wins!
EH_Ricaud (2) vs. RS_Träte (19) - RS wins!
EH_Ravil (10) vs. RS_Aedis (20) - RS wins!
EH_Shups (14) vs. RS_Träte (18) - RS wins!
EH_Klick (17) vs. RSDeadeye (17) - TIE!
EH_Matir (11) vs. RS_Lamin (7) - EH wins!
EH_VitCar (11) vs. RS_Aedis (22) - RS wins!
EH_Shups (10) vs. BlasterRS (8) - EH wins!
EH_Klick (13) vs. GAdRS (29) - RS wins!
EH_Smit (9) vs. Executer (11) - RS wins!
EH_Shups (29) vs. GAdRS (8) - EH wins!
EH_Klick (13) vs. RS_Lamin (11) - EH wins!
EH-Arso (8) vs. BlasterRS (22) - RS wins!
EH_Klick (7) vs. RS_Executer (15) - RS wins!
EH_Vit_Car (7) vs. RSDeadEye (14) - RS wins!
EH_Shups (23) vs. RS_Lamin (10) - EH wins!
EH_Smit (21) vs. RS_RJ (9) - EH wins!
EH_Falcon (7) vs. IronmanRS (31) - RS wins!
EH_VitCarp (3) vs. LT_Roosta (1) - EH wins!
EH_IQpierce (8) vs. RS_Maniac (2) - EH wins!
EH_Shups (8) vs. RS_Executer (6) - EH wins!
EH_Smit (21) vs. RS_Maniac (14) - EH wins!
EH_Falcon (14) vs. CrisNull (27) - RS wins!
EH_Vitcarp (3) vs. LT_Roosta (3) - TIE!
EH_Bret (7) vs. RS_Träte (9) - RS wins!
EH_IQ (5) vs. RS_Death (9) - RS wins!
EH_Bret (1) vs. BlasterRS (4) - RS wins!
EH_Kelric (20) vs. RS_Myst (10) - EH wins!
EH_Arso (17) vs. RS_Deadeye (17) - TIE!
EH_Vitcar (5) vs. IronMan (20) - RS wins!
EHShdhwk (4) vs. LT_Rooster (18) - RS wins!
EH_Shups (15) vs. RS_Blaster (10) - EH wins!
EHMurad (5) vs. RS_Ironman (18) - RS wins!

EH: 16 | RS: 27 | TIE: 4

Total EH:34 | RS: 33 | TIE: 5

Match Count: EH: 10 | RS: 8 | TIE: 0 : EH Leads by 2.

Combat Operations Officer

Sith Warrior Vice Admiral Havoc

office of the lord ambassador

The Lord Ambassador oversees and promotes relations with other online clubs.

I just want to remind everyone that there is a Mr/Miss EH competition going on right now. Slowly but surely, the original list of 11 girls and 28 guys will be released to one girl and one guy. But don't get me wrong, the winners aren't a couple.

Don't forget that last year's winner is currently the Grand Master of the Dark Brotherhood. Imagine what will happen to this year's winner!

Remember, the EH Polling Center can be found at <http://ehpoll.tsx.org> or <http://www.redrival.com/manesh/ehpoll.htm>

LA/FA Manesh/DREAD Tranquility

morale office

The Morale Officer is in charge of making sure the FC laughs once in a while.

Well, we have ourselves a new MOR, so there might actually be something here soon.

special operations director

This section of the NewsLetter is reserved for the Special Operations Director.

The Emperor's Hammer's first ever Special Operation, entitled "Special Operation: Sun Crusher" is in the works. I've done what no other SOD has done, I've e-mailed the SGCs and we're throwing around ideas on "Sun Crusher" as to how their SGs can participate. Hopefully this will be a big thing to boost EH morale and we'll be able to get it off the ground and underway after the SGs finish up with their comps presently in progress (don't wanna overload the members).

- #98 - The HCI*
- #100 - The Battle for Manhood*
- #103 - Minos Cluster Invasion*
- #107 - Farewell to Old Friends*
- #111 - Impossible Mission*
- #112 - Super TIEs*
- #114 - Stop the Press!*
- #116 - GA Ronin vs. Rogues*
- #131 - TIE Fighter Covert Missions*
- #133 - Punishment Tour*
- #136 - Recruitment Campaign
- #137 - Pirate Arms War
- #138 - Battle of the TIE Interceptor
- #139 - Mugaari Insurgence
- #140 - A New Ally
- #141 - A New Ally II
- #142 - New Republic Retaliation
- #143 - Hit and Fade
- #144 - Rebel Factory

TC-BoP Battles

- #1 - Double Cross at Coronada

CAB Battles

- #1 - Assault on Hast Shipyards*

FREE-TIE Free Missions

- #98 - A New Ally
- #99 - Defend the Border
- #100 - Lord Bufford's Manor
- #101 - Picnic Basket
- #102 - Pot o' Gold
- #103 - Smuggling

FREE-XvT Free Missions

- #12 - The Collision

FREE-XWA Free Missions

- #6 - Rage Assaults Platform FK-438
- #7 - Patrol the Area

** 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/ICx2/GOE/GSx2/SSx3/BSx2/PCx4/ISMx5 [IMPR] -
MoI-DC/MoT-rhx6/MoT-gh/LoC x2/MoC -1BoC/CoL/CoE/OV-3E {IWATS-SM/1/2} -
<http://www.tiecorps.org> -



the command staff

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

the flight office	fo
the internet office	io
the training office	to
the operations office	ops
the communications office	comm
the security office	so
the science office	sco
the logistics office	lo
the reconnaissance office	ro

the flight office

The Flight Officer herein reports updates related to personnel or changes in the operations of the Flight Office of the Emperor's Hammer Strike Fleet. The Online Roster URL is also posted herein.

From the Desk of Fleet Admiral Kessler

It's been another good month to be in the TIE Corps. Membership is still growing with no sign of slowing down anytime soon, and there are more contests than ever for you all to take part in. The SSSD Sovereign Squadron

League 2000, the XWA League, Training Office Contest 5 and Exercise Imperial Storm to name but a few, as well as the countless inter-wing and inter-squadron battles that are going on. If you joined the TIE Corps for a spot of excitement and combat duty, you came to the right place.

I'm also happy to announce details of a new award that I intend to issue every month. We have Wing Commander's Awards, we have COM's Awards. The Battlegroups even have BGCOM's Awards. Now we have the TIE Corps Commander's Citation. This award will be given to the Wing or Ship that I feel has distinguished itself above all others in the Fleet in any given month. I am very pleased to announce that the first TIE Corps Commander's Citation is hereby awarded to Wing VIII of the ISD Colossus!



Two short months ago, it was fair to say that the Colossus was the laughing stock of the Fleet. After some extremely hard work and dedication by everyone from the lowest Flight Member right up to the Battlegroup Commander, they are at this moment, the hardest working and hardest flying ship in the Fleet. In the month of February alone they submitted 150 Battle Submission Forms. That's an average of 4 BSFs per pilot, per month! Therefore, my warmest congratulations to the officers and crew of the ISD Colossus, for making me one very proud TIE Corps Commander!

Until next month, watch your six, and kill me some Rebs!

Fleet Admiral Kyle Kessler

TCCOM-FO/FA Kyle Kessler/CS-4/SSSD Sovereign
GoE/GSx2/SSx4/BSx7/PCx2/ISMx9/MoI-DC/ISx3/LoC-PS x31/OV-2E[CAVL]
[IWATS][SM][M2][TT][XTT][IIC/3][XA-A][ASF:TDA]

the internet office

The Internet Officer herein presents any special updates and events related to the Internet Office operations of the Emperor's Hammer Strike Fleet.

Hello....

This is my first NL Submission as the EH Internet Officer. First of all, i would to say its an honor and privilege to be working with the finest in the EH.

Things are also going smoothly in the office as planned.If all goes well, expect the IO website to be announced during the meeting.

My Current project for the EH also include the Construction of a Links Network Manager, (ie. like the ones on Yahoo).This will help to manage the links more effciently.

There will be several new features for the IO website.Aside from the Site of The Week, we will also have a little segment called "The Hottest Rig in EH".So if you have a website or a new comp to show off to, mail me (io@emperorshammer.org).

IO Staff Contact List

IO/Rocanon io@emperorshammer.org
CA:IO/Krdyer kryder@geocities.com
IOA/Thayer bthayer@nycap.rr.com

That is all from me..

VA Rocanon
EH Internet Officer

the training office

The Training Officer herein presents any special updates and events related to the Training Office operations of the Emperor's Hammer Strike Fleet.

The Training Office did not submit anything for NL 63.



-From the Office of Admiral Howlader -

- 1) Very little happening in the ole Operations Office...
- 2) Check the OPS page for a few more updates..
- 3)Thanks to the efforts of OPS Office Assistant - Colonel Khaine, the Medal of Allegiance has a new image...

Medal of Allegiance (MoA) - (Awarded to Non-EHers) - The MoA is awarded by order of the Fleet Commander or Executive Officer to a member of another club that has helped the fleet consistantly.

Howie - Its Australian for fear, mate (Courtesy of Colonel Tronsta)

Thats it for this week
(Send me more Squadron Uniform Shoulder patches!)

Operations Officer
Admiral Howlander

the communications office

The Communications Officer herein presents recent events and current status of the Emperor's Hammer Strike Fleet Internet Relay Chat channels.

Well, over the last month (has it been that long already?) since taking COMM, I've done a few things relating to the Communications Office. First off, my biggest project, was the completion of the DB Message Board, coded in php3 and using MS Access Databases. I know a lot of the DB Member like it, and I have already been asked to maybe write a similar one for another subgroup, but I plan to eventually revamp the current EH Boards into one like the DB MB, but it will take time to think up how to implement such a task without a dedicated members database, like the DB's. If anyone has any ideas on how to possibly implement this, or what database system I should use (I will probably be limited to the ones on a typical Unix based webhoster, mSQL or MySQL), then email me at kumba12345@aol.com with your ideas.

Second thing I have been running is a Contest for the selection of a CA:COMM. I know that had I opened it up for applications, I would have been flooded out by'em...so, a contest was implemented, and as such, the selection bracket is down to 3 members (possibly a fourth). I hope to have a "winner" by Saturday, so stay tuned.

Extra Information...I have recently upgraded DeathFyre, the COMM Bot in the EH IRC channels to a new version, 1.4.2, yet I await the release of v1.6.0, which should be out soon. The !seen Database was also cleared out a few days ago as of this writing, but by the time someone is reading this NL, they won't notice it. I would also like to know people's opinion's of the Undernet, what you like about it or dislike. Please message me on IRC with your opinion, or send an email to kumba12345@aol.com reflecting them.

All in all, this concludes my submission to NL 63.

COMM/AD Kumba
DJP (Obelisk)/HeadMaster/

the security office

The Security Officer herein presents the latest Fleetwide security, Bylaws and Code of Conduct issues.

Security Office Report

I would like to thank all of you for your ability to follow the rules over the last several weeks. There have been some minor incidents but nothing that couldn't be handles with a quick talk. If you can all keeps this up it makes my job and the job of the Sector Rangers a lot easier not to mention the HCI.

And speaking of the Sector Rangers. We have recently lost some of the members due to real life and other concerns so we are looking for dedicated and loyal Imperials to fill the ranks.

If you feel you have what it takes to be a Sector Ranger come join us and help the EH become a better place for all.

All applicants should email SO/FA Rapier (EHTopCop@Yahoo.com) and SEC/VA Nightflyer (nightflyer@home.com)

-Sector Rangers are responsible for the basic "law enforcement" operations throughout the Emperor's Hammer territories.

Sector Ranger (SR) is a part time position requiring between 1 and 2 hours of work per week. The candidate for this position should hold the rank of LT or higher or it's equivalent.

The SRs are basically you standard beat cop. Their job is to be helpful and friendly in their area of influence. It is not to be a troublemaker or to go in search of trouble but if trouble does arise within their area of influence it should be reported immediately to their SEO and passed on to the SEC for action by the Security Officer.

The duties of an SR is primarily to keep his eyes open. Gathering information to allow the Security Office to better do it's job. They also have the ability to interject and attempt to resolve minor disputes among members but anything that would require an action under the Articles of War will be handled directly by the SO or the HCI. They also are to be helpful to other members at all times and while they don't need to know everything they should at least have the courtesy to point them in the right direction.

Everyone will be considered fully and interviewed thoroughly for the position. It doesn't take much to be a Sector Ranger and it doesn't take anything away from your other duties.

And as the Motto says... What Others Abandon, We Protect... and all Sector Rangers shall be expected to uphold that value.

Security Officer Fleet Admiral Rapier

the science office

The EH Science Officer presents the latest EH technical news and EH Fighter/ships designs.

Salutations, members of the Emperor's Hammer Elite Strike Fleet . . . The middle of February marks six months for me as the Science Officer, and all I have to say is: My how time flies! It also occurs to me that my intended tenure in this position is passing fifty-percent complete . . .

The MAJOR Star Wars gaming news from abroad this month is of course the finalising of Force Commander (FoCom) by LucasArts after multiple promises, delays, and deadline set-backs. Full details including a new Product Spotlight are up at <http://www.lucasarts.com/products/forcecommander/> and copies may be pre-ordered from the EH Imperial Store (<http://www.emperorshammer.org/store.htm>)! The Science Office looks forward to seeing how FoCom will be introduced into the EH, and will meanwhile keep the membership current with news and updates surrounding the game.

Let's give a warm welcome to the newest addition to the Recon Office, the new ROA1, Commander Fortis. You can contact ar ngellock@hotmail.com. On that note, you can now apply for ROA2. Simply email the staff of the Recon Office; check out reconoffice.com for more details.

We'd like to hear from you! Please send us your comments about our work, or anything you'd like to see done. You can e-mail us directly or use the forms available on our domain. Check out <http://www.reconoffice.com> for contact methods.

That's all for this month,
<SALUTE>
RO/FA Arcon Telf/CS-12/SSSD Sovereign, M-CRV Doomsday

officer's deck

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

He was a good boy.

The old lady looked out the space port as she talked to the young data recorder. Her hair was gray and body language said that she had spent many years on many planets, but she was beautiful and still a fire could be seen her eyes. She was tall, muscular, but extremely beautiful. The young reporter inwardly wondered what impact she must have made as a younger woman walking into a room.

He was always very good with his books. He loved and excelled the law, but he idolized his brother. No matter the danger or stupidity of the activity, anything his older brother did was mimicked. Understand, Theo never was or could be the athlete that his brother was. He knew this, but it never stopped him. Theo would try to keep up. He never protested or believed that he could not equal his brother.

In books however, Theo not only equaled but far surpassed his brother's abilities. He took the same heart and desire from athletics and applied them to his book learning. He would easily have been considered among the finest lawyers and judges ever to serve the Empire. But he answered to another calling. A calling, I believe, ingrained in his desire to prove him worthy of his adopted parents and brother.

.....

"Thank you sir.... I will bring honor to your decision into this squadron."

"I trust you will do your part..... Make sure your pilots do there's."

Rear Admiral Ricaud stood next to Lieutenant Colonel Shark who handed Theo his new orders and appropriate insignia. With a salute, LT. Theodore accepted his commission as Commander of Dagger squadron. And, though he appeared to be the appropriate age to be commanding the squadron, his path to this point was anything but ordinary. Regardless, Commander Theodore was now aboard the ISD Relentless and in command of the Emperor's Hammer Dagger squadron.

.....

You see.... He came to us in a very round about way.....

The Empire still held Coruscant and Petyr and I served on the staff of the Imperial Senate Judicial Council. I was leaving our quarters one morning and felt a strange urge to cut a path around a couple of new construction sites on my way to the council chambers. The small shoddy pod was nearly crushed under a construction droid when I first saw it. The data card inside stated only that Theodore was healthy and needed more than one parent could give. He is undoubtedly human, but I sensed a Mandalorian warrior spirit in him. Petyr knew there was no arguing with me. With Imperial approval, the abandoned human orphan gained Mandalorian parents and a brother roughly two years his senior. Theo really was an exceptional baby, he rarely cried, he devoured his meals, and he seemed always to be taking in all of the, auditory, visual, and emotional information that surrounded him.

J. considered him an interloper, not knowing why, but knowing Theo had changed his household.

As the two grew older, J. would prey upon his brother's insecurity and took every opportunity to remind Theo he was not Mandalorian. J. would pick fights Theo would have to battle and usually this meant a severe beating, but always Theo fought and always J. would step in before too much damage was done.

No matter the task Theo accepted J's lead and did everything he could to complete it. J. had no choice but to grudgingly respect Theo's drive.

.....

Welcome Dagger pilots..... I am Commander Theo, your new Commander.

Things have been pretty quiet onboard the Relentless and particularly in Dagger squadron for sometime. This is about change. Rear Admiral Ricaud has promised to bring the Relentless up to top fighting shape. He has entrusted me to bring Dagger squadron in line with his desires.

We will have fun and we will kill, but we will be required to work hard, work together, to accomplish this.

I have reviewed each of your INPRs and your flight records. Dagger squadron has lost many pilots, but those of you who have survived to this point have skill and experience which will be necessary to survive to the future.

As I receive my orders, you'll receive yours. For now, I want to pick up the simulation hours we all fly to prepare us for our first battle.

On a lighter note, the first round of drinks in the cantina are on me. The stories and jokes are yours to start.

.....

Even as very young adults, J. would get the two boys into significant trouble. Only our connections with the Judicial Council saved the boys from having irreversibly damaged their civilian datacredentials. They first were caught jacking into a skycap luggage hover when Theo was only around 11.

Joyrides became a favorite pastime of the boys. Speeder bikes, taxis, even diplomatic shuttles were subject the boys seemingly insatiable desire to fly and get in trouble. While J's leadership undoubtedly drove these jacking missions, Theo proved to be more adept at deciphering the security circuitry and piloting the craft they stole.

The craft usually were returned to the exact spot from which they were taken, but the boys enjoyed making "modifications" to the craft. Occasionally a ship would have its right and left directional facilities reversed or the ID Codes were changed to starfighter or Old Republic hailing codes.

These changes were humorous to the boys but usually resulted in much frustration and occasionally significant trouble for the next pilot. One diplomatic shuttle's hailing code

setting

was changed to identify itself as a Rebel XWing and was quite nearly shot out of the sky.

Nonetheless, Imperial theory training was the only sanction levied upon the boys for that incident. Out connections, I fear, protected them too much.

The trouble continued until the boys were of an age where their trouble became too noticeable and could no longer be excused or explained as "energetic youth."

When the boys stole a pair of stormtrooper speeder bikes, rewired them to fly in reverse thrust, and their unsuspecting pilots wound up in a threeweek bacta bath, some action had to be taken.

J. was enlisted and then trained to serve the Empire as a stormtrooper. At first, Theo was lost without his brother, he drove himself further into his books and wowed even the toughest of university droids.

Theo's debate skills and mastery of the intricacies and inconsistencies of Imperial law made him a formidable student opponent even for the most senior council members. Many a civilian and military judicial appointment seemed to be Theo's for the taking. But then his brother came home.

.....

The sirens awoke everybody aboard the Relentless. Theo dropped directly from dead asleep into his flight suit in a blink of the eye. As he proceeded down the corridor, he'd bang the quarter alarm for each of the Dagger squadron pilots. Soon everybody was in the briefing room.

Rear Admiral Ricaud and Lieutenant Colonel Shark stood in the front of the room with a holographic stop watch clicking off the response time of each squadron. Dagger squadron was the first to have each of its members present, but that was not enough for Ricaud.

Because only four pilots remained in the squadron, their Rear Admiral explained, he expected Dagger to be twice as fast as any other squadron. After he released all pilots to their quarters, Rear Admiral Ricaud stopped Theo.

You know I expect more of you

And you know I am doing the best I can

When I took this command position and offered you the command of a squadron on my ship, you agreed to take on greater responsibility than just that squadron. Because you were a flight member when I commanded Mu squadron, others look to how you lead and see it as a reflection of how I lead. I have no doubt in your ability and your desire, but you must communicate and instill the same desire in your squadron to meet my expectations. I understand....and I can assure you Dagger squadron will not let you down.

.....

J. was given four days leave following the completion of his training.

The rigid authority of Imperial training served him well. J. was respectful, helpful, and dignified. He had excelled during his stormtrooper training. He loved the accolades, awards, and command opportunities. But most of all, he loved the honor offered him before he completed his training. Before he left, J. was offered an opportunity to begin his training to join the Royal Guard: The highest honor any stormtrooper could hope to achieve.

The stories of training excellence and opportunity captivated Theo. No battle had been seen, no death experienced. So the only side of the equation was the glory of service to the Empire. It intoxicated Theo.

His father and I tried to explain service on the Judicial Council where the finest lawyers in the Empire practiced, brought equal honor and opportunity to Theo, but his emotions had been stirred.

Theo took the aptitude tests and when the Imperial Navy called with an opportunity to join the Emperor's Hammer Tie Corps, Theo answered. He may only be human, but he was raised Mandalorian and he continues his desire to prove himself worthy of his family.

I wish his father could have seen his promotion to Commander, I wish his brother could have survived to tell his brother he was proud of him. Old age and commando missions forgive none.

Theo and I are all who remain of our family. He will serve our name well, but never can he pass on Mandalorian blood in our veins.

It is my hope that these many data cards I have prepared will help him remember and honor the family which raised him. It is my hope that my nonMandalorian son use these cards to instruct and direct his family, when his service to the Empire allows it.

.....

He cheated!!

.....He adapted and overcame

Commander Theodore stood outside the simulator, arguing with the combat technician.

LT. Shadow had utilized a slicing Code to preguess the movements of the Capital ships in the simulation. The few seconds of anticipation allowed him to avoid a concussion missile barrage until he released the necessary kill shots that most Imperial pilots had failed to release. This meant that Commander Theodore, LT. Commander Nazghul, and LT. Shadow had beat the simm. No other squadron onboard the Relentless had a higher kill rate or survival rates.

RA Ricaud agreed with Theo and commended the pilots of Dagger squadron.

You've done well and I believe you are ready. When the opportunity comes I am confident you'll honor the Relentless in battle.

Somewhere in Theo's heart those words struck home. Even before the data cards from his nowdeceased mother arrived, he knew his battle was more than just for the Empire, his battle was for the honor and dignity of adopted parents and an allbut extinct race. A race lost due mainly to the excellence of their skills in battling others, skills woefully turned by themselves upon themselves.

Commander Theo stood straight in tall and thought "I have much honor yet to achieve."

Renatasia System Encounter
by: Va Marco (now COL Marconius)
--1-

Vice Admiral Marco S. Reid was staring out the windows of his office onboard the massive Imperial Star Destroyer Challenge. Off in the distance he could clearly see the distinctive outline of another Star Destroyer. He knew that it was the Relentless and that it was about 15 clicks away. He let his mind wander back several months to when it was his ship, but that didn't last long for he had many more important matters to

ponder. A million things were going through his mind; everything from what he wanted for dinner, to that little spot on the Imperial Star Destroyer Relentless that looked just a little wrong. Obviously, one of the crew chiefs from the last dock they had stopped at for resupply had chosen a color slightly different than the Relentless' original color when replacing a faulty heavy laser turret. It would have to be remedied at the next resupply. Marco tried to focus on just when that next resupply stop would be, but he did not get very far in his thoughts.

A short tone sounded throughout his office, signaling that someone was trying to communicate with him. He sat down, clearing his mind and wondering what this unscheduled interruption was all about. It had better be good, he thought to himself. Marco used the reflection from the black communications screen and straightened his uniform as he always did before opening a communications channel; he also took the time to make sure his hair was somewhat presentable. After all, it wouldn't do to have the bridge officers see him looking messy, it would give them the wrong example, and in his Battle Group everything was always perfect. He pressed a button and an image appeared on the screen.

"Sir," it was Rear Admiral Demos, Commodore of the Challenge in the view screen, "we've picked up what appears to be a faint distress signal. We're not exactly sure who or where it came from just yet, but it is definitely from an imperial ship of some kind." Members of the bridge crew could be seen scurrying about the bridge behind Demos attending to their duties. "We're working out the exact location of origin right now, but I think you might want to come up to the bridge yourself."

Marco sighed as he made the almost automatic decision. "Ok Demos, I'll be up to the bridge in a minute." And with that, the conversation abruptly ended and he left his office heading for the bridge. It seemed that no matter how many times he walked down the halls of this star destroyer Marco was just overcome by a bit of awe at how much technology and manpower it took to create, build and operate one of these mammoth ships. Of course, this ISD was nothing compared to the huge SSSD which was the flagship of the fleet. The Sovereign was where he had served as a Wing commander before getting his own ship and he still had fond memories of good times and good friends from his time there. He passed several groups of people in the halls, every one of them stopping and saluting him as he passed. One of these days, he was gonna have to send out a general order to the battle group to not salute him when simply walking down the halls to get somewhere.

The first thing he heard as he stepped onto the bridge was the sound of many pairs of feet hitting the deck as all the officers stood up to salute momentarily before getting back to their duties. He looked around at the bridge with pride in his eyes, absorbing the view. Marco scanned the bridge, with all its duty stations and large windows and suddenly wondered if he had given up command of his own ship too quickly. All for what? Just for this promotion to BGCOM? Was it worth it? He wondered briefly if it was better to have your own ship to command personally, or if it was better to just give the general orders to an entire battle group. He continued to walk until he reached Demos, who was himself walking towards the Vice Admiral, "Ok, so tell me about this distress signal."

Demos handed Marco a datapad and started, "Well, as you can see on your pad, the distress signal we picked up appears to be coming from the direction of the Renatasia System. If you need any background on the system or the political situation there, it is all stored in the datapad. Anyway, the signal appears to come from the ejection module of an Assault Gunboat whose life support systems are almost dead. The rest of the battle group is still several hours from their return with the supply convoy so only the Challenge and Relentless and our compliment of fighters, transports, and shuttles are able to make the jump right now. I was thinking we should just send in couple shuttles for a rescue mission, what do you think? It would be a quick run and they should be back before the rest of the battle group returns with the convoy."

Marco turned his head and stared out through the large windows into space while he digested the information he had been given. After a minute of silence, Demos was just about to say something, but Marco turned back to him with his answer. "Well, whatever

forced that gunboat pilot to eject might still be waiting there for some other craft like a shuttle to come and pick up the survivor. Send a message to the Relentless and inform Rear Admiral Qiliang that he is to follow us into hyperspace, we're going to the Renatasia system. I don't want to separate the Challenge and the Relentless so lets take both ISDs over there just to be safe. Before we leave send a message to Fleet HQ advising the command staff and GA Ronin of our actions, and call me just before we exit hyperspace." Marco turned to go back to his office. Then, almost as an afterthought, he added, "And after we get underway, have all pilots from both ships get ready to fly just in case we run into a surprise."

--2--

START TRANSMISSION

FROM: BGCOM/VA Marco, Battle Group II

TO: EH Command Staff and GA Ronin

DATE: 130.84.256 - 18.42

ISD Challenge and ISD Relentless leaving for Renatasia system to investigate an imperial distress call. Will return to meet with rest of returning BG ASAP.

END TRANSMISSION

The message had taken almost an hour to reach GA Ronin's desk and when he saw it his face abruptly went dark. He didn't like this, not one bit. It only took 30 seconds to make his final decision and he tapped on his comms panel to give orders to the new Major General who would pass them on to the rest of the fleet...

--3--

As Marco turned away from the streaks of stars they were passing, he looked at the transparent green globe spinning in the corner of his office and he couldn't help but have a bad feeling in his gut. He'd had this feeling before, but only back when he was a fighter pilot in the glory days of the Empire. It was the same feeling that accompanied him when he would make his combat flights against Alliance fighters in his unshielded Tie Fighters. And now he was glad that he had been chosen to be part of the Emperor's Hammer, where only the best pilots serve all fighters were shielded. No use throwing away the life of a good fighter pilot just because of a lucky shot when a shield would enable him to not only survive, but probably kill a few more Rebels before heading home... That all too familiar chime signaled, meaning that they would soon be dropping out of hyperspace. He spun quickly on his heel and left his office heading for the bridge.

He stepped on the bridge just in time to hear an officer yelling that they were starting their drop out of hyperspace and he walked quickly to join Demos at the front of the bridge. Just as he reached Demos the stars turned from streaks back to their familiar little dots of light; and just as quickly all the faces on the bridge turned to horror. Filling the window were all sorts of ships. A few capital ships and lots of fighters. The news that nobody wanted to hear came from someone sitting behind Demos and Marco, "Sirs! Those are ALL rebel ships! I count five Corellian Cruisers, an Interdictor and hundreds of fighters!"

There was no hesitation in Demos' voice, "Scramble all fighters! Have them engage the enemy fighters but stay clear of their capital ships for now. Make sure that all our fighters are armed with full compliments of Advanced Missiles, I don't want any large warheads out there yet. Signal Qiliang to do the same with his ships if he hasn't already done so, and sound general quarters!" Just then, out of the corner of his eye, he saw Marco hurrying off towards the back of the bridge, "Sir, where are you going?"

Marco turned his head just long enough to give him a short reply, "Have my personal

Tie Defender prepared for combat, we need all the help we can get out there! Also tell all CMDRs that I will be leading the fighters once I leave the ship!" And then he was off, wondering why he was doing something so stupid. It had been years since he had done any real dogfighting with live Rebels. But this wasn't just any ordinary situation, they were badly outnumbered, and even if he was a bit rusty he could still be a pretty good moving target.

--4--

The stars seemed even more brilliant as Marco pulled his personalized Tie Defender out of the hangar bay and into the open space. This area would soon be filled with the space debris of what used to be starships and fighters. His was the last fighter to leave either of the ISDs and all 12 squadrons of fighters had just finished forming up. He hit his comms button, wondering how many of these pilots would survive to see another day, "This is Vice Admiral Marco to all Imperial fighter pilots. Obviously we are greatly outnumbered here today and obviously we can't just turn and run, mainly because of that interdicator if not our pride. What we can and will do is fight as best as we possibly can to assure the survival of the Star Destroyers. I will be in direct command of flight operations and will communicate with all the Squadron Commanders on frequency 168. Whatever happens out there today, I am proud to have served with all of you, and I know that what happens here today will go into history as a great moment for the empire. But of course, I want to be around to read that history! Good luck, and always serve the emperor above all others!" And with that, he switched to freq 168 to start checking in with his Squadron Commanders, "This is T/D Marco to all squadron commanders, squadron check!" In the few moments of silence that followed his mind drifted ahead to all the starfighters that were now rushing towards them at full speed to kill them. Then his thoughts were interrupted as one by one each of the squadron commanders checked in with him.

Now came the hard part, "This is Marco to all commanders. It looks like their lead elements are all Y-Wings with torpedos targeting the ISDs. I want all squadrons except Crossbow and Cyclone to use whatever means possible to take out those warheads when they get in range. Crossbow and Cyclone will go directly for the Y-Wings and take them out as fast as they possibly can. Marco out." Ten seconds later, the large group of imperial fighters split into two, one group now of 120, the other of 24. Soon now the battle would begin and then they would all be fighting for their lives...

--5--

Back on the Challenge, Demos was trying to ready his ship for the intense battle which was about to take place. He and Qiliang had just finished going over some recent tactical data to plan what they hoped would be an efficient counter-strategy. He knew he had done all that he physically could for the moment and all he could do for right now was to wait and hope. He knew that the odds were against them, but he also knew that VA Marco had an almost mystical way of beating the odds. He remembered back to when he first learned about VA Marco's interesting achievements and how shocked he had been to see such a young man commanding an entire Battle Group for the Emperor's Hammer. He recalled asking Marco how he had risen so high in the ranks so quickly and then having to find out from somebody else after being politely ignored by Marco on that topic. It was obvious that he didn't like to talk about the subject. So from other sources he learned that before joining the Emperor's Hammer, back in the glory days of the Empire, he had been the pilot of a Tie Fighter. He had been out with his flight on patrol when they had been ambushed by a dozen rebel A-Wings. The details were sketchy, but when his VSD had met him at the rendezvous point somehow he had ended up being the last remaining fighter and he had nine confirmed kills. As soon as he had recovered he had requested, and was granted, a temporary leave so he could go home for a while. When he returned, he was a different young man. Still only 19 years

old, but now with the cold and calculating mind that would make him the greatest starfighter pilot on his ship.

Demos broke away from his thoughts to come back to the reality that was about to happen. He walked over to an officer at a panel, "So what's the final count on ship numbers and types?"

The officer tried not to look worried but it must have showed in his face because Demos frowned at him. Finally the officer remembered that he was supposed to speak and began, "Well sir, the rebel forces at the moment include 5 Corellian Cruisers, 1 Interdictor Cruiser, 60 Y-Wings, 60 X-Wings, 120 A-Wings, and 120 Z-95s, all of which are closing in on our position. Our forces at present are the Challenge, Relentless, all 12 of our attack squadrons, which is 144 fighters, and VA Marco's fighter which brings us to 145 fighters. Basically they outnumber us roughly 3 to 1 in fighters and 3 to 1 in capital ships as well."

Demos turned around and looked grimly at the view through the bridge windows. This was going to be a VERY long and tiring fight, and only the winner would be able to enjoy a decent night's rest after it was all over. For, when it was over there could not be a loser, only a winner...anyone that lost would be dead...

--6--

He could hear the comms, but it almost didn't register with him. Marco had gone deep into himself to bring out whatever fighting skill might be left. He was again becoming the cold and accurate killing machine that he had once been. A beep in his helmet alerted him to reality and he became more aware. "This is VA Marco, the Y-Wings have started launching their first run of torpedoes, make sure none of them get through!" And with that he saw almost immediate action; lasers, ion cannons, and even missiles were intercepting the torpedo warheads as they flew straight to their assigned targets. Meanwhile, Crossbow and Cyclone had come to missile range on the Y-Wings and opened fire. Distant explosions couldn't tell him anything, but on his instruments he saw that 21 of the Y-Wings had been killed on the first burst of missiles.

Then his attention went back to the warheads racing for the ISDs. Out of the 240 that had been launched, it looked like only about 7 had made it through the fighters. Marco knew that those wouldn't cause great damage, but he also knew that there were still 160 warheads left on the remaining Y-Wings.

"This is Marco to all Squadron Commanders. Engage the Y-Wings, but watch your back for those other fighters that are closing." And with that Marco changed vectors to join the fight, selecting the nearest Y-Wing as his target of choice. The remaining Y-Wings had just regrouped to try and launch the rest of their warheads when his missiles got a solid lock and he sent two advanced missiles screaming at the target.

Then came the shock, just seconds before the missiles hit the target all the Y-Wings launched their remaining warheads. The exploding Y-Wing that had been his target now had no more meaning to Marco as he turned his ship in hopes of killing some of those warheads and at the same time calling out to the other pilots for assistance, "This is VA Marco, anyone within range of those warheads open fire on them!" One lock and fire, two, three, he lost track but when all the remaining torpedoes were out of his range he had fired 9 warheads at them and killed 9 torpedoes. Nobody else was quite as lucky, and he looked on anxiously as the 68 remaining warheads flew to their targets. All he could do was to turn and fight, hoping that the ISDs could take out enough with their turbolaser batteries to survive.

Marco watched his screen in silence as he saw warheads being destroyed by laser fire. But there were too many, and there would be no way to get them all. Then the warheads reached the ISDs and he watched helpless as the Challenge and Relentless took a barrage of hits. Too many hits thought Marco, but right now he couldn't worry about that; he had to get back to the battle. But a thought dominated the back of his mind; he wondered how many people had died when the torpedoes had hit. The seconds flowed like minutes...

--7--

The Relentless shook over and over, a couple times even violently as the warheads hit close to the bridge. Rear Admiral Qiliang and his bridge crew were having a hard time keeping their balance with all the movement of the floor beneath them. When it finally stopped, there was just utter silence and Qiliang knew there was lots of work to do, "Damage report!" he yelled out to get his officers moving again.

"Sir! We are down to twenty-two percent shields, no hull or instrumentation damage as of yet. We have reports of injuries coming in from all over the ship, ranging from bruises to broken bones. But we do have some more scattered torpedoes inbound from surviving Y-Wings. The Challenge isn't doing quite as well as we are though. They have lost their shields and suffered some minor hull damage. I can't get any more information on their status because their communications is down. I'll let you know if they come back up any time soon. They also have some torpedoes launched at them from stray Y-Wings."

Qiliang was almost in shock at the damage that had been done, but still he had the presence of mind to make the critical decision, "Move us in the path of the torpedoes that are heading for the Challenge and order our gunners to try and take out the warheads before they can hit anything." He turned to see the questioning looks on the faces of his bridge crew and in reassurance he added, "we are more capable of surviving the bombardment than they are and two heavily damaged Star Destroyers are always better than only one damaged one." With that all the doubts were gone and confidence was restored. But now came the moment of truth where judgement would come on Qiliang's decision to put his own ship in harm's way. Would the Relentless survive the barrage of advanced torpedoes heading towards them? Only fate and time would tell...

--8--

VA Marco flew through the cloud of dust that had been an enemy fighter only seconds before. He quickly toggled through the targets in his display until he came to the two Imperial Star Destroyers. And it was then that the reality of the situation finally hit him hardest. The Relentless was down to about one fifth of its shield capacity and the Challenge's shields were down with some minor hull damage and more incoming warheads. Too many warheads. With that many hits the Challenge would not survive and he was thrown into thoughts of picking up the survivors from life pods. But all that hinged on winning the fighter battles and he turned his attention back to the enemy just as the Relentless made a maneuver that caught his eye. They were moving in the path of the warheads heading for the Challenge. It was a crazy, almost suicidal idea but if it worked then both ships could possibly live to fight another day.

SMASH!! His Tie Defender tossed and turned wildly as he fought to regain control. He looked back just in time to see an enemy X-Wing turn for another pass at him. It launched two advanced concussion missiles and Marco thought he was doomed. An instant before impact they exploded, followed 3 seconds later by the attacking X-Wing. "VA Marco here," he spoke into his helmet microphone, "who just saved neck?"

"LG Kawolski here, Sir. It was me."

"Kawolski, what position do you fly?"

"CMDR of Hammer Squadron, Sir."

"Now I know why they made you a CMDR, thanks Kawolski."

"No problem, Sir. I know you'd do the same for me."

Marco caught a glimpse of more fighters heading his way to flood the area. So, my secret is out, they know I'm coordinating the attack and they want me dead. They are after you Marco boy, better get some help involved, and fast. "VA Marco to all squadron commanders, it looks as if they know I'm the battle coordinator and they're gunning for me. I'd appreciate any help you could give me. Marco Out." Things had finally started to look better until all these fighters started coming his way, and now he knew he was going to have to do the best piloting job of his life. He also knew that this would be a turning point in the battle and that he had to act fast to get his orders out before he was too busy with the fighters. "VA Marco to the Challenge, do you read? VA Marco to the Challenge, does anybody read this?" Communications must be out, he thought. "VA

Marco to the Relentless, come in please."

"Relentless here sir, this is Qiliang speaking."

"Are the Challenge's comms out?"

"Yes sir, they took heavy damage in the bombardment and have no communications at the moment."

"Ok, then things are gonna get a little more complicated. Here's what I need: I need you to spare enough people to reload one squadron at a time with heavy rockets for a counter-strike. The first target being the interdicator so at least we can have a chance of getting out of here. Can you do that?"

"Yes sir, not a problem. We'll have those fighters outfitted as fast as possible. How many fighters are going to come in for reload?"

"Most likely all but 2 squadrons. But it will be one squadron at the time so we don't get outnumbered too badly out here during reloads. I'll keep directing traffic as long as I can but I have lots of enemy fighters coming my way. Marco out."

Just then laser fire shot out from the guns of the Relentless and small flashes of light shone in space where there had been a direct hit on an incoming torpedo. The flashes were moving closer and closer to the Relentless until finally there were a couple on the hull and then there was silence. Marco was relieved to see that the Relentless had not lost her shields, still had two percent of shields in fact.

Now it was time to set this plan into action. If it worked it could pull out an Imperial victory, if it failed then there would be nobody left to tell the tale. Time to act, "VA Marco to all squadron commanders I want one squadron at a time, starting with Cyclone, to head back with all remaining fighters to the Relentless for reload with Heavy Rockets, we're gonna see if we can pull a victory out of this yet..."

--9--

It had taken a while to outfit all the fighter squadrons that had come in for reload, but it was now finally finished. The main reason it had taken longer than expected was that some minor damage to some of the fighters had also been repaired. It might not be much, but on the other hand it might be enough to get one more pilot through this alive and that's really all that counted.

In the meantime, the Challenge had finally repaired its communications system and was able to defend herself again with her partially restored shields. Nobody thought that five percent shields would be enough to last the rest of the battle for the Challenge, but it was all that could be done. The Challenge's hangar was also unusable so no fighters could dock there for the time being. But, all in all, the damage to the Challenge wasn't too extensive and casualty reports were low.

The battle had been raging now for over 3 hours and lots of pilots from both sides were dead or floating in space in their ejection chambers. But thanks to the skill and superior tactics of the Imperial forces, it now appeared that the tide was shifting and that the Imperials were gaining the upper hand. The three to one fighter advantage that the Rebel forces had once enjoyed was now all but gone and there was almost an even number of fighters for both sides. Through the course of the battle the Imperial forces had been reduced to nearly one third of their original size; but the Rebel forces had suffered a greater loss by losing almost eighty-five percent of their fighters. The best news was that the five Rebel Corellian Cruisers and the Rebel Interdicator had started to move towards their hyperspace points at their top speeds...

--10--

VA Marco finished off another A-Wing and was surprised to see that there were no more fighters targeting his Tie Defender. With help from other fighters he had been able to avoid destruction and came out of it all with 29 confirmed kills and a couple more assists. But for this he had paid the price; he was down to about forty-five percent shields and twice he had lost all of his shields and had taken damage to the hull. For a

while his communications system was down until it could be automatically repaired; and the most distressing point of the battle was when his ejection module had been damaged. It was a tense 4 minutes before it was returned to operational status again.

Now the remaining fighters from ten squadrons had been refitted with rockets and it was time for the long awaited counter-attack. "This is VA Marco to all squadron commanders. It is time to launch the counter offensive. Their capital ships are retreating and most of their fighters are falling back to defensive positions. Our primary target is that Interdictor. We don't have lots of rockets so I want half the squads to hit the Interdictor with everything they have and the other half to hit the nearest Corellian Cruiser. The other two squadrons will escort. Marco out."

A few seconds later, the remaining 47 Imperial fighters all changed course almost simultaneously toward the Rebel capital ships. It had been a long battle, but in the end, the better equipment, training, personnel and tactics of the Empire had come out on top even after being pitted against far greater numbers. This day would long be remembered as the Empire's greatest defensive battle and those who had died would be honored as heros.

The bright flash from a launch brought Marco's attention to his fighters, who were now all launching their heavy rockets. The remaining rebel fighters were rushing towards them and it quickly turned into a large furball with red and green lasers flying everywhere and the occasional heavy rocket launching. Marco turned and put three quad laser bursts into a passing X-Wing and the enemy fighter turned to dust before his eyes. An A-Wing passed right in front of him while chasing a Tie Advanced and Marco turned to assist. It only took about 20 seconds to kill the A-Wing, and just then the rockets started to hit the Interdictor and Corellian Cruiser. Hit after hit on the Interdictor caused her to loose her shields and then another dozen rockets hit and the Interdictor started to turn and explode in her dance of death.

All the Rebel fighters were now either destroyed or retreating towards their motherships and all Imperial rockets had been launched. The nearest Corellian Cruiser died shortly after the Interdictor and in just as magnificent an explosion. The remaining four Corellian Cruisers were only 2 minutes from their hyperspace jump points and Marco decided that there was no point in pursuing them without any rockets left. The decision had been made, "This is VA Marco to all remaining Imperial fighters. The rebels are running, our job here is done, head back to the Relentless for docking and deb..." Just then he was interrupted by the chime signaling incoming hyperspace vessels and was surprised to see the massive SSSD Sovereign exit hyperspace, followed by an interdictor and a medical frigate. Multitudes of fighters began to exit the Sovereign just as the Interdictor's gravity wells were turned on and Marco knew that no Rebels would be allowed to leave...

--11--

It had been a quiet celebration dinner on board the Sovereign with the Grand Admiral and the rest of the command staff. But now it was over, the lights were off and Marco was staring out of the huge dinning hall windows towards all the flashing pieces of debris floating around in space. Finally there was time to reflect on the "victory" that his Battle Group had pulled off against the Rebel forces. Victory? How could it really be called a victory? He had lost almost two-thirds of his pilots in the battle; where was their victory? Then again, both the Challenge and the Relentless had survived to fight another day and were scheduled for repairs. The great timing of the Sovereign entering the battle had sealed the Rebels' fates. All remaining Rebel fighters had been destroyed; after which, the remaining Corellian Cruisers had been captured and sent off to the nearest shipyards for inspection, repair, and so that the Intel guys could go through the computers to see if there was anything useful they could dig up. Yes, they had all fought well that day. Not for money or fame, but because they had to in order to survive. It was then that Marco realized for the first time that neither the Rebellion or the Empire could ever be truly destroyed because there would always be someone somewhere that would believe differently from other people. And, after all, isn't that

was makes us all individual and unique?

sovereign cantina

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

It was a good place to die.

It was the first thought that ran through Tethys mind when he looked around at the ancient devastation.

Just like me, he thought, ruins with no foreseeable hope of ever being rebuilt.

He let out an explosive sigh, turned and walked back to his ship. Fitting in with the ancient, crumbling buildings, the old Z-95 had the look of an ancient bird of prey, long past it's prime and not fit to fly again, the fighter had long, burn marks along its side, the hull was bent and warped in places. Tethys quickly removed everything he would need from the storage area under the cockpit, took them inside one of buildings that still had a roof set them down inside the entryway where he would set up a shelter, and walked back to the dilapidated ship. He'd stolen it from the pirate gang that he had fallen in with; the burn marks were from laser blasts that had gotten too close during his escape...only one of his pursuers would make it back. A quiet chuckle escaped as he recalled the quick but furious firefight. The pirate gang was one of many that had sprung up since the Empire had been fragmented at Endor, with most of it's members little more than scavenging opportunists who only preyed on those who couldn't fight back...they had been unprepared to deal with someone who had flown the best starfighters in the galaxy, who had flown with the elite of the Emperor's TIE Fighter Corps. He paused then, with the memory, but then quickly forced it down. Not yet, he thought. First there was business here.

Looking at the old starfighter, he paused. Then, setting his jaw, Tethys resolutely reached down and flipped the switch that wasn't a part of the normal control panel. Grabbing his coat, he sprinted quickly away from the ship, careful not to trip on the stones that littered the ancient avenue, mentally counting off the seconds. He had just reached the protected archway inside the building when the explosion burst in the night, slamming him to the stone floor. The shockwave created a debris storm that pelted him with rocks and knocked the wind out of him. Slowly, Tethys got up on his hands and knees, and turned to look behind him. The starfighter was totally in flames; pieces scattered over the broad plaza.

Well, he thought, there's no turning back now.

Later, after he had washed off the dirt and blood that had covered him from the rock storm, Tethys sat staring into the small fire, waiting.

Waiting for what? To die? It was too late for that. By any reasonable definition you're already dead. You've been dead for a long time; you just didn't know it.

No, he thought, you're not dead. You just have nothing left to live for.

Tethys smiled at the thought. To most anyone who knew how he had grown up, they would certainly call him crazy for thinking like that. Tethys thought back to his younger days. The second son born to a wealthy shipbuilding family on Kuat, he had both the means and the time to do anything he wanted. Not interested in the lucrative business dealings with the Empire, Tethys had instead been fascinated with the ships themselves. Born with a vivid imagination, he had spent his childhood days playing in the family gardens, pretending to be in command of one of the massive ships being built, leaving all that he knew behind and exploring the vast galaxy, finding new worlds and races. Tethys had also a love of art, and spent many days drawing ships, not only to explore the galaxy in but which were works of art themselves. Shunned by other children of his age, Tethys was content to explore the galaxy with imagined crews and friends. Later, as he grew to the age when he was expected to start learning the ins and outs of the family business, he begged off, spending his time engaged in his artistic pursuits. Tethys was also fascinated with history, how the galaxy had been first colonized and humans had made contact with alien races. He'd read how some of the first colonists were actually conscripts, the undesirables of society. Upon arriving at a world to be colonized, charges that had been placed inside the colony ship blew the ship to pieces, leaving the colonists stranded on the new world, with incentive to work hard, or die.

I hope it works as well for me, he thought.

But Tethys had not come to this world to live here. He had been led here by...

What? Voices? No...something less. And at the same time, something more.

Tethys shook his head, remembering the first time he recalled having the special insight. He had just turned twenty, and had been forced to accompany his older brother on an inspection tour of one of the orbital dock facilities. Bored with the minute details of schedules, labor and all of the other boring business aspects, Tethys had stood staring out at a passenger liner that was being constructed across on another pylon. His brother was discussing a labor dispute with one of the engineering reps when suddenly Tethys had a prickling sensation engulf his senses. Overwhelmed, and yet realizing at once that somehow he knew there was danger, Tethys interrupted the discussion and started pushing his brother towards the central hub of the station. Shocked at the sudden outburst, his brother cuffed him to the ground in contempt. Unfazed, and burning now with the realization of something about to happen, Tethys literally pushed his brother and the labor rep to the central hub and closed the airtight doors. No sooner had the doors closed when an explosion ripped through the station, breaking of the pylon they had just come from and sending it careening away from the station, shattering a passing cargo tug and sending pieces of the tug and the pylon plummeting to burn up in the planet's atmosphere. Later, it was discovered that a disgruntled engineer had plotted revenge for the family supposedly stealing one his ship designs, and had set the charges to explode during the inspection tour. His family, although grateful that the plot had failed to kill Tethys or his older brother, were never the less suspicious at just how Tethys had known that the charges were there and when they had been set to go off. Fortunately, one of Tethys' uncles pointed out that he had nothing to gain by plotting against his older brother, and everything to lose. Although their fears were quieted, things were never really the same again for Tethys. Shortly afterward, Tethys, against his family's wishes enlisted in the Imperial Navy. Hoping to for a ship assignment, Tethys was instead put into the TIE Fighter Corps, where the entrance exams had shown that he had the most skill. Tethys was more than equal to the task. Showing innate skill, Tethys was quickly promoted through the ranks, given the best opportunities to train on the latest TIE fighters. His combat record became the envy of all those around him. Also, during that time Tethys

had been approached by figures in cloaks with hoods, giving him special instructions and missions, apparently fully aware of the special abilities that Tethys had. But Tethys missed being able to study history and art, spending quiet afternoons in the family gardens. His family, still suspicious of him but too proud to see one of Tethys' stature serve as a common pilot and sensing an opportunity to bring him back home, encouraged one of his childhood sweethearts to write to him, renewing their childhood love.

And then, the unexpected. Endor. Even though it had been several years, Tethys still grimaced to himself as he recalled the stories he had heard of what happened. The destruction of the Second Death Star. The destruction of many ships of the line. The deaths of the Emperor and Darth Vader. The Imperial Fleet retreating and scattered. Tethys shook his head. He'd been on leave then. Supposedly visiting the family but in reality doing his best to explore new ways in displaying affection for his childhood love.

He sighed, remembering one of his uncles telling him to be careful. I wish I had listened, he mused.

With the Imperial Fleet scattered, and the Rebellion on the move, Tethys was anxious to get back in the action when he received word that the ship that he had been assigned to had been lost at Endor. Secretly using their influence with the Imperial Navy, his family got Tethys released from active service, hoping that he would finally settle down. With his experience on the battlefield, coupled with his interest in ship design, Tethys did in fact begin to get interested in finding new ways to make starfighters lighter, faster, and yet at the same time offering more protection to the pilots. Convinced that shields were only part of the answer, Tethys became interested in metallurgy and mining techniques, which he believed was the answer to better starfighters. His ideas were highly advanced and unorthodox from previous methods of starfighter construction. To his dismay, his family once again accused him of betraying the family when one of his design proposals caused Sinear Fleet Systems, furious at what they saw as an attempt to undermine their exclusive Imperial contracts, to withdraw support from his family and had given it to a rival family. Tethys had begun to despair when one of his friends told him of a rumor that remnants of the Imperial Fleet had begun to reform in one of the outer sectors of the galaxy under a Grand Admiral.

Having nothing to lose, once again Tethys left against his family's wishes and went to find out if the rumors were true. For weeks Tethys searched, finding nothing. Then, by sheer chance,

Or maybe not so, Tethys thought to himself, he found the fleet. Or rather the fleet found him.

While making a sensor scan of an asteroid field near the Minos Cluster, Tethys was suddenly confronted with an Imperial II Star Destroyer. Dwarfing his small freighter, the crew manning the Star Destroyer Avenger was taken aback when Tethys hailed them instead of trying to flee. Using recognition codes from his past service, Tethys was able to convince the ship's commander to take him aboard instead of blowing his ship to pieces on the spot. Thankful to be alive, Tethys was however taken immediately to a detention cell and interrogated for hours. His interrogators, insisting that he was guilty of being at least being AWOL, or at worst being a Rebel spy, couldn't get Tethys to deviate from his story. After another day of being interrogated, Tethys was finally left alone. For several days Tethys was completely isolated, given his meals by a servant droid.

Then, after several days of the isolation, Tethys was awakened in the middle of the night. He was gruffly told to dress himself immediately and did so, wondering what was

going to happen. During the days of isolation Tethys had come to regret his decision to rejoin the Imperial Navy, but there was no going back now. His hands put in binders; a squad of Stormtroopers led Tethys to the deep bowels of the ship. Unsure of what to expect, Tethys braced himself. Because of his excellent combat record, and in part, he had to admit, his family's influence in the Imperial Navy, Tethys had been spared being made subject to the more severe aspects of Imperial Discipline. Tethys had known several, however, who had been made examples for others and had no illusions about what could happen to him if it was decided he had betrayed or failed the Empire.

Tethys was led to a door. As the door slid open, Tethys saw a lone figure seated in a chair facing away from him. The room was dimly lit and Tethys couldn't see any details of the room. He was shoved inside and left alone as the Stormtroopers remained outside.

"Can I trust you?" a deep voice came from the figure.

"Yes, sir," Tethys replied nervously.

"Very well, then." And with that, the figure slightly raised its right hand from the armrest, and the binders loosed themselves and dropped to the floor. Stunned, Tethys just stood there, not knowing what to do. Slowly, as his eyes adjusted to the dim light, Tethys began to look around the room. Art of several different styles and forms graced the room, as did several pieces of antique furniture. Directly in front of the figure, Tethys could make out what seemed to be a miniature command center, with all ship functions displayed, and which could also be reconfigured for tactical functions during a battle. However, Tethys eyes were drawn to a model of a starfighter on the desk to the right of the command center. It was a model of a Kuat CloakShape fighter, a fighter design that his family had created years ago, which had been the foundation of his family's wealth before Sinear Fleet Systems had gained an almost monopoly in starfighter construction.

"Do you like it?" the deep voice asked. Shocked, for a moment having forgot where he was, Tethys turned to the figure. A tall humanoid with blue skin, black hair and fiery red eyes sat in the command chair dressed in an all white uniform. The Grand Admiral. Tethys instantly snapped into the smartest attention with the best salute he had ever given in his life.

"At ease," the Grand Admiral spoke. "Tell, me. Do you recognize that design?"

"Yes, sir."

What ensued then was an interview that Tethys would never forget. More grueling than any of the interrogations that he endured thus far, the Grand Admiral quizzed him not only on spacecraft design, but in art and history as well. It seemed that the Grand Admiral knew exactly how far Tethys had gone in his studies of his favorite subjects, and probed the depths of his knowledge. With no hint of malice or even suspicion, the Grand Admiral never the less exuded the air of someone who knew he was in command of the situation. After a time, the Grand Admiral motioned for silence. Standing at parade rest, Tethys began to wonder what was coming next.

"Imperial Intelligence has confirmed that you are who you say you are, Sekchen Tethys," the Grand Admiral said at last. "The question now is, why are you here?"

Tethys then told the Grand Admiral of his ideas for new starfighter designs, and how his family had disowned him.

The Grand Admiral sighed, " I can empathize with that. Do you know my name?"

"No sir," answered Tethys slightly puzzled.

"Ronin."

Immediately Tethys understood. In the course of studying history, Tethys had learned that languages changed over time, and that the meanings of words were of very great importance to civilized cultures. Especially names. His family name came from an old legend of space explorers, while his first name, his personal name, had come from the way he as a baby had stared with fascination at water as flowed over rocks in the family gardens. 'Ronin' was a variant of a word used to describe deadly warriors; deadly not only for their skill in battle but also for their exceptional education in culture and philosophy, as well as diplomacy. Skills that were also used to defeat their enemies.

"Sir."

"Sekchen Tethys, there is much that you need to learn. Things that you now cannot comprehend. Yet, I have need of you. You are highly skilled in many areas, and the Empire needs such men as you. Would you consider staying with me, help me rebuild the Fleet?"

"It would be an honor, Sir."

"Good. Dismissed."

Tethys was then escorted to quarters elsewhere on the ship. He was given his former rank of general and assigned to Lambda Squadron, and given a missileboat to fly. Tethys quickly learned that his rank had little meaning here, as most of the members of his squadron were generals. Confused at seemingly being busted back down to the ranks, Tethys never the less did the best that he could. He soon found out that most of the pilots aboard the Avenger had been the elite pilots of their former units. Before Endor. Tethys also learned that the 'fleet' consisted of only the ISD Avenger, and the Interdictor Cruiser Harpax II. Two modified Frigates were in the process of being refurbished. Not long after, one of the Frigates was recommissioned, the Ardent, and the entire ranks celebrated. Tethys, however, had his doubts. After the ceremony, he approached his squadron commander, Vice Admiral Thunder.

"Son," the admiral looked at Tethys after he expressed his doubts, " the GA had a nickname among the other Fleet Commanders. They called him the "Hammer." Do you know why? Because more times than I can count, I've seen him hit larger, better equipped enemy forces so hard that they turn and run. He's patient, the GA, but when he hits, he hits you HARD."

Tethys returned to his quarters later that night. At least he had the answer to one question. He had heard several of the other pilots refer to the 'fleet' as the EH. The Emperor's Hammer. Tethys hoped it was more than just a name.

His fears proved to be groundless. Over the next several weeks, Tethys was awed by the way Grand Admiral Ronin led the Emperor's Hammer. In mission after mission, he proved his ability to lead the fleet. Against pirates. Against the Rebellion. He defeated them all. Not only was Tethys awed by Ronin's ability to lead in combat, but also by the way he applied his political and artistic skill to diplomacy with conquered enemies. Tethys had seen many Imperial Commanders who, if they 'led' at all, were satisfied with completely destroying opposing forces.

Not this Imperial Commander. Once he defeated you, Grand Admiral Ronin then persuaded you that he was right, and that his enemies were wrong. More than once, Tethys saw those who had once opposed the EH, become it's most devoted supporters.

It was about this time that an important battle took place. And although he didn't realize at the time, it would change his life forever.

Tethys sighed to himself. His muscles were getting cramped, just sitting by the fire. He got up, stretched, and decided to take a short walk. There was little danger. Life scans of the planet had been indeterminate, which meant it was there but not where it should be. The two moons overhead gave enough light to see by. Tethys gripped his blaster in his right hand and walked down the ancient street.

His thoughts wandered back to the events surrounding the capture of the Lakul, and the metal it had carried (see TIE Battle #13). Mithril. Radioactive by itself, when refined and combined with hafnium, it formed a superstrong, ultralight metal composite. Perfect for his starfighter designs. Tethys shook his head. He had been angry at Grand Admiral Ronin when he had suddenly transferred Tethys out of his normal duties. But as always, the Grand Admiral once again demonstrated an almost mystical gift for assigning the proper personnel for missions emergency situations, even before they happened. Tethys, more than probably any other pilot in the EH at the time, most recognized the danger if the mithril had fallen into Rebel hands.

Humph, Tethys grunted to himself, Rebels indeed. A sudden anger bursting inside him, as he remembered the true implications of what had happened then. Only later, would he learn how far the treachery would reach. The anger burned inside, became like a soothing wine to his soul.

Tethys felt something he hadn't felt in a long time. Like a fire that has died, yet the embers at the bottom are still warm. It was if the anger had fanned the flames of his being, causing the seemingly dead fire to rise up, trying to re-ignite itself.

Tethys sighed with the pain of the memory as well. The moment passed.

Tethys continued to walk down the street, not really seeing the crumbling buildings as he passed. His thoughts still buried in the past.

It was right after the Lakul and the mithril had safely been sent to Byss, the Emperor's storehouse, as well as top R & D facility that the refit on the second frigate was finished and it was officially commissioned into the Emperor's Hammer Fleet. The Emperor. Again, the entire ranks of the EH was turned out for the celebration. Oh, what a celebration it was too!

With a string of victories against the Rebellion, the ranks of the EH growing everyday, every pilot and support member celebrated for all he was worth. Grand Admiral Ronin was definitely the reason. More and more, Tethys grew to look upon GA Ronin as the father he had always wanted. He knew that many of the other pilots felt the same way. So much the better, Tethys thought. More like a family than what I was given. Finally making his back to his quarters late that night, Tethys was surprised at seeing two Stormtroopers waiting outside his door. As soberly as he could, Tethys approached.

"Come with us," one of them said.

Tethys quickly fell in behind the one who had spoken, with the other Stormtrooper bringing up the rear. Once again, Tethys was led deep inside the Avenger, to the door that led to the Grand Admiral's chambers. Despite being slightly intoxicated,

Tethys still managed to snap a smart salute as the doors closed and the Grand Admiral swung around to face him.

It was only the second time that the Grand Admiral had spoken to him person-to-person, and the first time had been almost three months ago.

"You are doing well, Tethys," the Grand Admiral began. Tethys smiled to himself. The Grand Admiral rarely addressed those under his command by their rank. Many commanders would have seen it as being too informal, promoting a lack of discipline. But like with so many things, it just all the more endeared the Grand Admiral to his troops.

"Thank you, Sir."

"It hasn't become common knowledge yet, but the Emperor's Hammer has also obtained an orbiting platform, Daedalus. I plan to use it to train the influx of new recruits that have petitioned to join the fleet."

"Very good, Sir." Tethys replied, still uncertain where the Grand Admiral was leading.

Grand Admiral Ronin eyed Tethys carefully, "When you first came here, I told you that you had a lot to learn."

"Yes, Sir."

"You have impressed me with your service thus far."

"Thank you, Sir."

"Even though you still have much to learn, to discover potential in yourself that you don't yet realize, I want you to begin to pass on what you know."

Tethys, taken aback by the stress on the word potential, was still too nervous to understand. "Sir?" The Grand Admiral sighed, a smile playing on his lips regardless.

"With the commissioning of the Imperator, the EH has room for two more squadrons. I want you to command one of them."

Tethys was stunned. Command of a squadron. It was unheard of for someone of his age. Tethys had turned just twenty-five a few months before joining the EH.

The Grand Admiral gave him a knowing look, "I realize it is not regular Imperial protocol, but we live in changing times. We must change with them. You are still young, but you have shown that you can command. I have need of good commanders."

Tethys snapped another smart salute. "Thank you, Sir. I won't let you down."

Gravely, almost in a whisper, the Grand Admiral replied, "I know. Dismissed."

The next few days were a blur of activity as Tethys was transferred to the Emperor. The frigate had been refitted with the latest battle array. Tethys was impressed. However, the Emperor also sported other surprises as well. Making his way to the hanger bay, Tethys was anxious to see what kind of fighter he would be flying. Repeated inquiries had been stonewalled. He was told that he would be assigned a fighter when the Emperor was sent on its first assignment. Anticipation building inside, forming a knot in his stomach, Tethys rounded the corner from the pilot ready rooms and gasped. For the second squadron, Nu Squadron, his squadron, hanging in the rack for the first position, first flight, was a TIE Advanced. Tethys had flown the TIE/A before, but only under supervision by more experienced pilots, and never in extreme combat conditions. To be given one as a personal ship, and to command others as well.

Tethys shook his head at his good fortune. Looking further down the racks for Nu Squadron, he saw two more TIE/A's, and then even further down was five TIE Bombers. A huge grin escaped his mouth, Tethys wanted to shout!

Seeing Tethys, a slightly older man came over and shook his hand.

"You must be Tethys," the newcomer surmised.

"Right," Tethys replied returning the firm handshake.

"I'm General Shekinah, commander of Mu Squadron."

"Good to meet you, sir."

Shekinah threw him a quick grin. "You're still kinda new to the EH, huh? Still have the parade ground mentality. That's ok. Listen, I have to go run down my recruits. Your guys are waiting for you in the ready room on the other side of the hanger."

"Thanks." Tethys returned the infectious grin.

"And Tethys, don't be afraid to ask for help. I know it's a lot to take in, and we're even more rushed because of the new offensive coming up. But better to ask than not. A lot is riding on us. The GA sent me order to make sure you got anything that you needed."

"So far everything seems to be squared away."

"Good, then I'll see you later." With that, Shekinah walked off.

Tethys stood there for a moment, wondering at what had been said. Then with a shrug, he walked over to the ready room door. Pausing for a second to wipe his grin off, and putting on his "parade ground" demeanor, Tethys walked in. Seven men in TIE jumpsuits jumped to attention. Tethys paused, closing the door quietly behind him.

"At ease," he said after a moment.

The pilots assumed the parade rest position, but still gave the demeanor of professionals. Tethys then walked down the line, inspecting each in turn. Tethys was impressed.

Each of these men had seen battle, and had survived. Each knew how to handle the machine that he was assigned to.

"Gentlemen. I'm General Tethys; you're new commander. Each of you is an experienced pilot. Each of you knows the drill. Don't forget it. While some squadron commanders at their own prerogative are a little less stringent about 'parade ground' formalities, I am not. I like order gentlemen, and to me order means discipline. We will be getting four new recruits, and they will be green. There are eight of us, so that's two of us to help each one of them. Although I know you are capable of doing your job without the 'formalities', they are not. That is why I will insist upon them at all proper times and places. Is that understood?"

"Yes, sir!" All seven in perfect unison. Good.

"I see by the roster that Generals Fett and Arwood are in Flight 1 with me. Nods from the appropriate pilots. "I see that Flight II has Commanders Roy and Judd." Again, nods. Turning back to the first two, Tethys continues. "Gentlemen, Flight II needs a FL. Either of you care to volunteer?"

Cautiously, General Arwood, a man of slight build, yet by his record a good pilot, stepped forward. "Permission to volunteer, sir."

"Permission granted. General Fett, you are dismissed. General Arwood, take your flight to the mess, grab some lunch, and meet back here with me at 1400."

"Yes, sir." Salutes. The pilots file quietly out. Tethys then turned his attention to the last three pilots.

"General Jedi. I don't yet have the roster for Flight III. Who are your pilots?"

"Sir, Commanders Holio and Crandall."

"Very good. Do any of you have any questions at this time?" The silence was profound. "Good, then the rest of you are dismissed." Salutes.

Tethys began to organize his briefing papers when he noticed that General Jedi had loitered near the door. Tethys paused for a moment, then looked up.

"Yes?"

"Ah, sir. There was something that I was wondering, but wanted to ask you in private."

"What is it?" Tethys replied, letting Jedi know he was a little irritated.

"Well, sir. It's tradition that whenever a squadron is activated, the first squadron commander gets to come up with the nickname. I was wondering if you had come up with one yet?"

Tethys hadn't thought of that yet, but Jedi was right. Tethys tried to hide his grin.

"Do you have any ideas?"

"No, sir." Jedi replied, "But when you do, could you let me know?"

"Why?"

"Well, sir." Jedi was nervous with his new commander. "I'm a fairly good artist and I was hoping that when you come up with one, I could do the insignia."

Tethys busted out laughing. Jedi, surprised at first, joined in.

"You'll be the first to know, Jedi," Tethys grinned.

"Thanks. Uh, I mean thank you, sir." Jedi saluted.

Tethys returned the salute.

Later that night, Tethys couldn't sleep. Too wired from the big day, he thought. He couldn't help but smile. A good group of pilots. The GA had done right by him. Tethys let his mind wander. First Nu Squadron Commander. Well, then. He'd have to make it something special. Tethys knew that many squadrons had animals as insignias. And his favorite animal was the eagle. Beautiful, noble, and deadly. Making lightning quick strikes at its prey. Perfect. But it needed something more. Tethys began to think about the TIE fighter. Even though it had been built by a competitor, he had to admit they were very good fighters. The Twin Ion Engines, the deadly laser cannons. The rounded hull, encased by sleek, black solar panels. A memory came up then, from his childhood. Sitting by a stream in the family gardens, he had found a flat square black stone. He had pretended then it to be a CloakShape fighter, flying through space. In his mind, he saw the stone as he had flown it on its side, looking to him now like the solar panel of his new TIE/A. That black stone had been made of obsidian, a rock forged in the heat of active volcanoes. Tethys grinned. Obsidian Eagles, forged in the heat of battle. Perfect. He glanced at the chrono, 2315. He keyed the comm for Jedi's quarters.

"Yeah," came the sleepy reply

"General Jedi."

"Sir!!!"

"At ease. I just thought that you would like to know. I've come up with a nickname. The Obsidian Eagles."

Tethys could hear the grin on Jedi's face.

"Yes, sir!"

"Good night, General."

"Good night, sir."

The next morning, Tethys was on his way to prepare for the morning briefing when he noticed that the TIE's in Nu Squadron all had cover cloths draped over the forward part of the solar panels. Walking closer, he noticed Jedi working on the solar panel of his own TIE Bomber.

"What's going on?"

"Ah. Good morning, sir." Jedi saluted. " Do you want to take a peek?"

"What do you mean?"

"Well, sir," Jedi continued, walking over to Tethys' TIE/A. "After you called last night, I couldn't sleep. So I thought I would get started." Jedi glanced meaningfully at the cloth over Tethys' TIE.

"You mean you already..." Tethys trailed off, suppressing a grin.

"Yes, sir," Jedi grinned back.

Gingerly, almost reverently, Tethys slowly lifted the cloth covering the solar panel. Then he saw it. Below the Imperial insignia, outlined in blue, was a black eagle. And in the claws, ready to strike, was a war hammer. With a certainty, Tethys knew he was going to enjoy commanding Nu Squadron.

The next several days were spent getting Nu Squadron battle ready. The Emperor had been traveling through hyperspace for almost two days. No one knew for sure what exactly the mission was to be. Scuttlebutt had reported that it was just wargames with some of the other ships in the EH, with TIE squadrons facing off while the capital ships practiced maneuvers.

Tethys had his doubts though. He recalled that Shekinah had said something about a 'new offensive', hadn't explained any further. And Tethys had been far too busy the past few days to try and hunt him down. The better part of each day was spent with Nu Squadron in the onboard FlightHolos...flying missions, then a debriefing, briefing for another mission, flying it, then another debriefing...and on it went. The missions were of every conceivable type. From Recon, to lighting strike, taking out capital ships, escort duty, the works. And when they weren't training in the FlightHolo, they were either in class or doing physical training. The Grand Admiral had also insisted that pilots have watch duty in the hanger bay areas...something that was highly unusual for pilots. And just to be sure, the onboard Stormtroopers made sure that the 'baby' pilots were awake and alert.

The unusual preparations aside, Tethys also knew that his special insight that telling him that something was afoot as well. Tethys knew about the Force. Believed that it existed. Had heard stories about Darth Vader and even the Emperor having the special abilities. Tethys also remembered hearing stories about the ancient Jedi. Super-warriors armed with lightsabres, who could manipulate others using the Force. His family was the practical type; only believing in what they see, hear, and touch. Anything else was just fantasy. Another reason Tethys and his family did not get along.

Tethys sighed. He had just finished going over the next day's training schedule one last time and was getting ready to hit the sack when his comm beeped. Tethys glanced at the chrono. 0100. He had just five hours. Who in blazes could it be? He reached over and smacked the comm button.

"Tethys."

"General Tethys, this is General Shekinah. Could you please meet me in the Captain's Ready Room in ten minutes?"

"Yes, sir."

Tethys sighed. Great. Now what? Tethys pulled on his jumpsuit and headed out. It wasn't until he was halfway to the bridge when Tethys realized how unusual it was for him to be called to the Ready Room. As a general rule, pilots only rarely wandered away from the pilots' area, which was right next to the hanger bays; pilot quarters, mess, training and ready rooms were all right there together. Probably better that way, Tethys thought. Navy crewers were notorious for having an extreme dislike for pilots, seeing them as glorified prima donnas.

As Tethys stepped past the guards and into the bridge, he could feel the tension. At first he thought it was because of the 'pilot' daring to invade sacred territory, but Tethys quickly realized that it was something more. One of the junior officers caught his eye and motioned to a door off to the port side just past the Nav station. Tethys nodded his thanks and went to the indicated door. As it hissed open, Tethys saw a round table with chairs around it and a holoprojector in the center of the table. Seated at the table were General Shekinah and two men he didn't recognize. Probably the Captain and XO, he thought.

"Ah, General Tethys. Good," said General Shekinah. He pointed to a tall, heavy-set man. "This is Captain Fedje', Captain of the Imperator." Salutes and handshakes.

"General Tethys, this is my XO, Commander Dobbs," Captain Fedje' pointed to the other man. Commander Dobbs nodded in greeting, and Tethys nodded back and took the seat that Captain Fedje' indicated next to General Shekinah. Captain Fedje' had remained standing and began to pace on the opposite side of the table.

"Gentlemen, in about three minutes the computer will unlock and decrypt our orders from the Grand Admiral. I know that there have been a lot of rumors going around the past couple of days, and with an intensified schedule things have been tense for us all. I don't know what all this is about either, but I can tell you that it is for real. I have served with the Grand Admiral for a long time, and he has never yet wasted time with pointless excercises and flying around in circles. A hammer flies only in a straight line." And with that, he came around and sat down next to Commander Dobbs.

Tethys could feel the tension grow as the seconds ticked by. For the first time he thought about leading men into combat. It was the aspect of being a squadron commander that he had avoided thinking about. Oh, leading was fine. He'd done it before as flight leader, but this time, there would be no one to fall back on. The lives of the men in Nu Squadron would be dependent on the decisions he made. The mission given to Nu Squadron would either be accomplished, or they would fail, and it would be his responsibility, and his alone. Tethys suddenly felt a great weight descend on him. Stop it, he chided himself. If you don't quit feeling sorry for yourself they will get killed...the mission will fail. Get a grip. His thoughts were interrupted as the holoprojector started to hum as it sprang to life. A holo of the Grand Admiral appeared at eye level above the table.

He always looks the same, Tethys thought as he sat looking at the hologram.

"Gentlemen," the Grand Admiral began. "As you may or may not know, recently I have been in negotiations with other remnants of the Imperial Fleet. It has been an effort to once again present an untied front against the enemies of the Empire. Those negotiations have failed."

The Grand Admiral paused, and the only sound that could be heard in the room was the quiet hum of machinery close by. Every man silently dreaded what was to come next.

"Intelligence has discovered that for some factions, the talks were merely a ruse to gain time to strike at other factions left of the Fleet. Reports indicate that the Emperor's Hammer has been thus targeted. We will therefore make a preemptive strike against those who would seek to destroy us. I realize the difficulty that some of you may have against such action, but I remind you that such action should be considered treason. I am the highest-ranking officer left in the Fleet, and therefore rightly in Supreme Command of all Imperial Forces. Every one of us has experienced traitors in our midst, and this time will be no different. I assure that this is a last measure course of action. I do not relish in the idea of wasting men, time or resources on such bickering, but the shortsightedness of other commanders has made it necessary. And I will do what is necessary for the survival of the Empire and the Emperor's Hammer." Another pause. And it seemed to Tethys that at that moment, Grand Admiral Ronin was speaking directly to him, and to no other.

"You are the best that the Fleet has to offer. I have put my trust in you. For the Glory of the Empire, I know you will not fail. Each of you will have your orders decrypted into the proper database at the end of this message. The task before us is great, but we shall overcome any that resist us. May the Dark Side guide us all." The hologram then sputtered and faded.

Each man avoided looking at the others in the room. Tethys felt like a rock had been thrust into his stomach. Yes, he'd experienced traitors in the ranks before. He had barely escaped an ambush while clearing a minefield. But it still didn't make it any easier. It was one thing to fly and fight against pirates and criminals; quite another to fight another Imperial. But like the Grand Admiral said, they have committed treason to the Empire.

Captain Fedje' broke the silence. "Well gentlemen, I guess that is all for now. We'll have another briefing at 0800. Dismissed."

Tethys stopped. He'd been so lost in thoughts of the past that he hadn't been paying attention to where he was walking. He looked behind him and he could see the broad street that he had been walking down. Far off in the distance he could see his campfire as its light winked in and out of his make shift shelter. He looked around and the light of the double moons cast an eerie, mournful glow on the ruins around him. Tethys wondered what had happened here. Invasion, maybe? It didn't seem so. No evidence of massive explosions or any of the other indications of warfare. Tethys chuckled to himself. Yes, he certainly knew what the scars of battle looked like.

It had been two days of hell. They had had one more day to prepare for battle after the revelation of what the mission was. When the crew at large had been informed, a shocked silence had permeated the ship. But like the professionals they all were, they then got down to business.

The entire time Tethys couldn't shake the pit that had descended into his stomach, and he wondered if it would interfere with what he knew he must do. It all comes down to trust, he decided. Either you trust that what you are doing, what you have been ordered to do is the best thing, or you don't. Liking it is optional. Tethys recalled how strained the Grand Admiral had looked as the orders had been given to

each ship and squadron via hologram. If I feel the weight that I do, I can't imagine what he feels.

Once they had reached the rendezvous point, the attack had begun. Tethys had lost count of the missions they had flown. Time and time again, they had attacked capital ships, or mines, or flown escort for other squadrons. And each time, there had been the dogfighting. Tethys had never seen such fury in fighter melee'. TIE's buzzing around like mad hornets...green laser bolts everywhere. And each time, by whatever means Tethys didn't know, Nu Squadron had accomplished their mission and had all returned. Not all squadrons had been so fortunate. After two days, it was over. And the Emperor's Hammer had been victorious.

But at what cost? Tethys mused. He was aboard the Task Force Carrier, Roxanna. Another little 'secret' that the Grand Admiral had held in reserve. Tethys shook his head. Nearly every pilot and been wounded in some way, varying from light cuts and bruises to radiation burns and missing arms and legs to severe nerve damage. Almost every TIE in the fleet had been either destroyed or badly damaged. The two frigates, Ardent, and Nu Squadron's own Imperator had both been badly damaged and were even now little more than floating hulks. Even the Grand Admiral's flagship, the ISD Avenger had sustained heavy damage. Even in full hospital mode, the Roxanna had been hard pressed to handle all the wounded. Tethys shook his head again. I just hope it was worth it.

Down the hall, Tethys could make out the form of General Jedi walking towards him. Even the normally upbeat and gregarious Jedi wasn't immune to the pall that had come over the EH.

"You ok?" Jedi asked as he stepped up to Tethys.

"Yeah, how's the rest of Nu doing?"

"Not too great. We're all alive, but we sure could use a vacation." Jedi looked around. "I haven't seen any of the other squadron commanders anywhere, though."

Tethys sighed. "Any of them that weren't too badly wounded, the Grand Admiral put into TIE/A's and TIE/D's and took them with him to the surrender."

"You don't seem to be that bad off," Jedi said, pointing at the minor wounds on Tethys.

"I'm in charge of the fighter defense for the Roxanna."

"What fighters?" Jedi exclaimed.

"Well," Tethys sighed, " we have five TIE Bombers, two TIE Interceptors and one missile boat that can fly. I've got them on picket duty now. The rest are either too badly damaged to fly, or with the Grand Admiral."

Jedi stared out the viewport at the Ardent and Imperator. "What about them?"

"Too damaged to be any use. I think they'll be salvaged, eventually. But if we're found and attacked any time soon..." Tethys trailed off.

"We've had it," Jedi finished. "What about the Avenger and the Harpax II ?"

"The Avenger is pretty heavily damaged, but is in orbit around that moon over there." Tethys pointed out the viewport. "Repair crews are already going to work on her, but they don't know if it can be salvaged or not. The Harpax II didn't get hit all that bad, but there's really not all that much it could do for us in a serious fight." Tethys flared, "I just hope that the Grand Admiral takes all this out of someone's hide, really close to the bone."

"Me too," Jedi agreed.

Just then, the Roxanna's comm system came to life. "Attention all members of the Emperor's Hammer. Attention all hands. There is a priority message coming in from Grand Admiral Ronin. Attention all hands, priority message from the Grand Admiral."

All activity aboard the Roxanna came to a standstill as every eye and ear turned to hear the incoming message.

"Members of the Emperor's Hammer," the Grand Admiral began. "Today, I salute each and every one of you for the victory that has been won. You have proven that you are indeed the best of the best, from the lowest ship crewer, through pilot to everyone in the Command Staff. I am proud to lead you."

The Grand Admiral paused for a moment, then continued with a lowered voice. "But as you all are well aware, that victory has not come without a heavy price. Many of our shipmates and comrades have given their lives for the Empire. Many of you will carry scars of this battle with you for the rest of your lives. The Ardent and Imperator have been severely damaged, and even the Avenger may be lost. Even here, during the surrender, treacherous scum sabotaged one of our TIE's and took the life of Lambda Squadron Commander, Vice Admiral Thunder. Yes, indeed the price has been extremely high. I'm sure many of you have asked yourselves if the victory won today has been worth the price. I cannot, and will not even begin to try and answer that question for you."

Again, the Grand Admiral paused, but this time his began to rise, to carry a crescendo of victory and glory with it. "I will tell you this. Your victory today, has caused many of the remnants of the Fleet see the wisdom of reuniting under the banner of the Emperor's Hammer, and shown the folly of those who would oppose us for their own greed. Your victory today, has opened up new territory and new resources to supply and maintain the Emperor's Hammer; territory from which to begin rebuilding the Empire. Your victory today, has won you the respect of your fellow Imperials and your names will be spoken with awe and respect in every system of the Imperium. Your victory today, has earned each of you my respect. Men of the Emperor's Hammer, I give you the firstfruits of your victory."

Outside the viewport, Tethys and Jedi could see the flickering pseudomotion of ships dropping out of hyperspace. Three large capital ships and one smaller escort ship began taking up defensive positions around the Roxanna.

"Gentlemen," the Grand Admiral continued, "joining the Emperor's Hammer fleet immediately while be the Victory class Star Destroyers Formidable, Monitor, and Ravager. The Excelsior, a Lancer class frigate, will be also joining the EH. The Excelsior will soon be home to an elite Stormtrooper unit, the Emperor's Fist. In addition, all TIE squadrons will be upgraded with new fighters, and will include only the best and latest fighters; the

TIE Defender, the TIE Advanced, and the Cygnus Missile Boat. No more of older classes will be used."

Cheers and huge grins were evident everywhere. The pall that had been thick aboard the Roxanna a few minutes before had all but disappeared. Many pilots and crewers began to talk animatedly among themselves, everyone finding a new camaraderie with each other. But there was more to come.

"Men of the Emperor's Hammer, I congratulate you. As many of you have realized, the flagship of the EH has been heavily damaged, and will be in dry-dock many months before it is again fully operational. Therefore, I have decided to transfer my flag to a new command ship."

Again outside the viewport, there was the flicker of pseudomotion as a ship came out of hyperspace. As the single ship began to move towards the Roxanna, Tethys realized that his perspective was not misleading him. He turned slack-jawed to stare at Jedi, only to find the same look of disbelief mirrored in the other's eyes. They both turned again to stare again at the massive ship that was slowing moving forward towards the Roxanna.

"Gentlemen," came the Grand Admiral's voice over the comm, " I give you the Super Star Destroyer, Avenger. Proud flagship of the Emperor's Hammer Fleet."

The roar aboard the Roxanna was deafening.

Tethys paused, stopping in his tracks. A sudden wave of emotion had come over him at the memory. He wondered why, what it could have been. Shaking his head, he continued back towards his shelter. He stopped as his eyes, used to the moonlight, caught something other than the stone avenue or crumbled building material on the ground. It was long and narrow, and a sort of off-white in color, standing out in contrast to the grey of the street and tan and reds of the building stones. He reached out to grab it, and as soon as he did, a kind of shock went through his body. He knew what it was; a human bone. Old he thought, been here for awhile. His hands explored the surface of the bone, and then something clicked in his head. It's dry and dead, like the way I feel inside. The edges of a rueful smile touched his face; at least there's still hope for me though. Without knowing how he knew, Tethys realized that there had been a battle here, but what kind of battle? he mused. How did they die, what ruined this city, this whole planet? Tethys sighed; no answers were forthcoming, at least yet. He tossed the bone back to the ground and walked away, becoming lost again in his memories.

It had been a hectic few days, after the arrival of the new ships. Tethys had spent most of his time aboard the Roxanna, with the members of his squadron who were still being treated for their battle wounds. He had sent Jedi over to the VSD Formidable, the new home of Nu Squadron. Tethys thought back to his doubts before the battle. He grinned, no doubts remained. The Grand Admiral had proved that no matter the odds, the Emperor's Hammer would be victorious. The sooner the rest of the Empire realized it, the better. He was tunelessly whistling to himself, when General Shekinah came around the corner with a serious look on his face.

"General Tethys, I'm glad I found you."

"What's up Shekinah," Tethys asked, noticing the unusual manner of the other.

"You have a priority message from Kuat. It came in with the last courier ship."

"Where is it now?" a sudden fear gripping his gut.

"Probably already waiting for you on the Formidable."

"Thanks," Tethys replied, already headed for the shuttle bay.

"Tethys," Gen. Shekinah called from behind him.

"Yeah?" Tethys replied, clearly tense and impatient.

"I hope it's not bad," replied Shekinah, a look of sympathy of his face.

"Me too."

Several hours later, Tethys sat alone in his quarters, stunned. He'd rushed back to the Formidable and had gotten the data comm card from the Comm room. Then rushed to his quarters and with trembling fingers slid the card in the data pad. The message was short and to the point; something had happened to his sweetheart and to get in touch as soon as possible. He'd ground his teeth in frustration and rushed back to the Comm room. There he had begged, pleaded and threatened the officer on duty to get access to the HoloNet...the only way to talk real-time over long distances. The Comm Officer was about to call a squad of Stormtroopers up when a message had come in. As the Comm Officer glared at Tethys, he punched up the message, his expression changing from self-righteous indignant, then disbelief, finally to stunned surprise. Tethys didn't know what the message had said, or who had sent it, but afterwards the Comm had let him use the HoloNet to reach Kuat. He'd called her family, and was informed that she was staying with his family. Surprised, but relieved to know she was at least ok, he'd called his family. There had been the usual brief questions, the usual being evasive for security reasons, but when he finally learned the nature of the 'emergency', Tethys' expression had beat the Comm Officer's by a parsec.

There was a buzz at his door. Tethys just sat there. Another buzz. Tethys' eyes shot laser bolts at the door, but he still didn't move. A third time, the announcer buzzed.

"Go away," Tethys spat through clenched teeth.

"It's me, Jedi," came the muffled reply.

With a sigh, Tethys hit the switch to open the door. The door slid open, flooding the darkened room with light. Tethys shielded his eyes, discerning the form of his friend in the doorway. "Close the door," Tethys snarled. The door hissed closed. Jedi stood there for a moment, then moved across the room and sat down at the chair opposite from Tethys.

"What happened? I heard that you had bad news from home," Jedi broke the tense silence.

"It's not exactly, bad news. More like, I don't know. It's good and bad at the same time."

"What is it?" Jedi pushed.

Tethys lifted his head up and looked at his friend in the eye, and when he spoke it came through as choked, half with anger, half with sadness. "I'm a father."

Jedi looked closely at his friend, tempted to congratulate him. But as he looked closer, he could tell that Tethys had been holding it in, doing his best to keep from breaking down. Instead, he looked at his friend quietly for a moment, and then asked, "So what's the problem?"

Tethys looked hard at Jedi, and it seemed for a moment that he would lash out at his friend. Instead, Tethys looked away and holding his breath, let it out slowly, standing down from the tirade that had been building up. Tethys sat there for a long while, not saying anything. Sighing again, he looked up again at Jedi. "What do you know about Kuat?"

Jedi shrugged, " Not much really, just the shipyards. Why?"

Tethys looked at his friend, "That's it?"

"Yeah, that's it. Why, what's the deal?" Jedi asked, looking puzzled.

Tethys sat for a moment, realizing that his friend probably didn't know, and it wasn't going to do any good to get angry again.

"The Kuat Drive Yards are controlled by several large corporations, all family organizations. Are you with me so far?"

"Yeah, I gotcha."

"Ok." Tethys paused, and then continued. "In order for a family to not risk losing any of their holdings, or allowing any of the other families to try and take over, the women in these families, when they reach an age when they want to marry, instead of marrying somebody from one of the other families or even someone from another planet, they choose and buy a telboun."

Jedi looked confused, "I've never heard of that. What is a telboun?"

Tethys sighed, "A telboun is a second-class male in Kuat society. He spends his life getting ready for an upper-class family to 'buy' him and use him to marry one of their daughters. He then joins her family, and he takes the family name. But he doesn't have any authority in the family, or the business. Basicly all he's there for is, well, you get the picture."

"Yeah, I get the picture," Jedi said. "But how does that fit here?"

Tethys looked out the small viewport, a luxury only officers had. "My father was a telboun, and I remember the way my family treated him. He was nothing to them. I don't remember him really, he wasn't allowed to spend much time with my brother and I. He disappeared when I was five, and I never knew what happened to him."

Jedi paused, realizing it wasn't the time to talk, but just listen.

Tethys looked at his friend. "When I was a little older, a poorer part of our family came to live with us for a time. I was allowed to spend time with them. I saw what father really should be like in a family. From that time on, I decided I wanted to be a real father, not just some whatever." Tethys paused, another sigh coming out. "In this kind of situation, basically I've got two choices. First, the one mostly taken is that I can renounce any and all claim to the child, and he'll be raised by her family. Leaves me clean off the hook." Tethys looked away again. "The other is for me to take her and the baby and move off Kuat somewhere, and she'll lose any claim she has to her family, and I'll lose mine, but our son would be accepted back into my family when he comes of age."

"So what's wrong with that?" Jedi asked. "It's no big deal to you, right? I mean you're not exactly really in the family anyway, right?"

Tethys glared at his friend, "No, that isn't it. It's that to that I'd have to leave the Emperor's Hammer. Resign my commission."
Jedi stared at him, "Why?"

"Because, it wouldn't be safe for them to be alone. One of the other families might try to kidnap them, or kill them. They could be used as leverage against my family."

Jedi stared at his friend in disbelief. "Man. That is bad." He paused, "So what are you going to do?"

Tethys sat for a moment. When he spoke, it was a whisper. "I'm going to resign."

"You can't do that!" Jedi exclaimed. "You can't just walk away."

"You don't understand," Tethys replied. He looked at his friend, trying to explain. "I want something better for my son, more than I had. Money isn't the issue. I don't want him growing up wondering who his father was like I did." Tethys lowered his voice. "It's important."

Jedi looked away, his voice angry and bitter. "You walk away then. You're no better than those traitors we just destroyed. The EH needs people like you, and you're just taking off. Fine. I'm out of here." With that, he walked out the door, not saying anything else. For the rest of the night, Tethys just sat there, staring out the viewport.

His request for decommission went through. Tethys had been surprised, figuring it would be denied and that he'd spend several months fighting a battle to get out. But the request had gone through on the first try. Tethys wondered how. And if he'd been surprised at having his orders cut with out any problems, he'd been stunned when he learned that the Grand Admiral had suggested that the marriage ceremony take place onboard the Roxanna.

He never ceases to amaze me, Tethys thought to himself. His bride-to-be had readily agreed, and the arrangements had been made. Tethys was alone in his quarters. The wedding was to be in about an hour, and he was putting the last touches on his dress uniform. Despite the fact that Tethys was resigning his commission, the Grand Admiral had insisted that Tethys wear his uniform for the ceremony. An order is an order, he smiled. Tethys turned as the door announcer buzzed.

"Come in." Tethys was busily adjusting his collar. The door slid open to reveal a figure standing there. Tethys squinted his eyes, and when he recognized the visitor, his widened in surprise. It was Jedi.

"Can I come in?"

"Yeah, sure."

Jedi hesitantly came in, letting the door slide shut. "You about ready?"

"Yeah, just this darn collar. Making me choke."

"Yeah," Jedi replied, fingering his own drees uniform. "I know what you mean."

Tethys looked at Jedi, "So what's up? I thought you were ready to challenge me one-on-one, prosecute the traitor and whatnot?"

Jedi looked uncomfortable. "Yeah, I know. Sorry about that. I just got hacked off at the whole thing. But I realized you're doing what you think is right, and I can respect that too."

Tethys reached his hand out to Jedi, "It's ok. I understand."

Jedi reached out and took it, closing it into a firm grasp. "Thanks."

Tethys grinned at Jedi as he went back to adjusting his collar. "I heard you got a promotion."

Jedi stared at Tethys. "How did you know? It isn't official yet."

Tethys smiled. "I requested that you get command of Nu Squadron. They agreed to promote you, but they told me Command wanted you to activate PSI Squadron on the Avenger."

Jedi grinned back. "Yeah, I've got two flights of TIE Advanced and one of the missile boats. And I get to come up with a nickname and banner too!"

"Oh joy. Probably call them the 'daisy painters' or something like that."

Jedi gave Tethys a shove. "Watch it man, it isn't to late for that one-on-one." They both laughed. "So where are you off to?"

Tethys, still tugging at his collar, "Well, I can't tell you. INTEL thinks it's better if only 'certain parties' know my whereabouts. Afraid that it might get leaked to the Rebels and they might try to make a grab for an Imperial Officer."

Jedi looked at Tethys, "Oh boy. Dodging vindictive famalies and the Rebels too. They must be sticking you out on the Rim."

Tethys snorted, "You got it, pal. Way out there."

"So what will you do?"

"Well, I've already enrolled in a geological institute out there. With what I already know about metals, figure I might as well round it out."

"I figured you would have started your own ship design company or something."

"I wanted to, but again INTEL thought that it would make it too easy to track me down."

"So how are you getting there?"

"Well, after the ceremony, a corvette is going to shuttle us out there."

"Well, in that case, I'll see if I can't pull some escort duty."

Tethys looked at his friend, "Thanks man. I appreciate it."

Jedi grinned. He reached over, tugged on Tethys' collar, opening it to a comfortable width. "No problem."

The ceremony had gone off with out a hitch. Nu Squadron had been there, along with General Shekinah, and a few other squadron commanders. Grand Admiral Ronin had been there too, sitting quietly off to the side, his normal bodyguard of Stormtroopers at watch near the doors. A chapel had been prepared aboard the Roxanna for the ceremony, and a mess hall decorated for the reception. There had been the round of congratulations, and toasts to the bride and what all, but through the whole thing the Grand Admiral hadn't spoken hardly at all. Usually very gregarious during such functions, he had instead remained quiet and off to one side. And after only a short time, had left the reception.

Tethys was walking towards the shuttle bay, getting ready to leave. All the good-byes had been said. All his stuff packed or given away, and he'd had his final debriefing from the INTEL Officer. Tethys was wondering at the Grand Admiral's behavior, Probably has a lot on his mind. I just wish I'd been able to talk to him one more time before I left, to tell him thanks.

As Tethys, rounded the corner, there stood the Grand Admiral. Flanked by two Stormtroopers, he motioned Tethys into an office just to the side form the entrance in to the shuttle bay. Obviously he'd been waiting for Tethys.

"I'm glad I caught you before you left, Tethys."

"Yes, sir." Even though he was technically a civilian, it just wouldn't do to not use proper military protocal.

"I wish you well. I trust that the arrangements that INTEL made for you and your family are satisfactory?"

"Yes, sir. Very much so. Thank you, sir."

"Good." The Grand Admiral then motioned the Stormtroopers to wait outside. After the door slid shut, he turned and looked again at Tethys. "Before you leave, I have something for you."

"That's not necessary, sir. You have done more than enough."

The Grand Admiral raised his hand in protest. "Please, I insist."

"Yes, sir."

"Very good." In his other hand, the Grand Admiral held a nugget of a silvery metal, a loop in the metal allowing a small chain to be run through it. "It's the first processed

metal from that shipment of mithril you helped to save. I thought you might like a memento."

Tethys took the offered gift, surprise all over his voice. "Thank you, sir."

"You're welcome." The Grand Admiral was staring at Tethys, as if expecting something more. He then turned his eyes to look directly into Tethys' eyes. "Do you remember the first time we met. The objects in my quarters?"

"Yes, sir." Tethys replied, sounding puzzled.

"Every object in there has a special meaning. All the gifts I give have meaning. Yours is no different."

Tethys looked at the nugget of metal, trying to catch on to what the Grand Admiral was saying. "What does this mean, sir?"

The Grand Admiral whispered, "It's you."

Tethys frowned, not understanding. "Sir?"

Grand Admiral Ronin seemed to ignore him. "Good luck, Tethys. Call me when you need me." With that, he turned and walked out.

Shaking his head in wonderment, Tethys walked out of the room and to the shuttle bay.

(See TIE Battle # 19)

Tethys stood on the bridge of the Formidable, stalking back and forth like an angry krayt dragon. Somebody would pay for what had happened to him and his family. They'd captured and killed some of those responsible, but deep in his gut Tethys knew there was more to what had happened than INTEL had been able to uncover. I'll wait, he thought, be patient. After things die down I'll starting some digging on my own. No matter where INTEL relocates us, I'll find a way. I'll find those responsible. He shook his head as the INTEL Officer came over and told him it was time to go. His family was already on the shuttle, waiting. With one last glare out the bridge viewport, Tethys turned to follow.

This is the end of part one. Part two will reveal what happens to Tethys after he and his family have relocated, how he finds those responsible, and some surprises. It will also reveal how and why Tethys came to be alone and stranded on a deserted planet, and what he finds there.

FM/CPT Tethys/PI 3-2/Wing VIII/ISD Colossus

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

Name: Manfred Freiherr von Richthofen (M. v. Richthofen)
Rank: Sub-Leutenant
Current Assignment: Flight Member of Falcon Squadron on the ISD Immortal
Scandoc Transmission Code (E-Mail): m.foerster@unibw-muenchen.de
Sex (M/F): male
Race: human
Date of Birth: May, 2nd, 19 years ago
Place of Birth (Please include Homeworld): Fathers House
Homeworld: Corellia
Marital Status (Single, Married, Divorced, Separated): single
Family:
Father: Albrecht Freiherr von Richthofen (Cavalry Officer)
Mother: Kunigunde Freifrau von Richthofen ; neé von Schickfuß und Neudorf
Sister (older): Elisabeth von Richthofen (Nurse)
Brother(2 years younger): Lothar von Richthofen (Fighter Pilot)
Brother(11 years younger): Bolko von Richthofen
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Nobility
Quote: "Wir brauchen keine Luftakrobaten, sondern Draufgänger!"
Translation: "We don't need air-acrobats, we need daredevils!"
Significant Events of Childhood & Adolescence:
- untill 11th birthday: private teacher at parents house
- followed by 6 years of cadet school
- next 2 years: military academy
Significant Events of Adulthood:
- beginning of the flight training and receiving of my own "wings"
- promotion to Sub-Leutenant
Alignment & Attitude: I do not hate my enemy. I respect him and his abilities in the art of flying. As long as i am in combat, i do all i can to shoot the enemy down but if he's down he is out of the game.
Former Occupations (if any): none
Hobbies:
- horseriding
- hunting
- my dog "Moritz"
Tragedies: the time at the cadet school was very bad
Phobias & Allergies: none
Personal views of the Empire (and Emperor's Hammer):
-absolute loyalty to the emperor
-as a member of nobility, i am willing to sevre the empire to fullfill my duties.
Reason for applying to the Emperor's Hammer Elite Strike Fleet: I allways wanted to be a pilot and i want to be the best.
To become the best, i got to learn from the best, the pilots of the Emperors's Hammer
Other comments or information (optional): none

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

Signature: Manfred Freiherr von Richthofen (M. v. Richthofen)

Date:Feb, 14th

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Aegon Targaryen
Rank: FM/SL Aegon Targaryen
Assignment: Flight Member/Kaph 2-3/Wing IV/SSSD Sovereign
ScanDoc Transmission Code (E-mail): aegon_targaryen@hotmail.com
Sex (M/F) : Male
Date of Birth: May 24, 1972
Place of Birth: Honoghr
Status: Single
Family: Targaryen
Status: Clan Leaders
Significant Events of Childhood and Adolescence: The Lord Vader came to Honoghr and saved us from the evil rebels.
Significant Events of Adulthood: The rebels killed our Lord Vader and tricked some of the elders into believing they were our saviors.
Alignment and Attitude: Cold and calculating.
Occupations: Assassin.
Hobbies: Hunting down rebels and making them beg for mercy before finishing them off.
Tragedies:
Allergies:
Personal View of the Empire and Emperor's Hammer The empire is the tre rlers and the Emperors Hammer will restore it to Glory.
Comments:

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

Signature FM/SL Aegon Targaryen/Kaph 3-2/Wing IV/SSSD Sovereign
{IWATS} M/B "Dragonslayer"

Date February 21, 2000

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Frederick of Storm
Rank: Lieutenant
Current Assignment: Samekh 2-2/Wing V/SSSD Sovereign
Scandoc Transmission Code (E-Mail): Frideger@aol.com
Sex (M/F): Male
Race: Human
Date of Birth: 18 years ago
Place of Birth (Please include Homeworld): Undercity of Coruscant
Marital Status (Single, Married, Divorced, Separated): Single
Family: Unknown
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): Destitute
Quote: I may be blind, but that doesn't mean I can't see.
Significant Events of Childhood & Adolescence: A blind orphan of the undercity sprawl of Coruscant. I managed to evade monsters and bullies through my highly developed 6th sense and quick reflexes. One day I had to steal a swoop to escape, else a fall would have killed me.
I was noticed by a dark shade, Vader was his name.....

Significant Events of Adulthood:
Alignment & Attitude: As I am blind, I must strive to prove that I am not as handicapped as one would think.
Former Occupations (if any): Miscreant?
Hobbies: Dreaming of colors.
Tragedies: None that I recall.
Phobias & Allergies: None
Personal views of the Empire (and Emperor's Hammer): Vader was killed by the Rebellion, regardless of the rumors from them, so they must pay.
Reason for applying to the Emperor's Hammer Elite Strike Fleet: I was told to come here by the Force.
Other comments or information (optional): Force-sensitive and blind, don't distract me too much.....

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

Signature: Frederick of Storm

Date: 24 Feb 00

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Taf'ron Daro

Rank: SL

Current Assignment: Sword Squadron/Wing IX/ISD Relentless

Scandoc Transmission Code (E-Mail): shirky10@hotmail.com or smhick@msn.com (for file transmission)

Sex (M/F): Male

Race: Human

Date of Birth: 01/19/81

Place of Birth (Please include Homeworld): Douranburg, Topwara

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

Family: Deceased

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

Quote: "When the world is at peace, a gentleman keeps his sword by his side."- Ho Yen-hsi from The Art of War by Sun Tzu

Significant Events of Childhood & Adolescence:

Taf'ron Daro, the only son of Jarace and Cindle Daro, is born in Douranburg, Topwara.

Taf'ron finds an intense interest in flying at the age of 9.

Taf'ron and his friends join an Imperial School on Topwara

Taf'ron gets a job at the Topwara Spaceport flying tugs.

He graduates with honors at age 16. Taf'ron learns to fly actual starfighters the same year.

At age 17, Taf'ron's parents are caught aiding the rebels who stole the plans for the Death Star. He is shocked at how they betrayed him and the Empire.

Imperial purge of Topwaran populace begins and Taf'ron is refused admittance into the Academy because he is a native. Joins the Topwara Rangers to survive.

After training with the Rangers for a year, he takes his newfound skills and steals a shuttle and goes to Imperial Center.

Taf'ron studies for the Academy Entrance Exams for 3 weeks.

He passes the exams(under a fake name), only scoring badly in Old Republic History, Music, and Non-Linear Hyperspace Geometry.

Significant Events of Adulthood: Now 20, Taf'ron graduates from the Academy with high honors and commendations for bravery, initiative, and Hand-to-Hand Combat.

Marries a secretary attached to the Jeron Sector Command Office named Druanni Telvare'

Taf'ron is sent by Lord Vader himself to learn the ways of the dark side of the force under the tutelage of the three Unnamed Ones.

Learns of the death of his wife Druanni and their unborn child in the bombardment of the Jeron Sector Command Base by the rebel prototype Predator-class capital ship Hannenbow II. Goes into a twelve day force rage.

Learning all he can from the Unnamed Ones, he is sent by them to the Shadow Academy to complete his training.

Taf'ron is stationed aboard the Platform Dadealus in Alpha Company to complete training.

Taf'ron is stationed aboard the ISD Relentless and joins Sword Squadron

Alignment & Attitude: Free spirit who only takes orders from those who have earned his respect, always ready to provide a good laugh, bad, bad temper, extremely loyal, good to have on your wing in a scuffle or dogfight.

Former Occupations (if any): Tug Driver

Hobbies: Gambling, lightsaber fencing, reading, partying, and flying for the sake of flying.

Tragedies: Learning that his parents were traitors to the Empire and the death of his wife Druanni.

Phobias & Allergies: Clowns and bantha fur

Personal views of the Empire (and Emperor's Hammer): The only way to go. The Emperor's Hammer is the arm of the Empire and through it, peace and order will be restored throughout the Galaxy.

Reason for applying to the Emperor's Hammer Elite Strike Fleet: The best and most honorable way of serving the Empire. Also the most capable and deadly resource the Empire has.

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

Signature: Taf'ron Daro

FM/SL Taf'ron Daro / Sword 2-1 / Wing IX / ISD Relentless, {IWATS-Core}

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Jarak Cronos

Rank: Admiral (Ret.)

Current Assignment: Running arms for the EH

Scandoc Transmission Code: Don't call him, he'll call you.

Sex (M/F): Male

Race: Human/Chev

Date of Birth: 47 years before the Battle of Endor

Place of Birth (Please include Homeworld): Nee Dalphe, Vinsoth

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

Family: 1 son, Neil, age 19

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

Quote: "You'll have to kill me first!"

Significant Events of Childhood & Adolescence: Events of childhood is not available due to memory loss from being stranded in the Arctic of Antivvy at the age of 17. Lost his

parents in that experience.

Significant Events of Adulthood: After graduating from the Academy at the age of 18, Jarak served with distinction in the Mid-rim territories fighting pirates. While on leave on the planet Jopnaw, he met a beautiful female human named Garowyn Patole. They married six standard months later. They had one son, Niel. Then the clone wars broke out and he was stationed aboard the Dreadnaught Drevaldar. When the bridge blew up during a battle, Jarak was forced to take command of the ship from the auxiliary bridge. Utilizing a tactic of his conception called the Cronos Dive, he managed to save the ship and destroy a brand new fighter carrier and another dreadnaught. For this he received the Order of Makiel, a very high award. After that, he was assigned as the commander of the Drevaldar and continued to make a great name for himself throughout the war. After the war, he was given the rank of admiral and asked to train at the Academy. He wholeheartedly accepted and went on to produce some of the finest pilots to ever graduate the Academy. He became disgusted with the internal corruption of the Old Republic and resigned his commission. Once the Empire took over, he was reinstated with the rank of rear admiral upon request from a former student who had risen high in the ranks. However, his wife had her own views of the Empire and said that if he did not leave it, she would leave him and take their son with her. He told her to have a nice life and asked her to keep him informed of how their son was. He continued to fight for the Empire up until the Battle of Hoth, where the Emperor became aware of his status of being half human half Chev. You couldn't tell by looking at him except for the completely white eyes. The differences of humans and Chev extend to the Chev's superior mental and physical ability. The Chev can see much better than humans and are twice as quick and five times as strong. Also, they have an increased mental capacity in that they use 15% more of their brain power. This gives them an edge in tactics. Despite these advantages, the Emperor had him thrown out of the Imperial Navy. He vowed to return to the Empire when it could accept non-humans. That opportunity came when the Emperor died. The Empire could no longer afford to be so picky with its soldiers. He asked for reinstatement as admiral and got it. He even got stationed aboard one of GA thrwan's ships but transferred before it was destroyed. He loyally served the Empire, until the age of 42 when he figured it was time to retire because the Empire was being split up into various factions of phony GA's and Warlords and High Admirals. Four years after that, in one of his ex-wife's updates on his son, he found out that his son had joined the New Republic Military. Shocked, he asked her where he was stationed. She told him Coruscant. He was relieved to hear this because there was never much action near Coruscant. Then he heard about the Emperor's Hammer Strike Fleet. Finally, a real war machine without all the impurities of the old ones. However, he did not want to officially rejoin the Imperial Navy, the possibility of having to face his son in battle being too much for him. So he approached GA Ronin with an offer to train pilots and run arms for the EH. The GA accepted his offer and to this day, Jarak Cronos is loyally serving the Empire and doing his part to restore order to the Galaxy.

Alignment & Attitude: Kind hearted and extremely loyal, but he has a quick mouth and an even quicker temper.

Former Occupations (if any): Old Republic Admiral

Hobbies: Sabbacc, fixing up old junkers

Tragedies: Watching his parents slowly die on Antivvy; Learning that his son had become a rebel.

Phobias & Allergies: Snow and seafood

Personal views of the Empire (and Emperor's Hammer): Has no particular love for the Emperor but after the Old Republic became corrupt, the Empire became his new home.

Reason for applying to the Emperor's Hammer Elite Strike Fleet: The EH represents the thing he likes the most about the Empire: It's military. The most efficient fighting force he has seen since his hey-day in the Old Republic

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

Signature: Jarak Cronos

FM/LT Taf'ron Daro / Sword 2-1 / Wing IX / ISD Relentless (Gren), {IWATS-Core-mIRC/1}

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Keiran Halycon

Rank: Sun-Lieutenant

Assignment: Kaph Squadron, Wing IV, SSSD Sovereign

ScanDoc Transmission Code (E-mail): kmdolfin@yahoo.com

Sex (M/F) : M

Date of Birth: Oct. 2 1986

Place of Birth: Corellia

Status: Working Class

Family: Married to Mirax Terrik

Status: Wealthy

Significant Events of Childhood and Adolescence

While on a Corsec information raid, his father was shot multiple times, and when Keiran reached him, he died in his arms. Ever since then Keiran has hated Rebel groups.

Significant Events of Adulthood

Keiran was almost captured by Rebels escaping from Corellia, and sustained major damage to his ship. Since then he has vowed to give his life to destroy the Rebellion

Alignment and Attitude:

Extremely Pro-Empire. Loves Empire, Emperor's Hammer and wouldn't be anywhere else.

Occupations: Flying, Detective

Hobbies: Fixing old starfighters, solving cases

Tragedies: Father

Allergies: Animals

Personal View of the Empire and Emperor's Hammer

The Empire is the best way for the galaxy. It maintains order and respect. The Emperor's Hammer is the best place in the Galaxy

Comments:

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

Signature Keiran Halycon

Date Feb 26, 2000

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name:BlackHero

Rank:Lieutenant

Current Assignment:Mem Squadron / Heavy Assult

Scandoc Transmission Code (E-Mail):pmc00@worldnet.att.net

Sex (M/F):M

Race:Wanderer

Date of Birth:09-01-81
Place of Birth (Please include Homeworld):A desert in Kaleo
Marital Status (Single, Married, Divorced, Separated):Single
Family:none
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility):Well-to-do
Quote:Those who oppose me will feel my wrath.
Significant Events of Childhood & Adolescence: My whole town was murdered. After years of training as a mercenary I learned how to be an avid pilot.
Significant Events of Adulthood: I joined Tie Corps and am a part of the Brotherhood
Alignment & Attitude:The weak shall die
Former Occupations (if any):Mercenary
Hobbies:Killing, intimidation, training
Tragedies:Murdered family
Phobias & Allergies:N/A
Personal views of the Empire: All of use united will crush anyone who stands in our way.
Reason for applying to the Imperial Navy: To crush all Rebel scum into space dust
Other comments or information (optional):As a former mercenary I take pride in destroying all Rebels that stand in the way of the Empire.

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

Signature:BlackHero

Date:02-19-00

cc: Imperial Security Bureau (ISB) Liaison Officer

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

NAME: ORION STAR
RANK: SUB LIEUTENANT
CURRENT ASSIGNMENT: FLIGHT MEMBER IN GHOST SQUADRON
SCANDOC TRANSMISSION CODE (E-MAIL): ORION_STAR@NETZERO.NET
SEX (M/F): M
RACE: HUMAN
DATE OF BIRTH: 1979
PLACE OF BIRTH (PLEASE INCLUDE HOMEWORLD): CITY OF GAIZA ON THE PLANET OF THRAKUS
MARITAL STATUS (SINGLE, MARRIED, DIVORCED, SEPARATED): SINGLE
FAMILY: PARENTS-DECEASED, NO SIBLINGS
SOCIAL STATUS (DESTITUTE, POOR, WELL-TO-DO, WEALTHY, NOBILITY): WELL-TO-DO
QUOTE: DON'T MESS WITH THE BEST, YOU DON'T HAVE A CHANCE.
SIGNIFICANT EVENTS OF CHILDHOOD & ADOLESCENCE: PIRATE RAID ON THRAKUS KILLED PARENTS WHEN I WAS 9.
SIGNIFICANT EVENTS OF ADULTHOOD: COMPLETED THE IMPERIAL ACADEMY
ALIGNMENT & ATTITUDE: A RELATIVELY GOOD MEMBER OF SOCIETY. HAS NO REMORSE OVER ELIMINATING REBELS AND PIRATE RABBLE.
FORMER OCCUPATIONS (IF ANY): FIGHTER PILOT FOR BAKURA
HOBBIES: ENJOYS TACTICS
TRAGEDIES: RECENT GIRLFRIEND KILLED IN FREAK HYPERSPACE ACCIDENT.
PHOBIAS & ALLERGIES: NO FEARS, ALLERGIC TO BANTHA FODDER
PERSONAL VIEWS OF THE EMPIRE (AND EMPEROR'S HAMMER): THE EMPIRE HAS THE PERFECT SENSE OF ORDER AND THE EH UPHOLDS IT WELL.

REASON FOR APPLYING TO THE EMPEROR'S HAMMER ELITE STRIKE FLEET: TO TEST MY SKILLS IN A TIE COCPIT. TO WASTE THE EMEMIES OF ORDER.
OTHER COMMENTS OR INFORMATION (OPTIONAL): I FLY HARD AND DON'T GIVE UP.

I HEREBY CONFIRM THAT THE ABOVE INFORMATION IS LEGITIMATE AND ACCURATE TO THE BEST OF MY KNOWLEDGE.

SIGNATURE: Orion Star

DATE: 02/19/00

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name:Deebo

Rank:

Scandoc Transmission Code (Screen Name):egsmoov@home.com

Sex (M/F):m

Race:human

Date of Birth: 1976

Place of Birth (Please include Homeworld):refugee ship, unknown origin

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

Family:unknown, presumed dead

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

Significant Events of Childhood &

Adolescence:unknown family/history

Significant Events of

Adulthood:battlscarred/seen it all

Alignment & Attitude:quick to fight and deadly when i do

Former Occupations (if any): mercenary

Hobbies:none

Tragedies:loss of emotions

Phobias & Allergies:none

Personal views of the Empire (and Emperor's Hammer):the only way to fly

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

Other comments or information (optional):

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

Signature:Deebo

Date:2/28/2000

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Nick Braxton

Rank: Sub-Leiutenant

Current Assignment: Ghost Squadron

Scandoc Transmission Code (E-Mail): Nikbraxton@hotmail.com

Sex (M/F): Male
Race: Human
Date of Birth: 1/14/84
Place of Birth (Please include Homeworld): Imperial Acadimy, Cardia
Marital Status (Single, Married, Divorced, Separated): single
Family: dead
Social Status (Destitute, Poor, Well-to-do, Wealthy, Nobility): well-to-do
Quote: No Doubt no care
Significant Events of Childhood & Adolescence: none
Significant Events of Adulthood: joining the Emperor's Hammer
Alignment & Attitude: Pro-Empire
Former Occupations (if any): Cor-sec
Hobbies: Fling
Tragedies: Parents die at alderan
Phobias & Allergies: none
Personal views of the Empire (and Emperor's Hammer): The savor of the galaxy
Reason for applying to the Emperor's Hammer Elite Strike Fleet: For the reb scum for destroying Aleran
Other comments or information (optional):

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

Signature: Nick Braxton

Date: 2/29/00

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Robert Schier

Callsign: Dodger

Rank: Lieutenant Commander

Current Ship Assignment: Dungeon Ship Lichtor V

Current Squadron Assignment: Flight 3 Pilot, Praetorian Squadron

Scandoc Transmission Code: LT_Dodger@gmx.de

Sex: Male

Race: Tarusianer (Human)

Date of Birth: July 1st

Place of Birth: Tarus

Marital Status: Single

Family: Father- Johann Schier, Mother- Kreszenz Maria Schier, Sister- Petra Schier

Social Status: Normal

Significant Events of Childhood & Adolescence: Dodger's childhood was normal. He goes to the school and then attend the high school. He became acquainted with his first girlfriend Sarah. She was his great love, but in the 13 Nov., a Rebel-Fregatte bombards the Planet and the capital city. On this day dies over 135,000 people under this people where also Sarah. After this attack, he has only one thought "REVENGE". So he joins the Imperial Force to get his revenge.

Significant Events of Adulthood: After he joined the Imperial Force, LT Benedikt trained Dodger in all skills of killing and flying. LT Benedikt saw that Dodger a Pilot with fantastic reflexes and a good eye for shut downs. After the pass from the Training Camp, he joined the Emperor's Strike Fleet, where he now serves.

Alignment & Attitude: Neutral... but when he sees a Rebel he will be a berserker.

Former Occupations: none

Hobbies: Read Books and train his skills who he can kill fast and quiet a Rebel

Tragedies: His great love, Sarah dies by a bombardment from the Rebel, where over 135,000 Person died.

Phobias & Allergies: No known phobias and allergies

Personal views of the Empire and the Emperor's Hammer: The Emperor's law is the only right law in the universe.

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

The Elite Strike Fleet is the best chance to kill many Rebels.

Other comments or information: He is a crazy and funny boy, but when anybody say anything over Sarah, then he attacked the person.

He does his job very well and correct, but when he is in a Fight with Rebels, he "forgot" sometimes his orders.

Accomplishments:

11-Oct-99= Assigned to the Emperor's Hammer Strike Fleet at the rank of Sub-Lieutenant

11-Oct-99= Assigned to Flight 1-4 of Spectre Squadron, aboard SSD Avenger

In the time, a Rebel-Computer-Virus erased all the dates from LT_Dodger

26-Nov-99= Promoted to FL

26-Nov-99= Promoted to FL of Flight 3 Spectre Squadron

09-Dec-99= Transferred from Spectre Squadron to the Praetorian Squadron

28-Jan-00= Promoted to FCM

Combat Engagements: TIE Corps Battles- 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 22, 23, 24, 25, 28, 30, 32, 33, 34, 68, 71, 110, 125

ID 1,

Free Missions- Compton1,

Total Engagements- 32 Battles,

Fleet Commanders Honor Guard Rank- Cavalier

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

Signature: Lieutenant Commander Robert "Dodger" Schier

Date: 01/29/00

cc: Imperial Security Bureau (ISB) Liaison Officer

Revenge

By FL\CPT Dontal\Beta 2-1\Wing-1\SSSD Sov

"Banchee lead, you got badguys coming in on your six, break left so I can get a lock on him..... lined up.....got lock...fox-2 fox-2...he is down.... Oh crap.... I have a missile coming in.....someone get this bogey off me....I'm hit-ejecting..... got one....scratch one X-wing..... shields going down... hellllllllllll.....dang it, he's coming back in for another pass.....I'm hit..... Ejecting. Vampire-4 is hit..... They got me.....

It was so very hard for the WC of Banchee and Vampire squadrons to be listening to the on going space battle her squadrons were fighting against the rebels. The medical officer had allowed a COMM unit to be placed by her bedside where she was recovering from a fall in her shower which resulted in a broken leg and back injuries. Spending two days out of every five in the bacta tank to speed her recovery she was still three bacta treatments from getting back to full duty.

All she could do was listen as her squadrons was taking brutal punishment from a desperate and determined enemy. The rebels were defending their supply lines and the imperial FRG Kan'ar just happened to stumble upon a rebel task force patrolling those lines. Two rebel FRG's and their 4 squadrons were pounding the heck out of the Imp. Pilots and getting in a few good licks on the Kan'ar as well.

For the WC to give the retreat order to what was left of Banchee and Vampire squads was against everything the imperial officers on the ship were taught or believed. Imperials never retreat nor do they surrender without a fight. But the fight was gone out of the 2 assigned squads. With the last 4 turbolasers covering the hasty retreat only four fighters made it back to the Kan'ar.

Twenty ships were just so much spacedust. Twenty pilots were dead or floating in space, hoping to be rescued by the rebels. The frigate, although damaged, had managed to jump into hyperspace to return to their base of operations and lick their wounds. It was a devastating and career ending defeat to the WC and COM. The empire did not care why or what the reasons were for mission failures. The WC and COM had committed the unpardonable sin of retreating in the face of the enemy. This amounted to treason in the eyes of the brass and both were executed.

During the debriefing the one lone Banchee and three Vampire pilots all had the same thing to say, it was a trap and they were setup by the rebels. The rebels seemed to know where and when the Kan'ar would jump into the system and they were waiting.

The Kan'ar was too badly damaged to return back into service without the facilities and equipment of a major spaceport and since it was lightyears to anything resembling a repair facility, the crew was broken up and given orders to the many and various ships in the Empire.

The one surviving Banchee pilot had orders to return to Aurora Prime to the Imperial Naval HQ. She was not blamed for the defeat. In fact, LC Lara the CMDR was credited for pressing home the attack which left the rebel FRG WooShin in the same shape as her squadron—DEAD. And as a result of her heroic efforts she was chosen to join the Emperor's Hammer Elite Strike Fleet. Only the best Imperial Navy pilots were even considered for the honor of joining the "Hammer."

Boarding a shuttle she started on her trip, which crossed through the Minos system toward Aurora Prime. It should have been a safe flight as the flight plan didn't take them anywhere near hostile space but there were always those who preyed on the weak and unknowing. Several pirate bands were plying the spaceways in search of easy pickings and a lone shuttle was the easiest. Attacking with 4 y-wings they hoped to capture the shuttle intact. It would make a nice addition to their small but growing fleet.

The shuttle crew armed their lasers and managed to destroy 2 of the y-wings with superb piloting skills but they were outgunned and were soon disabled. Using a TRN to dock with and try to capture the SHU the pirates soon discovered that what should have been an easy capture was worse than trying to pull an angry Rancor's teeth. The crew defended themselves and killed all of the boarding pirates. They then captured the pirate's TRN and launched missiles at both remaining x-wings and destroying both but not before the last y-wing got off a lucky missile shot and destroyed the TRN's engines. Only LC Lara and LT Boris, the SHU pilot were left standing after the heated battle. All three of the Vampire pilots didn't survive and the other 2 shuttle crewmembers were blackened spots on the deck.

"Well, LT we seem to be OK for the moment but we are still sitting ducks if the pirate's buddies come looking for them. The engines are toast and the COMM unit is junk. We only have life support for 3 days so we better see if we can get the COMM fixed. We can call for help, but then we risk the wrong people answering our call."

"If it is all the same to you, I wouldn't mind being captured if we can continue to keep breathing. I have been doing it all of my life and I hope to keep it up, at least until I die."

"Hehee, we will try to fulfill your wishes, hand me that ohmmeter and let's get started."

Repairs on the TRN's systems progressed slowly but with a little ingenuity and robbing other systems to provide parts to fix the COMM unit took the two pilots' minds off the fact that if they didn't get the radio fixed or someone didn't happen across them they were doomed to a slow suffocating death. Still they managed to repair the COMM. It wasn't 100% but they hoped it was enough to get a message out to someone.

"Mayday, mayday, mayday, we are a TRN drifting in space with no engines. Life support is failing. We need immediate help. We are drifting with no life support. Hurry if you can hear us."

"How will anybody find us if they do hear our message," asked the LT.

"Simple, they can follow our signal or triangulate our signal if there is more than one ship. I am broadcasting on an imperial frequency. The badguys may be monitoring the channels but maybe an Imperial ship will hear us and get here first," replied Donie. They were heard by not just one COMM unit but by several. One of which they would be pleased to be rescued by..... and then the rebel FRG SooSun intercepted the same message.....

"Sir, we are getting a mayday signal on the imperial delta channel. It seems like they are adrift in a TRN. No ID code from them but the fact they are using delta channel may be an indication that they are Imps. We are only 4 lightyears from them and can be there in several hours."

"OK, COMM officer, send a reply to them but encode it so it seems to be coming from a freighter, we don't want to tip our hand in case it may be an imperial trap. The force forbid that we suffer the same fate as the poor FRG we ambushed the other day. I hated to lose the Wooshin but we did damage their FRG and destroy both squadrons that were against us. That reminds me, how are our prisoners getting along.

"We only have five now, sir, two have died from their wounds and we have one who is in serious condition. The MO is doing all he can but we may lose him."

"Make sure that all that can be done is being done. Those Imps showed incredible courage and bravery. I wish all rebel pilots were so brave or died so well. Send the message COMM officer."

"Disabled TRN, this is FRT Kennet. Can you hold on for 3 more hours, we are in route to you. Keep broadcasting so we can follow your signal. Hang on, help on the way, but we need your IFF code?"

"Ah, Ma'am I have a freighter answering our call. What do I tell them ma'am, they want to know who we are. It could mean trouble if the rebels hear them or us. They claim to be neutral, but we don't know. Do we take our chances. Life support will fail in 5 hours and it will take 3 for them to get here. It will be close but we need rescue no matter who it is."

"Tell them we are imperial, it doesn't really matter if they know who we are. Just stay on your toes and keep your eyes open. I don't want to be caught off guard. If they seem the least bit hinky then we blast them. "

Meanwhile on the other side of the system the CRV Midas was conducting a survey of several asteroid belts to see if any were feasible to use as forward strike bases for units of the Emperor's Hammer fleet.

"Sir, I am getting a mayday on delta channel, it seems like a TRN is sitting disabled, a neutral FRT has answered their call and is on the way. The TRN replied to their query for the TRN's IFF. The TRN replied that they were Imperial pilots."

"OK, LT, plot a course to the TRN, Find out which Hammer squadron is on patrol out here and send them the location of the TRN so they can fly escort for us. We are going to rescue those people first. We can't let a freighter do it, said the COM of the Midas, a man who was trying to climb his way to the top. Hoping to impress Grand Admiral Ronin, the Emperor's handpicked commander of the Emperor's Hammer Elite Strike Wing, the COM was always trying to find a way to become noticed by the Hammer's Commander. Rescuing a couple of pilots might be another rung towards the top, especially if he had to fight a battle to get to the pilots. But, alas he thought, it would probably be another milkrun like most of the Midas's missions. You can't win medals when your mapping rocks, he thought.

"This is Beta 1-1, what can we do for you Midas", asked MAJ Eugene, the CMDR of Beta squadron of the Emperor's Hammer.

'Good afternoon MAJ, I have a distress call from an Imperial TRN with several pilots in it. We are going to rescue them and wondered if you would like to escort us. There is a neutral FRT headed for them also but you never know what the rebels have in mind. Sending you the TRN's coordinates to your nav. Comps."

"Relax, Midas, we would like nothing better than to escort you, patrol gets boring sometimes. Beta-1, form up on the Midas, we go to hyper jump 10 seconds after they do. Beta-2, jump at 30 seconds and flight-3 will jump in a minute. We don't know what

we are getting into so be ready for anything," exclaimed MAJ Eugene.

"Good news ma'am, we have a Imperial CRV with a squadron of Ties coming with them, their ETA is about 3 hours.

"COMM officer, you still broadcasting our ID as a FRT? How soon until we drop in to normal space?"

"Dropping out in 10..9..8..7..6..5..4..3..2..1.."

Coming out of hyperspace for a ship the size of a Frigate was just a little disconcerting for the crew. It took a lot of power to keep the inertia dampers functioning. Power was also needed to cancel out the hyper drive field, some times was just enough power for both, sometimes the inertia dampeners hic-uped.

The crew of FRG SooSun found themselves fighting to control their ship. Attitude control was finally restored, the sensors finally came back on line and the officers finally got the cobwebs cleared out of their heads to see that they had come 60 K from the disabled Transport. They were also surprised to see an Imperial Corvette launching a shuttle towards the TRN, an a squadron of Tie fighters overseeing the whole operation.

" This is Beta CMDR, I am taking over the command of the mission as per my authority as the highest ranking Hammer officer. Shuttle Mida will rescue the survivors, Midas will recover the survivors and jump back to Aurora. TALLY-HO Beta squad. Flight-1 take on the X-wings, flight-2 escort flight-3 in to theach the rebs that it is not nice to misrepresent their freighter as a frigate, or was it the other way around, in any case you know what to do to the rebels...attack."

LC Lara and LT Boris, saw the rebel Frigate come tumbling out of hyper-space just a few short minutes after they switched to their last tank of lifegiving oxygen. They had 2 hours left or less if the rebels decided to capture them or blow them up. They couldn't see the Midas or SHU Mida begin to dock with them. They had no portholes and only the forward facing sensors were working. They couldn't see 12 of the Imperial navy's best fighter pilots attack the rebel ships. Hearing docking noises, they assumed that they would test their metal and die fighting in the grandest tradition of the Empire. Hearing the rear hatch clanging open, both fired their blasters.

"Hold your fire, cease fire, I am one of the good guys," said an unseen voice. I am COL Zarm the COM of the CRV Midas. I am going to show you something, if you are imperials then you will now what it is..., Don't shoot!" An arm came out from the doorjamb and both pilots saw the symbol of the Emperor's secret order, this particular arm belonged to one who was an Emperor's Hand.

"Sorry Sir, we didn't know who you were," piped up LC Lara. We saw the FRG come flying into the system. The rebel pilots must be getting better. They only tumbled a few times, they have got to watch those dampeners.

"We better board my SHU and get back to my ship before the rebels get here. I hope that Beta squadron can get rid of them but just in case.

Boarding the SHU for the trip back to the Midas only took several minutes, the trip back would be a lifetime if the rebel fighters broke through the defense screen that Beta squadron was flying around the slower ships. Beta seems to be holding her own against the 21 fighters the rebel frigate was able to launch. The rebels were taking casualties but there were an awful lot of them. Several of the Beta pilots had to retire from the battle to make repairs on damaged systems but the superior training and tactics of the second squadron of the EH was winning over.

COL Zarm brought the Mida in for a near perfect landing and popped open the egress hatch telling his two passengers that he had to get to the bridge to fight his ship. He should not have been on the rescue mission while his ship was in danger of attack. He was willing to run the risk to prove he was brave enough to join the EH. Unfortunately the Fleet Commander he was trying to impress took a very dim view of officers who shirked their duty for personal glory.]

Watching the COL run to the turbolift to go to his bridge he waved to Lara and Boris to follow him, LT Boris complied. LC Lara hit the close button for the hatch and powered up the engines of the SHU. Hitting the thrusters she launched back out of the docking bay of the CRV. Checking her sensors she locked on to the FRG. Checking she saw that Imperial policy was followed and the SHU was fully loaded with torpedoes. Setting the

autopilot, she then sat down at the main computer and began typing in commands to the engine and flight systems.

" CRV Midas to Beta-1, please disable that SHU, it just made an unauthorized launch. It's intentions are unknown. I want that pilot...this is the gratitude I get for rescuing her..she will be lucky if I don't execute her."

"Midas, this is CPT Adolf, MAJ Eugene had to retire from battle because of damage. I am ordering you to hyper out of here. Protect your ship. Now get off this channel, we are still in a fight here, Adolph out!"

"Midas to SHU Mida, You will return my shuttle to me or I will open fire on you. Lara, you hear me, get my ship back."

"Relax, Midas, I have a job to do. You better get out of here, I saw a couple of Y-wings headed your way. Lara, now quit bothering me."

Although Beta squadron was taking a toll on the rebels, several y-wings got through and launched a full spread of torpedoes. Most of the crew of the Midas were killed within the first few seconds, it took several minutes for some to die.

"Lara, to Beta leader, I show no survivors on my sensors. Those rebels are going to pay dearly. I was beginning to like Lt Boris. Stay away from the FRG, it is going to make a big hole in space when I get done with it."

"CPT Lara, I can understand your feelings. You don't have enough firepower to attack a ship that big. We can't give you much cover, our hands are full. "

"Relax, Sir, it won't take me long to do what I have to do. This FRG is responsible for killing my whole squadron. If I am killed attacking it, then I will be back with my friends. You didn't know them like I did. They were young and inexperienced, but they were mine to protect and I couldn't do it. Someone is going to pay."

Dodging away from most of the fighting ship, CPT Lara finished making a few modifications she had started and put her controls on autopilot. With a defensive flight pattern programmed into the nav computer she turned and made one more adjustment to the ship's main computer.

Checking her sensors, she saw that Beta had almost obliterated the rebel fighters. Good, she thought, that makes my job easier. Although her defensive program was causing the shuttle to jink and weave to avoid the FRG's laser fire, it kept getting closer to the rebel ship. At about 5 K from the rebel she flipped a switch and set the autopilot to fly on a collision course with the FRG. Firing all the weapons she had at her disposal wasn't much but took out a few of the forward firing lasers. Getting closer and closer to the enemy, she keyed her mike—

"To the brave pilots of Beta squadron of the Emperor's Hammer, I thank you for your help. I only wish my own squadron could have lived to be as great of pilots as you are. I am on a collision course with the rebels and I have set my ion converters to overload as soon as I make contact. Not much time now, shields are going down, less than 1K now..... Long live the Emp....."

CPT Lara had her revenge.

"CPT Adolphto..... Beta,..... Lets...go...home.... dnd drink a toast to one of the bravest pilots I have ever seen.

file archives

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

[NL63.zip](#) - The latest Battles for the Emperor's Hammer, as presented by TAC/HA Kawolski/CS-3/SSSD Sov.

[mu.jpg](#) - A banner for Mu Squadron presented by CMDR/MAJ Mell/Mu/Wing VIII/ISD Colossus.

[moa.jpg](#) - The Medal of Allegiance, designed by OPSA/COL Khaine.

[priyum_banner.jpg](#) - An image by Senate Librarian Priyum Patel (Storinal)/AD-1.

[theouni.jpg](#) - WC/LC Theodore/Wing VIII/ISD Colossus's uniform.

[wings.jpg](#) - Wing designation collar images by WC/LC Theodore/Wing VIII/ISD Colossus.

[avengerrunon.doc](#) - A run-on story by member of the SSD Avenger.

[choice.jpg](#) - A Senate recruitment image by SEN Mejas Doto(Ord Mantell).

[jointoday.jpg](#) - Another Senate recruitment image by SEN Mejas Doto(Ord Mantell).

[credits.txt](#) - The credits for X-Wing Alliance, replaced by the current Command Staff of the EH. Simply copy this file into your main XWA directory and view the credits.

[blnkinpr.txt](#) - The one and only **official** version of the Imperial Navy Pilot Record (INPR) form.

And finally, a note from COL EmpReach:

To any and all concerned!

In March of 1998, I designed our banner and a uniform patch version.

In April 1998, the then CMDR Dread pushed up the chain of command and got approval from OPS for Omega to use the squadron patch.

It is to be used on our uniform right shoulder just above the FCHG stripes.

With the many changes in CS staff, sometimes traditions get lost, people forget, "old" graphics get misplaced or chucked for "new"
Sometime it's called progress.

Well, here is file "[OMEGApatch.pcx](#)" dated 3-15-98 for those who want it!

COL EmpReach/Omega 3-1/SSSD Sovereign

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.

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 (flagship)

SSD Avr

MC Tripidium (Tau Squadron, aboard the SSD Avenger)

MC Trip

ISD Subjugator

ISD Sub

3 VSD-II, 3 FRG, 1 M/INT, 10 CRV, 2 A/FRG, 1 ESC, 2 STRCK, 10 Lancer Frigates, 30 Assault Transports, Dozens of dedicated transports, tugs and freighters

Hammer's Fist

DREAD Retribution

DREAD Ret

LCF Excelsior

LCF Exc

LCF Friggia

LCF Frig

LCF Falcon's Eye

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 Veneerable, 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.

The Emperor's Hammer Training Manual

version 4.0

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

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

Sites:

<http://www.impstar.net/to/manual>

The Emperor's Hammer Fleet Manual

version 3.0

By GA Ronin and SA Havok (ret.)

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>

The Emperor's Hammer Systems Manual

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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