

The Dark Sentinel

Issue #69

The EH Primer

November 6, 2000

Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



Image by Khyron, circa 1997.

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XO/SA Compton/CS-2/SSSD Sov

Emperor's Hammer Strike Fleet
SSSD Sovereign

3,701 members worldwide

introduction

Hi there.

I'm Jahn Compton, Sector Admiral and Executive Officer of the Emperor's Hammer, and welcome to NewsLetter 69. This is a special issue of the Dark Sentinel, so I decided to be selfish. Instead of the usual bunch of reports and submissions, I wanted to do something special. You see, today's my birthday. And I was born in '69. So I wanted to do something different. And since I'm the editor of ye olde NL, here we are with the first EH Primer. I hope that by reading this NL, each member of the Fleet will come to understand a bit more about the EH and how it works. And I hope that those not already in the EH will read it, and learn a bit more about the Fleet.

If you're new to the EH, or are not a member and are reading this to find out more about the club, here's what we're all about, taken straight from www.emperorshammer.org:

The Emperor's Hammer is an organization of online Star Wars gaming fans founded in December 1994 and is dedicated to recreating the excitement and adventure of the Star Wars saga online. The Emperor's Hammer is primarily based on the TIE Fighter (LucasArts, 1994 and 1995), Dark Forces (LucasArts, 1996), X-Wing (LucasArts, 1993 and 1994), X-Wing vs. TIE Fighter (LucasArts, 1997), Jedi Knight (LucasArts, 1997), Rebellion (LucasArts, 1998) X-Wing Alliance (LucasArts, 1999) and Force Commander (LucasArts, 2000) game platforms and takes place in the Star Wars Universe following the Battle of Endor. However, we also have several SubGroups which allow interested Imperial Citizens to join our cause without owning any computer game simulations.

The Emperor's Hammer is an UNOFFICIAL Star Wars related organization, supported entirely by its Members which has been the primary reason for its continued phenomenal growth rate. The goal of the Emperor's Hammer is to foster interactive participation from its Members to create an "online" Star Wars experience unprecedented on the Internet. Through the distribution of regular Newsletters, the Emperor's Hammer provides a publishing and distribution platform for its Members' submissions. As a result of this policy, the organization has rapidly become the premiere Star Wars organization on the World Wide Web (GA Ronin).

I'm hoping that this NL will be used by the various groups that comprise the EH, and will help to bring a better understanding of how everything works.



Jahn Compton, Executive Officer

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.



These words, or words much like them, have begun every NL since, well, since I can remember. Since the EH officially began on January 7, 1995, Grand Admiral Stephan Ronin has chosen to present tons of information on the development of the Fleet. In this section every issue you can find announcements on the awarding of medals, rank promotions, position promotions, announcements on the Star Wars films themselves, events with other clubs or just about anything else relating to this phenomenon called Star Wars.

The position of Fleet Commander itself is just that - the man commands the Fleet. GA Ronin, in addition to being the only FC te EH has had, is the only person in EH history to hold the rank of Grand Admiral, being promoted to this honorby Emperor Palpatine himself. The Training Manual has this to say about the Fleet Commander:

The Fleet Commander is the founder, Club Manager and overall "leader" of the Emperor's Hammer. The Fleet Commander is the one and only official liaison to the America Online (AOL) Staff. In addition, the Fleet Commander's decision on ANY matter in the Emperor's Hammer is final. It should be stressed, however, that the Fleet Commander will endeavor to obtain all the facts from all parties involved (including BattleGroup Commanders, Commodores, Wing Commanders and/or Squadron Commander recommendations) prior to making final decisions or arbitrations. The Fleet Commander is the only officer who may award the EH Medal Of Honor Award and Rank promotions of Fleet Admiral and above. All Battle plotlines and overall Fleet development ideas must be approved by the Fleet Commander prior to release to the rest of the Fleet. Finally, only those announcements posted in the monthly Newsletters shall be considered final approved postings (those placed in the Message Folders, Command Supplements or on the WWW Home Page(s) are proposed or pending, unless otherwise stated by the FC).

Essentially the FC is the heart of the EH, being the majority owner of the club. His word is the final say in any issue regarding the Fleet.

office of the executive officer



From the Training Manual:

Position Description: The Executive Officer contributes to development and management of the Fleet and is in line for command should anything unexpected happen to the Fleet Commander. The XO also has supervisory capacities over ALL the EH SubGroups in that SubGroup Commanders report directly to the EH Executive Officer and the FC. The Executive Officer edits the EH newsletters. The Executive Officer also enjoys the special privilege of being able to adopt various secret projects on his own initiative.

Rank: The Executive Officer is the Second in Command of the Fleet and must hold the Rank of Fleet Admiral. However, upon appointment, the Executive Officer is appointed the rank of Sector Admiral (SA).

To put it simply, all Sub-Group Commanders (SGCOMs) report to the XO (and the FC for posting on the domain) on a weekly basis. This gives the XO a chance to see what's going on in each SG and offer advice where he or she feels it's necessary. Should an SGCOM need to be replaced due to a retirement or some more dire reason, it's the XO's duty, in consultation with the FC, to make sure that the best available person is promoted to the job.

The XO is also in charge of the monthly NewsLetter, serving as editor of the Dark Sentinel. It's the XO's job, assisted by the CA:XO, to remind all COs and SGCOMs to turn in their monthly reports for inclusion in the NL.

Since the XO oversees the Sub-Groups, each SG's NL report can be found in this section, as well as the reports of the Fleet Advisors.

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

the tie corps	tc
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



Good little Imperials...

by SA Compton

My monthly report isn't really much of a report at all. It's more of a column where I can discuss anything that comes to mind. If a particularly good Star Wars comic book gets released, I'll mention it here. Same goes for a good computer game, action figure, or anything else. Heck, I've even been known to promote things or shows that aren't directly Star Wars related simply because said things or shows mention Star Wars from time to time. I usually try to be at least mildly witty in the column, but I'm not sure I succeed all that often.

the tie corps

This section of the NewsLetter is devoted to the TIE Corps.

The EH was first founded as a group to play the game TIE Fighter. The TIE Corps is still comprised of the Fleet's fighter pilots. With every NL, new TIE Battles and Free Missions are released, allowing our pilots to experience new challenges. TIE Corps pilots are assigned to one of the [ships of the Fleet](#). The Imperial Naval Corps, which is comprised of those who would rather serve aboard our Star Destroyers' support ships, is considered part of the TIE Corps. The TC is commanded by the Flight Officer, who is also known as the TIE Corps Commander.



the dark brotherhood

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

The Dark Brotherhood was the first group in the EH not entirely devoted to flying the game TIE Fighter. Instead, the DB has always devoted itself to the "study of the Dark Side" through writing fiction, rising through its ranks, and in the last few years through playing Jedi Knight and even the TIE Fighter games. The DB is divided into three orders: the Sith, who are primary pilots, the Krath, who concentrate on the more cerebral aspects such as fiction writing, and the Order of the Obelisk, which is devoted to one-on-one combat a la Jedi Knight.



the hammer's fist

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

The Hammer's Fist is made up of the legions of Stormtroopers that protect the interests of the EH. Originally based on the game Dark Forces, the HF has since included the game Force Commander for ground-based tactics, and to a lesser extent, Jedi Knight. If you've ever wanted to wear the white armor of a Stormtrooper, this is the place to be.



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.

Throughout the course of the Rebellion, there have been many pilots who were late to realize that they were fighting for the wrong side of the galactic conflict. For those former Rebels who have realized that they need to fight for the glory of Palpatine, the Infiltrator Wing was formed. Stationed aboard captured Rebel ships and flying alphabet fighters in the various X-Wing games, the IW fights the good fight under the noses of Rebel command.



corporate division

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

While it's the Science Officer that approves of all the "tech" that the EH uses, it's the Corporate Division that designs and/or finds most of it. Broken up into individual corporations, this civilian organization allows EH members to run their own "businesses" where they can come up with anything that will benefit either a particular Sub-Group who may contract them for work, or the Fleet as a whole. For example, most of the TIE Corps' custom ships have been designed by members of the CD.



the bounty hunters guild

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

Within the darkest corners of the galaxy, there are the Bounty Hunters. They prey on the weak, and frighten the innocent. They hold to no code but their own - and that of the Emperor's Hammer. The BHG holds online hunts, and has its own credit and caste systems in place. The Fleet Commander decided long ago to allow these criminals to roam EH space - but perhaps that was only so he could control them better?



intelligence division

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

Every great organization has enemies. And every great organization needs to know what their enemies are doing. This is where the Intelligence Division comes in. By placing spies throughout the Empire, Intel can keep the Command Staff aware of goings on that may somehow impact the EH. If an enemy club is planning an ambush on IRC, Intel knows about it. If someone is spreading slanderous propaganda about the Fleet, Intel is there, and can take steps to stop it. They are our eyes and ears on the galaxy.



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.

With a government that spans as many worlds as the EH territories, and with the military busy containing the Rebel insurgence, civilian governors are needed to maintain order on our homeworlds. This is where the Directorate comes in. Originally founded to be based on the game Rebellion, the DIR has gone on to create its own role-playing game where Planetary Governors manage their worlds' resources to try and bring prosperity to their people.



the fringe

The role playing section of the Emperor's Hammer.

Years ago, the first Star Wars role-playing game (RPG) was created. Using a system somewhat similar to that of Dungeons & Dragons, a player could enter the Star Wars galaxy and have adventures to their hearts content. This year has seen not only the release of the new SWRPG, but has also seen the announcement of a new, online, SWRPG, Star Wars Galaxies (similar to the hugely popular EverQuest). The Fringe will be awarded with this new game upon its release.



the imperial senate

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

As you may have noticed, most of the EH's Sub-Groups are based on some sort of Star Wars game. The Imperial Senate was founded so that those persons who didn't want to play SW games but still wanted to be a part of the EH would have a home. As such, each Senator can join a number of committees based on a number of different things. The Graphics Committee designs images for the Senate, and for other groups in the Fleet as well. The Debate Committee holds discussions on a variety of subjects. There is nearly a committee for each Fleet-related interest.



eh strategists

The EH Strategists are the Collectible Card gamers of the EH.

With the overwhelming popularity of Collectible Card Games (CCGs), it was realized that the EH needed a group dedicated to this genre of game. Thus was founded the EH Strategists. The EHS even created its own CCG to make a Star Wars experience quite unlike anything else out there.



the ready room

The Tactical Officer herein presents the latest Battles and Free Missions for the members of the Emperor's Hammer.

The Tactical Officer, according to the Training Manual:

Evaluates ALL new missions and Battles, reports mission reviews to the Fleet Commander (accepts and reviews all Battle/Mission plotlines prior to Fleet Commander review and subsequent posting in the EH Newsletters). The Tactical Officer is responsible for maintaining the Squadron Ready Room Section of the Newsletters. The Tactical Officer also oversees the Fleet Commander's Honor Guard (FCHG) and maintains the Battle Board. Rank: The Tactical Officer is the Third in Command of the Fleet and must hold the Rank of Admiral or higher. The Tactical Officer can be promoted up to and including the rank of High Admiral.

Command Responsibilities:

In addition to those listed under Command Officers, the Tactical Officer also performs these duties:

- Reviewing and approving new battles for use in the fleet
- Updating older missions to correct bugs found
- Maintaining a compendium of all Official EH Custom Battles and Levels for all EH Game Platforms for the TIE Corps and EH Subgroups
- Documenting high scores achieved for completing Official EH Custom Battles for Flight-Based EH Game Platforms
- Reviewing Battle Submission Forms to track and credit pilots who have completed EH Battles
- Assist all members in battle creation/installation



Since the EH was originally founded as a club celebrating the original "TIE Fighter" game, this is a tough job. Rather than just sit behind his or her desk all the time, the Tactical Officer has to make sure that each mission the EH pilots undertake is in safe, working order. This helps to ensure fun flying time for each EH pilot. Hundreds upon hundreds of individual missions have been created solely for EH use, and it has been the various TAC's job to make sure that said missions actually work. The TAC also keeps up the Battle Board, where pilots can see who has the highest scores on each of the Missions that have been created for the Fleet.

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.

Flight Officer is pretty close to the toughest job in the Fleet. The FO is personally responsible for maintaining the roster of the TIE Corps, and coordinates the rosters of each of the Sub-Groups on a weekly basis in addition to providing an accurate number of personas within the EH. This used to be done by hand - the roster was kept as a text document, and the FO had to cut and paste each new pilot and transfer, and quite often had to count the number of members by hand. This led to the widely held belief that the FO, no matter who it was at the time, was completely and utterly insane. Luckily the past few years have led to most of the roster functions becoming automated, leaving the last few FOs with enough free time to take on the title of TIE Corps Commander (TCCOM). As the TCCOM, the FO is responsible for the day-to-day operations of the TIE Corps.



Position Description: Roster development and maintenance. Appoints positions to those pilots approved by the Training Officer as Flight Members or Trainees, as appropriate. The Flight Officer is also given a great deal of flexibility by the Fleet Commander to continually edit and improve the Roster as well as appoint new Battlegroup Commanders, Commodores, Wing Commanders, Squadron Commanders, Flight Leaders and/or Flight Members, as necessary to maintain Membership balance within the Fleet. The Flight Officer is also assisted by the various Battlegroup Commanders and Commodores who will keep duplicate unit and ship Rosters for periodic update by the FO. (Training Manual)

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 position of Internet Officer is one that's changed greatly over the years. The position was first created right when personal WWW pages started hitting the internet, and very few people knew how to make web pages. The IO was originally in charge of maintaining the Fleet's main home page. But later, once the EH got its own domain name (and after the Fleet Commander learned how to use Front Page), the FC took over this duty himself. Since then it's been the IO's duty to make sure all the official EH pages are linked from the domain. The IO also names the "EH Site of the Week" winner announced on the domain, given to the best EH-related website.



Position Description: The Internet Officer is directly responsible for maintaining the Main EH WWW Links Site and assists with maintenance of the EH WWW Domain. The Main EH WWW Links Site serves as a central link for ALL EH related links/pages in the Fleet (i.e. Subgroups, Battlegroups, Ships, Wings and Squadrons). The Internet Officer also aids the Fleet by looking for new areas of exposure and opportunities for the Emperor's Hammer on the WWW.

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 Officer is there to help new members of the Fleet. His or her primary duty is to maintain the Training Manual, which is the document that holds most of the official information pertaining to the EH and how it's run. The TO is also the Dean of the Imperial Weapons and Tactics School (IWATS), which has courses in almost everything that has bearing on activities in the EH. Also, all intra-Fleet competitions must be approved by the TO.



Position Description: The Training Officer oversees all aspects of training within the Emperor's Hammer. This spans from initial helping of recruits to meet their entry requirements to the running of IWATS and other academies. In addition, the Training Officer maintains the EH Training Manual. The Training Officer is also available to assist all members, new and old, with all aspects of the Emperor's Hammer.

the operations office

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

One of the things that distinguishes the EH from other online clubs are its uniforms and medals. Although often imitated (and sometimes blatantly stolen) by other clubs, they are sharp, stylish and very professional looking. It's the Operations Officer's primary duty to approve every addition or change to the uniforms, and make sure all the parts of the uniforms are available to the Fleet at all times. It's also the OPS' duty to keep the Medal Board updated. This is often a busy position, as there are many, many medals to earn in the EH, and it's sometimes difficult to keep track of them all.

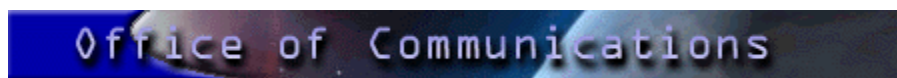


Position Description: The Operations Office is responsible for the review, approval and implementation of all EH medals, whether they be Merit, Battle, Service or other. The Operations Officer also maintains and updates the Battle/Medal Database, a listing of all members and their medals and battles completed. The Operations Officer hosts the Sepulcher of the Battledress, a central area to download uniform templates, medals and other related files, as well as instructions on their proper use.

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 Officer has one of the most thankless jobs in the Fleet. The COMM is in charge of the EH's official Internet Relay Chat (IRC) Channel, and as such he or she is in charge of making sure that things on IRC are run in a smooth fashion. This means that if someone "speaks" in an improper manner on IRC, it's the COMM's job, while in the channel, to make sure the Fleet's Code of Conduct (CoCs) is enforced. With all the diverse personalities in the EH, this is sometimes a difficult task, but one that most COMMs have performed in an excellent manner.



Position Description: The COMM is primarily responsible for maintaining the EH Internet Relay Chat (IRC) Channels and responding to Member's complaints and concerns. In addition, ANY Member having trouble trying to reach their immediate commanding officer may contact the COMM for assistance. The COMM (or his/her designee) is responsible for attending both the AOL and IRC meetings (as required) and keeping logs of the same. In addition, the COMM helps to moderate the Online Conferences. The COMM also retains a copy of all Chat Logs.

the security office

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

The Security Officer is, by the nature of the position, one of the most unloved people in the EH. He or she is, however, typically one of the hardest working. The SO is in charge of making sure proper charges are brought against those few who choose to break the CoCs. If someone breaks the rules, it's the SO's job to make sure they get punished. If the SO decides that a member of the EH should be brought to trial, he or she will forward the case information to the High Court of Inquisitors.



Position Description: The Security Officer is responsible for the Online conduct of the Emperor's Hammer Members. Being the internal "chief of police" for the EH, the Security Officer has the authority to monitor the message boards, IRC Channels, etc. for EH Bylaws and IRC Code of Conduct violations and directly contact AOL or other Internet Service Providers (ISPs) regarding apparent violations. The Security Officer is the only other EH Member other than the FC authorized to contact AOL or another online service in an official EH capacity in order to report EH Bylaws/Conduct violations and receive general counsel on the same. When an alleged violation of the EH Bylaws or the EH IRC Code of Conduct has been noted, the Security Officer is to be notified (typically by the COMM or another Officer) who will in turn review and possibly present the case to the EH High Court of Inquisitors for prosecution in accordance with the EH Bylaws and Articles of War.

the science office

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

The Science Officer has a fun job. He or she is in charge of all the "technologies" employed by the Fleet. There are many patches and related programs for the various Star Wars games that the EH is based on, whether it be for a new ship in TIE Fighter or a level editor for Jedi Knight. It's the SCO's job to keep everything archived, and to make sure that we're constantly developing new technologies.



Position Description: The Science Officer supervises the Research and Development conducted by the Corporate Division for use by the Emperor's Hammer Fleet. Corporate submissions (and ALL new Corporate Picket Fleet fighter/capital ship designs) must first be approved by the SCO prior to review and posting in the Newsletters. The Science Officer

also is responsible for being current and knowledgeable on upcoming gaming technologies and mission creators/editors to be released for the Star Wars genre.

the logistics office

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

The primary duty of the Logistics Officer is to keep copies of all the Fleet's important documents, and archives of the past NewsLetters of the EH. If there's a certain file or graphic that's appeared in an NL, the LO is the person who'll still have a copy.



Position Description: The Logistics Officer handles distribution of important Fleet Communiqués to the members of the Emperor's Hammer. In addition, the Logistics Officer acts as Chief Archivist for the EH and is responsible for maintaining duplicate copies of important Clubs files, newsletters, manuals, and oversees the "Imperial census", which gathers information about about the membership and other factors of the Fleet, for its future improvement.

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.

The Recon Officer's main job is to scour the 'net for information that could benefit the EH. If there's some important news that Star Wars fans need to know, it's the RO's job to find it. The RO also announces the "Non-EH Site of the Week" announced on the domain, given to the best non-EH related Star Wars site.



Position Description: The Reconnaissance Officer (RO) holds the special duty of helping to identify new facets of the online Star Wars Universe for the Emperor's Hammer to visit. As the eyes and ears of the Hammer on the Internet, the Reconnaissance Officer will scour various WWW, FTP, IRC sites, etc. to find new avenues of expansion for the Emperor's Hammer. The RO will typically be working alone in the vast expanses of cyberspace.

advisors and auxiliary corps

In addition to the Command Staff and Sub-Groups, there are a number of other positions and organizations that are required for the EH to run smoothly:

command attaches	ca
high court of inquistors	hci
advanced guard	ag
fleet medical corps	fmc
fleet systems engineer	fse
imperial sovereign protector	isp
combat operations officer	coo
grand master's royal guard	gmrgr
special operations director	sod
morale officer	mor
imperial counsel	legal

command attaches

Command Attaches assist each CO in the performance of their duties.

As the EH has grown, the number of duties required of the Command Staff has increased. As such, each CO has the right to choose their own Attache - a personal assistant to help with their position. The CAs are a vital part of the command structure, often taking command of their CO's office during absences.

high court of inquisitors

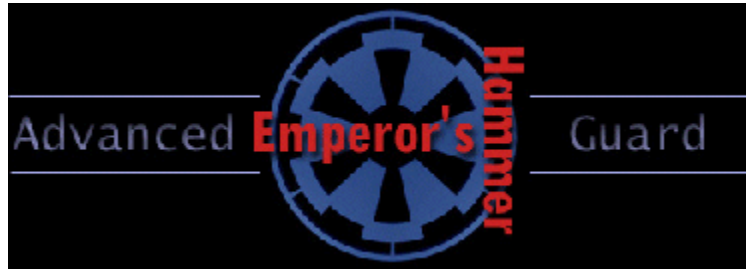
The High Court of Inquisitors is the judicial branch of the EH.

If the Security Officer deems it necessary to bring charges against a member of the Fleet, those charges are sent to the HCI. Led by the High Inquisitor, the HCI tries and sentences all cases. The HI is typically viewed as one of the most powerful members of the EH.

advanced guard

The Advanced Guard oversees and promotes relations with other online clubs.

The Emperor's Hammer is the premier internet-based Star Wars club. As such, many other SW clubs have sought out alliances with us over the years. Whether this is an alliance in name only, or whether it's one with an interest in online competition, the AG is responsible for arranging all such partnerships. The AG is led by the Lord Ambassador, who is considered an Advisor to the Fleet Commander.



fleet medical corps

The following Section of the Newsletter is for the Fleet Medical Corps.

The Fleet Medical Corps is a group that serves as "Medical Officers" and unofficial ships councilors to most groups in the EH. Each ship in the TIE Corps has its own Ship's Doctor, as do most of the Sub-Groups. The SDs serve primarily as morale officers aboard their ships and in their groups. They are led by the Fleet's Medical Officer.

fleet systems engineer

The Fleet Systems Engineer designs useful programs for the Fleet.

As the EH has grown larger over the years, the need for a higher level of technology has grown as well. The FSE's only duty is to advance the level of technology used by the Fleet, whether that be automating most Roster duties for the Flight Officer, or automating the Battle Board for the Tactical Officer.

imperial sovereign protector

The Imperial Sovereign Protector acts as a bodyguard to the Fleet Commander.

Since he commands the most imposing Imperial presence in the galaxy, Grand Admiral Ronin needs a high level of security surrounding him at all times. Rather than move about with a large retinue, he has chosen to use the services of the Imperial Sovereign Protector. The ISP serves as a bodyguard to the FC, and is a person to be feared.

combat operations office

The Combat Operations Office oversees the EH online competitions.

As the EH, and most particularly the TIE Corps, expanded its competitions to include those with other clubs, it became necessary to appoint someone to arrange and moderate said competitions. It's the COO's job to make sure that all competitions with other clubs are run in a fair manner, and that the results are reported correctly.



grand master's royal guard

The Grand Master's Royal Guard is the official competition group of the EH utilizing Jedi Knight.

Just as the TIE Corps has online flight competitions with other clubs, so does the Dark Brotherhood have the GMRG for online competitions involving the game Jedi Knight. The GMRG, under the control of the Commander of the Guard, also serve as personal bodyguards to the Grand Master of the DB.

special operations director

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

The Special Operations Director is just that - he or she oversees special projects for the benefit of the Fleet. These projects can vary in scope from a total conversion of a non-Star Wars computer game into a SW-related format to creating a compendium of EH related fiction. The SOD's duties are only limited to his or her imagination.

morale officer

The Morale Officer is in charge of the "EH Movie" project.

The "EH Movie" is a project that's been a long time in coming. With a plot based some time after Return of the Jedi, it will be quite a triumph for the EH when it's completed. Some voice casting and 3d modeling has already been completed. The Morale Officer is in charge of this momentous undertaking.

imperial counsel

The Imperial Counsel advises on legal matters that may affect the EH.

Since it is based in the United States, the EH must adhere to U.S. laws and regulations governing the internet. It is the Imperial Counsel's duty to advise the Fleet Commander on any legal issue that may obtain to the smooth running of the Fleet.

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

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 Venearable, 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.

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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