

# EMPEROR'S HAMMER IMPERIAL STAR DESTROYER AVENGER NEWSLETTER NO. 4



ISD Avenger Concourse prior to Battle with Rebel Alliance Forces at Platform GFK-7398 in the Outer Rim Sector  
(photo: Tie Fighter - LucasArts, 1994)

## **ADMIRAL ZAARIN AND COMMAND STAFF CAPTURED!**

The following notice has been posted on the Avenger Concourse Bulletin Board System for download and review by all Emperor's Hammer Pilots:

### **WING MEMORANDUM**

In accordance with Lord Vader's Imperial Directive, the Emperor's Hammer, stationed on the Imperial Star Destroyer Avenger, has successfully tracked down and trapped the traitorous Admiral Zaarin and several Command Officers on the Platform GFK-7398 located near Roche's Asteroid Field. "Extreme interrogation" of Mon Calamari prisoners, Admiral Zaarin's contacts in the Outer Rim Sector, by the Imperial Security Bureau resulted in information leading to his capture.

This will become one of the most critical campaigns in Imperial Navy history. The infamous defector, Admiral Zaarin, was ambushed by Imperial forces at a rebel depot getting resupplied. The Platform was taken completely by surprise, attacking with a pair of Modified Frigates, several squadrons of TIE starfighters, and about a half dozen Modified Corvettes. In the battle, Imperial losses totalled a Modified Frigate and 13 Assault Gunboats.

Lord Vader has been summoned from the Hoth System, along with his Strike Force consisting of the ISD Devastator, ISD Victory and Lord Vader's flagship, the SSD Executor. Lord Vader recently suggested to Grand Admiral Thrawn that successful protection of the imprisoned Admiral Zaarin may result in the award of the new Medal of Darkness for the pilots involved. Successful completion of the Battle "*Capture of Zaarin*" will elevate the Emperor's Hammer Strike Wing to a position of exalted glory within the Imperial Navy. However, the captured Platform and the incoming Imperial Fleet must be protected from Rebel counter attack at all costs.

The following combat plan for protection of the Platform has been submitted to the Wing Commander by the Executive Officer and has been approved for further development.

### **Mission**

1. Admiral Zaarin has finally been captured. Patrol platform GFK-739 until the ISD Devastator, ISD Victory, and the SSD Executor arrive transporting the Emperor, Lord Vader, and our prisoner Admiral Zaarin. PROTECT THESE SHIPS AT ALL COSTS!!!! If you get into trouble, there are reinforcements of GUNs and T/Ds available.

### **Status**

Completed

2. **THE STAR DESTROYERS ARE UNDER ATTACK!!!** Protect the three ISDs as they go to their hyperspace point. Expect at least four large flights of Rebels to show up. After the three ISDs Hyper out, the Interdictor Cruiser DOOM will hyperspace in to keep the rebel starships and starfighters from leaving.

In Progress  
(Map drawn out)

3.

Not Started

4.

Not Started

### **SUPPLEMENTAL BATTLES AND AWARDS TO BE ANNOUNCED**

The Executive Officer has announced his development of a 4 mission Battle for assignment to pilots of the Emperors' Hammer. This Battle will be entitled "**Capture of Zaarin**".

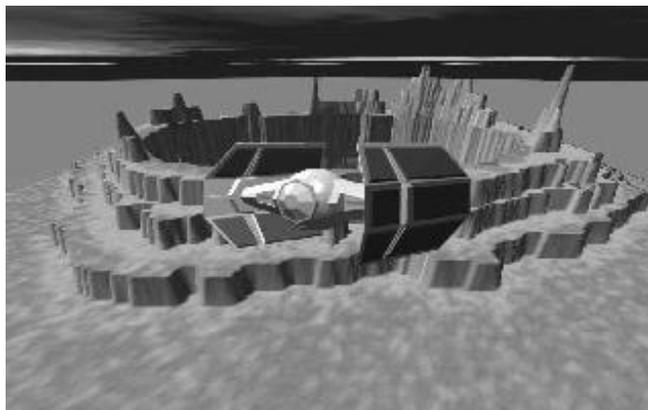
In addition, the Tactical Officer is also diligently working on his upcoming Battle which will also be distributed to the FSP Imperial Navy. As with all Wing approved Battles, scoring within these missions will aid in determining status within the Wing.

The Wing Commander has announced plans to develop a new award/medal system based on performance in Emperor's Hammer approved Battles. A Pilot's performance and scoring in these Battles will help determine field promotions within the Emperor's Hammer. The first medal, the "Medal of Darkness", created by Emperor Palpatine (proposed by the Executive Officer!), will be awarded for successful completion of the forthcoming "Capture of Zaarin". The Wing Command will consult and post additional details in future Newsletters.

Also, the Office of the Wing Commander has directed that ALL Squadron Commanders play and APPROVE a Battle prior to release to the rest of the Emperor's Hammer. In addition, the Tactical Officer should provide comment on all Missions/Battles submitted by Wing Members.

***Wing Commander General Ronin***

### **Space Slugs Sighted**



TIE Bomber of Epsilon Squadron  
on patrol in Roche's Asteroid Field  
in the Outer Rim Sector (note crater)  
(photo: JPG image Greyscaled to  
save memory, Author - Michael Little;  
uploaded by PCCFii onto AOL on 8/21/93)

Elements of Epsilon Squadron/Flight I recently reported an encounter with a Space Slug while on long range patrol in the Roche's Asteroid Field within the Outer Rim Sector. Consequently, the Office of the Wing Commander has issued the following Memorandum detailing special procedures to follow when dealing with these creatures.

## **WING MEMORANDUM**

Effective immediately, all Imperial Naval TIE Pilots shall adhere to the following additional procedures while patrolling the Roche's Asteroid Field:

- Maintain shield strength (if applicable) at maximum during entire patrol rotation
- DO NOT approach within 0.5 km of any asteroid body exceeding 1 km diameter
- DO NOT approach within 0.2 km of any asteroid body exceeding 1/2 km diameter
- If a Space slug is encountered, DO NOT antagonize by firing - leave contact area immediately
- DO NOT pursue Rebel pilots into asteroid craters (especially Corellian Freighters)
- Execute Basic Level I evasive maneuvers immediately (Space Slugs are not famed for their agility)
- Encounters with Space Slugs or their parasitic Mynocs are to be immediately reported to the Executive Officer.

The following article is also posted for the entertainment of the Pilots of the Emperor's Hammer. It was taken from The Star Wars Source Book (West End Games, Bill Slavicsek & Curtis Smith, 1987, pp.90-91).

### **"The Slug Named Grendel"**

Call me Sosakar. It was back in the time of the Old Republic, back when the Senate ruled, that I first met Grendel. Aye, the great slug Grendel, which, the legends say, awaits unwary spacefarers.

Know you the story of Flandon Sweeg and the starship *DarkFire*? Know you not? Then listen, and I shall tell.

Flandon Sweeg was a dangerous man, a spacer who, like many others, sometimes resorted to dishonest ways of keeping body and soul together. In the year I recount, he had come to the end of his tether, and repo agents were hot on his trail.

His crew bore him no great love, for Flandon was a captain who ruled by force and not by affection. So when he told them how he planned to recoup his fortune, they abandoned him, every one.

And this was his plan: a space slug is worth a thousand credits a kilo - to the right corporation. And the space slug Grendel - why, it must have been a million kilos if it was a gram.

Grendel lives in the Borkeen Belt. no one enters Borkeen, that strip of shattered space debris; no one, for no one ever returned, save me.

The Borkeen asteroids are a roiling morass of stone and iron, flinders of a broken planet flung through the void. More ships have come to grief on those harsh rocks than mortals can count. And if that were not enough to deter the bold, there are the legends of Grendel, a monstrous worm of uncanny cunning, a hater of men and eater of ships.

A legend only, you may scoff, but consider the choice of those spacemen; if it were a lie, they would brave the terrors of Borkeen for nought; and if it were true, they would face the destroyer of a thousand vessels. No wonder they refused.

But I, foolish I, signed on to Sweeg's starship. For I was young and full of the spirit of adventure, and more important, was flat broke and pursued by loansharks. Better the sharks of space than Jabba's men.

- From the first chapter of *The Slug Named Grendel*  
Rogar Farnoster, Triplanetary Press

## **AOL ORGANIZATION FOLDER PROPOSED**

Wing Commander General Ronin herein announces his submission of a request to PC Sylva of AOL to form an Organization Folder in the FLIGHTSIM Forum. This folder was proposed via message on the FlightSim Organizations New Folders Message Board. Emperor's Hammer

Pilots are encouraged to contact PC Roger (AOL PC Games Forum Leader) in support of this request.

The purpose of the proposed folder will be to discuss the mission of the Emperor's Hammer. Recruitment of new Flight Leaders and Members will be discussed. Input on the format of the folder by all Squadron Members is encouraged. The pilots appointed to the Command Officer positions (i.e. Executive, Tactical and Flight Officers) will also be given an opportunity to present their ideas for development of the Emperor's Hammer and future missions. Please prepare a brief synopsis of your plot/mission ideas in a brief Windows Write [\*.wri] text file for E-Mail download for the other officers.

## **OFFICER'S DECK**

The office of the Wing Commander has released the following submissions by Officers of the Emperor's Hammer:

### **Alpha Squadron Commander/Wing Commander General Ronin (W Call)**

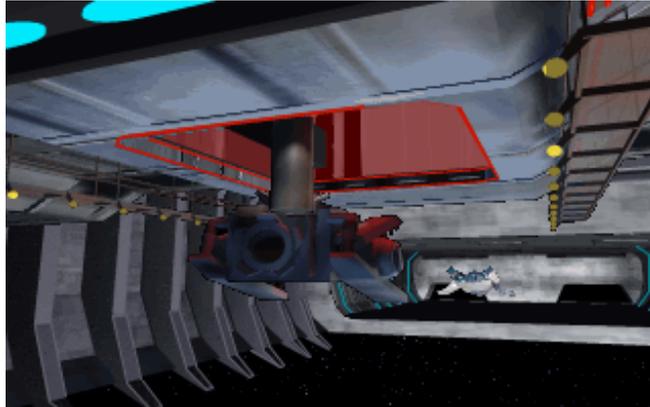
"Ronin" is the adopted son of Lord Alvaak, of noble Corellian descent. The Alvaak Clan has contributed many fine fighter pilots and command officers to the ranks of the Imperial Navy and has exhibited a strong and loyal military tradition, even during the days of the Old Republic. The family tree of the Alvaak Clan can reportedly be traced back 538 generations. Ronin was originally born the son a moderately successful merchant family. Following, the conquest of the Corellian homeworld by the Empire, his family was murdered one morning at the Central Trade Market during a brutal Rebel partisan attack on an Imperial guard post. Ronin was only eight years old at the time and watched his parents and brother get cut down by Rebel blaster fire. Fortunately, Lord Alvaak was also witness to this attack and took him home and raised him as his own son. Since that day, he has been adopted and has been privately taught by some of the finest instructors in the Empire. Even before his enlistment in the Imperial Navy on his eighteenth birthday, Ronin had become an accomplished pilot and navigator.

Following four years of advanced combat and command training at the Imperial Academy, Flight Cadet Ronin received his commission and was assigned to the FRG Inamo for TIE pilot training. Following the Battle of Yavin, then loyal Admiral Zaarin was commanding a Strike Force commissioned to destroy the remnants of the Rebel Fleet. Ronin rapidly advanced through the command ranks combatting the Rebel, pirate and treasonous Admiral Harkov's forces in engagements in the Hoth, Sepan, Newland, Mylok, Parmel and Parmic Systems. The successful completion of this tour resulted in Emperor Palpatine personally awarding General Ronin the Medal of Emperor's Will in the Imperial Palace on Coruscant.

After the final Mission in the Parmel System, General Ronin was assigned to Admiral Thrawn's Strike Force which was ordered by the Emperor to capture Admiral Zaarin. General Ronin's efforts were instrumental in saving several TIE Defender prototypes which were used to drive off Zaarin's forces. Following destruction of Admiral Zaarin's TIE Defender Manufacturing Platform, General Ronin was awarded the Medal of Honor and Thrawn was Promoted to Grand Admiral, one of only twelve such commands in the Imperial Navy.

Since completion of his tenth and most recent Battle, General Ronin has been promoted to Wing Commander of the recently commissioned Emperor's Hammer Strike Wing stationed on board the ISD Avenger. The ISD Avenger is assigned to Lord Vader's personal Strike Force consisting of the SSD Executor, ISD Devastator, ISD Avenger, several VSDs and three Interdictor Cruisers. However, recently, the Avenger has been flying under the

command of Grand Admiral Thrawn in the continuing search for Admiral Zaarin.



General Ronin launching a Missile Boat during the last battle with Admiral Zaarin's forces in the Eva-T System  
(photo: Quackodile, 1/7/95)

Respectfully submitted,

*Wing Commander General Ronin  
Emperor's Hammer Strike Wing  
ISD Avenger*

**Gamma Squadron Commander/Executive Officer General Shawshank  
(Quackodile)**

**Biographical Inquiry Information**

**Pilot Name: Shawshank**

**Screen Name: Quackodile**

**Rank: General**

**Kills: 1046**

**Including several Star Destroyers and Frigates**

**Points: 855297**

**Skill Level: 65535**

**SECRET ORDER rank: Emperor's Hand**

**Combat Medallions: All Gold including Defender and Missile Boat**

**Battle Medals: All Battles 1 through 10 including most of the Secondary/Bonus completed.**

**Training Patches: All including Defender and Missile Boat**

**My pilot can be uploaded through E-Mail by request. Just send a self-addressed, stamped envelope.....**

**Just kidding. If you want my pilot, just E-Mail Quackodile (My Screen name) and I will get it to you very soon.**

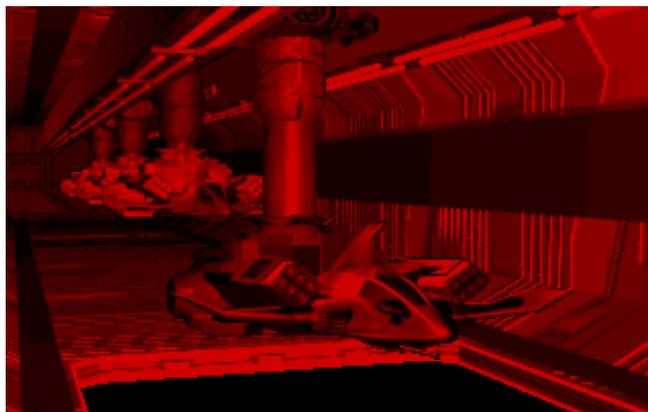
**Personal Story...**

**The Shawshank Redemption**

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

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

I strapped myself into the Missile Boat and got ready for launch. I felt the shift of my weight as the motorized track brought me to the hanger.



I was space born...

Wait for the next newsletter for the continuation of "The Shawshank Redemption"

"The Shawshank Redemption" title is property of Steven King and those affiliated with him. It is a title of one of his works.

**Delta Squadron Commander/Tactical Officer General Cli4ord (Cliffy369)**

My name is General Cli4ord. I hail from Orland Park, a small town near Chicago, IL on Earth. You will find that I am quite an interesting person, if you survive your assignments.

Delta Squadron is only for the most elite of our Tie Defender pilots. You must prove yourself able to take on anything, and survive! Like the rest of the squadrons we have twelve TIE's. However, unlike the other groups, we have the most advanced craft in our ranks, the TIE Defender! [Wing Commander' Note: Although all of the Squadrons besides Gamma also have TIE Defenders in their ranks, Delta Squadron (Recon) uses the TIE Defender exclusively...and are considered the most proficient pilots in this fighter. It should be noted that the Wing Commander also prefers the TIE Defender as his personal craft.] This craft is capable of taking on several cruisers, and their associated fighters, and win. I expect that all pilots complete their training missions for ALL craft before even attempting to apply to Delta Squad.

I remember the first time I saw a TIE Defender. I was flying a protection mission. There were so many enemy craft that I barely had time to watch these elegant craft as they boarded their cargo vessels and made for hyperspace. However, upon returning, I reviewed the video (as any pilot who is seeking to prolong their life should). I found the TIE Defender to be THE most elegant, graceful, and yet deadly craft I ever set my eyes on. A good pilot has to have respect for his craft. The TIE Defender certainly has mine.

Enough gawking. Enter the simulator and finish your training. And remember ...

... Serve the Emperor above all others.

### **Epsilon Squadron Commander General Assassin (USAFScootr)**

General Assassin started his Imperial career as a lowly flight cadet, but even at this stage he was surrounded by the prophecies of greatness. His roommate while in flight training was the now famous Maarek Stele, who gained notoriety as the chief test pilot for the prototypes of the T/A. Assassin started with the lowly duties of many a TIE pilot, drawing picket duty at one of many anonymous Nav Bouys in the Outer Rims.

After many months (seemingly endless at times), Assassin was selected the "honor" of cleaning up after the glorious rout of the Rebels and the Battle of Hoth. As time passed, his actions caught the eye of the Empire's senior leadership. Assassin was concerned about becoming a "desk jockey" if he accepted his latest promotion to General, but was assured that he would retain his flight status. He currently serves as the Epsilon Flight Commander within the Emperor's Hammer special operations wing.

### **Lambda Squadron Commander/Flight Officer General Thunder (ChuckJoeS)**

Subj: Pilot Autobiography  
To: General Ronin, Wing Commander  
From: General Thunder, Lambda Commander

Corellian pilot "Thunder" was born 33 years before the Battle of Yavin (hereafter referred to as "BOY"). I always enjoyed challenges, more so if they concerned high-speed aerobatics. Happy-go-lucky, I only paid attention to performing fancy stunts in my T16 Skyhopper, never noticing the growing Rebellion until they attacked the capital city in 11 BOY, where I lived at the time. I stole a shuttle and searched for the nearest Imperial starship.

At the Imperial Academy, I graduated with honors, and was assigned as a TIE Interceptor pilot on the Imperial Frigate Fogger. I flew there for 6 years, reaching the rank

of Captain and winning two awards for bravery. In 5 BOY, I was assigned to the VSD Protector, where I flew until the events of "TIE Fighter". At the Protector, I was promoted to Colonel and participated in several vital Imperial battles. After the events of "Defender of the Empire", I was promoted to General and assigned to the newly formed Emperor's Hammer strike wing and sent to the ISD Avenger as a squadron commander and flight officer.

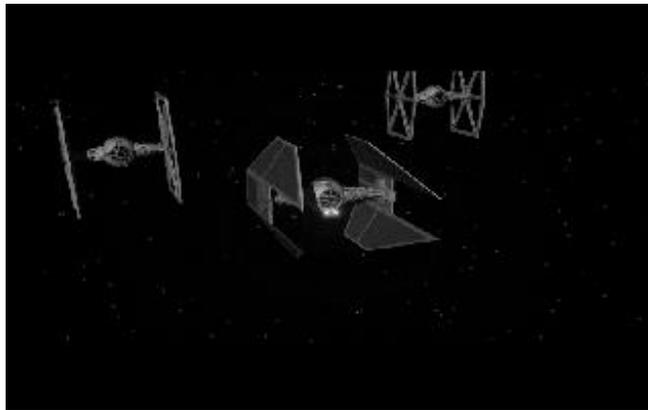
Wing Commander's Note: All articles submitted to the Office of the Wing Commander are subject to minor revision for spelling, punctuation, etc.

### GENERAL PILOT ROSTER OF THE EMPEROR'S HAMMER

It is with regret that the Wing Commander herein announces the resignation of General Steel (Sniper7541) as Epsilon Squadron Commander. However, General Steel has decided to remain with the Emperor's Hammer as Alpha Flight III Leader. In addition, General Assassin (USAFScootr), a new recruit to the Wing, has been offered a field promotion to the position of Epsilon Squadron Commander.

The following new recruits are posted for active status on the General Pilot Roster of the Emperor's Hammer:

General Kruge (Cmdr Kruge/kruge.tfr)>>Delta Flight III Member  
General Gaxx (Gaxx/gaxx.tfr)>>Alpha Flight II Leader  
General Lucas (MarkFlux/lucas.tfr)>>Epsilon Flight II Member  
General Mass Death (Mass Death/me.tfr)>>Gamma Flight III Member (file under review)  
General Andrew (Barnacleez/andrew.tfr)>>Lambda Flight III Leader  
General Ghachey (GHACHEY/gachey.tfr)>>Beta II Member (file under review)



Elements of Lambda Squadron on patrol  
(photo: Greyscaled to save memory,  
author: Fred Kuramura, uploaded to AOL  
by Freddricc, 10/22/94)

The Flight Officer herein posts the official General Pilot Roster of the Emperor's Hammer Strike Wing.

### WING COMMAND:

**Wing Commander: General Ronin (W Call)**  
**Executive Officer: General Shawshank (Quackodile)**  
**Tactical Officer: General Cli4ord (Cliffy369)**

**Flight Officer: General Thunder (ChuckJoeS)**

**EMPEROR'S HAMMER (72 TIE Fighter complement)**

**WING COMMANDER:** General Ronin (W Call/ronin.tfr)

**ALPHA SQUADRON - Command Squadron**

**COMMANDER:** General Ronin (W Call/ronin.tfr)

**FLIGHT I (TIE DEFENDER)**

- 1) General Ronin (W Call/ronin.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

**FLIGHT II (MISSILE BOAT)**

- 1) General Gaxx (Gaxx/gaxx.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

**FLIGHT III (TIE ADVANCED)**

- 1) General Steel (Sniper7541/steel.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

**BETA SQUADRON - Elite Strike Squadron**

**COMMANDER:** General Peter Papp (Peter Papp/papp.tfr)

**FLIGHT I (TIE DEFENDER)**

- 1) General Peter Papp (Peter Papp/papp.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

**FLIGHT II (TIE DEFENDER)**

- 1) TBA
- 2) General Ghachey (GHACHEY/ghachey.tfr) - **file under review**
- 3) TBA
- 4) TBA

**FLIGHT III (MISSILE BOAT)**

- 1) TBA
- 2) TBA
- 3) TBA
- 4) TBA

**GAMMA SQUADRON - Close Support Squadron**

**COMMANDER:** General Shawshank (Quackodile/shawshnk.tfr)

**FLIGHT I (MISSILE BOAT)**

- 1) General Shawshank (Quackodile/shawshnk.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

**FLIGHT II (MISSILE BOAT)**

- 1) TBA
- 2) TBA
- 3) TBA
- 4) TBA

FLIGHT III (MISSILE BOAT)

- 1) TBA
- 2) General Mass Death (Mass Death/me.tfr) - file under review
- 3) TBA
- 4) TBA

**DELTA SQUADRON - Recon Squadron**

**COMMANDER:** General Cli4ord (Cliffy369/Cli4ord.tfr)

FLIGHT I (TIE DEFENDER)

- 1) General Cli4ord (Cliffy369/cli4ord.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

FLIGHT II (TIE DEFENDER)

- 1) TBA
- 2) TBA
- 3) TBA
- 4) TBA

FLIGHT III (TIE DEFENDER)

- 1) TBA
- 2) General Kruge (Cmdr Kruge/k\_kruge.tfr)
- 3) TBA
- 4) TBA

**EPSILON SQUADRON - Strike Squadron**

**COMMANDER:** General Assassin (USAFScootr/assassin.tfr)

FLIGHT I (TIE DEFENDER)

- 1) General Assassin (USAFScootr/assassin.tfr)
- 2) General Lucas (MarkFlux/lucas.tfr)
- 3) TBA
- 4) TBA

FLIGHT II (MISSILE BOAT)

- 1) TBA
- 2) TBA
- 3) TBA
- 4) TBA

FLIGHT III (TIE BOMBER)

- 1) TBA
- 2) TBA
- 3) TBA
- 4) TBA

**LAMBDA SQUADRON - Strike Squadron**

**COMMANDER:** General Thunder (ChuckJoeS/thunder.tfr)

FLIGHT I (TIE DEFENDER)

- 1) General Thunder (ChuckJoeS/thunder.tfr)
- 2) TBA
- 3) TBA
- 4) TBA

FLIGHT II (MISSILE BOAT)

- 1) TBA
- 2) TBA
- 3) TBA

4) TBA

FLIGHT III (TIE BOMBER)

1) General Andrew (Barnacleez/andrew.tfr)

2) TBA

3) TBA

4) TBA