

The Dark Sentinel

Issue #66

July 3rd, 2000

Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



...and the number one reason why the Empire is so much better than the Rebellion...
Image provided by INQ Faethor.

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

Emperor's Hammer Strike Fleet
SSSD Sovereign

3,439 members worldwide

Recently, America Online changed their normal policy of not charging for the phone calls made when one connects to the service, to charging. Therefore, my phone bill went from about \$25 to about \$300. My father was rather upset, and wondered why the heck I was online so much. I'd never bothered to explain to him about the EH and what I do, he just assumed I was playing games all day. However, in this situation, I had to tell him about the EH, and what I do as Flight Officer. Let's just say he was not pleased. He explained to me that if I didn't stop spending so much time online, and start working (paid work), I would not get any financial help from him for a car, insurance, or college. Those are three things that I can absolutely not afford to throw away my parents' money for.

Therefore, upon his instructions, I'll be forced to leave the Fleet. I feel really horrible about stepping out of this wonderful position the Grand Admiral has given me, as well as my advisory position in the Dark Brotherhood. I have enjoyed the EH greatly for the two years I've been in it, and wished to stay around a lot longer, but that's simply not possible now. I'm sorry this has to be so fast, but I've been given a 24 hour window by my father to get all the EH related stuff off my computer, and to delete this email address, which I'll be doing shortly after I send this mail.

To the Grand Admiral, Executive Officer, and High Admiral Kawolski: I apologize once again for letting you all down and leaving after only a couple weeks in my position. I have managed to take care of all my FO related mail up until today, so my mailbox is clean. I recommend one of three people to you for my replacement as Flight Officer: My CA1, VA Sarriss, Admiral Theodore, the BGC0M of the Battlegroups, or Admiral Priyum Patel, BGC0M of the Aggressor Strike Force.

To all of you whom I have served with: I will miss you all (well, most of you, anyway :P), and wish you all the best of luck in the EH, and in your real lives.

Thank you, and goodbye.

Admiral Nighthawk Ciarus Arconae

Fleet Commander's Update

With this resignation of AD Nighthawk, the Fleet Commander (GA Ronin) will herein IMMEDIATELY begin accepting Applicants for the Position of Flight Officer (CS-4) of the Emperor's Hammer.

All Applicants should be able to meet the following minimum criteria:

Have been a Member of the Emperor's Hammer TIE Corps for a period of not less than 1 year.

Demonstrated "progressive" command experience and responsibility (i.e. rank of Vice Admiral and/or Position of Commodore or higher).

Be able to host and maintain a STABLE Flight Officer WWW site for the benefit of the Fleet at large (without free-service banner ads please...!).

Be able to handle multiple command tasks simultaneously (i.e. assigning daily incoming recruits, LOTS of email, manage the TIE Corps and Naval Corps, manage the EH Roster including Subgroup Roster submissions, etc.)

Be familiar with online databases (i.e. www.tiecorps.org).

Have had NO prior incidents with the High Court of the Inquisitors.

Be able to work with ALL of the Command Staff without conflicts (especially the Tactical Officer, HA Kawolski who manages and owns www.tiecorps.org).

Not have a problem with managing all of the above in a timely, efficient manner due to family, real-life concerns. We have lost two excellent Flight Officers over as many months through no real fault of their own (i.e. real life concerns). However, the effective management of our Membership and club Roster is paramount. Consequently, I must ask that the next FO be able to stick around for more than 1-2 months. I need a SERIOUS commitment here...:)

If you meet the above qualifications, please email your application demonstrating the above to the Fleet Commander (GA Ronin) ASAP...!

[o]|||||||||[[x]]))

GA Ronin
Fleet Commander/Founder - Emperor's Hammer
FC/GA Ronin/CS-1/SSSD Sovereign
MoH/IC/OoR/MoI-dc/MoT-rhx2/MoT-ghx8/LoC-CSx5/DFC/CoS/OV-5E
[DJP(Sith)] {IWATS-Core}

Upcoming EH vs UPA: Battle of the Titans! (July 15, 2000)
As Emailed From: Combat Operations Officer (AD Havoc)

Combat Operations Office

This Saturday, July 7th, beginning at 9 PM EST, ending on Monday, July 10th at 5 am EST the EH will face the United Pilots Alliance (UPA) in a fierce XVT/XWA competition dubbed the Battle of the Titans! The UPA is expecting around 105 of it's finest pilots to meet us in battle! COO Havoc is calling on all multiplayer pilots and is offering the following awards for *EACH* platform (meaning there will be 2 winners in the EH):

- 1st Place: Bronze Star and a Distinguished Flying Cross
- 2nd Place: Palpatine Crescent
- 3rd Place: Imperial Security Medal

In addition, COO Havoc is going to *Double* the Legion of Combat medals earned!

The Battle will take place on the MSN Gaming Zone, using the Imperial Outpost for XvT and the Melee Skirmishes room for XWA and reporting will be done using Battlestats, the same process used for the WoW games. If you need help signing up for Battlestats, please go to

www.redrival.com/pellaeon85/battlestats.html. If you have any further questions contact COO/AD Havoc at Pellaeon2000@cs.com and WC-COOA/COL Shups at shups@bellatlantic.net YOU DON'T WANT to miss out on this colossal event!!!

Combat Operations Officer
Admiral Havoc

Recommendation for GoE Award to COO/AD Havoc: 06.29.00
As Recommended By: Executive Officer (SA Compton)

...Emperor's Hammer Grand Order of the Emperor (GoE) Medal...
(Please see the Operations Manual for EH Medal descriptions)

"Umm, he doesn't have anything over a GS, so how 'bouts a GoE?

C"

Resignation of Prex (FA Ricaud): 06.29.00

As Emailed From: Former President of the Corporate Division (FA Ricaud)

Corporate Division (CD)

<Salute>

Gentlemen,

I'll try not to drag this on or beat around the bush too much; in the past few days, I've been more distinctly aware than ever of a problem I've already distantly sensed for a couple of weeks now ... that is that the Corporate Division isn't improving. Oh, it's improved from three months ago, of course. But recently we seem to have stopped dead in our tracks. Membership has only been growing slowly, the rate at which contracts have been gained are coming down. And it's not because we've reached our full potential. I still see so many more ways the Corporate Division can expand, that are already being worked on ... the Independent Traders' League and a forthcoming Credit System being two notable points.

The problem is, quite frankly, me. I've noticed slow-down in Corporate Division expansion and growth has run parallel to a time when I've been personally easing off my involvement in the running of the subgroup. The problem is that I've had to put just about every idea and ounce of drive I have into a three-month space to get the CD to the point it stands at now. And I've simply become burnt-out because of it. Well, perhaps that's too strong a term: it might be better to say I've run out of steam. And without the President driving it forwards, the Corporate Division can't continue to grow.

Things aren't dire, of course. Activity is still good. Most corporations are still getting plenty of contracts to keep them busy, and new additions to the subgroup -- both ideas and members -- are enriching the Corporate Division. But I think I've taken it as far as I'm going to take it. I could sit around and stretch out my tenure for a good six months, even a year, and it'd continue to be an active subgroup. But it would also continue to remain static

FC/GA Ronin/CS-1/SSSD Sovereign
MoH/IC/OoR/MoI-dc/MoT-rhx2/MoT-ghx8/LoC-CSx5/DFC/CoS/OV-5E
[DJP(Sith)] {IWATS-Core}

Star Wars and Episode II Prequel Updates: 07.02.00

As Copied From: www.starwars.com and www.starwars.com/episode-ii

First Day of Shooting

Joel Edgerton Cast as Young Owen Lars

Star Wars: Episode I - Wizards: The Power of Game Force

Wizards of the Coast - Star Wars

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
special operations director	sod



Good little Imperials...
by SA Compton

Well, in spite of the good wishes of dozens of fans across the US, the Clerks cartoon came to an untimely end after just two episodes. For the three of you who caught the first episode, you got to experience the joy that was George Lucas being called to the stand in a trial and having to answer to why Episode One had blatant continuity flaws in it.

Ah well. Hopefully Comedy Central will pick it up.

Anyway, I do apologize for this NL being so late. I got swamped in RL, then Diablo II came out, and gosh if I didn't play it pretty much all weekend. I only wish I could explain why I got so few reports for this one.

I have finally named a new CA, VA Gavron. He's currently redesigning my site, and from what I've seen so far, it's going to be great.

Take care, and I hope you have happy 4th of July, the best holiday in the history of the world.

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 Dark Brotherhood did not submit a report for NL 66.

the hammer's fist

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

The Hammer's Fist did not submit a report for NL 66.

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.

Please see [this link](#) for information on the Infiltrator Wing.

corporate division

The following Section of the Newsletter is to be accessed by the Emperor's Hammer Corporate Division.

From the Desk of the President of the Corporate Division,

It's been our busiest month yet here at the Corporate Division, with a whole crest of new corporations being established, membership growing at a steady rate, engineers working hard, contracts being gained and completed, and leading officers being rewarded (notably the promotions of Vice Admiral Nighthawk Ciarus Arconae, Executive Vice Prex, and Rear Admiral Mini Minkus, Vice Prex of Training).

There are currently six operational corporations within the CD, which to my knowledge, is an all-time high in the past three years, if not in the entire existence of the subgroup. As with any free enterprise, the corps are enjoying different degrees of success. The EH Uniform Exchange Service has been the most outstanding, and is rapidly nearing an astounding fifty contracts. However, all the corporations currently have at least one contract on their plates, which is a pleasing sight.

Of course, again as with any "commercial" operation, there are unhappy customers. I've heard some people (though fortunately the number is very small) talk of contracts with corporations taking too long to complete, or for the final product to be not quite up to scratch. I'd ask anybody with any complaints against the service a corporation offers to contact the following officers immediately to have their problem looked into:

PREX/AD Ricaud (val.ricaud@btinternet.com)
VPX/VA Nighthawk Ciarus Arconae (jr9090@aol.com)
VPO/CG Jarak Maldon (jarak@stny.rr.com)

On a more pleasant note, as of the time of writing, Corporate Division membership is on the verge of breaking seventy. That's over a 100% increase in the past two months. My hat goes off to the all the officers who have been involved in some way helping to get us to this, our highest membership in two years.

Here's looking forward to reaching one-hundred!

- Admiral Val Ricaud
President of the Corporate Division
PREX/AD Ricaud/VSD Warhammer/CD
www.corporatedivision.com - "Anything, Anytime, Anywhere)

the bounty hunters guild

This Section of the Newsletter is dedicated to the Bounty Hunters Guild.

The Bounty Hunters Guild did not submit a report for NL 66.

intelligence division

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

Well, it's been one hell of a month here in the ID. The biggest thing would have to be the new layout system of the ID. The old Branch/Bureau system was good for its day, but its day has come and gone. The ID has changed from that to what it is now: sleeker and smoother. We hope this new system works out as well as has been planned. We've been discussing it a while now, and it makes sense to all of us.

My project to use the web more hasn't really started working yet. This may be because we've been switching between systems now. We have just gotten the new squadron.org news system up, and are working on a new message board. This is the changing state of things in the ID. We are on the move

We are currently in the process of setting up the groundwork for a new ID-wide operation. Based on the successes of Imperial Storm, we feel that a wide-ranging operation could do well. Keep posted for information about that.

In short, this month has been changed. We have changed, and it will be for time to tell if for the better or worse.

SDIR/AD Langer

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.

The Directorate did not submit a report for NL 66.

the fringe

The role playing section of the Emperor's Hammer.

The Fringe did not submit a report for NL 66.

the imperial senate

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

The Imperial Senate did not submit a report for NL 66.

2nd German EH meeting

by SUST/KHP Arania Lawakiro

I arrived in Mannheim early afternoon and had no problem to find the Youth Hostel. Mainly because I ignored the local navigation charts and went by my Dark Jedi instinct. COL Callista came to greet me, and I found that, despite having heard that all the others would come later, most other EH members had already arrived. The entrance hall of the YH was crowded by us,

and the innocent bystanders had a hard time getting around us. The guy at the reception seemed to be confused by our Imperial presence and thus it took quite long to get the keys to our room. The rooms themselves were nice and simple, and I of course decided to stay in the same room as my fellow Krath Mairin. Together we were 6 in the room.

We were lucky with the weather yet again. It was sunny and hot all through the meeting.

I seriously wonder, of course, why in such YHs breakfast always has to be so early. You even have to get up earlier if you want to use the shower before...and we found that Brandon didn't want to take a shower, since the men's showers didn't even have a curtain to hide behind. Mairin and me couldn't help to wonder what he was worried to reveal... :o)

Breakfast wasn't that great anyways, so those who slept too long to eat it didn't really miss anything. Mairin managed to break her shoes the day before, so we needed to buy new ones, her second pair wasn't made for long walks. Most of us went out the city later, and wow, Mairin really managed to find shoes. Catching up to the others, we went to a cocktail bar high up in a tower - a wonderful view and a nice place. And nice cocktails, too...



Xeraan looked much better this way and Brandon.. no explanation needed...

Later that evening we went to a nice restaurant close to the river. While Wolly and Calli were picking up another one to join us, we ordered food. The waitresses must have been Rebel spies though, because they hung around to listen to people more than doing their work. At least we had to wait a great deal before we got something to eat. B.J almost fell asleep at the table, and when he went to toilet, we had to send LT Kaine (hey, I know my ID line, and I will one day get promoted) behind him to ensure he'd not be asleep there, too. I managed to get a beer for free... since someone must have ordered one too much. Mairin managed to kill her new shoes yet again (note: never buy shoes from a Rebel).

Of course, as responsible Imperials, we left our cars right there and went on with taxis to go bowling. Unfortunately, I could not stand the overly loud disco noise they started soon after we arrived, and being unable to play anyways due to health reasons, I left and waited outside. So, I have no idea who won what round...

Next morning, I skipped breakfast, same as most others. When most of us were awake, we went to the city to have a Chinese breakfast. The Austrians decided to have a beer breakfast instead though :o)



It was funny faces week.. Tethis (right) definitely won over Murad (middle right with Flo) and Oldie and Mell (left)

Time to exchange our favourite KAP's shoes yet again... what was done rather fast, and back to the cocktail bar. Since we got up at a time when normal people are already tired from work, we found it to be early afternoon and now wondered what to do with the rest of the day. It was either to go to the riverside and drink, eat and have fun, or waiting for the EH IRC meeting and go to

the internet cafe to drop in and „take over." Due to the wonderful and hot weather, the riverside won :c)

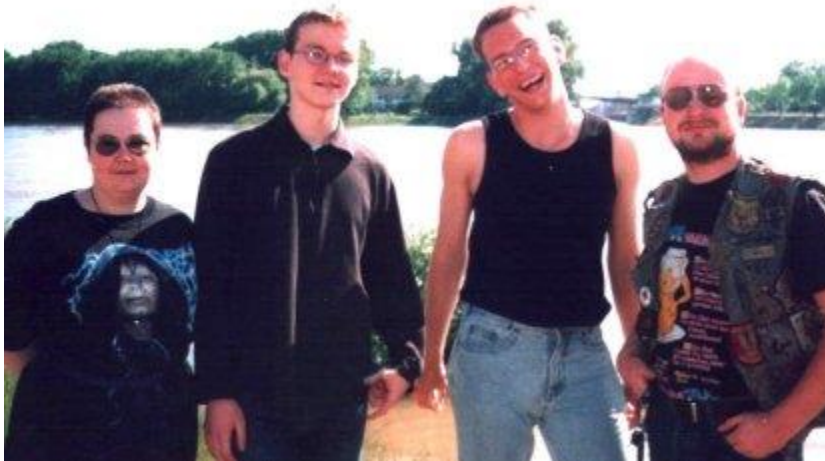
There was a restaurant close to where we decided to camp by the shore, so food was not any problem. The river was cool and refreshing, just the dang big pebbles at the shore made it impossible for most of us to really go inside or walk around barefoot. Callista seized Wolly's shoes at one point, and it wasn't easy for him to get them back (hey, what women once have their hands on they won't give back anymore :c)



No, Mairin wasn't drunk.. she was just funky...

We soon started fighting each other with the two green lightsabers we had. Especially Xeraan excelled in those. Well, even Mairin, Callista and me didn't hold back. It was quite a show for the visitors of the restaurant. At one point, Tethys got a good blow on his nose. Seriously, the

sabers looked more battered than any of us afterwards, and I wonder if they'll survive another weekend like this...



When we took pictures for the EHCCG, so of us weren't entirely able to stand there and look like good bad Imperials. A few were even.. uhhh.. not sober anymore. But Wolly somewhat managed to take a picture or two of everyone we didn't have a portrait of yet. Though I have to admit, it will be hard to put the right names to the right faces :o)

We came home around midnight, what sounds rather early for a Saturday night, but Mairin, Mell and Brandon had to get up early the next morning to catch their flight back to London. Surprisingly, we woke up in time. Repeatedly we asked the boys if they were sure they had everything. Calli specifically asked Brandon if he was sure he had his camera - last meeting he forgot it in Germany. They said they would not forget anything.

They drove off, and the rest of us started packing and cleaning up. When we were almost done, we got a call from the airport - Mell had lost his passport. Calli and Thethys figured that he just forgot it and indeed found it where he left it in the room... and Callista also found the camera Brandon vowed not to forget this time :o) Of course, Thethys and Callista had to drive there to give Mell the pass, so he would not be stuck in Germany...

Those of us who had to take train darted off for the station. Though the morning had been stormy and rainy, the weather was as fine at departure as it had been on arrival.

Alltogether, the 2nd meeting was even more fun, and I can hardly wait for the next. We were thinking of London for the next meeting. So, if you want to come, contact Mairin Astotis.



We'll do it anytime again.. thx for Thethys for coming all the way from the US...

combat operations office

The Combat Operations Office oversees the EH online competitions.

EH vs PF Competition

Very successful competition. The EH managed to pull off a big win. Here are the results:

EH Bip vs PF Ent 7-6, EH Wins
EH Dras vs PF Fire 16-2, EH Wins
EH Willy vs PF DarthS 22-13, PF Wins
EH_B_Mura vs PF^AHYEEE 10-16, PF Wins
EH Bip vs PF Nobody 10-1, EH Wins
EH B Foo vs PF Duga 6-2, EH Wins

EH Dras vs PF Fire x/w's 8-2, EH Wins
EH_Ricaud vs. PFRayNbow 20-12 - [T/Is] - EH Wins
EH_Bip vs PF_DarthS, 10-6, EH Wins
EH_B_Murad vs. PF^Ent - 16 to 14 - EH wins
EH Dras vs J Nobody x/w's 11-3 , EH wins
EH Bip vs PF SF 13-7 EH wins
EH Ramos vs PF Ray 7-3 EH wins
EH Brucmack vs. PF DarthS, TIs, 16-7 EH Wins
EH Bret vs PF Ent, 18-5, EH wins
EH_Ricaud vs. PF_Fire 30-15 - [T/Is] - EH Wins
EH BFel vs PF AHYEEE 21-3 EH Wins
EH Herman vs PF Nobody 35-7 EH wins
EH Chibo vs PF DarkSheep 31-12 PF wins
EH Herman & WetWilly vs PF AHYEEE & SF - 24-20 PF WINS!
EH Werdna VS PF Sanf 8-15 PF WINS
EH Bill 13 vs PF Nobody 7 EH Wins
EH Brucmack vs. PF Sanj, TIs, 13-5 EH Wins
EH Sanj & Ferrin vs PF AHYEEE and SF, 20-16 EH wins
EH_Bip vs PF_Nabwar, 8-1, EH Wins
EH Ricaud vs PF Kasei, TIE

EH: 23 | PF: 5 | TIE: 1

Combat Operations Officer

Admiral Havoc

office of the lord ambassador

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

The Lord Ambassador did not submit a report for NL 66.

special operations director

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

- Special Operation: Sun Crusher comes to a conclusion on May 31st at midnight EST (this includes everything, medals will be awarded after everything has been tallied).
- HoloNovel project is in full gear, the story is coming along as are the missions that I'm making for TIE, upon the story's release I'll need someone to make a JK version and a XWA version, I can just use the TIE->XvT converter for XvT.
- GMF Armus is making the next system to hit in the Black Sun campaign, Special Operation: Sun Crusher being the first of a trilogy of SpecOps.
- Plans to incorporate all subgroups more fully and thoroughly are also

under consideration for the 2nd SpecOp

- Unfortunately, the first half of the month of June will be all planning stages, then SpecOp2 will start around June 16th
- SpecOp3 will also be planned during SpecOp2 with a proposed date of starting the day after SpecOp2 ends (July 16th) and will end on August 15th.
- At the conclusion of the Black Sun Campaign, AD Tron will consider whether or not to continue on as SOD
- A reminder to all young LTs, listen up, I DO NOT need an assistant, GMF Armus is helping me out quite nicely and I am not allowed one anyhow.
- And, as a final thought, I would like to thank all who participated in SpecOp: SC (all 10 of you), if it were not for your participation I would have resigned already.

SOD/AD Tron/SSSD Sovereign,
GOE/SS/BS/PC/ISM4/MoT/MoC-9BoC-1SoC-1GoC/CoL/OV-3E {IWATS-SM/2-M/1/2},
"A-9b: Neo Anubis"
SWL (Sith)/ARC4, WC/DC-KC/LSS

SQUADRON READY ROOM

**NEWSLETTER REPORT FROM THE TACTICAL OFFICER
TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign
(absurefire@aol.com)**

TAC Office News

The big news is the release of the Tactical Manual! You can find this document at:
<http://www.tiecorps.org/tac-man/>

The Tactical Manual features:

- Scoring Procedures
- Guidelines for creating new battles and free missions
- How to play battles
- Game updates and patches
- Ship patching instructions
- FCHG Information
- Cheating Policy
- Various utilities

Check it out! A downloadable version will be available in the near future.

New/Updated Battles and Free Missions

You can download the latest battles at the Emperor's Hammer Battle Center:
<http://www.tiecorps.org/battles/>

TC-TIE Battles

#11*, #22*, #36*, #37*, #38*, #39*, #66*, #67*, #68*, #72*, #73*, #74*, #75*, #81*, #82*,
#148, #149, #150, #151, #152, #153

TC-XvT Battles

#5, #6

TC-XWA Battles

#5, #6

FREE-TIE Free Missions

#120, #121, #122, #123, #124

FREE-XvT Free Missions

#15, #16, #17, #18

FREE-XWA Free Missions

#9, #10, #11, #12

DB-TIE Battles

#2*, #5*, #7*, #12*

DB-XvT Battles

#1*

IW Battles

#10*, #12*, #14*, #17*, #18*

BHG Battles

- #1*
-

** 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/OoR/GOE/GSx3/SSx3/BSx2/PCx5/ISMx5 [IMPR] -
MoI-DC/MoT-rhx6/MoT-gh/LoCx3/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	sc0
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.

Due to the recent chaos surrounding this office and who holds (or doesn't hold) it, the Flight Office did not submit a report for NL 66.

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.

The Internet Office did not submit a report for NL 66.

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 a report for NL 66.

the operations office

The Operations Officer is in charge of all medal and uniform-related events in the EH.

The Operations Office did not submit a report for NL 66.

the communications office

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

The Communications Office did not submit a report for NL 66.

the security office

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

<SALUTE>

I just want to take this time to congratulate all of you on how well everyone has behaved recently. There have been no major incidents on IRC for a couple of weeks now and if I had the time I'd give you all medals. But since I don't I'd like all of you to go into your kitchen and have a cookie on me.

I also want to make sure that all of you understand the rules of IRC on online conduct so go read the CoCs and AoWs at www.emperorshammer.org/AoW.htm and www.emperorshammer.org/irc.htm. It make life easier

when you don't have to explain why your yelling at someone.

Thats all for me this week so now I turn it over to AD Nightflyer for this weeks report from the Sector Rangers.

Fleet Admiral Rapier
Security Officer, Emperors Hammer Strike Fleet

Emperor's Hammer Sector Rangers Weekly Report
As Submitted By:
CA:SO-SEC/AD Nightflyer/CA-9/SSSD Sovereign

<salute>

COMMISSIONER'S NEWS

-There isn't a lot going on on my end. I'm pretty busy RL, so I may not be online much.

COMMISSION NEWS

-Well, as promised, the Team of the Month for May is... Team IV! Yes, Plif, I finally sent it out, now quit harassing me.

-Today is the end of the recruiting contest. I'll tabulate tomorrow, and send out awards Sunday.

ACADEMY NEWS

-Still going strong.. We may even have enough to open Team II again. :)

OTHER NEWS/COMMENTS

RANGER REPORTS

-TEAM 1

<SALUTE>

SR Onwai reporting in for this week. Actually, I haven't noticed much going on in IRC this week. No big fights. Not a lot of excess cursing. No invasions from other clubs. Just people enjoying other people and having fun.

Some would say this is bad, but if one doesn't notice bad behavior I guess that's good. That's it for this week.

Sector Ranger Onwai Starborne

SR: nothing going on, IRC is still calm
TC: going through some shake-ups, trying to get more activity on the Intrepid
NC: just getting off the ground, rough going so far
Fringe: Nothing much going on
DB: new comps starting up, activity is picking up, things are going good

That's about all for this week

SEO-COM/RA Pel//ISD Intrepid [T/D "Falchion"]
[SS] [BSx3] [ISMx3] [MoI] [LoCx2]
[MoC-12D-25P-14G-11S-16B] [CoB] [OV-1E]
[IWATS-SM-XTT-M/2-RPG-ICQ-IIC/3][LANC]
SW (Sith)/QUA/House Tridens of Tarentum DC

-TEAM 2

INACTIVE

-TEAM 3

-TEAM 4

There is nothing new to report about this week. There were no problems on any IRC channels or anything wrong with any of the messageboards that I checked. Everything was quiet on my front. I'm out for this week.

SR-FL/CM Halcyon/Praetorian 3-1/DGN Lichtor V

Salute, nothing to report from me this week sir.

--

FM-SR/CM DEATH/AVENGER 1-2/ISD Intrepid
[LANC]{IWATS-mIRC-mIRC/2-IIC-IIC/2-IIC/3-XTT-SM/2-XTM}

GS, BS, PC*2, OV, ISM*4, LoC-PS*28, MoC -2BoC [XA-A]*2
[XADI-XWA]

Greetings,
<salute>

Again, the normal. Mild swearing, with sreawing cover ups. But, all quiet on the western front... :)

Admiral Keiran Idanian

=====

CA:FC-XADI/AD Keiran Idanian/CA-1/SSSD Sovereign
SS/BS/PC/ISMx2/MoI-BC/MoT-rh/MoT-gh/LoC-ISx10/MoC-4BoC-5SoC-3GoC-3PoC-
1DoC/CoB

[CAVL] {IWATS-IIC/1/2/3-M/1/2-SM/2-VBS-XTT}
SW Keiran Idanian (Sith)/Alvaak, SC/(LSB) {SA: CORE}
CMDR/Black Omega/Clan Alvaak

Nothing further.

CA:SO-SEC/AD Nightflyer/CA-9/SSSD Sov

the science office

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

Salutations again from the Science Office, members of the Emperor's Hammer Strike Fleet. With this update, May 2000 has come and gone, along with my 42nd week as SCO. As some people are aware, my retirement is beginning to come into sight as the end of my intended one-year term approaches.

This report will be one of my shorter ones, as May wasn't the most "newsworthy" month the Science Office has ever had. Some of our current projects are in collaboration with other members of the Science Office staff and the fleet in general, and with the fleet's large population of students, delays around "exam time" always seem to occur. I intend that we will have some very productive summer months, however.

Our major highlight (if it can be called that) of external news in May was the closing of Datamaster's Website (<http://datamaster.gamesnet.net/>), what was a leading resource for the XvT/XWA slicing communities for years. A message explaining the circumstances may or may not still online there.

Internally, the updates to the Science Office website (<http://sco.tsx.org/>) will speak for themselves to anyone who visits regularly . . . a new section has been added to accommodate documents, as have several useful utilities to the file archives. As I write this, I have another series of files under review, most of which should be finding their way online with the other utilities in the near future.

Speaking of the future, I and my office have three major projects still in the works, and approximately as many months remaining in my tenure - if things complete on schedule. I

primarily to show off, or to boost our egos. (Don't misunderstand me - a healthy ego can be funny once in a while... just as long as you don't promote yourself through bashing others... :P)

2) Priority: Keep your pilots in; keep your pilots interested; keep your pilots happy. The thing to avoid at all costs as a CMDR is to have pilots going AWOL due to lack of interest. As CMDR, the author watched manning numbers more than anything else. The idea here is not to always push your pilots to be active - if they didn't want to be active up to some point, they wouldn't have joined the EH. The idea here is to give them a wide range of activities that suit their interests - which doesn't always mean flying, by the way - and to keep them very well informed about all those activities and how they can participate. Simple, eh? It takes is time, a good sense of observation, and dedication - but put that in and the results will come.

3) Promotions: A promotion is not a reward, but a pledge of continued service, to your Squadron, to your Ship, to the Empire as a whole. And 2 months is the minimum delay for going from LT to LCM. It doesn't mean that people will automatically get promoted after two months. Don't ever promise anyone a promotion - you never know whether it will be denied. Don't be surprised if it takes twice the minimum delay before a WC clears a promotion. Don't be surprised if the WC never clears one, either.

Also, one thing: If a pilot comes up to his leader and says "I want a promotion, dammit," it usually tends to severely decrease his chances... :)

4) Decorations: An Imperial Security Medal is not something to be taken lightly. A pilot who gets such a decoration must have shown exceptional dedication and loyalty to his squadron over a continued period of time. It is a Ship Standing Order aboard the SSSD Sov that all medals must be cleared by the WC before they can go through - even if you have the option of awarding the ISM on the tc.org page, don't do it until the WC's approved it.

Another thing is that medals in the TC are solely worth the pride you get out of them - and that if you don't deserve a medal, you can't feel good about it. To get his first ISM, yours truly had to fly about 10 battles, become an FL, and get an EH Site of the Week on a web site I'd taken care of for a couple of months. This strictness is good - because how happy do you think it makes me when I get a Bronze Star of the Empire? Very happy indeed! Medals must never lose their meaning through over-awarding.

And finally, a medal which you already know you're going to get is not as fun as a medal that suddenly drops out of the blue because you've been a great pilot all along.

A good rule of thumb is this: if you would not be ready to pull that medal you're awarding off of your own uniform, don't award it.

5) Honour: Quote from GN Wolly: "We Sovereign vets are proud to serve aboard the Sovereign... we love our job and we love it to be part of the Tie Corps. We don't really need decorations so we won't award them so easily." It's true, boys and girls. Ultimately, we do our jobs because we care for our people and for our friends, and we know that it's more fun when people play it fair. We aren't 6 years old. We know that a win we deserve and accept humbly is more satisfying than a win we steal and then shove in everyone's

faces. We play it straight, we play it cool, we take it all in good humor. Despite opposition from many places, we just keep rocking on. The best Wings in the TIE Corps are not made up of a bunch of unknowns in a rat race for promotion - they're friends who love the fun place they've created.

6) Worth fighting for: This brings me to my final recommendation. What is worth fighting for? A few letters you add at the bottom of certain messages? No. Friendship? Honour? Pride, fun, and glory? Yes. Vodka? Absolutely!

I want to move towards Wings where people are rewarded by the fun atmosphere of the whole place - for collective achievement; rather than Wings where people are rewarded by medals - for individual efforts. Fly because flying makes your squadron a strong squadron, something you can be proud of. Not because you might get a medal for it. Have good intra-squadron communication, a lively Cantina, lots of non-flight activity - because flight and non-flight activity complement each other and having strength in one increases the likelihood of having strength in the other. People who just have fun, make it fun for others, and have a good attitude - those people are rewarded by their very work, and they also tend to get a lot of medals naturally, almost as an afterthought... while those embittered ones who work super hard, but do it solely to attract recognition to themselves, may get a few medals too - but not more than the others, and those medals will pretty much be the only so-called reward they'll ever get.

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COM / Fleet Admiral Kramer / SSSD Sovereign
WC / General Wolly / Wing I / SSSD Sovereign
WC / Lieutenant Colonel Harkonnen / Wing II / SSSD Sovereign (the author).
WC / Colonel Sasquatch / Wing III / SSSD Sovereign
WC / General Alec Ricardo / Wing IV / SSSD Sovereign
WC / General Khaine / Wing V / SSSD Sovereign
WC / Major Timbal / Wing VI / SSSD Sovereign

sovereign cantina

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

The Iron Throne

By: Dragon Kiron Aquillas
FM/LT /Stalker 2-2/Avenger Wing I/SSD Avenger
Kraith Epis / Archon / Chamber of Justice
Copyright 2000

[Throne room]

Sitting at the Iron Throne, the Grand Master, with a distraught look says, "something has disturbed the force, something great and powerful, yet it shields its identity to me." Justicar Paladin a long time advisor of many great grand masters senses the discomfort that Thedek

has and says, "My lord I felt this disturbance as well and so have the others, I have spoken to the Star Chamber and none of them seem to know what is happening." Suddenly the large golden throne room doors open with a gush of wind as Sith High Warrior Firefox enters the throne room to speak to the grand master. Firefox seeing both Paladin and Thedek distraught puts an inkling of fear in his heart, that penetrates the very fabric of everything he has learned from the Brotherhood. Quickly regaining control of his fear Firefox reports "My lord, the Avenger and her task force is fully repaired and operational, all squadrons are battle ready." "Very Well, thank you for your report." Giving a bow Firefox turns around and walks out of the throne room and thinks to himself "I've never seen them so concerned."

[cold dark room]

Meanwhile elsewhere, A dark robed figure with bright red eyes sits in a cold dark room reading datapads at what seems like a command chair. At his side a man standing in a military uniform listens intently to the robed figure. "Their leaders now know that I exist, what is the status of the warships, admiral" "Your grace, the war fleet is battle ready and is awaiting further commands," says Admiral Maxell.

[Aboard the SSD Avenger]

Aboard the mighty Avenger, Vice Admiral Firefox sits in his ready room staring intently out of the view port thinks "What could be so important that the grand master and the justicar showed that much concern on their faces." A crackle comes over the Comm system, "Sir, there is a secure transmission for you, shall I send it to your ready room, " the Comm officer asks? "Go ahead," says Firefox acknowledging the communiqué.

With a surprised look, "SIR, what can I do for you." " I will be coming aboard tomorrow at 1100 hours make sure the Avenger is prepared to receive me," says Grand Admiral Ronin. "We will be ready sir." Then the communication cuts out and Firefox sits back in his chair "Hmmm... its been awhile since the Grand Admiral came aboard, there must be something going on that I don't know about."

[Cold dark room]

Back in the cold dark room "Admiral Maxell, prepare a shuttle for me and have the pilot drop me off here at the planet Hicarter, just outside of the Emperors Hammer territory." "Yes your grace the shuttle will be prepared in less than one hour" the admiral snaps to attention, does an about face and walks out of the room. A cold dark smirk appears on the face of the dark robed figure as he says "Little do they know what is about to happen"

[SSD Avenger mess hall]

Later that evening Vice Admiral Firefox sitting in the mess hall with Lieutenant Colonel Shups. "Sir, why is Grand Admiral Ronin coming to the ship?," asks Shups. With a harsh tone slamming down his fist Firefox retorts, "DOES IT MATTER THE REASON?, YOU JUST MAKE SURE THE WING IS BATTLE READY AND FIT TO RECEIVE THE GRAND ADMIRAL,!!!! COLONEL." Scooting back in his chair with a look of astonishment the wing commander jumps to attention and replies "YES SIR". Seeing the evident surprise Firefox apologizes to Shups for taking such a harsh tone "I'm sorry my friend its just that I've been under some stress lately. First I see the grand master and the justicar disturbed about something then I

find out that Grand Admiral Ronin will be coming aboard tomorrow. I don't know what to make of it. I've always known what was happening especially when it concerns my ship." "Don't worry my friend I'm sure there is a perfectly good explanation for all of this, in the meanwhile try to get some sleep I'll man the bridge for tonight's shift." says Shups as he finishes the last bite of his steak. "Very well, awake me immediately if there are any changes," says Firefox as he gets up and heads for his quarters.

[Vice Admirals Firefox's quarters]

While lying down in bed, Firefox stares at the ceiling unable to partake in any sleep. Feeling a bit unnerved he grips his lightsaber as a child would grip his security blanket. Now slowly falling asleep he falls into a deep slumber and now is dreaming.

[Vice Admiral Firefox's dream]

As if he is floating in space looking onto the mighty SSD Avenger and her Task Force. "A fine ship she is." Suddenly, the entire Task Force and the SSD Avenger is engulfed in a ball of flame, destroyed and Obliterated!!!!

[Vice Admiral Firefox Quarters]

"NNNNOOOOOOO," Firefox exclaims awaking from his nightmare in a cold sweat, lightsaber ignited. He looks over at the clock 0359 and says "a few more hours before the Grand Admiral arrives, I'll try to get a bit more sleep," Drinking some water Firefox falls back asleep.

[On the Bridge of the SSD Avenger]

0359, the Comm officer looks up at Lieutenant Colonel Shups, who is sitting in the command chair tapping a datapad. "Sir, incoming transmission" "Send it through," exclaimed Shups. "Colonel, you will bring the Avenger to the edge of the Lyarna system, but only the Avenger you will leave her task force behind," said Grand Admiral Ronin. "Sir, I don't mean to argue with you but if I bring the Avenger at the edge of the Lyarna system that would put us at the edge of the Emperors Hammer territories." Hoping his memory of the astrogation charts serves him, "The avenger would be exposed to an attack with just her fighter squadrons for defense, her Task Force is a critical line of defense in any attack, sir" said with a questioning look to Ronin. "You, will not argue with me Colonel, YOU will Order the Avenger to the edge of the Lyarna system without her task force, IS THAT CLEAR, Colonel!" With fire in his eyes Ronin fired back and turning off his Comm channel. The screen went blank and Shups sliding back in the command chair. "Helm, set a course for the furthest point in the Lyarna system, that just borders the edge of the Emperors Hammer territories, also order all task units to remain behind." The helm officer turned around "But, sir our task units are a critical part of our battlegroup?" "No time for questions, enter the coordinates or I will relieve you of duty, and wake the admiral, tell him he is needed on the bridge," said Shups looking at the helm officer directly in the eye. "Aye, sir setting coordinates 156 mark 32 furthest tip of the Lyarna system has been entered into Nav computer," said the Comm officer. "Very Well, engage the hyperdrive" ordered Shups. A humm emitted throughout the ship and with the blink of an eye the Avenger entered hyperspace.

0800, the bridge doors slid open, "What is the meaning of this colonel Shups, why are we traveling in hyperspace?" asked Vice Admiral Firefox standing in full dress uniform ready for the arrival of Grand Admiral Ronin. Lieutenant Colonel Shups stood up from the command chair, "Sir , Grand Admiral Ronin ordered us to the edge of the Lyarna system I have documented the transmission and a replay is ready for your review on this datapad" "Very well, I will review the transmission, in the meantime, prepare the ship and tell the men to get dressed, the Fleet Commander will be coming aboard soon" said Firefox as he sat in his command chair.

1000, the Avenger dropping out of hyperspace. "Full scan," ordered Firefox to the operations officer. "There are no vessels in the immediate sector sir," replied the operations officer. "Comm, notify Lieutenant Colonel Shups that we have arrived at our destination and ask him to report to my ready room," Firefox said as he turned and walked into the ready room adjacent to the bridge.

[Firefox's ready room]

1015, Lieutenant Colonel Shups entered the ready room in full dress uniform, "Sir, I don't understand what we are doing out here without our task units" Firefox nodded, "I agree colonel, your recommendations?" "I recommend we launch two squadrons to fly in a patrol pattern around the Avenger, however I must remind the admiral that without our task force we are vulnerable if a sizeable fleet where to attack." "Agreed, on that notion, I want you to launch Stalker, Rage, Hunter, and Wraith squadrons in patrol formation," ordered Firefox to Shups. "Yes, sir" Shups snapped to attention and exited the ready room,

Vice Admiral Firefox stood up from his chair and looked out his view port and thought to himself, "Why are we out here?"

[Avenger Bridge]

1100, Lieutenant Colonel Shups paced the command platform, looking out the view ports watching the squadrons doing their patrols. Vice Admiral Firefox came onto the bridge from the ready room "Admiral on the bridge" exclaimed Shups. "As you where" replied Firefox. "Sir its now 1100 hours and there is no sign of Grand Admiral Ronin" said Shups looking at Firefox in a questioning look. " I understand your concern" replied Firefox. Then turning around to the Comm officer "Comm, give the order to Launch all squadrons" "Yes Sir" said the Comm officer sending the message to the remaining squadrons aboard the Avenger.

1130, Both, Vice Admiral Firefox and Lieutenant Colonel Shups paced the command platform. "The other officers are showing signs of concern" said Shups to Firefox using the force. "I don't like this" said Firefox, Immediately the operations officer yelled out "Sir, I have multiple hyperspace exit points appearing on the scope" in a blink of an eye Vice Admiral Firefox and Lieutenant Colonel Shups stared out of the view port and saw the colossal SSSD Sovereign appear before them. "Strange, they don't have their task force either" said Firefox to Shups. They then saw three shuttles launch from the Sovereign headed for the Avenger. "Lets go colonel, time to greet the fleet commander"

[Avenger shuttle bay]

Each shuttle coming into the shuttle bay looked well taken care of and in pristine condition. The Shuttle bay doors opened and out of the shuttles flanking the center shuttle robed figures came out. Firefox and Shups immediately recognizing that the robes they wore were that of the Grand Masters Royal Guard. Coming out of the center shuttle a man dressed in his unmistakable white uniform Grand Admiral Ronin stepped from the shuttle and with awe Commodore Firefox and Wing Commander Shups snapped to attention. Although noticing at the sides of Ronin walked Grand Master Thedek on one and Commander of the Guard Zlar Kahn on the other. " There must be something going big," thought Firefox sending the same thought through the force to Shups standing beside him at attention. " Lets dispense with the formalities admiral, to your ready room" said Ronin just walking by Firefox and Shups without even looking at them nor returning their salutes.

Firefox gulping and Shups just standing there in amazement, they both did an about face and followed the fleet commander to the ready room.

[Avenger Ready Room]

" I will get straight to the point gentlemen, Grand Master Thedek and the Star Chamber have felt a strange disturbance coming from a planet just outside of our territories, the planet is called Hicarter. Thedek will be taking a shuttle to the planet however both the Avenger and Sovereign will remain in the EH territories" said Ronin to Shups and Firefox. Firefox wanting to disagree with Ronin, he couldn't believe that we would send the Grand Master without any escorts or guards. However Firefox came to attention and agreed "Very well sir, the Avenger is prepared and is at your disposal" Thedek bowing to Firefox and left the ready room heading back for the shuttle bay.

[Avenger Bride]

The Fleet commander with Vice Admiral Firefox and Lieutenant Colonel Shups standing at his side watched the shuttle piloted by the Grand Master entered hyperspace toward the mysterious planet.

[Hicartar Planet Surface]

Thedek landing the shuttle with ease, set the communication array to transmit a rescue signal to the Sovereign and Avenger in case he did not report back in two days. Exiting the shuttle the planet was dark and dank. Seeing nothing but a mist and forest surrounding him. But in the distance a cave entrance jettied out from a rock face a few hundred yards away. He walked toward the opening. Thedek feeling an immense presence of darkness that surrounded him, something he was accustomed to, but not at this magnitude. Bringing his force skills to bear he still could not see inside the cavern that called out to him. Coming to the entrance, Thedek could read ancient ruins carved on the walls but could not translate them. Pausing before taking another step the dark jedi stretched out with the force attempting to see what was disguised within. But, not even the Grand Master could unveil what was waiting for him inside. Thedek for the first time erred to the side of caution entering with a heightened sense of awareness prepared to strike at a moments notice. Stepping inside, the opening shut behind him, like a mouth closing, it engulfed the Grand Master in pure darkness he could not see anything beyond two inches in front of his face. Thedek concentrated harder and reached out with the powers of the Dark Side, but yet again he could not unveil the secret of this darkness. Instantly a pair of glowing red eyes appeared before Thedek, a few feet in front of him. Immediately raising his hands ready for battle, all of a sudden the Grand Master was knocked to his feet with a surge of

lightning that emanated from the robed figure. Taking the brunt of the force attack, Thedek immediately sprung to his feet retaliating with force lightning at the robed figure, As it hit the powerful being, it released a loud piercing laugh, absorbing Thedek's trifilling attack. The Grand Master could not believe what he just saw. He then recognized the unmistakable igniting of the Double Bladed Lightsaber, with the ever present red hue, the robed figure then said "Welcome to death" as he charged with a blaze of fury.

TO BE CONTINUED ?

50 Things to do with a Rebel

1. Shoot it(duh)
2. Poke a stick in its eye
3. Shove it in a pot of boiling honey, then barbeque it and put it on a stick- a fun treat for the whole squadron!
4. Torture it with visions of a galaxy of democracy(haha!)
5. Tell it that you'll let it free
6. Don't
7. Put it in a detention cell, make it kill Mon Calamari for food, and broadcast the message to all Rebel systems
8. Disable it's ship, then every hour, on the hour shoot one laser blast at it
9. Put an ysalamir on a light jedi's back, drop him down a flight of steps and watch the fun begin!
10. Stuff it in a barrel, put no air holes, and every 35 seconds, open the lid and close it.
11. Pin it up on a wall, get a blaster, and purposely shoot and miss it by millimeters, repeat as often as possible
12. Rebel on a stick! All the chewy taste, half the calories!
13. Hold its eyes open with metal hooks and make it watch holovids of the late Grand Moff Tarkin destroying Alderaan, over and over again.
14. Make it lick your boots
15. Make it fly a TIE Fighter into rebel territory and watch it get blown up by its own forces

16. Leave it in a TIE Fighter with no lasers in an asteroid field
17. Lock a tractor beam on it and make it crash into an asteroid
18. Make it eat Wookiee
19. Put it in the garbage disposal unit and watch the dianogas kill it
20. Take its rank insignia and beat it to death with it
21. Make it swallow credits
22. Then hang it up by durarope
23. Have the ship beat it to death with a stick and collect the credits
24. See how many shots of Corellian Whisky it takes before it can't tell the difference between an Imperial and a rebel
25. Put it in a TIE Fighter in its drunken state and watch it turn around and crash into the mothership's shield
26. Hold it hostage for Coruscant(The rebels would probably sacrifice the planet for a rebel pilot, they hardly have any good ones)
27. Put it in a machine that makes its hand clamp its nose and mouth shut
28. Watch it suffocate
29. See how much vornskr meat can fit in its mouth before it suffocates
30. Sing it Imperial pep songs until it goes insane
31. Poke it until it goes insane
32. Feed it nothing but recycled carrot peel
33. Watch it turn orange from the carrot peel
34. Put its head in a starfighter exhaust
35. Take off
36. Land on it
37. Perfect disposable landing pads! Use and smash to bits!
38. Make it watch the Battle of Hoth over and over again until Princess Leia Organa looks like a flying saucer with cinnamon buns attached to it.

39. Say repeatedly in its ear: Use the force
40. Watch it look constipated when it can't, you put an ysalimir on it
41. Watch it die from over exertion
42. Make it stand up in front of the Imperial Court and say: "The Rebellion is a failure" until it collapses
43. Broadcast it to all Rebel systems
44. Make it fly a ship straight into Kessel
45. Fill a Zero-G suit with one day of oxygen and an open comm line to the loudspeaker of all ships in the Empire
46. Shove the rebel in it
47. Let it in orbit around a planet
48. Take bets, will it run out of oxygen first, or burn up in the atmosphere?
49. Listen to it plead for mercy
50. Broadcast it to the rebellion

<SALUTE>

FL-SR/LT Dan "Instigator" Malaktos/Dagger 2-1/Wing IX/ISD Relentless

Name: Ralinor Bargon

Rank: Rear Admiral

Current Assignment: CTF Crusader

Scandoc Transmission Code: r_bargon@hotmail.com

Gender: Male

Race: Human

Date of Birth: 8 March

Place of Birth: Coruscant

Marital Status: Single

Family: The youngest son of a minor official, maintains limited contact with his family.

Social Status: Well-to-do

Quote: It's all in the Grand Scheme

Significant Events of Childhood and Adolescence: Being the youngest of three sons, Ralinor decided that the Navy was the best way to make his mark on the galaxy. Not being extremely physically coordinated, he avoided the Starfighter Corps, and instead put his formidable intelligence to use in Fleet Operations, and Capital Ship Tactics.

Significant Events of Adulthood: Upon graduating the Academy, joined the Imperial Navy as a Lieutenant commanding a squadron of Gunships. His keen grasp of tactics, as well as long term strategy, quickly earned him promotion after promotion. With the breakdown of the Empire, he joined the Emperor's Hammer, and with his ability to utilize available forces in the best manner (as the EH has only a fraction of the resources available to the Empire at it's height) he quickly became the Commander of Task Force Crusader.

Alignment and Attitude: Firmly believes that a strong plan is more important than overwhelming force, also believes that a strong rule is best for society.

Former Occupations: A dedicated Career Naval Officer

Hobbies: An avid reader, he collects literature from many worlds and races. He also studies Naval History, especially battle tactics and historical ships.

Tragedies: None yet

Phobias and Allergies: None known

Personal View of the Empire and EH: The strong rule of the Empire was key to a good civilization. The EH being the strongest remaining remnant therefore is the place to be. Once we have achieved total victory, peace will again reign.

Reason for enlisting in the EH: Desire to put his technical genius where it could most effectively be utilized.

Other Comments:

ID Line: CTF/RA Bargon/TF Crusader
Submitted: 5/8/2000 3:31:05 PM

(sung to Blue by Eiffel 65)

"I'm an Imp"

Well listen up, here's the story, about a grand organization, we call ourselves the EH.
And all day and all night all we do is just fight, fight for justice, against the rebels.

Fight for justice, fight for freedom, and fight for everything that's right, and space must be free of them. And they must die quickly and painfully, because they have done the galaxy wrong... wrong... wrong...

Chorus:

I'm an Imp and I fly like hell for you and for me,
I'm an Imp and I will not die for any rebel,
I'm an Imp and we will win for the galaxy,
I'm an Imp and I must fly, for you and for me!

I'm an Imp and I fly for honor, for the Empire,
I'm an Imp and I will die for my purpose,
I'm an Imp and I must win for our children,
I'm an Imp and I must fly, for you and for me!

I am an Imperial, I have a starship and big sense of honor.
I must kill all the rebels for they have soiled our grand Empire.
I live, for the Empire! The Empire is what I hear and see!
Dead Rebels, are what I dream of!
Soon we will emerge victorious once more, we are the proud, we are the Imperials!

Chorus:

I'm an Imp and I fly like hell for you and for me,
I'm an Imp and I will not die for any rebel,
I'm an Imp and we will win for the galaxy,
I'm an Imp and I must fly, for you and for me!

I'm an Imp and I fly for honor, for the Empire,
I'm an Imp and I will die for my purpose,
I'm an Imp and I must win for our children,
I'm an Imp and I must fly, for you and for me!

Imperial Galaxy forever!
Imperial this world, Imperial that starsystem,
No more Rebels, to be found, and everything will be in perfect order!
And the light side will be crushed forever... and ever... and ever!

Chorus:

Name: Duncan Idaho
Rank: LCM
Current Assignment: FL of Flight II Viper Squadron
Scandoc transmission code: raven@bluewin.de
Gender: Male
Race: Human
Date of birth: 08/20/1970
Place of birth: Coruscant
Marital Status: Single
Family: Parents: Mike and Heidrun Idaho. Two brothers, Mark and Robin. Father is the leader of the development facility of Battle Droid Inc. on Coruscant. Mother is a housewife. Brother Mark serves the Empire as a transport pilot and flies tugs. Robin is a private first class in a stormtrooper company.
Social status: Well-to-do

Quote: Shoot first, ask later.

Significant events of childhood and adolescence: As a child I've attended a recruitment program provided by the Tie Corps. First time I was able to sit into a Tie Fighter and had the chance to fly in a flight-simulator. After that event I've chosen the possibility to serve as a pilot in the Tie Corps. A friend of my father serves the Empire as a Dark Jedi and taught me a little bit of the Dark Side of the Force. This was useful in school, because sometimes I was able to let the teacher do what I wanted.

Significant events of adulthood: During my first days as an Imperial pilot I was on patrol in the Outer Rim. Suddenly we encountered a patrol of the Rebels. Scanning the enemy crafts revealed that one of the pilots was Wedge Antilles. Busy trying to scratch this loopy rebel I didn't watch my back and was hooked up by his wingman. I managed to bail out and was seriously wounded. After that I've learned not to fly with my eyes fixed on only one enemy. Always be aware of the complete situation.

Alignment and Attitude: Without the Empire the Galaxy will soon fall into anarchy. Those rebel fools aren't even able to lead a group of boyscouts. So it's a privilege to serve the Emperor and help to maintain peace throughout the galaxy. It's my duty to kill every rebel I encounter to shorten the number of those who try to prevent us from uniting all systems.

Former occupations: Before I joined the Tie Corps I've worked as a Droid Mechanic at Battle Droid Inc. I've gained a lot of knowledge of all kinds of droids and I'm able to repair and maintain them. I've developed a custom made security droid to guard my apartment. It can do a lot of funny things. Especially the mini-gun is extremely effective against burglars.

Hobbies: Riding my 1500 ccm Speeder Bike on Endor and kill Ewoks. Building models of Imperial Ground Armored Vehicles. Go on Mynok-hunting.

Tragedies: My grandparents were killed on an adventure trip on Endor by hungry Ewoks. As I heard they were grilled and eaten alive.

Phobias and Allergies: Ewoks. Reason: See tragedies. Mynoks. Damned bloody birdies which are useless rubbish in my opinion. All kind of rebel scum. Y-Wings on attack run.

Personal view of the Empire and the EH: The Empire is the screw which holds all systems together in harmony. It provides safe living, employment for everybody and satisfactory life. The EH is the right arm of the Empire to protect its citizens against all danger.

Reason for enlisting in the EH: I've ever wanted to be a part of this security system.

Helping all citizens of the Empire with my active duty. This is best provided by my work in the Tie Corps. Comradeship and loyalty to the Emperor can only be maintained as a member of the EH. Sitting at home and waiting that something happens is not the way I want to live. You can only help to improve things if you play an active role.

INPR FL/LCM Duncan Idaho/ Viper 2-1/ Wing XIV/ ISD Intrepid/ PC/ISM/LoC [Gren]
{IWATS-SM/2-XTT}

<SALUTE>

(Sung to the theme of The Sound of Music)

The battlefield is alive, with the sound of rebels dying...
Rebels are only good dead!

The battlefield is alive, with the sound of rebels crying...
Rebels are only good dead!

(Sung to I am Sixteen going on Seventeen)

I am an Imperial, shooting a rebel, I have no care in the world!
I will shoot a proton torpedo right up this rebel's arse! Arse!

I am an Imperial, killing a rebel, I get great joy from his pain!
When the scraps scatter on my cockpit, my work will be done.

I will, I will, kill this rebel, I will, I will, kill this rebel!

I.... am an Imperial shooting a rebel, I.... will.... kill....
him....

(Sung to Farewell)

I am Imperial... You are rebel, I am Imperial, you are dying NOW!

Good-bye, farewell! I must say goodbye, for you know, have a torpedo in your back-side!

HAhahahaHA!

Adieu, Adieu! You are dying now! good bye, farewell, why must you squirm?

Ahahahaha!

We must part for you are a rebel, In your death, I will revel!

Muwahahaha!

(Sung to Climb every mountain)

Kill every rebel! Squash every Mon Cal!

Kill every rebel, they must die anyway!

I will make every hyperspace jump, shoot every missile, until the rebels are all dead...
and to this I will be sure!

<SALUTE>

FL-SR/LT Dan "Instigator" Malaktos/Dagger 2-1/Wing IX/ISD Relentless

Name: Ace McCloud

Rank: Lieutenant

Current Assignment: Wingman from LCM Brandon

Scandoc Transmission Code: Rainer_Weninger@hotmail.com

Gender: Male

Race: Human

Date of Birth: 26/11/1983

Place of Birth: Tower of the Sith (Railus; Inner Core)

Marital Status: Single

Family: Father: James McCloud Mother: Sabrina McCloud Sister: Sandra McCloud
Girlfriend: Corinna Hoecker
Social Status: Well-to-do
Quote: If you wanna Impress my, you must show control and Discipline! - Jake Farrell, Rebel Assault
Significant Events of Childhood and Adolescence: I was Born! Lived on Railus, at the Imperial Place! The I gone on the Imperial Academy! When I was 6 Years, I discovered the Force!
Significant Events of Adulthood: I began knowing my Girlfriend! She is the only thing I have! I wouldn't change her for anything!
Alignment and Attitude: The Rebellion has no chance! They have more Ships, but we have better Ships!
Former Occupations: None!
Hobbies: Fly a Missile Boat! Chat with People, Play with a Stolen Light Saber!
Tragedies: None!
Phobias and Allergies: None!
Personal View of the Empire and EH: The Empire is well organiced! I like this Organisation!
Reason for enlisting in the EH: Have heard of this Organisation, and read Articles in a Newspaper!
Other Comments: The Force is strong in Ace McCloud!

ID Line: FM/LT Ace McCloud/Typhoon 3-2/Wing X/ISD Challenge ISM [FUSL]
{IWATS}
Submitted: 5/19/2000 11:55:02 AM

Black screen, green font typing across. 'An Emperor's Hammer training film produced by KerchFilm, Ltd.'

Large green 'KerchFilm. Ltd' logo.

Play fanfare.

'EVERY SAGA HAS A BEGINNING. EVERY JOURNEY HAS A FIRST STEP. EVERY LARGE IMPERIAL MILITARY ORGANIZATION HAS A TRAINING OFFICE...'

Ext. IWATS Campus. Day.

Shot of Tetran Cowall standing in front of IWATS campus administration office sign.

TETRAN: Hi, I'm Tetran Cowall. You may remember me from such holo-films as 'The Rebel who loved me' and 'My stepmother is a Gamorrean'. [Looks back at sign] But today, I'm here at the IWATS campus administration office, on Phare. In this very building, careers are started, dreams are realised, and high-ranking officers are paid ridiculously large salaries. [Gestures to foyer door] Shall we?

Fade out

Int. IWATS foyer.Day.

TETTRAN: This here is the administration area, where you'll check in to IWATS. [Bumps into Colonel Pavel] Hey, it's Colonel Pavel, Professor of X-wing versus TIE Fighter Tactics! Say hi, Pav!

PAVEL: Get away from me. [Walks off]

TETTRAN: Heh. Well, what say we take a look down office lane? [Walks down corridor]

Int. IWATS nondescript corridor. Day.

Tetran is standing in front of a large door with 'High Admiral Astatine' embossed in gold on it.

TETTRAN: Wow! This is the office of the Training Officer of the entire Emperor's Hammer, High Admiral Astatine! No, really! [Knocks on door, it is opened by a sexy, blonde, female secretary with clothing and hair in a disheveled state]

SECRETARY: [Fixes up collar, straightens skirt] I'm sorry, High Admiral Astatine isn't in right now.

TETTRAN: But...

SECRETARY: No! [Slams door]

TETTRAN: Well then, let's move on. [Comes to a door with 'Colonel Kircheis Tyschen' written on it] This is the Training Officer's Command Attaché's office. [Strange, Ewok cries emanate from the room] I think Colonel Tychsen is busy. Let's move along. [Comes to a door with 'STAFF (and -call-girls) ONLY' written on it] In here is the professors' workshop. This is where they create the high quality courses you'll be studying. [Opens door] The people I'm about to show you aren't actors. They're highly trained professionals, doing their best to make the Emperor's Hammer have a slightly higher average IQ than it already does.

Fade out.

Int. Professors' workshop. Day

TETTRAN: Everywhere you go, every ship on which you serve, you can always rest assured you'll have a top-notch wingman trained by some of the best and brightest the fleet has to offer. Oh! There's Lieutenant Colonels Tiberius and Sarriss, professors of TIE Tactics and Graphics respectively! As you can see, they're hard at work, marking the tests of young hopefuls like you. Aren't you?

TIBS: [Looks up from his and Sarriss' game of table tennis.] Uh, yeah.

TETTRAN: As you've just seen, working at IWATS is not all fun and games.

Tetran waves to Commander Seanhowe as he passes his desk. Seanhowe spills his coffee frantically hitting ALT-TAB to switch from a game of sabacc to his work.

SEANHOWE: I'm working, honestly I'm working. Please don't tell Ast.

Tetran looks at the camera and smiles.

Fade out.

Ext. IWATS campus admin office. Day.

TETRAN: Well, I've shown you just about all I can. [Smiles, slings jacket over shoulder] Oh, and remember- IWATS, because the less work you do, the less we have to. [Winks and walks off into the Pharan sunset]

Fade out to 'NO EWOKS WERE HARMED IN THE MAKING OF THIS FILM'. Roll credits.

<SALUTE>

Back by popular demand!

50 MORE Fun things to do with a rebel!

51. Sing "I know a song that gets on everybody's nerves" to it.

52. REALLY SLOWLY

53. Pipe it over the ship's speakers and make the crew put earmuffs on

54. Watch it go insane!

55. Give the entire ship's crew kazoos and let the rebel loose around the ship. Whenever it gets near an officer, the officer will toot the Imperial theme

56. Put the its ship on autopilot to crash into a rebel facility, fill it with bombs, of course.

57. Listen to it scream through the comms

58. Give it sleeping gass and dress it up as an Imperial pilot

59. Shove it in a barracks room, wait for it to wake up, and watch it go nuts, thinking it's an Imperial!

60. Attach a translator to everyone on the ship, let it run loose and set it so when someone speaks basic, it sounds like ancient Huttese

61. See how many rabid chipmunks it can hold in its underwear before it dies of screaming

62. See how many times you have to hit it in the face before it looks like a Hutt

63. Hug it! Tightly! Squeeze it until its guts come out its nose!

64. Shove its guts up its arse.
65. Put everyone in Rebel uniform, and make sure everyone acts like a rebel, and acts like they are on a rebel ship
66. Watch it go nuts.
67. Make it become a whore on Kessel
68. Put it in a shielded room and make it disarm a proton torpedo with 10 minutes on the clock
69. If it does it successfully, make it do another with 5 minutes on the clock
70. If it does THIS successfully, shoot it
71. If it doesn't, BBQ rebel for all! A pinch of salt, a little honey sauce, mmm mmm, that's some good eatin' I guaranteeee!
72. Sing "I'm an Imp!" to it repeatedly(Parody of Blue, by Eiffel 65, parody written by Dan Malaktos)
73. Sing "Kill Every Rebel" to it repeatedly(Parody of The Sound of Music, parody written by Dan Malaktos)
74. Drop it off in a Zero-G unit just inside the gravitational pull of a star
75. Charbroiled Rebel for everyone! Chewy coating, yummy filling!
76. Today's word of the day is: "Public execution!" Can you say "public execution?"
77. Dip it in corn syrup and put it in a locked room. Let hordes of bees loose in the room.
78. Helium + Rebel = Balloon that screams
79. Don't let it go to the bathroom
80. Make it drink its urine
81. Make it eat bugs
82. Every time it talks scream out: HARK! THE STUPID REBEL CAN SPEAK! Then punch it in the stomach
82. Use a beam weapon on it, take it out of your starfighter and shoot the rebel with it. Watch it glow in the dark!

83. Stand it on its head and see how long before it dies from its blood going to its head
 84. Every time it talks poke its arm and say: Wow, mommy always told me rebels were a figment of my imagination!
 85. Thwap it with Kawolski's ID Line
 86. Stick straws up its nose! It's a walrus!
 87. Make it sniff lots of Crack
 88. Shove a tissue up its nose and pull it out the other end
 89. Put it in the circus as one of the traveling freaks
 90. Call it: The Rebel... ooh... scary.... disgusting.... freaky!
 91. Put ice in its underwear and watch it do the dance of one thousand pains!
 92. Everytime it breathes, pluck one of its hairs out. When it has no hair on its head, move to genital hair
 93. Make it the honorary punching bag of the ship
 94. Call a ship-wide briefing, and have the Commodore state the following:
This is a rebel(ooooo ahhh)
We are supposed to kill this.
First one to kill this, gets a a PC.
 95. Shove it in a fighter's food compartment. Every hour, on the hour, scrape it with a knife.
 96. Punch it in the genitals!
 97. Beat it to death with a stick
 98. Have the ship join in!
 99. Shove one of the sticks up its arse
 100. Roast it, a feast for the whole ship!
<SALUTE>
FL-SR/LT Dan "Instigator" Malaktos/Dagger 2-1/Wing IX/ISD Relentless
-

The first time I gazed upon the greatest ship ever to leave the Kuati Drive Yards. They call it Relentless. It has a gleaming white hull and and skillful pilots I doubt there are anywhere. With names such as Sword, Dagger, Crossbow, Spear, Hammer, and Shield.

I saw them in battle once, never was I more confident for a victory. I think I won about 100 credits off the Rebel prisoners. That bought me a nice lunch in the Officer's Mess.

Oh well, continuing this awesome story. I was drafted to fire a turbolaser on the Relentless. I didn't fire it once but it was fun.

But that was not the last time I ran into Relentless. I was on my way to Aurora Prime to listen to a Senate meeting, when my ship was pulled out by an interdictor. We were disabled and were boarded. The Relentless came and through Vice Admiral Jarek Maldon's quick work, we were rescued quickly and efficiently. Again I must mention the excelsior squadrons. They blow up, assualted, whatever they could do anything.

Dlog Noitide: Taken from Journeys of the Galaxy
FM/SL Devon Thannier/Sword 2-3/Wing IX/ISD Relentless {IWATS}

from: FM/COL Shawshank/Alpha 3-2/Wing I/SSSD Sovereign {IWATS-M/1/2}

Taken from NL #4... (with a few edits ?)
The Shawshank Redemption

It had only been a week since I had gotten out of that dreadful combat chamber. I had told the Flt. Officer that it wasn't the same as combat... at that time I was only a Flt. Cadet and didn't know to keep my mouth shut. Well, I had a little break from combat now... not so that I could go into combat but so that I could work in the Mess Hall. This was definitely not my idea of fun but I had learned to keep my mouth shut. I was from earth... I had no idea how I got there or what I was doing there on the ISD Glory, but the Imperial Navy took me in like a member of the family. I hadn't heard of any Rebel Alliance or even of this Darth Vader guy. All I knew was that if I didn't help myself, no one else would. I was in the Mess being as inconspicuous as I could be but it didn't work. In the last mission my flight leader had gotten the bad end of a Mon Calamari Cruiser. It was all my fault... there were about eight of them there for no reason at all. No starfighters... no reinforcements. I was relatively new to battle and the sight of all those cruisers and the stars and nebulae confused me so much that I lost any semblance of radio contact. I didn't see my wing leader and didn't here him screaming at me. The next thing I knew, I was in a CAT scan like machine. I was pronounced fit for duty and sent on my way. I was later told that my wing leader, instead of killing us both, had tried to turn away... right into the hull of a cruiser. As if I didn't feel bad enough, the other wingman in the mission, Joe Blow, kept ragging on me. I was confused, disoriented, and alone. That was why what happened next surprised me so.

I was to pilot a Missile Boat in one of the biggest campaigns in Imperial Navy history. We had just captured the infamous defector, Admiral Zaarin, at a rebel depot getting re-supplied. We took them completely by surprise attacking with a pair of Modified Frigates, several squadrons of TIE starfighters and gunboats, and about a half dozen Modified Corvettes. After the capture, the Emperor and Lord Vader arrived in a pair of Imperial Star Destroyers, the Devastator and the Executor. A third Star Destroyer, the Victory, arrived for Zaarin. In the whole battle we only lost a Modified Frigate and about 13 Assault Gunboats. The three star destroyers and the remaining frigate hyperspaced to a rendezvous with Platform GFK-739.

I strapped myself into the Missile Boat and got ready for launch. I felt the shift of my

weight as the motorized track brought me to the hanger.
I was space born...

The continuation of the story...

I keep thinking to myself... What am I doing here? Why did I ever leave home? "Join the Navy" they said, "see every corner of the galaxy" they said. This is such a beautiful view... why must it be wrecked by bursts of laser cannon and the flash of torpedo impact? Why can't those rebel scum realize how foolish they seem. One might liken their cause to that of the IRA. With a press of a button my craft began to rotate towards some distant sector whose location was unbeknownst to me. As the stars faded into long streaks I thought about my family. My family? Since when had I had a family? I shook my head violently... focus... focus on the mission. We can't have the incident in combat chamber reduplicated. It wasn't long before the stars regained the appearance pinpoints... I looked around me as the rest of the fighters hyperspaced in. Everything looked ok... I radioed in to my flight leader.

"Keep your eyes open and your ears perked, boy. You know how important this mission is to us."

Out of nowhere several squadrons of X-Wings blew in from hyperspace... the battle was on. I had helped down 2 or 3 when my flight leader called for some backup. I pulled off of the X-Wing I was attacking and set my targeting computer to the aggressor attacking my flight leader. As I pulled in for a shot I saw a blast of red fly past my 10, then another hit me square on the tail. I tried to shift my shields to full aft, but my computer had stopped responding... the next thing I saw... was nothing... I must have seen nothing for weeks. All I could hear was the steady dripping of water as if from a leaky pipe and the occasional sound of a guard... someone... bringing food into my cell. Finally, my blindfolds and shackles were removed. I was in a Rebel prison cell... God knew where. I was going to rot here... die... in this... this hellhole. It must have been 4 years or more... there were loud explosions... the Rebel base must have been found by someone. The explosions got louder... and louder... one explosion was so close as to have been in the next cell. I covered my head as I heard the distinct whistle of an incoming rocket and the entire wall on which the door was placed fell... small explosions occurred around me and gas filled the room. I passed out, hearing "General Shawshank... you're safe. YOU, STORMTROOPER, grab another man and let's get them to the landing zone! Hurry it up!"

Here I am. I'm awake, I can see the trees. Well, at least pictures of trees. I've been blessed... some might say cursed... with life. Almost all that I know is gone... the star destroyer I had been stationed on had been decommissioned and sent to the ship graveyard. Ronin... he's still here, a welcome face. Stelek... Adams... both gone... What am I going to do? I've been re-ranked as Colonel and placed in a great squadron. I was supplied with my own TIE Defender, which I've aptly named "Poena" - "punishment". I must exact my revenge on those who kept me captive for so long. The Sovereign's doctor says that I am healthy psychologically, but I'm good at hiding things. I will get my revenge. I will.

file archives

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

pappy.bmp - SA (ret.) "Pappy" Renegade's uniform, presented by FM\CPT Vexen (Renegade)\Typhoon 2-1\Wing-X\ISD Chal\EH (MIS-Imperator).

ronin.jpg - An example of GA Ronon's uniform by FL/LCM Goatham/Rage 2-1/Avenger Wing I/SSD Avenger.

compton.jpg - A version of the XO's uniform by FL/LCM Goatham/Rage 2-1/Avenger Wing I/SSD Avenger.

viewme.jpg - The official EH TIE Corps flight suit, designed by Lieutenant Commander Ender Mbind of Krays Squadron.

comptonpic.jpg - Another version of the XO's uniform, by FM/MAJ Smitroc/Butcher 2-3/Avenger Wing I/SSD Avenger.

banner.zip - Four banners related to the Combat Operations Office, as presented by COO/AD Havoc.

newunifo.zip - The new, blood-red uniforms of Omega Squadron by CMDR/CM Ixion Deathbringer/Nun/Wing V/SSSD Sovereign.

05-21-2000 AaronAllstonChat.txt - The log of a recent online chat between the Star Wars author Aaron Allston and the New Imperium.

iwcoc.html - An interesting slideshow about the Infiltrator Wing by IWTO/VA Torres/NC-3/IW/EH and WC/LCM Xavier Sienar/MC-90 Fear/IW/EH.

etabanner1.jpg - A banner for Eta Squadron by CMDR/CPT "BadAss" Chei-Ras/Eta/Wing VIII/ISD Colossus.

anderson.jpg - A scanned copy of a picture signed for the EH by Star Wars author Kevin J. Anderson.

bannerfo.zip - Two banners for Gamma Squadron by FM/LC Florian/Gamma 2-1/Wing I/SSSD Sovereign.

NL66Battles.zip - The latest group of Battles and Free Missions for the Emperor's Hammer, presented by TAC-FSE/HA Kawolski/CS-3/SSSD Sov.

fleet order of battle

FLEET COMMANDER'S NOTES:

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

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

Craft Name	Craft Designation/Assignment
Core Forces	
Flagship/Escort	
SSSD Sovereign	SSSD Sov
Aggressor Strike Force	

ISD Grey Wolf**ISD Intrepid****ISD Vanguard**

VSD Aggressor

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

ISD GWif**ISD Int****ISD Van**

VSD Agg

Battlegroup**ISD Colossus****ISD Relentless****ISD Immortal****ISD Challenge**

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

ISD Col**ISD Rel****ISD Imm****ISD Chal****Auxillary Vessels****Dark Brotherhood****SSD Avenger** (flagship)**MC Tripidium** (Tau Squadron, aboard the SSD Avenger)

ISD Subjugator

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

SSD Avr**MC Trip**

ISD Sub

Hammer's Fist**DREAD Retribution**

LCF Excelsior

LCF Friggia

LCF Falcon's Eye

DREAD Ret

LCF Exc

LCF Frig

LCF Falc

Bounty Hunter's Guild**Star Galleon IvanHoe****SGAL Ivan****Infiltrator Wing****Task Force I****MC90 Bismarck**

Gunship Centurion, Gunship Scorpion, Corvette Bellum, Corvette Vanquish

Task Force II**MC80b Saratoga**

Gunship Repulse, Gunship Vindictive, Corvette Meteor, Corvette Daring

Task Force III

M/FRG Ka'tal, M/FRG Krayt's Claw, Gunship Conquestor, Gunship Scimitar, Corvette Harlow, Corvette Rewind

Task Force IV (Stationary Defense)

M/PLT Destrier, MC90 Despot

Corvette Scythe, Gunshi Falcon, Corvette Templar, Corvette Archon

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.) and HA Astatine

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

Sites:

<http://www.imperialacademy.org/manual>

The Emperor's Hammer Fleet Manual

version 3.0

By GA Ronin and SA Havok (ret.) and FA Zoraan

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

Sites:

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

The Emperor's Hammer Tactical Manual

By HA Kawolski and VA Sauron

The Tactical Manual includes Battle Submission Procedures, Battle Review Procedures, Cheating Policy, How to play custom missions, Mission Compendium information, Scoring systems Game Platform updates and Battle Creation and Pilot Reviewing Utilities.

Sites:

<http://tac-man.tiecorps.org/>

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 and FA Howlader

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

Sites:

<http://www.darkjedi.nu/howlader/ops/manual.htm>

The Emperor's Hammer Systems Manual

version 3.0

By GA Ronin, SA Havok (ret.) and GMF Armus

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

Sites:

<http://directorate.webhostme.com/sysman/>

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 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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