

The Dark Sentinel

Issue #68

September 17, 2000

Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



Dedicated to the memory of Sir Alec Guinness,
photo from of classicfilm.about.com, 2000.

Edited/authored by Sector Admiral Jahn Compton

XO/SA Compton/CS-2/SSSD Sov

Emperor's Hammer Strike Fleet
SSSD Sovereign

3,559 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.

IWATS Passes 5,000 Grads...! 09.06.00

As Emailed From: Training Officer (HA Astatine)

Graduate for 6th September 2000 - Special 5000th Graduate Edition

IWATS Core

ASAN / Shay`la DuKahn Ludsorkim / Phoenix / BHG -CH
NavCOM/VA Bargon

mIRC/1

NavCOM/VA Bargon

mIRC/2

ASAN / Shay`la DuKahn Ludsorkim / Phoenix / BHG -CH

IIC

ASAN / Shay`la DuKahn Ludsorkim / Phoenix / BHG -CH - IIC/1, IIC/2
FM/LT XReeder/Sadhe 2-2/Wing V/SSSD Sovereign - IIC/1

And with these people graduating, IWATS has finally pushed over 5000 total graduates. This 5000 graduates includes all those for the IWATS Core, mIRC courses, IIC courses (since the rewrite into 3 courses), Squadron Management 1 and 2, graduates under the old course while I was Dean (57), XvT and TIE Tactics, XvT and TIE Mission design, Star Wars RPG Stats and Character Design, VB Script, RebelED and Rebellion Tactics, ICQ, Graphics, Naval Corps Staff course and COL Pavel's XvT/XWA Academy. This 5000 has been achieved over a bit over two and a half years, and represents a turnover rate of about 2-3 graduates per day, every day of those 2.5 years.

XvT-XWA Academy

This would never be possible without the assistance of the numerous course writers, testers and graders of all these courses, as well as the Flight Officers over all that time, as well as, of course, all the people who have done these courses.

That's about it. :P

HA Astatine - TO

Fleet Commander's Note:

For his outstanding service as Training Officer of the Emperor's Hammer and for achieving this amazing milestone, the Fleet Commander (GA Ronin) has personally authorized HA Astatine be awarded the Emperor's Hammer Order of Renegade medal.

TAC Moves on...AD Striker Appointed New TAC: 09.11.00

As Emailed From: Tactical Officer (HA Kawolski)

<SALUTE>

I just wanted to let you guys know that I have decided to step down from the TAC position sometime this week when I mail out my official resignation to the fleet. It's not because I don't have time or RL's bugging me...It's been one year since I've been in the position and I feel I accomplished what I wanted to in that position. While I still do have some new ideas, I want to dedicate more time to making several new additions and improvements to the tiecorps.org database that have been quite overdue. I'll still be around and keep up to date on EH/TC activities, news, and hope to benefit the fleet and especially the Command Staff with new features and updates.

I would like to highly recommend Admiral Striker to be the next Tactical Officer. He's been with me since the beginning almost a year ago when I was promoted to Tactical Officer and he's very well devoted to the position. He is knowledgeable in X-Wing, TIE, XvT and XWA from pilot files to mission design. He knows how to use the database and knows how to catch fraudulent pilot files. He has also been an excellent Infiltrator Wing Tactical Officer as well. I don't know of anyone else more qualified to take my place. :)

I wanted to clear everything between you guys first so I can make the transition as smooth as possible. I'm sorry there was no advanced notice or anything...it's something I decided on last night. My only request would be to remain in the Imperial Advisory position of "Fleet Systems Engineer" (I don't think my fse@emperorshammer.org addy is active anymore) to continue the work maintaining tiecorps.org. :)

Thanks!

= High Admiral Kawolski, Tactical Officer and Fleet Systems Engineer =
- TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign (#691)
- MoH/ICx2/OoR/GOE/GSx4/SSx3/BSx2/PCx6/ISMx5 [EXCR]
- MoI-DC/MoT-7rh-1gh-89bh/LoCx3/MoC-1BoC
- CoSx3/CoE/CoL/CoB/LoAx3/OV-3E {IWATS-IIC/1/2/3-M/1/2-NS-SM/1/2}
- <http://www.tiecorps.org>

FA Rapier Resigns and AD NightFlyer Appointed Security Officer: 09.11.00

As Emailed From: Former Security Officer (FA Rapier)

<SALUTE>

As I said in my initial email about my emergency leave, if I felt that it was going to go on for too long I would resign my post as Security Officer...That time has come.

For a Year and 10 months now I have been the Security Officer of the EH. And now, due to unforeseen and unavoidable real life problems I must resign that position.

I do wish to stay on the roster in the reserves but I can no longer fulfill the duties of the Security officer since my internet time has been cut to almost nothing and I haven't even seen a copy of Mirc in a month.

I'm sorry to all of you who counted on me to always be there but for a while longer I won't be. I will be back but I have no idea when.

This is not the resignation of a 15 year old who's mommy is cutting off his internet access, and that would be hard seeing as I'm 37. And believe me I would never step down from my post if it were not for the gravest of problems because I love this club and have done everything in my power to make it a better place for all.

I really hate saying see ya later at this point but I have too.

Since I am a CS officer in good standing at the time of my resignation I would like to see AD Nightflyer elevated from SEC/CA:SO to the position of SO which he has so excellently been filling for the last month during my absence.

I would also like to see him elevated to the rank of Fleet Admiral and awarded the GoE for his excellent work both as my assistant and as the Security Enforcement commissioner during the last 9 months. His dedication and loyalty to the empire should be an example to all officers.

Thank you all for your time and for a wonderful 3 years as an active EH member.

Security Officer Fleet Admiral Rapier (ret.)
Emperor's Hammer Strike Fleet

HA Kawolski (RET), FA Rapier (RET) Awarded Retiree Promotions: 09.12.00

As Recommended From: FM-SR/MAJ Zystem Fryar/PI 1-3/Wing VIII/ISD Colossus

SALUTE

Sirs...

I wish to recommend the following:

For there Ongoing and Everlasting efforts to make the EH a better place for all their hard work, I propose the following:

FA Rapier Be elevated to the Rank of High Admiral.

HA Kawolski: To Be officially retired from Active Duty at the Rank of Honorary Sector Admiral.
and to continue as the FSE in official retirement.

He already has each and every medal he could have earned.

Respectfully Submitted,

FM-SR/MAJ Zystem Fryar/PI 1-3/Wing VIII/ISD Colossus [Tie][XvT][XWA]
BS/PC/ISMx6/LoC-CSx6/CoB/OV-2E [DRAG] {IWATS-ICC-SM/1-M-M/2-XTT-ICQ}
SW Zysfryar(Sith)/House Galthain of Satal Keto/DB [WC,DC-KC]

**Supreme Strategist of the EHS Retires (Becomes CGM of the Fringe),
DarkAngel Appointed SUST: 09.14.00**

As Emailed From: Former Supreme Strategist (Arania)

<salute>

Sirs, comrades and friends...

Before you think I am bored about the EHS or something - nope, I am not. And I know, some of you have told me not to resign, since I created this group and all - but in fact, all I could do was giving it a good start. When the EHS came to life, I was probably the only one having a real good idea in what direction a CCG group is supposed to head and how to set it up. This has changed since - many of you I know from a Star Trek related CCG site, and since you are also SW:CCG and/or YJ:CCG players, you decided to join the EHS and thus the EH. And I am happy you did :o) But now it is time for a change, and I do not want anyone to think I am only staying up here to keep OPS in #EH :o)

The EHS needs someone who can worry about promoting us in a more effective way now than I do at the moment. In the last few month, I have found myself more and more involved with the development of the EH:CCG, mainly trying to get usable pictures from people and helping BG Anakin Skywalker to figure out problems with the rules etc... This somewhat collides with the duties of SUST, but I feel I am much more needed getting character pictures, especially since I am also a DB member, and doing some assistance in game development, since I have worked on dreamcards with BG Anakin Skywalker before. So, realizing that my XOST Dark Angel has done much of the work that should have been my responsibility, and knowing that he has already send in an application and would continue his good work, I decided to step down from the position of SUST to give space for BG Dark Angel (Of whom I hope he will be elevated into this position).

As for my own position, we will possibly rearrange the EHS Command positions a bit, so I will basically do what I was doing since, just with a name to it. I'll always be around, folks!

In service of the Empire!

EX-SUST Arania Lawakiro
Emperor's Hammer Strategists

Darkov Resigns, VA Maverick Appointed as IWCOP: 09.16.00

As Emailed From: Former IWCOP (FA Darkov)

Hello,

::SALUTE::

This email may come as a surprise to some of you, but others not. It has not been coming for some time, it is a rather quick decision I have made. I'm sorry to inform you of my resignation from the of Infiltrator Wing Commander after such a short time in that position. But over the last few weeks a decision was made that I should gain new qualifications in real life, and it is because of the overwhelming experience and increase in work that I find myself with little free time of my hands. College is somewhat harder than I thought after being out of study for so many years. But I shall endeavour and I shall succeed.

I am remaining within the Emperor's Hammer, there are things I still wish to accomplish, even if my main goal has now been achieved. There are things I had planned for the Infiltrator Wing that I shall continue to work on, and other areas of the Emperor's Hammer that I have still to explore and enjoy to their fullest. So expect me back to full strength within the next few months sometime, after I have taken control of my time constraints, and looking for a new demanding job to cause trouble in :)

It is my recommendation that Vice Admiral Maverick, Infiltrator Wing Executive Officer, be appointed to the role of Infiltrator Wing Commander in my place. He has worked hard since his appointment to the position several months ago, and held things together admirably during my leave last month. His experience with the Emperor's Hammer goes back almost as far as mine, and I am sure that he will be around for a long time to come.

My thanks to all who have helped me enjoy my stay as Infiltrator Wing Commander, and to GA Ronin and SA Compton, for putting up with me again in another command position.

Fleet Admiral Darkov

VA AbsoluteK and AD Theodore Awarded the Imperial Cross (IC) Medal: 09.06.00

As Recommended By: Special Operations Director (AD Tron), Training Officer (HA Astatine) and LC Sekchen "Lion" Tethys

...I speak of VA AbsoluteK (CA:IO/VA Absolutedk/CA-5/SSSD Sovereign - absolute@squadron.org) who has done an extremely beneficial and outstanding job for the EH. He introduced an aspect to the fleet which has proven to be instrumental in its growth - EHNet.org. He hosts several sites, offers members POP3 e-mail accounts, the MBs for many SGs as well as the EH MB, some SG websites, numerous Squadron sites at squadron.org, and provides one of the best Internet Office sites I've seen in a long long time....

INQ-SOD/AD Tron/VSD Stalwart,
GOE/SS/BS/PC/ISM4/MoT/MoC-10BoC-1SoC-1GoC/CoL/OV-3E {IWATS-SM/2-M/1/2},
"A-9b: Neo Anubis"
SWL (Sith)/ARC4, SC/WC/DC-KC/LSS

I'd like to recommend the current Command Attache to the Internet Office, Vice Admiral AbsoluteK, for the Imperial Cross.

In short, he's provided a central, effective web hosting solution for EH members, free from ads and the performance issues that plague free hosting options, such as Geocities, Xoom and others.

Currently, his systems host nearly 300 individual web sites, about 20 mailing lists and almost 100 email boxes. This volume of websites actually along the lines of what some medium-sized commercial host. Along with this, he has also made the relatively large financial contribution of the purchase of five domains (ehnet.org, squadron.org, thebhg.org, corporatedivision.com and directorate.org).

On the web authoring side of things, he adapted the code based for Slashdot.org into what's currently in use at www.ehnet.org, as well as rewriting the code for the Picture Archive, developing the code and website for the Visual Arts Gallery (VAG) and coding some of the web ring. He has also provided technical assistance for people, ranging from how to setup their sites, to more advanced issues, like database work and PHP scripting. In addition, he constantly monitors his systems to catch problems before they happen, as well as for inappropriate content. He puts most paid system and network administrators to shame.

So, based upon that, I think he deserves this medal. Thanks for your time.

HA Astatine - TO

<SALUTE>

Even though I have officially stepped down as WING IX WC, I realized there was one thing left for me to do.

-Forgive me if I take a moment with this-

As I was packing to go on leave, I recalled an ancient legend I heard from some forgotten planet somewhere in the Unexplored Territory.

There was a king, who was at war with his neighbors. The war was going very badly for the king, and he needed gold to help finance the war. One of his advisors came up with a plan. The one thing the kingdom had plenty of was iron. So the king gathered his nobles together and asked them all to sacrifice gold, jewelry, etc to the cause of the war. In exchange for this, each would be given an iron token, inscribed with the king's personal insignia.

The response was tremendous. It very quickly became the fashion of the kings court to wear no jewelry at all, save the iron token. The token was known as the "Iron Cross".

AD Theo has displayed such nobility of character and sacrifice of service as described in the legend, and for this reason I recommend that he receive, and hope that my fellow "brat pack" would join in, and even those of the Command Staff, would join in in hopes that he receive the Imperial Cross.

<SALUTE>

LC Sekchen "Lion" Tethys (currently in between assignments)
SSx1,BSx1,PCx2,ISMx4,MoT-RH,LoC-CS,LoCx4,OV5
IWATS-Core-M/1-M/2-TT-SM/2-GFX {HUSS}
ACU/Sekchen "Selah" Tethys/Imperial Choir

Updated Emperor's Hammer 'Gear' Available: 09.17.00

As Submitted From: Fleet Commander (GA Ronin)

Due to popular demand the club is now offering customized Emperor's Hammer T-Shirts, Mugs (large and small) and Mousepads...With a WHITE logo...Much thanks to Faethor for donating it...!

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

TAC Report: 09.09.00
As Emailed From: Tactical Officer (HA Kawolski)

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



Good little Imperials...

by SA Compton

Hmm. Is it just me, or do the GA and I seem to be about the only guys who haven't quit these past couple weeks?

Seriously though, I'd like to thank all of the exiting Command Officers and Sub-Group Commanders for all of the hard work they've put into the Emperor's Hammer. It's through the efforts of them and their predecessors that the Emperor's Hammer has been able to enjoy the success it has.

For those who read my announcement that Hasbro stated they would have a slew of new product available on August 6th, I apologize. I ran to the stores first thing that Sunday morning (yes, I actually got out of bed before noon on a Sunday) only to find that there was nothing new there. If you did manage to find something new, you have my most sincere envy to contend with. :-P

I apologize for how "thin" this NL is. I guess with school starting back up for so many of you, most of you didn't have much chance to submit anything. But worry not - there's always next month! Don't forget - NL submissions are due the last day of each month. Hope to hear from you soon.

XO/SA Compton/CS-2/SSSD Sov



FROM THE OFFICE OF THE SUPREME STRATEGIST

The Emperor's Hammer Collectible Card Game - First Impressions

The Emperor's Hammer Collectible Card Game is taking shape. The basic rule ideas have been fixed for playtests and the first cards are actually emerging from the first bits and pixels submitted by members. Scheduled for a mid to late 2001 release, this game will allow you to control actual members of the Emperor's Hammer in an attempt to lead your subgroup to the highest glory and impress Grand Admiral Ronin with your leadership and skill. Inspired by the best aspects of the gameplay of several major card games, the EHCCG has a rule set distinct from any other game and yet easy to comprehend if you already play other card games. The first edition, planned to encompass between 300 and 400 cards, will allow you to play five factions of the Emperor's Hammer: the Tie Corps, the Strategists and the three Jedi Orders - Sith, Obelisk and Krath, each with unique strengths and weaknesses. Later sets will add additional subgroups to the game.

If you are personally interested in making an appearance in the EHCCG, please first contact your superiors for approval. As there are far more EH members than we can make cards, your subgroup leader (or, in case of a Dark Brotherhood member, your Jedi Order leader) will have the final say as to whether you can qualify as a character card. You will also need to submit a

real-life picture of yourself and a character description (possibly a character image, too). In case you are a member of a subgroup not yet represented, you have two options: Either wait until your subgroup is scheduled for release (which might take a while) or apply to come aboard as a neutral character.

In case you cannot gain approval for release as a character, you still have an option to get your face on a card: Provide an image of yourself or your character in any action situation (combat, using Star Wars props, etc.) - we are looking for a lot of Events and Interrupts as well.

For your first enjoyment, here are 5 cards (click on thumbnails to enlarge and see a short comment)



[For the Empire](#)

[GN Arania Lawakiro](#)

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 68.

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.

<Salute>

My apologies sirs, I wasn't aware till now as to whether or not Darkov would be back in order to handle the reports. Also this is my first time doing an official report for the Infiltrator Wing so if I leave something out just email me and I shall try and answer it to the best of my knowledge

- 1) Currently the Infiltrator Wing Command Staff is gather ideas as to a reorganization of competitions and egroup use. Expect to see major announcements on this as more information is put into form for everyone to read.
- 2) Currently www.infiltratorwing.org is badly outdated and Maestro hasn't been heard from for sometime. We are hoping to hear from him soon or move the site to a new host.
- 3) All Infiltrator Wing Pilots are encouraged to continue flying the Rion Campagian. Contact your Squadron Commanders for more information.
- 4) Darkov is currently in the process of getting settled into his new job. Also with the problems with many of the @infiltratorwing.org addresses he has left me (Vice Admiral Maverick) in command till he is able to return.

In darkness,

Vice Admiral Maverick

Infiltrator Wing Executive Officer

IWXO/VA Maverick/MC-90 Fear/IW/EH {IWATS} {IWATS-M/1} [MoI] [MoDx2] [VC]
[MC1x4] [MC2] [CBV-2stars] [LoM] DA (Sith)/MAA, SB/ED/WR/DC-KC/SC {SA:CORE} [A-wing: Green Goblin]

corporate division

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

<NOD OF RESPECT>

Greetings,

Eleven weeks in my job, and I must say that this week is amongst the most crucial in recent Corporate Division history. On the list of topics to be covered is the Slicing Academy, the reopening of the EHUES, the revival of the Independent Trader's League, and the appointment of the VSD Warhammer's first Commodore! I'll be very quick to touch on each subject in as best detail as possible. Also, I'd like to take the time to thank Rear Admiral Mini Minkus for his recommendation for my promotion, and to thank the Fleet Commander, Grand Admiral Ronin, for approving it. I will live to your every expectation that comes with the rank of Vice Admiral. Also, on a lighter note, if anyone can get the Olympic Ceremonies, please E-Mail me. Giving me an explanation of what the heck I just watched is worth an ISM. :-)

First, I'm very proud to announce that, with the help of RA Kermee of the SCO Office, the XvT 101 Basic Slicing Course notes are online in a first draft! This is one of the upcoming Slicing Academy's 12 different courses, ranging in Basic to Honors XvT, TIE, and XWA Slicing. There will be Midnight Editor, Hex, ace_dxf, TIE Patch, and possibly UGE instruction given, to give a minor summarization of what will be presented as instruction by the Slicing Academy. We've yet to come up with a more creative name, but I have a few ideas, and will run it by Kermee. Once we both agree, we may end up with something along the lines of "Valtyne G. Ricaud School of Technical Engineering" [God forbid we name it after any other PREX's].

Secondly, the EHUES is open once again! Rejoice! Go order your uniforms! They were originally closed for management and quality control reasons. They've been reopened since with new quality control systems put into place so as to live up to Operations Office Uniform Quality Standards. In other words, your uniform will be shinier than ever! </lame catch phrase> Please visit the Emperor's Hammer Uniform Exchange Service at <http://ehues.corporatedivision.com/> ... expect a reply in roughly one to five hours after your order is sent, and a finished product thirty minutes to four hours after that. Fast service considering many of our workforce is in school now! </lame back to school joke>

Next, Commissar General Voranyen has resigned, and has been placed in the Unassigned Pool. In his place, I'd like to *ask* Commissar Kuat of Kuat [he doesn't have it if he doesn't want it...] to take his place as First Secretary. I'd also like to announce that Commissar Kuat of Kuat is not only maintaining CD.com, but also is working on posting the ITL's site, which will be a JCPenny-like catalogue, listing all of the services presented by ITL Traders. Once the site is completed, I expect to start seeing the ITL present a direct threat to the Corporations in about two months. We will, of course, need more Traders. I ask that anyone in the EH that wants to work for themselves and anyone in the Unassigned Pool that wants to work for themselves, mail me at TSSGen@aol.com ... I'll give you a link to the ITL Registration Form, and you'll be in business in NO time! :-)

And lastly, the VSD Warhammer has a Commodore for the first time in CD History. Yes, since I opened 'Blank' Squadron [we're debating names in #Emperor's_Hammer around the time this report is being typed] as the counterparts to Core Squadron, I've found the need

to have the CMDRs of both squadrons to have a person directly over them. I'd like to formally introduce Rear Admiral Psyko! He's served the EH for over a year, and is very reliable and trustworthy. I think he'll do well in this role, and his outlook on the EH and CD will be just that more of a morale boost to Core Squadron and the Corporate Division as a whole. Welcome aboard, Psyko! Thus ends my weekly report! Tune in next week, when I'll be giving an update on the Auroran Stock Exchange and it's status in being brought online.

... running fine without WindowsME ...

Respectfully submitted,

PREX/VA Tra Tal'kail Coursca/VSD Warhammer/CD
SoA/CDMx2/MCA

the bounty hunters guild

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

The Bounty Hunters Guild did not submit anything for NL 68.

intelligence division

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

AD Langer hands in final resignation:

Admiral Langer handed in his final resignation from active service in the Intelligence Division to take up a new position as Consort of the Diplomatic Services. This advisory position will compile the data from DiploServ and will be the figurehead of the DiploServ section of Intelligence

Promotions at the meeting:

The following promotions have been made this week that are of note to people, The Bureau Director of Analysis (LC Whitewind) has been promoted for his work as Bureau Director to the rank of Colonel! (COL) Also for his outstanding work as Acting Executive Director Syn Kaek has been promoted to the rank of Vice-Admiral! (VA)

ATA to be announced shortly:

RA Raith is pleased to announce that the AoT has passed 200 graduates under him and he is going to select his new ATA in a very short time period now, good luck to all applicants.

Thank you for your time, that is all!

<SALUTE>

Admiral Samuel "Stalker5" Rothwell
Supreme Director of the Ubiqtorate

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.

From the Office of the Grand Moff

Greetings,

For the most part, this week has been ... well uneventful. However now that my Minister of State, Alduin dor Lammoth has returned, this should change very very soon. I have returned from leave and have started work on my office which will include a long history of myself, a paragraph about the joining the Directorate, a Guide to Success, and a Directorate Timeline. This sounds a lot like the PREX's office because that's where I got the idea from :-).

Other than that I am happy to see Lammoth back and can't wait for the 4th Edition of the Diplomacy Manual to come out!

Grand Moff Karva

From the Office of the Minister of State

I have just recently returned from my long leave of absence and am in the process of getting caught up. That said, Diplomacy will begin starting next Thursday. I have been wanting to redo the Diplomacy Manual for a very long time, and finally I am making time. My main concern for this coming week will be to get significant work done on another revision of the manual. This is possibly Diplomacy's biggest handicap as the book and the game no longer resemble each other.

Minister of State, Directorate
MS/AUT Alduin dor Lammoth/MC-3/Gondor Base/Aurora Prime, FoP/TC/JCx4
GoE/SS/CoLx2/LoA

From the Office of the Minister of War

Report of the Minister of War

Having started a new job this week, not a lot has been done on the new Edition 4 warfare rules, hopefully they should be completed sometime in the next two weeks. I've had the chance to chat to some members of the RS and there is definitely an interest in trying to beat us at something else. I've found an officer in the RS who is willing to help run diplomacy and help me get their side of organization started. If anyone has any new units they would particularly like to see in the next edition of Diplomacy (either Rebel or Imperial)

than mail me them with some suggested statistics. Be reasonable if I see anything SSD size or bigger or stupidly rare, it's going straight in the bin

I look forward to seeing you bleed....

Mordann
MW/CZ Mordann/Gondor Base/Aurora System [JCx2] [CoS] [MoS]

From the Office of the Lord Knight Commander

Another slow week... but hopefully things will start to pick up now that Lammoth is back and dippy soon will be online again

Malachdrim

=+++++=+++++=+++++=+++++=+++++=+++++=+++++=+++++=+++++=
Admiral Karva Dronaal
GMF/GMF Karva/Gondor Base/Aurora System
[LoA][SoD][MoS-cm]

the fringe

The role playing section of the Emperor's Hammer.

The Fringe did not submit anything for NL 68.

the imperial senate

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

Greetings,

First of all, I'd like to congratulate CCN Trevarus Caerick on his recent appointment to Deputy Chancellor of the Imperial Senate. I'm confident with his leadership skills and am sure that his ideas will highly benefit the Imperial Senate. Congrats DCH Trev!!!

I'd also like to congratulate A-CHS Ace Pilot on his recent appointment to Senate Librarian. He will be charged with the duty of overseeing the maintenance of the Senatorial Address. I know that he do a great job!!!

If you haven't done so already, please visit <http://www.ehsenate.org/sa/saindex.html> to see our 3rd issue of the Senatorial Address. I thank everyone who worked on it!!! It is absolutely fantastic!!!

Congratulations are also in order for veteran Chairman Hafan Cantos. Cantos use to be the CCN of the Design Committee. After resigning as CCN, he joined the Debate Committee and

was one of the chief architects of the Liberal Party. It is my honor to appoint him as the CCN of the Debate Committee. Congrats Cantos!!!

CO-I Belzedar's office is now up. Please visit it at <http://belzedar.ehsenate.org>. His site includes the rules for the CO-I Contest. Here is a brief description of the CO-I contest (as taken from the CO-I Office):

"Each week, I [the CO-I] host a contest in which the Senators, Chairmen, and High Councilors may submit to me the URLs of their personal offices or sites they themselves have designed. From the submissions, I will choose a site as the winner and award the creator accordingly. If the site was created by someone for someone, the site's creator will win a proper award, and the site's owner will receive a Certificate of Technology."

After last Sunday's meeting, a majority of the Imperial Senate High Council met on IRC to discuss new ideas and proposals. We discussed issues varying from reforming the awards system to ICS (Inner Chapter of the Senate) membership requirements. HC meetings will take place after weekly trivia in #The_Senate_Floor. So if you would like to see what is being discussed, then please stay on IRC after trivia. One of the things decided at the HC meeting is that CO-Ex White Tiger (former CHS of the Imperial Senate) will be the first recipient of the Ch'hala Staff [Staff], the highest award in the Imperial Senate. Congrats WT! :)

CCN Raian has devised a monthly competition called Senate Sessions. As per her description:

The entire SENATE SESSIONS #1 format/scenario is posted at:

<http://www.jedi.nu/legion/ss/#>

Some FAQ's -- How do I sign up? Senators are encouraged to enter all possible assignments. For example, you can sign up for the Individual assignment, and if you are in Debate and Intel, you can sign up for both those committee assignments too. However, you do not have to sign up for everything. If you wish to compete in only the Individual assignment, you can do that as well. Tell you CCN that you wish to compete. Your CCN is responsible for signing you up.

Deadline for entry sign up is September 22. To sign up, contact your CCN. Your CCN will forward a list of entries to raian76@hotmail.com no later than Sept 22.

SENATE SESSIONS #1 competition will begin on October 1 and run through October 22.
INDIVIDUAL SENATE ASSIGNMENTS are due on October 7.
Literature Committee Assignments are due on October 11.
Design Committee Assignments are due on October 13.
Intelligence Committee Assignments are due on October 15.
Tactical Committee Assignments are due on October 17.
Debate Committee Assignments are due on October 19.

If a member signs up for an event and fails to send in his entry, they will be docked 75 points. This applies both the Individual and Committee assignments.

Winners will be announced at the Senate Meeting on Sunday, October 22. And awards will be given at that time.

CCN's and A-CCN's are encouraged to sign up for the competition too!

All members who are participating will receive an email to remind them of their assignment, who to send it to and the deadline.

Let's all work together to make the SENATE SESSIONS a success. If anyone has a questions regarding signing up members or how it all works, please contact me < raian76@hotmail.com >, and I'll do my best to help you.

As always, if you have any questions or comments, please feel free to email me anytime! :)

Lord Valek Maulore

Chancellor of the Imperial Senate

CHS Valek (Aurora Prime)/HC-1 [M-CRV:Pluto]

[CORT YT-2400:Charon][ESHU:Cerberus][LXY:Magnus Deus Mortis]

[Staff][Estate][RR][BG][BSS/BR][CoDx2][CoKx5][CoCx2][CoTc][SS]{IWATS-M-M/2}



FROM THE OFFICE OF THE SUPREME STRATEGIST

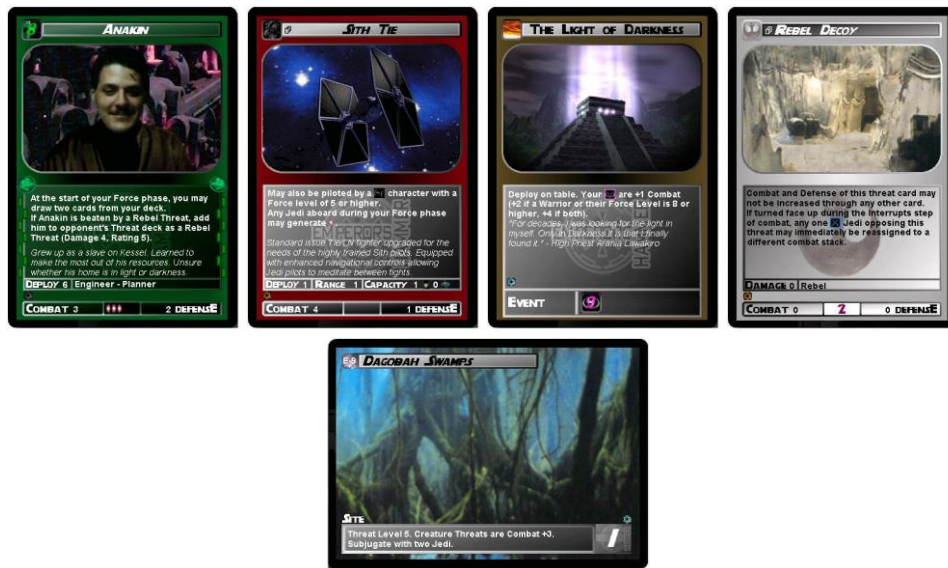
The Emperor's Hammer Collectible Card Game - First Impressions

The Emperor's Hammer Collectible Card Game is taking shape. The basic rule ideas have been fixed for playtests and the first cards are actually emerging from the first bits and pixels submitted by members. Scheduled for a mid to late 2001 release, this game will allow you to control actual members of the Emperor's Hammer in an attempt to lead your subgroup to the highest glory and impress Grand Admiral Ronin with your leadership and skill. Inspired by the best aspects of the gameplay of several major card games, the EHCCG has a rule set distinct from any other game and yet easy to comprehend if you already play other card games. The first edition, planned to encompass between 300 and 400 cards, will allow you to play five factions of the Emperor's Hammer: the Tie Corps, the Strategists and the three Jedi Orders - Sith, Obelisk and Krath, each with unique strengths and weaknesses. Later sets will add additional subgroups to the game.

If you are personally interested in making an appearance in the EHCCG, please first contact your superiors for approval. As there are far more EH members than we can make cards, your subgroup leader (or, in case of a Dark Brotherhood member, your Jedi Order leader) will have the final say as to whether you can qualify as a character card. You will also need to submit a real-life picture of yourself and a character description (possibly a character image, too). In case you are a member of a subgroup not yet represented, you have two options: Either wait until your subgroup is scheduled for release (which might take a while) or apply to come aboard as a neutral character.

In case you cannot gain approval for release as a character, you still have an option to get your face on a card: Provide an image of yourself or your character in any action situation (combat, using Star Wars props, etc.) - we are looking for a lot of Events and Interrupts as well.

For your first enjoyment, here are 5 cards (click on thumbnails to enlarge and see a short comment)



[For the Empire](#)

combat operations office

The Combat Operations Office oversees the EH online competitions.

- 1) COO Site: The COO Site is now up at: <http://zsinj.ehnet.org/COO/>
- 2) COO Comps: Please send COO Comps to zsinj2k@yahoo.com(to help me organize the stuff).
- 3) That's all I can think of..

Admiral Zsinj
Combat Operations Officer

SQUADRON READY ROOM

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

TAC Office News

After the conclusion of Project Phoenix, this month the Tactical Office has expanded its authority to include the new "Tactical Staff." In addition to this, five new FCHG ranks have been introduced to the Fleet!

The Tactical Staff is a special division of the Tactical Office. Its purpose is to ensure that all new Battles and Free Missions along with previously submitted works in the Mission Compendium conform to new standards that come out by the Tactical Office. They correct battles that have bugs in them and adds all the necessary files that might otherwise be missing from the Battle. This is an ongoing project, as new battles/missions are constantly being released every week.

There are currently four positions in the Tactical Staff:

Tactical Head Coordinator (TCHC) - Handles beta testing and correction assignments and other orders handed down by the TAC or CA:TAC to the appropriate Tactical Coordinator, awards medals and BSFs to appropriate members of the Tactical Staff that has earned them

Tactical Coordinator (TCC:TIE/XvT/XWA) - Handles correction assignments for a specific platform (TIE, XvT+BoP, XWA) and manages the Tacticians under them, in charge of playtesting the corrected battles prior to making the final submission to the Tactical Officer for approval

Tactician (TCT) - Makes battle corrections and bug fixes, reports to the appropriate Tactical Coordinator

Tactical Surveyor (TCS) - A beta tester who finds the bug fixes, reports to the Tactical Head Coordinator with reports

The five new FCHG ranks are as follows:

- 500 - Legionnaire [LGNR] (replaces Imperator)
- 750 - Executor [EXCR]
- 1000 - Gladiator [GLDR]
- 1500 - Archon [ARCN]
- 2000 - Templar [TMPR]
- 3000 - Imperator [IMPR]

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

#1*, #3*, #15*, #16*, #21*, #22*, #26*, #28*, #31*, #34*, #38*, #41*, #49*, #59*, #60*, #66*, #67*, #68*, #70*, #73*, #74*, #75*, #81*, #82*, #90*, #97*, #101*, #106*, #107*, #108*, #109*, #113*, #115*, #120*, #134*, #144*, #157, #158, #159

TC-XvT Battles

#8

TC-XWA Battles

#7, #8

FREE-TIE Free Missions

#100*, #110*, #120, #121, #122, #123, #124

FREE-XvT Free Missions

#19, #20, #21, #22

FREE-XWA Free Missions

#12, #13, #14, #15

Combined Arms Battles

#4*

DB-TIE Battles

#5*, #6*, #7*, #8*, #11*, #12*

IW Battles

#4*, #8*, #11*, #14*, #23*

** 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 (#691) -
MoH/ICx2/OoR/GOE/GSx4/SSx3/BSx2/PCx6/ISMx5 [EXCR] -
MoI-DC/MoT-7rh-1gh-1bh/LoCx3/MoC-1BoC -
CoSx3/CoE/CoL/CoB/LoAx3/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.

<salute>

Ouch, not much good news this week... very ambivalent, actually.

First off, an apology. It has been brought to my attention that certain recent promotions were in contravention to the stated rules. I misunderstood the interpretation of some of the rules and that has since been cleared up. I apologize to all offended parties and assure you this will not happen again.

A whole slew of CS officers have resigned/retired and a new wave of command staff is coming in. First off is former Security Officer, FA Rapier. He had to take an emergency leave which has ended up being longer than he expected so he has stepped down rather than let the Emperor's Hammer suffer from lack of attention. He will be missed as he held his position with honor and distinction for a very long time. No replacement has, as of yet, been chosen. Also on this list, former SDIR, AD Langer, has also stepped down after being on leave. His acting-SDIR during his leave was AD Stalker5 and is also his replacement. ALSO on the list of recent resignations is former TAC, HA Kawolski. Kawolski, as many of you know, has added many very important features to the TIE Corps and helped tremendously by using his power as TAC to better this club. He will stay on to help with the roster, message boards, and other things. We all thank him for his dedication, hard work, and friendship. HA Kawolski's replacement is AD Striker. CA:COMM VA Boromir also stepped down this week. His replacement is FA Thedek. CA:TAC VA Slade also stepped down. AD Striker is NOT looking for CAs, so please do not bug him about it. Congratulations to all the new appointments and farewell to those whose grace is no longer upon us (in a CS position/CA:CS position, that is).

Other than that, not much has happened...

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<<<<<<<<<<[[[[[[[[[[oxoxoxoxox]]]]]]]]]]>>>>>>>>>>
FO-TCCOM/AD Sarriss/CS-4/SSSD Sovereign (Hussar)
[GSx2/SS/BS/PCx2/ISMx6/MoI/CoB/OV]
{IWATS-IIC/1/2-M/1/2-SM/2-XTM-GFX}
-==** Professor of Graphics **=-
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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.

Greetings,

This is the Internet Office report for 15 September, 2000.

The biggest news for the IO this week is the release of v2.0 of the Internet Office WWW site, www.ehnet.org. The new site has been designed to allow members to access the portion of the Internet Office they are looking for quickly and easily. New features as of v2.0 include:

- More article topics
- Expanded statistics, including a "Top 10" section
- The ability to comment on polls

New features coming shortly will include:

- News boxes which will include headlines from www.tiecorps.org and www.darkbrotherhood.com
- An Emperor's Hammer search engine that will score and index EH WWW sites
- Counter/Statistics services for any EH site

It should be noted that as of the release of IO WWW v2.0, the web site user database was cleared (this does not mean hosting service users). Any user who was previously signed up on www.EHNet.org will need to re-register their account. The user database had to be cleared due to conflicting encryption methods.

As a reminder, the EH Visual Arts Gallery (<http://www.ehnet.org/vag>) is still accepting submissions. Please send any original artwork to VA AbsoluteK, absolute@squadron.org, for posting on the VAG.

"Caution: Happy Fun Ball may suddenly accelerate to dangerous speeds."

Admiral Turtle Jerrar (Ret. Praetorian)
Internet Officer, Emperor's Hammer Strike Fleet
IO-TCS/AD Turtle/CS-5/SSSD Sovereign (Kngt),
BS/PCx2/ISMx6/MoI/LoC-CSx6/MoC-6B/OV-3E/CoB {IWATS-IIC/1/2/3-M/1/2-SM/1-GFX}
-AIM: TurtleXiT
-WWW: <http://www.ehnet.org/>



Training Office/IWATS

A lot of changes have happened since my last NewsLetter report. I'll cover these in a bit more detail below.

New Hosting - The Training Office and IWATS moved to a new home earlier this year. I acquired the domain [imperialacademy.org](http://www.imperialacademy.org) and setup hosting for it. As a result, all Training Office and IWATS material is now hosted upon that domain. The server uses Windows NT and IIS 4. The actual site is mostly ASP, pulling information from databases. This model of data containment means that I simply edit a web form to change or add most things to the site now. This was derived from the fact that I was tired of the endless edit-upload-check cycle of HTML editing. A revised listing of Training Office and IWATS URLs will be listed at the end of this report.

Course Changes - As usual, over time, the existing courses have been corrected. Some courses have been retired off because of lack of interest. However, some more have been added. These include a graphics course (finally) thanks to the efforts of the current Flight Officer, Admiral Sarriss, as well as a Rebellion Tactics course and a Star Wars Role-playing game character design course, by recent new member Dawn. These courses are listed at <http://www.imperialacademy.org/courses.asp>.

New Staff - With the changes in courses, we have a change in staff. Colonel Scoser of Omega was recently appointed to take over the TIE Mission Design course, while Lieutenant Commander Dawn and Admiral Zsinj were added for their respective courses. Also, the Training Office staff has changed. Colonel Kircheis, long-time Training Office Assistant (TOA) and one-time Command Attache to me, is leaving soon to join the military. He's always done a good job with the work I've asked and I wish him good luck in the future. A full staff listing is available at <http://www.imperialacademy.org/staff.asp>. In addition, links to IWATS and Training Office vacancies are on that page, so if you're curious or want a job in the Imperial Academy, check those out.

Competitions - Training Office Competition 5 was eventually put down after Kircheis' email was taken out by a virus. Personally, I thought it was an interesting experiment, and if anything, it was a victory of style over substance (considering the time it took for missions to come out). If you ever get the time and patience, I recommend you check out the Flash movies. The beginning and end ones are quite nice. In tandem with Training Office competitions is the concept of TO-approved competitions. The idea behind this is to give a place for people to go to see which squadrons or wings are most active. Recently, I've added extra functionality. Now, upon approval, the competition submitter is informed of the success, something that's been heavily requested. In addition, there is now a competition denial facility. A denial emails the submitter, as well as CC:ing the Flight Officer, Operations Officer and Tactical Officer. This fits in with recently formalised standards for medals awarded for competitions. Basically, this is to bring back meaning to these medals and it will

come into force in the coming weeks. Competitions are at <http://www.imperialacademy.org/comps.asp>.

Projects - Currently, there's a couple things going on that I'm running directly. Foremost is the EH Encyclopedia. This will be the ultimate reference work and will compliment the Training Manual. While the Manual is a rather quick and dirty reference to only a small amount of information in the EH, the Encyclopedia will contain basically everything in a central database, with entries crosslinked. It will also aim to provide historical information on things like subgroups (significant events and so forth), command officer positions (who previously held the position, etc) and high level medals (who has those medals). Also, there will be entries on prominent members (past and present) who have shaped and influenced the EH in great ways. Technical features include searches and the use of a central database. This will come into play more when the Encyclopedia is released, as then the Training Manual and IWATS Core will link into the central database, ensuring consistent and accurate information across all these reference works. As for other projects, a new EH Ladder is being worked on to work out the bugs of the last and there is the possibility of me writing IIC/4, if I get enough material.

Milestones - The total of IWATS graduates has increased substantially since the last Newsletter report. The last report listed the graduate total at around 2,300. Today, the graduate count is just short of 5,000. Yes, five thousand. This has been achieved over the last two-and-a-half years and represents a graduate rate of about 3 a day, for each day of that 2.5 years. The bulk of these graduates are from my courses (Core, mIRC/1 and/2, and the IIC courses). IWATS should pass the 5,000 mark in around a month, or less if more people do courses.

Current Staff

- HA Astatine - Training Officer/IWATS Dean
- COL Kircheis - Training Office Assistant
- CPT Mauser - Assistant Dean
- LC Guthwulf - Squadron Management 2 Professor
- LC Tiberius - TIE Tactics Professor
- COL Scoser - TIE Mission Design Professor
- COL Pavel - XvT Tactics Professor
- LC Jeff - XvT Mission Design Professor
- AD Zsinj - RedED and Rebellion Tactics Professor
- AD Sarriss - Graphics Professor
- LCM Dawn - SW RPG Stats and Character Design Professor

Important URLs

<http://www.imperialacademy.org> - Imperial Academy

<http://www.imperialacademy.org/manual/> - Training Manual

<http://www.imperialacademy.org/courses.asp> - IWATS Courses

Respectfully submitted by,

TO-DEAN/HA Astatine/CS-6/SSSD Sovereign

MoH/IC/GOE/GS/SS/BSx2/PC/ISM/MoI-DC/MoC-1BoC-2SoC-2GoC-1PoC/OV-2E

{IWATS-IIC/1/2}

the operations office

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

Some Naval Corps position badges and uniforms have been submitted to me for approval, the Naval Corps uniform idea has not been, but the position badges have been. They shall be ready for distribution in a few weeks.

Here's the whole stack of Late Commendation of Loyalty Recc's

The Aggressor Strike Force:

AD Priyum Patel
MAJ Chrusos Ichthys
RA Pel
LC Raith Siemar

Wing X:

COL Callista
CPT Brandon
CPT Calvin Numb

Avenger Wing II:

CPT Gotham
CM Jae K` Sunis

OPS/FA Howie

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, been along time since I last sent one of these out, but that's mainly because there was **nothing** to report over the last few weeks.

Now after so long, I finally got some worthwhile Domain news to take up inbox space and bore people to death even more :P

1. After serving as CA:COMM for almost 6 months, Kuat of Kuat decided to return to his roots in the TC Squadrons. Luck go with him in his adventures there. Since then, I have chosen a new CA:COMM. Former IO, and GM Emeritus Thedek will be my new CA. He's one of the 3 people I have elected for botmaster status on DF, and I felt best for the position.

2. After yet disappearing once again for reasons unknown, I have decided that my COMMA, Zoltar, was needed no more, as I have plans for the COMMA, and needed someone active enough for them. Hence, I've relinquished Zoltar of COMMA and after reviewing the applications, have selected Coolguy as my new COMMA. The COMMA will be responsible for reading the Message Boards and awarding MoCs based upon post count when the system goes live in another week or so, after I work the fine details out with the OPS (Email me, Howie :P).

3. Development on the MB has come to a standstill for a bit, as I was caught up in a bout of lazyitus terminus, Classes for my fall semester starting, and other things. I'm currently debating a new user access system for the MB that may use cookies to allow timed logins, so people don't have to type in their name for every message they wish to post. The one snag I have currently is the titles that everyone sees under their nickname on the MB. It's easy to create an access system that allows for default, set titles. But allowing for special people to have their own, unique titles, is something that is stumping my thinking of a new system, so I'm looking at ways around it, although I am considering removing the Titles from the MB. If you have any ideas or suggestions, please email me on this.

4. Coming shortly are several duties I've neglected when I shouldn't have, so I'm going to try and get the IS MB up shortly (sometime this week), get DF put in the Directorate Channel, and create a Tech Support forum on the MB for people who have questions regarding technical issues that other EHers may be able to Solve. Expect most of those to get done this week.

Kumba
COMM/FA
DJP (Sith)/Tridens of Tarentum/

the security office

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

Well, there's been a fair amount of activity this week.

It all started when FA Rapier retired. At that point, I officially became Security Officer, which basically resulted in a shakeup (in my own head, anyway) of the entire structure of the Security Office and the Sector Rangers. Even as we speak, I need to speak with you about some organizational changes, but I shall leave those for another e-mail.

A new Sector Enforcement Commissioner has not yet been chosen. I will wait to announce my choice pending your approval on a different matter.

The Sector Rangers have been as active as ever recently, though we have (unfortunately) lost four members in the past two weeks due to RL constraints.

That's all for this week.

With Respect,

Admiral Jacen Nightflyer
Emperor's Hammer Security Officer
SO/AD Nightflyer/CS-9/SSSD Sovereign,
KAP (Krath)/Aleema of Satal Keto, SS/PC/ISM x3/OV-3E

the science office

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

Greetings,

1. We welcome a new member to the Science Office staff this week - CM Den Darkhill as SCOA2. His current projects involve conducting some research into various file formats & offset groups for games.
2. File archive - I've reviewed most of the file I have and am currently in the process of rewriting the index & description pages. When finished we will have a wide range of flight sim editing material (not just ship stats & mission), including information on many of the file formats where possible. Material for other games is still sparse at the moment but should grow soon.

<salute>

RA Kermee, Fleet Science Officer.
[<http://sco.ehnet.org> | sco@emperorshammer.org]
- SCO/RA Kermee/CS-10/SSSD Sovereign {Legionnaire}
- GOE/GS/SS/BS/PCx3/ISMx13/MoI/MoT-ghx2/LoC ISx10/OV
- DJK (Sith)/Archanis of Taldryan WR-PM w/1/DC
- {IWATS-IIC/1/2/3-M/1/2-SM/1/2-XTT-TM-XTM-VBS-GFX-RT-RPG}

the logistics office

The Logistics Officer herein presents important Fleet Communiqués and other information presented since the posting of the last EH Newsletter.

<SALUTE>

I've uploaded all NLs to the new LO URL. These new files contain the attachments, too.

NL 1 - 6 No attachments
NL 7 attachments
NL 8 - 12 no attachments
NL 13 - 15 attachments

NL 16 - 17 no attachments

NL 18 - 67 attachments

This is the most actual archive currently available to the EH members.

CA:LO Zsinj please adjust the database according to these statements.

All the nls together have a filesize of about 177MB.

Signed,

LO/FA Ted Tiger/CS-11/SSSD Sovereign

the reconnaissance office

The latest events of the Emperor's Hammer on the Internet and World Wide Web (WWW)... Herein, the Recon Officer presents his reports on the frontiers of the Galactic Empire from the bridge of the M/CRV Doomsday.

Office News

- Finally, VA Maaric has returned from leave. The Imperial Survey Corps is officially open, the page, created by CM Dharus, is up at <http://www.kielergarden.nu/isc/frameset.htm>. Check it out!

I'll be activating the ISC this Friday FOR SURE. Division Commanders can expect orders for them and their members in the mail on late Friday or early Saturday. Any and all other duties I have are hereby deemed active, and you should expect me to complete them in the appropriate time. It's good to be back!

- Also, we've had a loss in the ISC and the Reconnaissance Office Staff, recently. It seems Captain Jahan Kalar, creator of the RO webpage has gone into the reserves, hoping to return soon. We await your comeback, Captain. It was a great experience having you on the Staff. :)

- New applicants are to mail myself and Vice Admiral Maaric (bossk@fast.net and belair2267@email.com) with information about themselves, and why they think that they can help out the Reconnaissance Office in any way (skills, etc.).

Office Activities

- Once again, here's a weekly update of Project Horizon. For those of you who don't understand the full purpose of this project, it was assigned to myself by Grand Admiral Ronin, and its eventual goal is to eliminate sites which don't help the EH's publicity, sites which ARE being helped as they are located on the FC's Links (<http://www.emperorshammer.org/links.htm>).

As of now, Project Horizon is at 37.65% completion, where I have done 32/85 sites on the EH.org links page. More data follows..

17 sites are fully confirmed to remain on EH.org.

15 sites are fully confirmed to be removed from EH.org.

16 sites are pending a reply from their webmasters regarding their status on EH.org.

37 sites have not had an e-mail sent to their webmasters regarding Project Horizon.

- We WILL be using <http://www.reconoffice.com>, so keep tuned to that. :)

Non-EH Site of the Week

<http://rebelpilot.sweetnet.com>

A cool site made by a cool guy. Check it out. :) BTW, this one is from last week, so the FC can keep up. :)

Comments

I want to thank Captain Kalar, and wish him luck, until he returns. :)

Respectfully,

=-[Admiral/Jedi Hunter Slage "Desdinova" Kal Fas]|-=
RO/AD Slage/CA-12/SSSD Sovereign - R-41 "Vigilante"
GS/SS/PC/ISMx2/LoC-ISx10/DFC [GREN] {IWATS-M-IIC/1/2-SM/2}
JH Slage (Sith)/RM/Galthain of Satal Keto
(LSS) {SA: CORE}

sovereign cantina

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

The Bad Day
written by LCM Latmac
ISD Intrepid-Copperhead Quarters

"Call from Captain Lusankya. Call from Captain Lusankya. Call from-"
Uh, what a skull splitting headache thought Latmac as he was groggily awakened from a short and well-deserved rest.

"Call from Captain Lusankya."

Walking in a dazed state of pain, Latmac slowly reached the *holonet transmitter on his table.

"Call from Captain Lus-"

"Lieutenant Commander Latmac here. What can I do for you, Captain." Of course, this was said in the most lethargic of tones.

"Whoa, Latmac, you look like hell, what happened to you?" Using his great sense of perspectiveness, and including the fact that Latmac was squinting badly and swaying back-and-forth, Lusankya deduced that it was not the best time to be calling. Oh well.

"A run-in with a New Republic squadron out by the *Fringe. I just arrived last night." That and I went to Shady's self-thrown farewell party. Man oh man, the room isn't supposed to be spinning like this, is it?

" I guess this isn't the best time to be calling but I need a favor to be done. As you know, I'll be arriving tomorrow from the meeting. However, since that little encounter with the pirates, my *T/I hasn't been the same. And from what I hear, the engineers are having a

field day with the Intrepid's fighters. So what I am asking is for you to make a run to the outskirts of the New Republic Squadrons Outpost, since I understand you are the only one left in the squad with a working ship."

I must have not slept off the party because I can't believe what he is really requesting-

"A dealer of mine has found some spare parts to fix up my T/I. A real bargain too, I might add. Anyway, I'd do it myself but I have no available fighter at the moment."

"Let me get this straight," Latmac whispered in an unblinking stare at Lusankya's image, "you want me to get some spare parts for your T/I near a New Republic base?"

"Uh...yep, thats it. So, will you do it?"

For a moment, it appeared Latmac returned to normal as he had a thoughtful expression on his face. "Will I get a medal?"

"What-? Oh, yeah, sure, no problem."

"Then you got yourself a deal. Over and out, Captain."

As soon as the holonet had turned off, Latmac threw himself back into the bunk.

ISD Intrepid-Krayt Quarters

After completing the necessary nap, Latmac entered CTX's room-turned-office. He noticed that the Krayt Flight Leader wasn't the tidiest of people. Wasn't that the Wing Report for 2 months ago? And I know ration bars aren't supposed to be that color. For a second, Latmac didn't believe CTX was in the room, being his desk was covered by a mountain of paperwork. As he was about to leave, CTX spoke up.

"Enjoyed Shady's farewell party? Sorry I couldn't be there, lots of work, ya know"

Latmac stretched to look over the disasterous field of papers to see CTX working hard at some assignment.

"Yeah, and I wanna see this work thats kept you so busy, you can't even answer your calls," Latmac answered while snatching the paper from CTX's scribbling hands.

"It's the flight report for this week Its due today and I just started a few minutes ago.

Listen, buddy, you should show more respect to a Flight Lead-"

"Wait a minute," Latmac interrupted, "you only have 2 members in your flight. How much work can it possibly be?"

Latmac's jaw dropped as he saw CTX's own activity report.

"You don't ever stop, do you? For Pete's sake, you gotta take a break and relax, man. You just keep on going and going. Doing all these activities is gonna turn you into a nervous wreck."

"Maybe," replied CTX, taking back the report and continuing to fill it out, "but there's plenty more to do for next week. So, whats up with you?"

"Ok, here's the thing. I've got to do this pickup of some parts for a TIE, since our engineers are swamped. But the location of the pickup is near a Republic base-"

"Yeah, keep talking, I'm listening," said CTX, writing his report with his head down.

"And I kinda need some wingmen with me, just in case anything goes wrong. That's where you come in."

"What about the pilots in you squadron? What, are they ALL on leave?"

Latmac rubbed the back of his neck, not sure whether to go on or not.

"See, that's just it. Lusankya's the one I'm doing this for 'cause he's not here. Also, he's promised me a medal. If I asked someone else in the squad, . . ."

CTX, being the bright guy that he is, picked up on it. "You'd have to get Lusankya to give them something too? Yeah, I got it. Since I'm not in your squad, I won't be able to get anything. So, what's in it for me?"

Latmac had an answer for that one ready.

"Hey, think of this as payback for the *search of the Luggage. 15 systems! All that fuel! Not to mention the ambush by the Rebels. You're lucky I'm just asking for your company."

"But my work-"

"Oh, it'll only be a few hours."

Finally, CTX looked up from his work, aware that his excuses weren't cutting it.

"Hey, my Gunboat's in the shop. I've got nothing to fly-"

"Get something from the Quarter Master then."

"What about Raith? Does he know? I mean, asking guys from other squadrons to help you out-"

Latmac let out an annoyed sigh. "I already said, it'll only be a few hours. He doesn't even have to know."

Sweat started to run down CTX's face. Man, I've got all this work, I just want to eat, I just want to sleep, I DONT want to go. Maybe, I'll try the outranking excuse.

"Listen here, when a superior office tells you no, its no. I don't want you going against my-"

"I'll see ya at the hangar bay then. 18:00 hours on the mark. Don't be late."

Man, thought CTX, I never get any respect around here. "Sure thing."

Latmac had a vicious grin on his face as he left, knowing everything was going great, so far.

ISD Intrepid-Copperhead Quarters

"Shady, yo, Shady!" Latmac yelled ove the blaring sounds coming from Shady's quarters. Doesn't anyone complain about the noise?

"Open up! And lower the blasted music, I'm going deaf out here!" He once again pounded the door as he spoke.

After an additional ten minutes waiting, Shady, lieutenant and soon to be Valkeryie Flight III Leader, opened up with a definite zoned out look on his face.

"Latmac! Hey, howya doing. Party is still going strong. Want something to drink. Naw?

Well, seat down on a box and stay awhile."

The room was filled and almost exploding with boxes and crates, ready to be shipped off to the ISD Grey Wolf.

"Shady, are you still partying?"

"Oh yeah!," Shady smiled with a sort of crazy look, "party never stopped, just kept getting better!"

At this, Latmac raised an eyebrow.

"But your farewell party ended 8 hours ago. No one's here. And you're still partying?"

"Hey man, someone's gotta finish the beers! I mean, these were expensive. Plus, I plan on partying on the Intrepid until the very last minute!"

"Shady, I gotta ask you a favor," began Latmac, who even noticed he was beginning his speech with what Lusankya did, "I have to make a run out to a Republic base just to pick up-"

"No problem man! These are my last days here and I want to spend as much time with one of my fellow Intrepid, Copperhead, best-friend...."

Not good, thought Latmac, he is beginning to babble on. Maybe it wasn't such a good idea to ask him to come.

"You know, you might want to take a rest to wear off the effects of the party, man."

"No way! Besides, gotta find myself a ship 'cuz my T/I is wasted!"

Thats not the only thing wasted, snicked Latmac mentally.

"Alright. Expect to see you at 18:00 hours at the hangar bay?"

"Yo man, I'm there!"

On the bright side, pondered Latmac as he headed back to his room, at least he didn't ask for anything.

ISD Intrepid-Hangar Bay

"You've got to be kidding me!" yelled out Latmac as he saw the condition of his precious Gunboat, the Eternal Dragon. When Latmac had left the fight with the New Republic Squadrons, his Gunboat had been in bad shape. At the present moment, it was STILL in bad shape. "Not one engineer, not even ONE has touched it!" But it was too late to go looking for one.

Latmac jumped into the cockpit and surveyed the status of his fighter. Warhead launcher, no longer a warhead launcher. He'd be lucky to get a pair of concussion missiles in that thing. Laser power generator working ok, shield generator stable but not increasing. One of his engines had been blown out. And the hyperdrive was out of commission. ZZZZTTT. Oh great, there go the ions. Now I have a partially shielded TIE Bomber. Luckily, however, he wouldn't need his fighter for much longer.

Latmac got out of the beat up Gunboat and went to search for his two wingmates.

Hopefully, they had found better fighters than his.

"Latmac, over here!"

He turned around a parked shuttle to find CTX prepping up a TIE Advanced for flight.

"Nice wings you got there. How'd you get them from the Quarter Master?"

CTX, leaning against the hull of the T/A, turned and grinned. "Ah, I told him I was gonna help out this Cadet on Daedalus and I needed a ship to do it."

CTX handed him a punchcard with the cadet's name. "When are you gonna fly with the cadet."

"Ha, if I'm sure of who is wandering the halls of the Daedalus, I guarantee I won't need to fly."

Latmac quickly picked up that the former FO had his sights on this cadet.

"Ok, if you're set to go, where's Shady?"

CTX gave a helpless shrug. "He said he'd be out of the hangar before we would be."

"Alright, then let's head on out."

As Latmac was given permission to leave the hangar bay, a sudden commotion began at the exit of the hangar. A Y-Wing, IFF known as the Decorum, had slammed hard against an Escort Shuttle, probably carrying a commander or colonel on leave. From the interior of the bay, the *Flight Deck coordinator spoke on the loud speaker.

"Y-Wing Decorum, you do not have permission to take off. You are interfering with the departure of Colonel -"

"No way, man. I was here first. He is just going to wait right after me. Besides, he's a lousy pilot, ramming me like that."

A lump had settled down in Latmac's throat. Oh no. He recognized the voice immediately. It was Shady's.

"Y-Wing Decorum, return to your position at once or your ship will be detained for direct insubordination."

The Y-Wing had appeared to stop to allow the Colonel to leave. As soon as the E/S began moving out, the Y-Wing dumped everything into engines and sped past, glancing the wing of the E/S. Apparently, CTX had witnessed the events and knew, as well as Latmac, that it had been Shady, because seconds later his T/A zoomed into space in hot pursuit. Latmac followed.

"Hey guys, been waiting for you," said Shady as he slowed down a klick away from the ISD, "what took you so long."

"Are you crazy!" yelled Latmac

"What the hell is wrong with you!" screamed CTX.

"Huh, what?" answered Shady.

"You almost took out a Colonel! They're probably going to send some guys to pick you up and put you in a detention block." Of course, CTX knew all the procedures from reading the manuals, over and over again.

"Oh well, here are the coordinates to the pick up. Go as fast as you can, before they DO send someone for you, Shady."

"Hey, can't a guy party a little? I mean, that Colonel prob' was a downer or something..."
Again, babbling.

"What about you Latmac, coming later?"

"Nah, I just have to get my actually ride. Didn't you guys think of some ship to carry the TIE parts."

A silence wanned over the comlinks. "No," answered both CTX and Shady.

"Well, I did and my ride is over there."

The Y-Wing and T/A, which were both far ahead of the wabby Gunboat, turned slightly to look at the ship at right. Off to the left of the ISD Intrepid sat a small, in comparison, bulk freighter. "Where'd you get that?" queried CTX. "Confiscation from the pirate raid Copperhead Squadron encountered awhile back. No one wanted a bulk freighter for anything, so I volunteered to use it for this mission."

"Alright we'll meet you at the site." CTX.

"Peace, bro." Shady

Bulk Freighter Lockdown

Latmac glanced back at his Gunboat briefly before sitting down at the controls of the freighter. Gotta pray that we don't need it, thought Latmac. Because I don't want this to be its last mission.

Latmac set the hyperpoints in the navicomputer and looked out the port. The Y-Wing and T/A were there one second, then gone the next. Ok, here goes nothing. He pulled back on the handle and the stars turned to lines.

Greop, New Republic Territory

Some time later, the Lockdown appeared near a large, orange planet. CTX and Shady were circling the area, making sure that there wasn't any Rebel patrols around.

"By the way, Shady, where did you get that Y-Wing. The Quarter Master didn't have any available," pondered CTX.

Shady let out a crazy laugh as he spoke, "Aw, man, I swiped this from the Infiltrator Wing guys. They didn't seem to be using it so... I took it!"

Latmac shut off the comlink and began to repeatedly bang his head down on the controls.

We are in some serious terrible when we get back. Even CTX, who was always so exact with what punishment was to be issued to what crimes, just said, "We dead."

"Damn it guys, why you gotta be such downers. We all brothers in EH. We can borrow some things from some..."

"Stop babbling!"

"Don't scream at me!"

"Regulations calls for-"

"Stop citing your stupid idiotic regulations!"

"Who are you calling stupid and idiotic, I didn't get an 85 on my SM/2!"

"Alright, lets calm down,"said Latmac, trying to be a peacekeeper,"looks like Lusankya's guy isn't gonna be here for a while. Let's stay alert and watch out for any Rebels."

There was a k and sure for agreement from CTX and Shady. Anyways, the day seemed to be almost over.

Greop, New Republic Territory-1 hour 15min later

"And now, I present LCM Latmac with the highest medal able to be achieved by a member of the EH. I give the Medal of Honor to LCM Lat-"

"Wake up!"

The yell came from over the comlink Latmac had fallen asleep at the Lockdown's controls. Just when a dream started getting good."What is it?"

"You were snoring man, we heard on the comlink and it started getting annoying." Well, at least Shady was returning to normal.

"Wait, here comes a ship," said CTX as Latmac prepared the sensors to scan the incoming vessel.

A Corellian Corvette arrived, with an escort of four Z-95 Headhunters. Latmac started up the scanners and picked up nothing seriously wrong with the corvette.

"This is Cal Farell, onboard the Indigo. Are you Lusankya's pick up guys?"

"Sure are, transmitting IIF code now." Latmac did so.

"Alright, you guys check out. I'll send over my transport with the TIE Parts."

"In addition, you got any fighters in that corvette, or extra parts?" asked CTX.

"Nope, fresh out of any other fighter parts. Business has been heavy these past few weeks."

As the transport exited the Corvette's hangar, an ATR hypered outside the meeting area with 4 A-wings. It was a Rebel Reconnaissance Team.

"Shady and I got this, Latmac. Just handle the pick up." And off went the Y-Wing and T/A to deal with the intruders. "Lusankya guys, I'll send my Zs to help you out."

"Imperial and Trader ships, you are not cleared to be in this area. Clear out now."

"How bout we clear you out," said Shady as he launched some advance missiles at the ATR. Within moments, Shady, CTX, and the Trader Fighters had dealt with the Rebels.

The Corellian Transport began to dock and Latmac paced the freighter, hoping the transaction would finish soon. And then, as if on signal, a Rebel Frigate with a Strike Cruiser arrived.

"Enemy ships, for attacking our patrol, you are ordered to be captured or destroyed by the local base."

"Great, just what I need. Lusankya guys, can you give me a hand?"

"No problem." "Sure." "Absolutely," said Latmac as he hopped into his Gunboat, praying it wouldn't fall apart.

In seconds, the space was filled with Rebel fighters, X-Wings, R-41s, and T-Wings. Strangely, CTX opted to go for the frigate in the T/A while Shady engaged the Rebel fighters. Whatever worked. Latmac had been able to fit two heavy rockets onboard his Gunboat. Flying amidst the fighters, Latmac targeted the Strike Cruiser's bridge and began locking on--

"Crap! I gotta fighter on my tail!" The X-Wing had strayed from fighting the Trader Fighters to attack the rear of Latmac's Gunboat. Its lasers smashed through the thin shields the Gunboat had left. "Alright you asked for it." Latmac dumped everything to escape and hoped the X-Wing would do same. It did. Gradually, Latmac slowed down, allowing the X-Wing to get into firing range. At that moment, Latmac went to 0% throttle, let the X-Wing fly by, and blasted it out of the sky with his lasers."Now, where was I..."

Shady and the Z-95s handled the rest of the X-Wings and T-Wings, yet the R-41s had successfully annihilated the Corvette. Farell escaped in a shuttle and said, "I expect my transport to come back in one piece guys!"

As Latmac and CTX finished off the Frigate and forced the Strike Crusier to withdraw, they noticed that the R-41s were focused on the Lockdown.

"Come on, get those R-41s!" Latmac was too slow to catch up but CTX quickly got behind one of the R-41s. With some fire, he made the flight of them split up, allowing Shady and the Z-95s to pick them off. Then, it was over. By the time Latmac limped back into the Lockdown, the transport was finished and gone.

"Alright guys, lets get outta here."

ISD Intrepid-Hangar Bay

CTX docked first, his T/A in decent shape. Shady's stolen Y-Wing had seen better days. And Latmac's Gunboat lumbered slowly into its position. Awaiting him was Shady.

"Yo man, that mission was awesome. Who would've guessed a simple pickup would turn out like that."

"Yeah, right."

"Anyway, some Valkeryie guys from Grey Wolf are gonna go to a Cantina and they're coming in a transport to come and get me. Wanna come?"

"Naw, I gotta get my..uh, I gotta see Lusankya bout my Gunboat."

"Ok, later."

Latmac spotted Lusankya surveying some engineers putting his parts on his T/I. Latmac walked over to join him. He gave a prompt salute and Lusankya returned it.

"Good job, Latmac. I really appreciate you doing this for me."

"No big deal. Listen, can we talk about that medal."

"Uh, sure. Lets go over here, shall we?"

They stepped away from the engineers and Lusankya sadly whispered, "Sorry Latmac, I can't really give you any medal for this. I mean, an ISM? You know they are cracking down on those."

Latmac just stared into space as if the words weren't true.

"But listen," Lusankya said cheerfully, "I'll find something to reward you with. This was some good work. Thanx."

And Lusankya walked back to his T/I.

Latmac was stunned. No medal. Got the parts and no medal. Got my friends to do this for nothing and no medal. No medal.

On the bright side, thought Latmac once again, at least my Gunboat is still intact.

A flash of fire and a large explosion from Latmac's back forced him to turn around. His Gunboat had burst into flames from all its damage. Three engineers, count them 3! not even one came to work on it before, ran to extinguish the fire. Four of them, Latmac and the engineers, stared at the wreckage. One of the engineers went to Latmac and said, "Sorry buddy but you won't fly this thing again. Its trashed."

Latmac only nodded his head in agreement. A really, bad day. No medal, no ship. A thought smacked Latmac as if from nowhere. He turned to look for a transport just to see one start its lift off.

"Wait!," screamed Latmac, running after it as fast as he could, "I want to get myself wasted!"

The End

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

Name: Lev "Wrecker" Gammitt

Rank: Lieutenant

Current Assignment: ISD Relentless

Scandoc Transmission Code: LevGammitt@aol.com

Gender: Male

Race: Correllian(Human)

Date of Birth: 12/22/2304

Place of Birth: Correllia

Marital Status: Married

Family: Wife: Darhlia Gammitt

Son: Lev Gammitt Jr.

Social Status: Wealthy

Quote: If I didn't tell you, then I didn't want you to know!

Significant Events of Childhood and Adolescence:

When I was a child (approx 12 yoa) my father, Mirax Gammitt, was a member of Correllian Security (CorSec). I

remember going to work with him on a daily basis. It was great. He showed me the ropes on how to snuff out spys and drug dealers. When the Bacta Wars began, My father was called to active duty by the empire. It was about 15 years later when I found the true identity of my father.

He was actually a member of the secret order of the Emperor. My Father was killed in action during the war by some Empire traitors that defected to the rebellion. At that point, I made sure that I joined the Empire specifically to hunt down traitors, and avenge my fathers death.

Significant Events of Adulthood:

The best moments of my adult life thus far has been meeting my wife, the birth of my son, and joining the Empire.

Alignment and Attitude:

I am the Empire through and through. I live, eat, and Breathe for the Empire. I only align myself with those that are like me. I trust my teammates, and hope they do the same for me. You can count on me to be there when you need me to be.

Former Occupations:

I have only one Prior job. I worked for CorSec from the age of 12 to 27. I then Joined the Empire.

Hobbies:

Enjoying time with my family. Fishing in some of the grate lakes of Correllia. That is some of the best fishing in the Galaxy.

Tragedies:

Learning of the death of my father.

Phobias and Allergies:

Allergies: Penicillin Phobias: Space Spiders. They are the worst.

Personal View of the Empire and EH:

All I have to say about both is: Long Live the Empire and the Emperors Hammer!

Reason for enlisting in the EH:

To avenge the death of my father. I vow to hunt down the traitors and rebels of the Empire and terminate thier life.

Other Comments:

If I give you my word, you can count on it. It is as good as gold and NEVER loses value!

ID Line:

FM/LT Lev "Wrecker" Gammitt/Spear 1-2/Wing IX/ISD Retlentless/{[IWATS-Core SM/2]}

Submitted: 9/15/2000 3:54:00 AM

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

Name: Tolrek

Rank: Sub-Lieutenant

Current Assignment: Ghost Squadron aboard ISD Immortal

Scandoc Transmission Code: washington1775@yahoo.com

Gender: Male

Race: caucasian

Date of Birth: just after battle of hoth

Place of Birth: unknown

Marital Status: Single

Family: one sister, parents where killed in a raid by rebels. sister's name and where abouts unknown

Social Status: Well-to-do

Quote: "do not cross my path"

Significant Events of Childhood and Adolescence: parents killed in rebel raid. never met sister spilt up at birth after parents where killed.

Significant Events of Adulthood: joined the tie corps

Alignment and Attitude: the empire is the the only way to go

Former Occupations: none

Hobbies: none

Tragedies: parents killed

Phobias and Allergies: none

Personal View of the Empire and EH: same as Alignment and Attitude

Reason for enlisting in the EH: being a follower of the empire thought the emperors hammer was the only way to go.

file archives

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

[grads.xls](#) - An MS Excel file containing a complete list of all IWATS graduates, presented by TO/HA Astatine.

[naval.zip](#) - A proposal for the uniforms for the EH's Naval Corps, presented by FL/CM Touga Kiryuu /Tornado 2-1/Wing X/ISD Challenge.

[NL68Battles.zip](#) - The file containing all the newly approved Battles and Free Missions for the members of the Emperor's Hammer, presented by newly retired TAC/SA Kawolski.

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

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 Veneable, FRG Assault, 4 Carrack Cruisers

Carrida System

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

Heir System

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

Karana System

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

Setii System

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

Pirath System

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

Minos Cluster Battle Fleet

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

Intelligence Division

Imperial Dungeon Ship Lichtor V

DGN LichV

FRG Stormwind

FRG Storm

Corvette Grau

Heimlichkeit Strike Team

Corvette Guren

Nazgul Strike Team

Corvette Rune

Jaeger Strike Team

Corvette Ietra

Moerder Strike Team

Corporate Division

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.

Site:

<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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