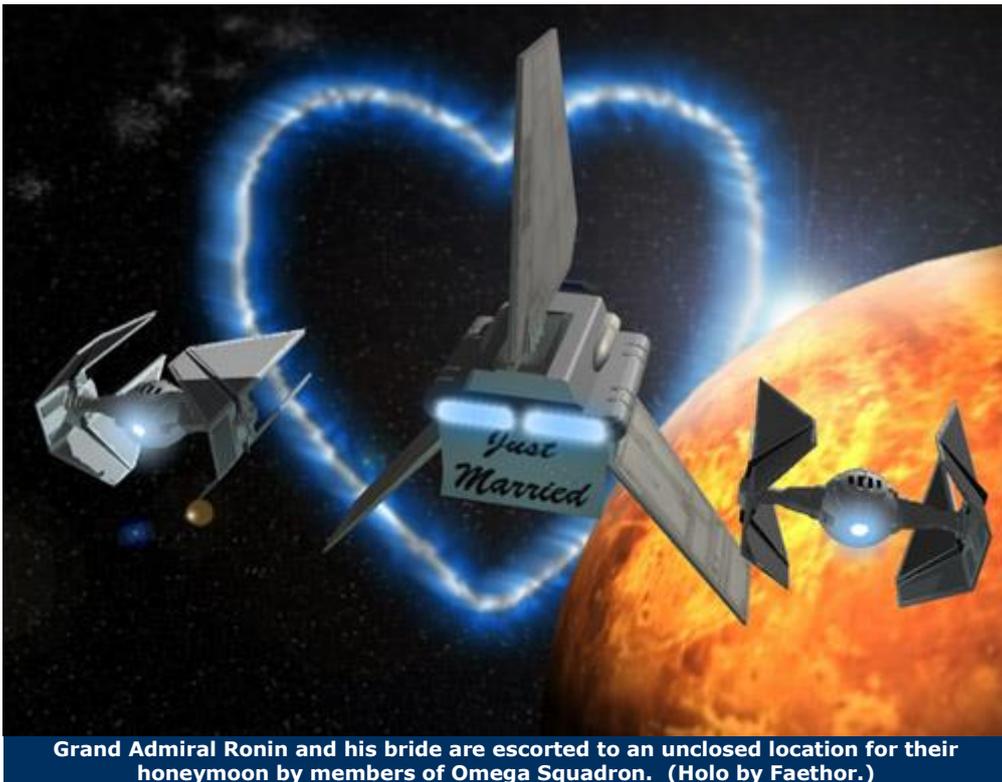


EMPEROR'S HAMMER STRIKE FLEET
THE DARK SENTINEL
AURORA SYSTEM, OUTER RIM TERRITORIES

Issue #58
November 13, 1999



Edited/authored by SA Compton
2,880 members worldwide



Fleet Commander's Wedding Update: 11.02.99

As Submitted From: Fleet Commander (GA Ronin)

Eleven (11) days from now (on November 13, 1999), the wedding is scheduled to take place in a secluded location in northern NJ (USA). Immediately following, from November 14 through November 28, 1999, our honeymoon will be in Ireland and London...2 weeks..!...A much-needed vacation. The Executive Officer (SA Compton) will be in FULL command of the Fleet, pending my return on November 28, 1999.

The invitation responses have been received, we're setting up our wedding program and seating arrangements and the last minute preparations are underway. The marriage license and wedding rings have been obtained and my bride to be and myself are frazzled, nervous wrecks...:).

I would like to personally thank all of you that have sent good wishes and greetings...I am forwarding ALL of them along to my bride...thanks again!

there to check on them. The Apprentice knocked on the door and asked if they were okay... and from inside, a weak voice replied, 'Yes, we're fine... we're living on the fruits of love...'"

Everyone in the crowd smiled at the cute response, then Khyron continued...

"Well, the Apprentice responded, 'I thought so... would you mind not throwing the peelings out the window... they're choking the mynocks!'"

"Here's to Grand Admiral Ronin and his lovely bride...!"

"Cheers!" responded the crowd as they raised their glasses one more time.

HA Khyron

SETI@home Project

As Submitted From: Fleet Commander (GA Ronin)

Some of the more observant Members of the Fleet may have noticed on the Domain Index Page, the following:

...Join the Emperor's Hammer Team...!...

Well, there's a reason for it...Several months ago (May 1999), SETI Institute in conjunction with the University of California - Berkley and the Radio telescope at Arecebo have joined forces on one of the most intriguing projects on the web. Basically, each "Member" downloads a block of data for a set time period of the telescope's observations. A downloadable screen saver simply crunches the data while the Member's PC is inactive. To date, the Emperor's Hammer already has 56 Members involved and has processed approximately 4.5 years worth of data...!

As an incentive for EHers to sign up, at the end of the two year program, the Member with the highest number of processed/returned results (they're processed in "units" of data) will be awarded the Emperor's Hammer Imperial Cross (IC) Medal.

(please see the EH Operations Manual for Medal descriptions)



Good Bad Little Imperials

Normally, this space is reserved for the Executive Officer. When, however, the security on the server is this porous, it amounts to an invitation for someone else to utilize this part of the Newsletter for a more important purpose.

And so, here we are. Today, we will announce all of the things that the Executive Officer doesn't want you to know!

EH Membership Passes 300!

That's right! 300 members! (No, I didn't forget the last digit). An extensive review of the roster found that the same three hundred people belong to every subgroup, and are simply counted ten times for every roster check.

Command Squadron To Become Command Wing

Once, it was the Command Flight. Now, it's the Command Squadron. But with the continuing proliferation of positions and ranks, the fleet now needs a full wing to command it. "It got to the point where we had enough command-level officers to fill an entire ISD. So I figured, why not?" SA Compton said. He added that plans are already in the works for a separate command subgroup. "Members will join with the rank of Admiral," he explained. "If they don't do anything for three months, we'll make them Fleet Admirals. If they're still inactive after six, they'll become Inquisitors."

Strange Happenings on the EH Message Board

A series of odd posts made it on to the EH WWW Message Board earlier this month. They told a story, written in an irritatingly vague and mysterious way. Members are encouraged not to pay any attention to these posts.

SA Compton's Retirement Party

Sector Admiral Compton has reached the fleet's mandatory retirement age of 30. Though he swears that he has no intention of stepping aside, rumors abound that he is shortly to be replaced. "I don't think Ronin will replace him," one source said. "But could someone just come along and take over the club? Sure, why not? I mean, at 30, he's practically senile already. If I thought I could get away with it, I'd stage a coup tomorrow."

White Tiger Placed on Endangered Species List

Officials of the Imperial Geographic Corporation added White Tiger to their endangered species list last week. "We don't think there is any other creature quite like a white tiger," the IGC said in its press release. "With Compton's pending replacement, we thought it was the right time to protect her." Compton, when asked for a statement, replied, "I'm so proud of her, I can hardly contain myself."

Well, this month is it for...

XO/SA Compton/CS-2/SSSD Sov

Letters of Achievement for NL 57:

BGCOM/VA Kyle Kessler/ISD Colossus/TIE Corps Battlegroups

CA:TAC/VA Striker/CA-3/SSSD Sov

WC-FOA-IOA/GN "Bad" Wolly/Wing I/SSSD Sovereign

OA/COL EmpReach/FRG Phoenix

FL/COL Scoser/Crossbow 3-1/Wing IX/ISD Relentless

WC/LC Ricardo/Wing IV/SSSD Sov

WC/MAJ DS-61-4/Wing XV/ISD Vanguard

FM/MAJ Harkonnen/Rho 3-2/Wing II/SSSD Sovereign

CMDR-ROA/CPT Corran Horn/Tornado/Wing X/ISD Challenge

CMDR/CPT Guthwulf/Yod 1-1/Wing IV/SSSD Sov

CMDR/CPT Rog/Koph/Wing VI/SSSD Sovereign

CMDR/CM Bok/Theta/Wing II/SSSD Sovereign

CMDR/CM Lusankya/Copperhead/Wing XIV/ISD Intrepid

CMDR/CM Theodore/Dagger/Wing IX/ISD Relentless
FM/CM Blackbird/Typhoon 1-3/Wing X/ISD Challenge

FL/LCM Sendar Kala/Daleth 3-1/Wing III/SSSD Sovereign
FL/LCM IQpierce Sin 2-1/Wing II/SSSD Sovereign
FL/LCM Hello/Thunder 3-1/Wing X/ISD Challenge
FL/LCM Irek Dahran/Koph 2-1/Wing VI/SSSD Sovereign
FM/LCM Jens "Bushmaster" Vigsted/Kappa 2-2/WingII/SSSD Sovereign
FM/LCM Andronicus/Typhoon 2-4/Wing X/ISD Challenge
FM/LCM Zero Lestat/Crossbow 1-2/Wing IX/ISD Relentless

FL/LT Cracoucas Cheth 2-1 Xing IV SSSD Sovereign

FL/LT Sendar Kala/Daleth 3-1/Wing III/SSSD Sovereign
FL/LT Bip/Echo 3-1/Wing XV/ISD Vanguard
FL/LT Outlaw/Sword 3-1/Wing IX/ISD Rel
FL/LT Goatham/Rage 3-1/Wing I/SSD Avenger
FL/LT Jon Theall/Vortex 2-1/Wing XIII/ISD Grey Wolf
FM/LT Ficher Darkwalker/Koph 1-2/Wing VI/SSSD Sovereign
FM/LT Kayle Bayron/Iota 1-2/Wing VIII/ISD Colossus
FM/LT B.J.Morgan/ 'Mem2-2/WINGV/SSSD Sovereign
FM/LT Halcyon/Yod 1-2/Wing IV/SSSD Sovereign
FM/LT Darkfire/Spear 1-3/Wing IX/ISD Relentless
FM/LT Tycho/Spear 1-2/Wing IX/ISD Relentless
FM/LT Alakk Dae/Crusader 1-2/Wing XIII/ISD Grey Wolf
RSV/LT Darth Calazin/M/FRG Phoenix/Reserves

FM/SL Virgil Renka/Sword 2-4/Wing IX/ISD Relentless
FM/SL Enerum Shka/Spectre 1-2/Wing I/SSD Avenger
FM/SL Dirty Harry 99/Crusader 1-4/Wing XIII/ISD Grey Wolf
FM/SL Buddy/Crusader 3-3/WingXIII/ISD Grey Wolf
FM/SL Jeff Loruss Crusader 3-4/ISD Greywolf
FM/SL Striker/Teth 1-2/Wing IV/SSSD Sovereign
FM/SL Adrenaline/Cheth 1-2/Wing IV/SSSD Sovereign
FM/SL Chris Deckard/Crusader 1-3/Wing XIII/ISD Grey Wolf
FM/SL Silentnoble/Crusader 3-2/Wing XIII ISD Grey Wolf
FM/SL Bret K'thraz/Yod 2-2/Wing IV/SSSD Sovereign
FM/SL Jay Urick/Crossbow 2-3/Wing IX/ ISD Relentless
FM/SL Mystique/Shield 3-3/Wing IX/ISD Relentless

TRN/CT Alex Foley/Alpha Company/PLT Daedalus

-- Non-TIE Corps ==

cmdr flt/dwx-jio/enforcer 1-1/wing 2 /mc90 bismarck
WC/CMD TORRES/WING II/MC-90 BISMARCK/IW/EH
TRP/PTE Zuek/Alpha-Vendetta-4/Carrida II =S= [CoOx2]

CA:XO/AD Tron

The Holocron of the Brotherhood of the Dark Jedi!

Weekly News Update for the Week of October 16, 1999

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

October 16, 1999 - 1199 Members as of Today!

Congratulations to this week's trivia winners!

First place: KP Joker (Krath)/Qel-Droma of Arcona

Second place: OWL ShadowXX (Obelisk)/House Galeres of Clan Arcona/[GMRG:SP]

JH GOATHAM (SITH) / House Ludo Kressh of Clan Naga Sadow

And a special thanks to this week's trivia creator: KHP Arania

Next week's trivia subject: Random

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

** Dark Council Appointments [From Grand Master Thedek] **

First on my agenda is the appointment of a new Master at Arms. I had two extremely gifted applicants to consider and mull over. After a lot of thinking, and on the advice of Deputy Grand Master Dev and Lord Khyron, it has been decided that Consul Nighthawk of Clan Arcona is to be promoted to Dark Side Adept and be made the new Master at Arms! Congratulations!

After a long time without a leader for the Sith Order, I am proud to announce the return of Warlord Bull as the Sith High Warrior. Warlord Bull and I have discussed his plans for the Sith and I believe him fully capable to return to command. Congratulations to him as well.

** Head Master Promoted [From Grand Master Thedek] **

For many graduates, the Shadow Academy has been the key to quick knowledge of the Dark Brotherhood, learning information about the Dark Side Compendium, and a promotion to the rank of Guardian. The Shadow Academy would not exist in its state today without the awesome work of Head Master Kumba. Adept Kumba, for your great work with the Shadow Academy, you are hereby promoted to the rank of Dark Jedi Master. Congratulations and keep up the fine work.

** Future Brotherhood Operation & Medal Award [From Deputy Grand Master Dev] **

We are currently reviewing plans for the next competition and more details will be forthcoming as we work them out. I'm very happy to award Nighthawk the Sapphire Blade for his superb work as my Praetor. I look forward to seeing you do a great job as MAA.

** Slight Shadow Academy Phase Freeze [From Head Master Kumba] **

As mentioned hastily last week, there has been a slight freeze in the processing of the Shadow Academy phases. Mainly Phase 4...when I get newer certificates made up, Phase 4 will resume it's standard course and many of those waiting to graduate, will graduate.

** Thanks from the Master at Arms [From Master at Arms Nighthawk] **

Thank you very much to GM Thedek, for choosing me to succeed him as Master At Arms, and thank you very much to DGM Dev, for awarding me a Sapphire Blade! GM Thedek has told me that he's going to have to build an admin for me on his roster database before I can start doing the regular MAA roster duties, so until then, I'll be working on other special projects.

I believe GM Thedek, DGM Dev, and myself, will be choosing the new Arcona Consul, and hopefully Arcona can keep going strong, now that I'm gone.

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

Only two awards given out this week... they are:

Sith Warrior Stone Darkstar - War Cross
Jedi Hunter Daihok - Bronze Scroll

** Return to Command [From Sith High Warrior Bull] **

It's good to be back on the Dark Council officially. Thanks, Thedek and Dev, for giving me my job back! :)

The SHW Website is still up at: <http://www.inil.com/users/hireme/shw/>.
Alternatively, you can access it

at: <http://come.to/shw>. However, I advise that you use the first link.
It's more likely to work.

I'll be accepting applications for a Praetor and a Magistrate. All applicants must have good knowledge of creating battles for both TIE Fighter and X-Wing Alliance.

** Current Krath Projects [From Krath High Priestess Arania] **

The Krath site will get a facelifting to fix the formatting errors. Due to this, there will be no major updates regarding stories until it is done, so be patient if your writings aren't up yet...

I am looking for a graphics genius to assist in redoing the site. You need to have a bit of time...

Remember the run on... what we have up to now was compiled by Bob-Fett for easier reading (<http://www.sitepowerup.com/mb/view.asp?BoardID=110154>).

The Krath MB can see a bit more use... remember, not only Krath can post; it is for Krath related topics only though. Current topic is wedding and wedding rituals within the DB (not the whole EH mind you). I would like those of us who have performed weddings before to comment as well (<http://www.sitepowerup.com/mb/view.asp?BoardID=111754>).

Those of you who want to participate in the Westend style RPGs, please mail Voranyen (Paploo944@aol.com). Those who want a rather freestyle version, mail me...

I would be more happy if you would remember to put a SUBJECT in your mails... {:c)

I will not be around from Tuesday or Wednesday until at least Sunday...so please be patient if mails do not get answered in this time... If there's anything urgent, please mail Bob-Fett (BOB-FETT1@Prodigy.Net).

** Royal Guard in Action [From Commander of the Guard Z'lar Kahn] **

The second season of the ladder is moving again. I have not been able to contact Mav lately, and I'm not sure whether he quit the EH or not, so the scores have not been updated. But keep reporting your games to both of us and I'll take care of it as soon as I find out what's going on.

The GMRG tournament will start in a couple days. This is your last chance so sign in. Message me if you want to give it a try and go for Gladiator Prime.

Weekly News Update for the Week of October 25, 1999

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

October 25, 1999 - 1219 Members as of Today!

Congratulations to this week's trivia winners!

First place: OBM Kelric (obelisk)/Aedile/House Galeres of Arcona

Second place: DJK Erasmusus (Krath)/Qel Droma of Arcona

And a special thanks to this week's trivia creator: OW AceOfDrkndHrts

Next week's trivia subject: Random

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

** Roster Handed to new MAA [From Grand Master Thedek] **

After more than two years of handling the roster for the Dark Brotherhood, it is finally time for me to give it up. I have finished constructing the system that Master at Arms Nighthawk will use to update the on-line roster. It's a hard thing to let go of after having managed it for so long, but I am confident that DA Nighthawk will do an excellent job.

** Shadow Academy Back to Normal [From Head Master Kumba] **

After the DC position shifts, the Shadow Academy is back into full swing, and has newer certificates for those lucky graduates (Thanks go to Thayer for redesigning them again). Several changes have been made to the SA pages.. most minor, tho some more, significant changes will be coming as well within the next few weeks, so stay tuned.

** Brotherhood Wide AWOL Check [From Master at Arms Nighthawk] **

Fleet Admiral Darth Thedek
Grand Master of the Dark Brotherhood
Dark Lord of the Sith
Governor Plenipotentiary of Eos



A Grab from the Fist...

Prefect's Report by Field Marshal Tarkin

EH & HF Edition/Bulletin No. 5

October 31st, 1999

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October has been something of an organisational month as well as a little R&R after the busy 2 months prior with Operation White Storm. There have still been a few things happening with at least two up and coming operations being reported upon in this months news...

News for the Month...

Awards/Operation: White Storm...

<http://users.wantree.com.au/~arttime/tarkoffice/operation/whitestorm.html>

Here are the final awards for Operation White Storm. Please Note that the Awards for Best and Highly Commended Fiction will be announced at the release of the White Storm News letter. I will also be emailing these results along with their respective trophies which the winners may display on their Unit Websites.

Also note that these awards were determined from the roster as it appeared on the 30th of September and as such does not reflect recent company name changes etc.

So without further ado the WS Trophy winners are:

Best Squad: Eclipse/Squad 3 (146pts)

Best Platoon: Eclipse (286pts)

Best Company: Bravo (584pts)

Best Trooper: CPT Ironfist (96pts)

CPT Ironfist also is awarded a Distinguished Service Star [DsS] for this outstanding performance.

Other Awards for outstanding participation in White Storm are as follows:

A Distinguished Service Star [DsS] goes to:

SGT Chavez (94pts)

An Imperial Eagle [IE] goes to:

2Lt Vlakov (69pts), LT Data (60pts)

A Hammer's Cross [HC] goes to:

LG Drakkar (56pts), SGT T'sara (52pts)

All other minor awards for participation are too numerous to mention here and will be announced in the full listing of scores to be sent to participants via email.

Congratulations to all award recipients and thanks to everyone who took part.

HF/TC Exchange proposal being developed...

<http://www.geocities.com/Area51/Shire/6712/HF-TC.htm>

This proposal involves a platoon of HF stormtroopers being posted to TC ships in exchange for two squadrons of TC pilots being posted to the HF's platform Declaration. Activities for both groups are being developed to make the experience significantly different from their usual duties. For more information visit the web site above.

HF Database - as reported by HG Fugazi...

HF Database is definitely up and running. New features include customizable data entry for ALL members of the HF. The database can be reached through the Personnel Office (<http://www.geocities.com/Area51/Shire/6712>). My thanks to LG Kryder for all of his hard work on the database.

RSCD competition - as reported by LTC Daala...

RSCD comp starts the 5th November, if all goes well....

So mark your calendars, I want to see a lot of people there!

There will be a website up soon so you can sign up

And CO's, tell your troops.

Carrida Stormtrooper Military Academy - as reported by LTC Wolver...

In the CSMA, there have been a few problems getting a good page up.

Currently, the page is available at <http://geocities.com/Area51/Station/2205/unshocked.html> .

That is an old version that Kryder is fixing up so I can run until Zsinj has the new one up. Zsinj is working on what will be the CSMA in the near future.

That's it for this month untill next time,

Thanks for your support.

}-----yTTTTTo=[[]]]]]]]]=

Field Marshal Tarkin

Prefect, Hammer's Fist Stormtrooper Legion/Carrida II

(MoH)(LC)(IC)(GoE)(GS)(MoC-Silver-Bronze) =MS=

Email <etourist@iname.com> UIN 4074014

Tarkin's Office

<http://users.wantree.com.au/~artime/tarkoffice/>



Introduction to the IW

The New Commodore
FA Maestro

Training Officer

FA Maestro

Tactical Officer Report

CPT Kueller

Staff Officer's Report

LCMD Darkov

Introduction to The Infiltrator Wing

Extract from Pilot Manual

The primary aim of the Infiltrator Wing, which is the same as the rest of the Emperor's Hammer, is to ultimately crush the Rebellion. However, while others prefer the frontal assault, we go for the "backstab" maneuver. Using the four space simulator games from Lucasarts, X-Wing, Tie Fighter and X-Wing vs. Tie Fighter, and the new X-Wing Alliance we fake being a Rebel flight, gain their confidence, and when they least expect it, said Rebel flight group is sucking void. This may seem dishonorable, but when it comes down to the crunch, the only good Rebel is a dead Rebel.

The few times that we are engaged in direct confrontation, we fight the Rebels in their own craft, rather than the weaker standard Imperial Navy craft. Not only does this offer a greater challenge to the Rebels who are unused to attacking fellow X-Wings and A-Wings, but the element of shock and surprise can be exploited by us to our advantage.

Some secondary aspects of the Infiltrator Wing are to think like the enemy. We are immersed within an almost complete Rebel environment. Our ships, fighters and indeed call signs are very similar to what the Rebellion use. Our study of Rebel tactics and actions are in depth and complete, giving us the edge in the heat of battle, as well as informing the remainder of the Fleet in what to expect and how to overcome it. We are also responsible for enlightening existing Rebel pilots or former Imperial-turned-Rebel pilots who have yet to see the error of their ways as many in the Infiltrator Wing have. Through our campaigns and reputation, our message to any Rebel pilots are loud and clear.

TOP



The New Commodore

FA Maestro

In recent weeks, I had the pleasure of appointing a new Commodore to the IW's flagship, the Mon-Calamari Crusier Bismarck. This officer, Commodore Nightflyer has spent many many hours earning this position, and posses a taunacity that will see him go far in the IW.

With the Introduction of Staff Officers aboard the IWs ships, the duty of the Commodore has shifted to providing more activities for the pilots, and special projects for the IW. Nightflyer's commitment and initiative in this regard make him the perfect commodore for the MC 90 Bismarck.

[TOP](#)

Training Officer

FA Maestro

This week I had the pleasure of announcing the appointment of a new IW Training Officer.

Commander Torres has been a member of the IW for quite some time now, and though his activity is some times sporadic, he has assured me that he will put in the effort if it means improvements for the IW.

I'm sure he will live up to expectations and perform his duties well.

Congratulations Torres..

Tactical Office Report

CPT Kueller

[STATUS]

- Battles Database ===== Complete, All battles uploaded
- Tech Center ===== 50 % Complete.
- CommLink ===== Completed.
- My Office ===== Completed.

[Review Status]

- Current Battles ===== 1 – 5 next week.

[Free Missions – New Battles]

- I have already received one battle, which is being reviewed.
- I am going to be making 1 battle this month for TIE Fighter.

You'll have to bare with me if this is a bit brief, my email problems have been something of a hinderance on my job... unfortunately, I was oblivious to the fact there was a problem till late last week. So far I have been recieving few copies of reports/emails from the officer of the Bismarck, I am of the understanding though that this could be caused by one of three things, either like NF, they have been sending to the wrong address, (possible if NF informed them of the address), secondly, if my email hasn't been going to them or theirs hasn't been coming to me, I now know that AOL is one provider I can't contact, or couldn't rather, so it may have happened with others too, and thirdly, they might just be lazy. I'm on the case though, I have emailed Depriest for the latest roster, and I have sent NF an email so we may compare what I have been getting with what he has been getting. Hopefully then I will be able to make sure all CMDRs know the score. On the agenda of the NL submissions, time is approaching fast, and I have sent out an email about submissions, I will send a reminder when I get the roster from D, so I can make sure that everyone is aware of the fact.

TOP

FA Maestro/NC-1/MC-90 Bismarck/IW/EH

Corporate Division Report

A lot of activity this month for ideas to fully get the CD back on its feet. Among these are the CD having an elite squadron, a credit system, allying with different slicing groups and more, if you want to participate or have any ideas, that the CD can use, do not hesitate to contact me, at roots1@bellsouth.net or PREX@emperorshammer.org. Also, if one of your groups, or you need something designed, please contact us, we can do almost anything you want done. Finally the CD domain has moved to <http://www.impstar.net/cd>, you can sign up to join through that site.

Admiral Thrawn
President of the Corporate Division
PREX/AD Thrawn/DX-1/VSD Warhammer/SS/ISMx3/MoC-BC/OA-2/Corporate Division

INTELLIGENCE DIVISION MONTHLY REPORT

by: SDIR Brad (bafordham@fwi.com)

Latest news:

BUDR/LC Nebular has resigned as Bureau Director of the Bureau of Operations. I will announce a new Bureau Director very soon.

ID Newsletter submissions are due November 2nd. All officers are to send them in to VA Langer (d.langer@virginnet.co.uk).

10.25.1999

Officer submissions for the ID Newsletter are due November 2nd. VA Langer will be accepting these submissions (d.langer@virginnet.co.uk). If you have any questions contact him. Those required to send in submissions are:
Ubiqtorate, Bureau Directors, Branch Leaders, and the Praetorian Squadron.

In the next month, a pause will be taken from the Stellar Fox and ID Newsletter. If you can come up with new ideas for Intel, let the Ubiqtorate know, or your superior officer so that he/she may relay that information to the Ubiqtorate.
This is your Intelligence Division also.

Some ideas are being discussed as of now. One such item is the use of aliases for Intel members, so that they could be publicly recognized for competitions and awards. These aliases will be handled by the Census Director. The use of aliases are not approved yet, but please state your opinion to SDIR Brad (bafordham@fwi.com).

A reminder that medals are rewarded for Intelligence Division meeting attendance. There is also trivia after these meetings. They are held Sunday afternoon at 3pm EDT on the Undernet in channel #DGN_Lichtor_V. If you cannot get on the Undernet, or don't know what this is, please contact SDIR Brad (bafordham@fwi.com).

GN Stalker5, is taking a short leave of absence now, so the ATA, CM Zoltar (zoltar2@aol.com) is substituting. GN Stalker5 will be returning in a few days.

If any of you cannot fulfill your duties for a period of time, let SDIR Brad (bafordham@fwi.com) and GN Slicer (ddddd@nbnet.nb.ca) know about this.

10.18.1999

The Intelligence Division now has trivia after the weekly meeting. Trivia is over any EH or Star Wars related items. The winner of the trivia will receive the Medallion of Awareness [MoA]. The first trivia was conducted Sunday October 17, 1999. The winner was LT Zsinj.

The Intelligence Division meetings are at Sundays at 3pm EDT on IRC Undernet in #DGN_Lichtor_V. To access the Undernet, you may use mIRC. Go to www.mirc.com.

Trivia will be conducted by CPT Syn Kaek (holmes_800@hotmail.com) and GN Slicer (ddddd@nbnet.nb.ca).

The Stellar Fox mission IV was due Sunday October 17th. VA Langer (d.langer@virginnet.co.uk) will soon announce the results.

Newsletter submissions are due November 2nd. All Ubiqtorate members and Bureau Directors must send in a submission. A Praetorian

squadron report is also required (by either the COM or CMDR). Remember that Intelligence Division operations are not to be included in the newsletter. All submissions to go VA Langer (d.langer@virginnet.co.uk). Quality submissions will be rewarded with a medal.

Check the Medal Archive page to ensure that it is correct. URL: <http://exdir.tsx.org>

The Intelligence Division is now at 91 members. If you wish to join, e-mail GN Slicer (dxxxx@nbnet.nb.ca). Give him your name, Intel nickname, e-mail address, and what bureau/branch you wish to join. (Joining the Internal Organization Bureau is not an option).

10.11.1999

The Intel Reserve group has been created. Here is the description taken from the newly revised Interrogation Manual:

The Intelligence Division has its share of agents who wish to retain their rank and medals, but may not be able to be on active duty all of the time. The Intel reserves is a place where the agents can reside on their leaves so when they return, they can keep their rank and medals (sometimes positions).

VSD Zerstoren (VSD Zerst) will be where those in the Reserves will be placed. Agents in the reserves will not have active assignments. Some agents may engage in minor assignments with permission.

Before an agent goes into the reserves, he/she must state an approximate time that he/she will be in the reserves. Only a few minor checks of reserve status will be made by the Census Director or Supreme Director.

The Census Director should be contacted for entrance into Reserves. Only the Census Director or Supreme Director may place agents into the reserves. Branch Leaders and Bureau Directors are to inform the CNSDR and SDIR about an agent's entrance into the Reserves.

Each agent may request to be in the reserves. Agents declared AWOL that respond after the specified time may choose to join the Reserves. The Census Director and Supreme Director may then assess whether the agent may join in the Bureaus and Branches depending on the agent's situation. (i.e. like if there was a disaster or something due to personal concerns).

Any leader conducting an AWOL check must state that the agent may request to join the Reserves if he/she is not able to perform to his/her best abilities.

>>

Change of e-mail address.

GN Slicer has instructed to use his non-poboxes e-mail address (ddddd@nbnet.nb.ca). Some errors may occur if you send to his poboxes e-mail address. So please use the one mentioned above.

Gambit promoted to Rear Admiral

For his outstanding duty and services as Situation Liaison Director (SLDR), Gambit is hereby promoted to the rank of Rear Admiral (RA). Congratulations and keep up the good work.

ExDIR announcements

The ExDIR website is back up and running at <http://exdir.tsx.org> Check the archives and medal sections to be sure that it is accurate. If not, e-mail d.langer@virginnet.co.uk Stellar Fox IV is due on October 15. This is ID Battle #1.

The deadline for submissions to the Agent's Comlink (ID Newsletter) will be announced soon. The newsletter contains updates from Ubiq members and bureaus, and member submissions in the form of graphics/fiction/missions, etc...

High quality submissions will earn a medal. Remember to be on the Intel mailing list. To join it, go to <http://www.onelist.com/subscribe/EHIntel>

Medal artists needed

CPT Syn Kaek (holmes_800@hotmail.com) is looking for artists to work on medals and uniforms. You do not need to be an Intel member to help out. Just contact CPT Kaek.

10.04.1999

The current Stellar Fox mission is Intel Battle #1, you can find this from the EH mission compendium. If you have any comments or suggestions about the Stellar Fox Operation, contact VA Langer (d.langer@virginnet.co.uk).

Reports, I expect weekly reports from Branch Leaders and Bureau Directors. The reports from Branch Leaders are to be sent to your Bureau Director along to myself. Bureau Directors need only to send your report to me.

New recruits are to send in their information to join to GN Slicer (slicer@poboxes.com). He places new recruits every

Sunday evening. Branch Leaders and Bureau Directors are to verify their rosters with GN Slicer. Note that all transfers are to be sent to GN Slicer so he can change the roster.

A reserve group is being considered by the Ubiqtorate now. This group would be established for members who wish to remain a part of the Intelligence Division, but do not have enough time to engage in assignments and infiltrations. The details of the group will be available soon.

<SALUTE>

Respectfully Submitted,

Fleet Admiral Brad
Supreme Director of the Ubiqtorate

SDIR/FA Brad/UBIQ/DGN Lichtor V, {IWATS}, {IWATS-IIC/3},
MoH/HoI/IC/GOE/GMoF/FoEW(2)/BS/PC(6)/ISM(4)/MoC-5SoC-7BoC, SW(Sith)

The Directorate Communiqué - 5/10/99

From the office of the Grand Moff

1) At long last, after one long year of hard work, Diplomacy is actually starting. Even though the original team is not together anymore (CZ Nighthawk and CT Krail Darkblade have left the Directorate), MS Malachdrim and myself kept going, and with the great help of new members like PM Armus and ADK Lammoth, (and I am not going to write all the people that participated or else this would be too long to send ;), we finally came to a close with the project, and now it is moving for the first time.

As I always say, I hate it when people make a great effort and don't get some recognition for it. So here's the list of awards for Diplomacy:

- **Minister of State Malachdrim:** for creating Diplomacy, and for his outstanding work in coordinating the Directorate member to make this possible, I would like to award MS Malachdrim the highest recognition possible in the Directorate, the Fist of Palpatine, and promote him to the rank of Autarch. Congratulations, Malachdrim. Your example is to be followed.
- **Prime Minister Armus:** for his outstanding assistance to the Directorate as a whole, in the organization of Diplomacy and beyond, I would like to award Prime Minister Armus a Tarkin Cluster, and promote him to the rank of Autarch.
- **High Moff Alduin dor Lammoth:** same as Prime Minister Armus, he has served the Directorate beyond the requirements of his position. He will receive a Tarkin Cluster, and a promotion to the rank of Czar.
- **Minister of War Zsinj and High Moff Jedi Jawa:** for offering great help in the development of Diplomacy, they will be getting a Tarkin Cluster each.

Although it is highly possible, I certainly hope I am not forgetting anyone. However, should I be leaving someone out, I'll take care of making that right as soon as I find out.

2) This Communiqué is reaching you via our new egroup. The address is eh_dir@egroups.com. It is fully updated now, and I will keep it that way myself. We will need a good way to communicate now that diplomacy is starting.

Well, that's it for this week. Now let's see how this works out.

That will be all.

GMF Z'lar Kahn

From the office of the Prime Minister

1) Everything seems to be running smoothly. Diplomacy is beginning this week, good luck to everyone. Lets get to work, but remember: This is supposed to be fun, so keep that in mind.

PM Armus

From the office of the Minister of War

- 1) I have not recieved any applications yet.
- 2) There were some more people posted out of the academy. Good Job.
- 3) At last report the medal board was still down so bear with me...

Czar Zsinj

From the office of the Minister of State

Today we take the Directorate to a new level, today we launch Diplomacy!

- 1) First a reminder on Trade, when you wish to initiate a trade rout you must first agree on what price you will pay/be paid for the given item, in all messages concerning trade the MS/DMS, PM, GMF and all the HMF that are concerned must be cc:d.
- 2) Each Friday all Governors and Moffs must give a report on what they have done under the past week, i.e what trade routs they have initiated or used, what structures or ships they have purchased and so on. This reports will follow the standard chain of command, PGs will report to their Moffs, Moffs will then give a report on their system to their HMFs, who will then give a territory wide report to the GMF, PM, MS.
- 3) If a PG who do not have a construction yard on his planet want to build something he must pay a PG who has one to build the given structure, but it will take two weeks instead of the normal one week before the structure arrives (to simulate that it must first be completed and then shipped to its destination).
- 4) Diplomacy will be launched in a stripped down version so that we can get it to work before we add the more refined rules, this should only take a couple of weeks, the War and Migration chapters are nearing compellation and we already have several optional rules for trade that we will integrate in two weeks.
- 5) If you have any questions on what your planet produces and what it needs to import then contact your HMF, if you have any questions on the rules, or any general questions then direct them to me.

That is all

Minister of State
Malachdrim Tremayne

From the office of the Minister of Operations

- 1.) The Operations office isn't busy. I would like to get involved with diplomacy, so if anyone needs my help...
- 2.) A New Competition is set for November. More organized :) This will be to see who the most active members of the Directorate are, and will be based on the points system. More to come later...

MO Alex Foley

Alpha Territory Report

- 1) Alpha Territory is full, PG-wise. As soon as HMF Lammoth is done updating the Diplomacy information, we'll be ready to go.
- 2) I still need to talk to the Minister of War, but I'm thinking about a Directorate competition using the fleet we just acquired. If anybody has input on a storyline for this campaign, please let me know.

High Moff/CT Byn Jo'Gare/Alpha Territory

Beta Territory Report

- 1) Well it looks like Diplomacy is finally starting. First I like to thank Malachdrim SOOOOO much. Without him Dippy would be dead in the water. Also thanks for everyone who's helped make Dippy. I am ready to make Beta a powerful territory. Everyone in Beta is active and we're getting new recruits fresh outa the Academy every day.
- 2) I have posted a bare bones Beta Terr webpage, the URL is quite simple. <http://betaterritory.tsx.org/> If that URL doesn't work just let me know. And finally I'd like to welcome RG Eurus Rhetor to Beta.

High Moff/CZ Jedi Jawa/Beta Territory(SoD)(MoS)

Gamma Territory Report

1. I am getting through the Emperor's Hammer Directorate Diplomacy Manual revision. It will be revision 2.0 when finished. Major changes/corrections include spelling and grammar, structures, ground units, and ships. The subject of trade is still evolving so I will not touch that part until next revision, which I will begin immediately after this one is given to the Grand Moff. A revision history and projected changes/additions for future revisions can be found on the Introduction page.
2. All territories now have resources allocated....except for one small (or rather large) point. The neat little Tourist Resort requires luxury goods. No one has noticed this before, but there are no structures that make luxury items! Resorts aren't going to function. So, in the hours before Diplomacy starts, I've created a luxury goods factory, and Ghenna (possibly the lowest planet on the Diplomacy totempole) will initially be the only planet to have it. This is merely out of necessity since there's no more time to distribute the stats for it and for others to integrate it into their systems. This gives Ghenna a corner on that market, but any planet is of course free to build their own luxury goods workshops in the weeks to come.
ADK Alduin dor Lammoth

Medals

Check the Grand Moff's announcements at the top of the Communiqué.

The Directorate Communiqué - 14/10/99

From the office of the Grand Moff

1) Diplomacy is going well. A lot of trades and such is going on, and it is interesting to see how Planetary Governors try to make their planets go. It will be getting more complex as we keep going, with the addition of random events, warfare, etc... I'm personally managing the egroup and the message board so that members can contact each other quickly and safely. I will start getting more actively involved starting next week, so be ready to deal with me personal random events ;)

2) The Diplomacy Manual has been updated to Ver 2.5. Version 2.8 will be available by next Friday. The Diplomacy manual can be found linked off the main Directorate page.

That will be all.

GMF Z'lar Kahn

From the office of the Prime Minister

1) Kinda slow with new recruits.... All members get out and get new people! Tell them about Dimplomacy! You are our greatest resource, lets get moving!

2) In Diplomacy news, I'll release the Import Prices (The cost to import a commodity from outside the territories, the chances of a sucessful trade route will be less, but if you need somthing, and can't get it here, thats the place to go).

Keep up the good work

PM Armus

From the office of the Minister of War

1) Not much has been happening this week. The academy will be opened to other Directorate members with other tests. They might include some of the types that are at IWATS, more to come on this later.

Czar Zsinj

From the office of the Minister of State

I have been trying to get all the bug worked out of diplomacy and I am almost done with the Warfare chapter (with the help of my trusted DMS). I am also trying to get some good random events for the next turn that begins on monday the 18th.

Minister of State
Malachdrim Tremayne

From the office of the Minister of Operations

- 1) I have started a new poll related to the new competition. Please vote on it.
- 2) Diplomacy Rocks!

MO Alex Foley

Alpha Territory Report

- 1) Diplomacy is going well in Alpha. Moff Ironfist and Baron Gray are really getting into it, and the PGs in Phare, especially PG Grinoch Kay'dar, are participating also.
- 2) Prime Minister Armus and I are working on making trade go smoothly. We are working on imports to deal with the supply problems with some of the resources, most notably medicinal goods.

High Moff/CT Byn Jo'Gare/Alpha Territory

Beta Territory Report

- 1) Beta is doing great. Everyone is very active and with Dippy now started they all have something to do. Beta has also been getting a steady stream of reports. I am getting one from each members of Beta almost every week. Its great! Beta Territory web page is also online at <http://betaterritory.tsx.org/>. You can view the Territories resources there as well

High Moff/CZ Jedi Jawa/Beta Territory(SoD)(MoS)

Gamma Territory Report

- 1) Diplomacy has been jumpstarted, and is trying to get off the ground. It might actually do it! Look for version 2.x of the Diplomacy Manual in the next few weeks with more information about income, units, and the warfare chapter. Migration may make it into the next version as well.
- 2) Hades is just wheeling and dealing, and Ashtar has a good corner on its market.
- 3) Ghenna is going to be interesting to watch.

ADK Alduin dor Lammoth

Medals

none at this time

The Directorate Communiqué - 20/10/99

From the office of the Grand Moff

1) Version 2.72 of the Diplomacy Manual is out. You can check it online in the Directorate page, or download it from the Gamma website.

2) With the beginning of the random events, you may expect to receive unexpected visits from the Ministry Council to your planets. Stay sharp!

That will be all.

GMF Z'lar Kahn

From the office of the Prime Minister

1) Roster doing well, Pirath Reopened, target turn for full reactivation is Turn 3.

2) Two PG spots are open, apply today to myself: armus@iastate.edu

PM Armus

From the office of the Minister of War

1) I will be moving both the medal Board and the academy sites to another server soon. This new server supports ASP so I will be re-designing the entire site.

2) I have appointed PG/BR Derk Parchon as DMW. He will be assisting me with the Grading of tests and other things.

Czar Zsinj

From the office of the Minister of State

1) The Ministry of State has been busy with Diplomacy, which has turned out to be a big success. The only trouble now is that there are too few members in the Directorate, so go out and start recruiting!

Minister of State
Malachdrim Tremayne

From the office of the Minister of Operations

1.) Poll on E-group to decide next competition - Please vote.

2.) Please participate in Diplomacy

MO Alex Foley

Alpha Territory Report

NO REPORT RECEIVED

Beta Territory Report

1) Wow! This has been the most active I have ever seen in the Directorate. Diplomacy has really breathed a new life into this Sub-Group. Almost everyone in Beta is wheeling and dealing. A few of the PGs from around the DIR have started a Consortium and its gonna be great.

High Moff/CZ Jedi Jawa/Beta Territory(SoD)(MoS)

Gamma Territory Report

1. Diplomacy is in full swing. I've received trade reports from all but one planet. Hades seems to be positioning itself to be the premier planet in Gamma. Good luck to them.

2. The Diplomacy Manual is up to version 2.72

3. I am speaking with some Gammans about a possible competition involving our territory. It promises to be very involving, including fiction, art, TIE Fighter, Rebellion, and possibly QII or JK.

ADK Alduin dor Lammoth

Medals and Promotions

- PG/BR Eurus Rhetor/Kaiburr/Karana System, Star of Domination (High Moff Jedi Jawa, for his work as the new Kaiburr PG).
- SM/EL Kueller/Karana System, promotion to Marquis (High Moff Jedi Jawa, for his assistance in the organization of Beta for Diplomacy).

The Directorate Communiqué - 28/10/99

From the office of the Grand Moff

1) It seems like Diplomacy is running pretty well, despite how complex it is. Now, to make it even better, we need ALL our members to help us out. We need feedback. Whatever you can think of, whatever you feel like saying, send it in. You can use the message board, the egroup, or you can message any of the Ministers/High Moffs, so they can send it to the rest of the Command Staff. So start shooting. Let's make Diplomacy even better.

That will be all.

GMF Z'lar Kahn

From the office of the Prime Minister

1) Roster completely updated, lets step up the recruiting. If the HMFs hav eany comments on how Diplomacy needs to be run differently, like longer turns, etc, make sure you tell us. You are the primary source of info about this, because you are fairly involved in it.

PM Armus

From the office of the Minister of War

- 1) I be changing e-mail addresses soon. I will send more infor on that next week.
- 2) The new Medal board will hopefully be finished by next week. Need to start work on it soon, or more work.
- 3) If you don't see all your medals there well then report them to me or my assistant at SLookabill@aol.com OR trebliq@lineone.net.

Czar Zsinj

From the office of the Minister of State

- 1) Diplomacy is comming along nicely, the first random events has struck (thou they were relatively peaceful this time).
- 2) The Diplomacy Command staff now requires your help, in making the trade connections (the way one contacts another PG for trade) run more smoothly. Any and all help will be rewarded.

Minister of State
Malachdrim Tremayne

From the office of the Minister of Operations

- 1.) As of Sunday Night, I will be back from all leave.
- 2.) Poll Results Were Pitiful...Thanks to Armus, and One Other for Voting
- 3.) Since no one decided to vote, I will have to start another competiton. But, don't worry. This time, MUCH more organized.
- 4.) Please Particiapte in TO Comp #4...Any Member of Any Fleet canparticipate, and there are non-gaming sections.
- 5.) I am going to be in contact with the Rebel Squadrons' S/TC, or Rebellion group.

MO Alex Foley

Alpha Territory Report

- 1) I've begun work on an Alpha Territory webpage. Due to R/L concerns,I don't know when it will be finished, but I've started.
- 2) Because of some problems in Phare, I'm going to do another AWOLcheck, starting from the RGs up. Everyone will reply to me, or be kicked out.
- 3) After Pirath opens completely, I'd like to continue my idea for the Aurora and Carrida systems.
- 4) As soon as everything else is straightened out, I am going to try to run a Alpha-only comp, perhaps a major Diplomacy project, something big.

Beta Territory Report

- 1) First of all I'd like to congratulate Eurus Rhetoron for being named the new System Moff of the Carrida System. Even though he has only been in the Directorate for a short time, he showed so much activity in Diplomacy that I decided to make him a Moff. The former Moff of Carrida was Assassin, he has been reassigned as the PG of Kaiburr.
- 2) Secondly after two of the Ministry Council members left Aurora Prime last week, many rumors have been heard about Armus or Malachdrim visiting planets for a surprise inspection. Although these are only rumors, Beta has already prepared itself for the possible arrival of the Prime Minister.
- 3) As for Diplomacy itself, Beta is doing great! Tons of activity, everyone's working hard to make his/hers planet powerful. Beta has also started a recruitment drive and I'm hoping to start filling up the open RG spots in the territory.

High Moff/CZ Jedi Jawa/Beta Territory(SoD)(MoS)

Gamma Territory Report

1. It is nice to see Pirath getting members trickling in. I've yet to establish contact with my new moff though. This isn't a big problem yet as Pirath is still lightly populated, but will have to be cleared up shortly.
2. I am going to alter the appearance of the Gamma site a bit. I corrected the gamma settings of my videoboard to compensate for my extremely dark monitor, and the site looks very washed out. No wonder some people had problems finding the navigation buttons.
3. The turnout for the first Diplomacy random event wasn't bad. I'm pleased that most planets participated. One week isn't very long in which to write a fiction piece.
4. I've been getting many many questions about how to conduct trade, calculate taxes, whom to talk to for what, the role of RGs, the training of stormtroopers, and a slew of other things. Up to now, the EHD Diplomacy Manual has covered data (structures, ship stats, etc.) and a few rules. The next version will focus more on how to play the game.
5. The revision vs. edition poll was indecisive. Although there was only one voice totally opposed to the idea of editions, the rest were mostly indifferent or cautiously positive. The edition-printing idea flopped, so future versions of the Manual will simply be called "X Edition." I'll begin work on what will be the *4th Edition* sometime near the end of this week. Suggestions, of course, are welcome.

ADK Alduin dor Lammoth

Medals and Promotions

none at this time

The EH Directorate
<http://directorate.cjb.net>

Another busy month in the Imperial Senate...we've had a lot of things going on.

First of all, our membership has reached 130 Senators, which is extremely impressive for a group that's only three months old! I'm very pleased to see that so many people are signing up to be in the Senate.

Second, our month-long activity, Operation Marathon, ended on October 31st. I was very impressed with the results of the competition; we had about 120 submissions of different varieties, all of which will be posted on the Senate Archives. Lots of awards were given out, too:

For writing the Operation Marathon preview story, Advocate Gavron is awarded a Bodyguard Unit (BG)!

The winners of Operation Marathon:

1st place - 73 points - Senator LordHelmet - awarded a Shuttle (SHU)!

2nd place - 64 points - SL Priyum Patel - awarded an Estate!

3rd place - 61 points - Senator Khobai - awarded a Suite!

4th place - 51 points - Senator Alex 'Viper' Foley - awarded a Chamber!

5th place - 42 points - Senator TopDawg - awarded an Office!

Congratulations to these five Senators, who have shown that they are truly an elite group. They will become part of the Inner Chapter of the Senate (ICS), a small society in the Imperial Senate designed by A-CHS Val Ricaud and myself...details on this will be forthcoming soon.

Several other Senators did a very good job throughout the competition, and although they couldn't make the top five, I felt they deserved an award:

Senators Karva, Vengeance, and Andronicus (30+ points) - awarded a Bust (BST) (or upgrade)!

Senators Sabé, Creon Redwing, Xeraan, and Badlan (20+ points) - awarded a Bodyguard Unit (BG) or upgrade!

Third, the Senate is exploring the possibility of several new committees, such as the Engineering Committee, Architectural Committee, Introductory Committee, and Development Committee. In the next few weeks, there will be a vote on which of those committees should be implemented; some may start up soon, others later. In next month's Newsletter, there will be more information about that.

Fourth, with the election of our new Senator Prime, White Tiger, we will be starting up some Senate-wide debates on the new eGroup. Our first one is beginning right now, and looks to be very interesting.

Fifth, the Imperial University, under Educational Councilor Stalker5, is still being set up. We're looking for course writers, and we'll be starting a project to find an award writers of essential courses for the University.

Finally, the next major Senate activity will be starting up in a few weeks, after we've had time for the University, the debates, and the committees.

So, remember, if you're looking for a lot of activity, and enjoy writing, graphics, HTML, trivia, or tactics, check out the Imperial Senate, at <http://ehsenate.cjb.net>!

Nighthawk Ciarus Arconae
Chancellor of the Imperial Senate
(Aurora Prime)/HC-1 [IC] [LXY: Arcona Shadows]

Outer Rim Night: 11.06.99- RS Victory

As Emailed From: WC-COOA/LC Havoc/Wing III/SSSD Sovereign

Great nights flying, the RS managed to pull off a win in the last 10 mins that won them the night. Here are the results:

EH Shups vs RS Alexio 20-10 T/F's, EH Wins!
EH Smit vs RS Agace 19-12 T/I's, RS Wins!
EH Spaceboy vs G Solo T/F 8-3, RS Wins
EH Smit vs RS CHorn T/I 9-17, EH Wins!
EH ShadowXX vs RS Alexio 22-19 T/F's RS Wins!
EH Spaceboy vs RS Myst 25-11 T/I's, EH Wins!
RS GAdRS vs EH Ravil 26-18 T/I's, TIE!
EH PSyko vs RS CHornJr 16-6 T/F's, EH Wins!
EH Shups vs RS Agace T/I 19-11, EH Wins
EH Falcon vs RS Agace T/I 32-4, RS Wins!
EH Keiran vs GAdRS T/F 21-9, EH Wins!
EH Spaceboy vs RS Rich TA vs YW 5-1, RS Wins!
EH Smit vs RS Alexio T/F 20-11, RS Wins!
EH Shups vs MajorGenS T/Is 9-9, TIE
RS BGNSentry vs. EH CM_Archon T/Is 14-16, EH Wins!
RS IronMan and Alex vs. EH Smit and Psyko T/F's 34-27 RS Wins
EH Shups vs. RS BGNSentry T/I's 14-4, EH Wins!
EH Seggybop vs RS PM XWs 28-5, RS Wins
EH Falcon vs RS MajorGenS T/I 21-3, RS Wins!

EH - 8 | RS - 9 | Ties - 2
Match Count: EH - 2 | RS - 5 | TIE - 0
Outer Rim Kill Board

Your friendly neighborhood Wing Commander
WC-COOA/LC Havoc/Wing III/SSSD Sovereign

The EH Cosmopolitan should be making its return soon under the new MOR, GN Wolly.

SQUADRON READY ROOM

NEWSLETTER REPORT FROM THE TACTICAL OFFICER

TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign

(absurefire@aol.com)

TAC Office News

This completes my first month as your new Tactical Officer. I'm pleased to say that a **lot** of progress has been made in that short amount of time after this office has been somewhat inactive for nearly six months! The previously shut down unofficial TIE Corps Battle Center has reopened as the official Emperor's Hammer Battle Center, serving as a place for pilots to download battles, submit reviews and bug reports, and find resources for creating their own battles. Vice Admiral Striker and his Project Phoenix crew have already completed fixing the first ten TC-TIE battles! The Tactical Office Beta Testing Team is going to have their hands full in November reviewing around 30 new Battles and Free Missions! And we finally have our first set of XvT and XWA Battles!

Some "new" things are resurfacing in Newsletters. The Battle Board will finally be included once again after disappearing from Newsletters for close to a year. Next month, there will be a listing of all pilots

and what battles they have completed to serve as the official record should anything happen to the TIE Corps Database.

New Battles and Free Missions

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

TC-TIE Battles

- #31 - Hidden Agenda*
- #112 - Super TIEs*
- #113 - Raid on Casserine*
- #114 - Stop the Press!*
- #115 - Project Emperor's Revenge*
- #116 - GA Ronin vs. Rogues*
- #117 - Resh Battle
- #118 - Omicron's Initiation
- #119 - The Razinki Operation
- #120 - Thunderer the Victory Star Destroyer

TC-XvT Battles

- #1 - The Verpine Encounter
- #2 - Capture of a Murderer
- #3 - Preparing for Battle

TC-XWA Battles

- #1 - Avenger Encounter

FREE-TIE Free Missions

- Eugene #1*
- Gibbs #1*
- Dactyl #1*
- ZSinj #1
- Scoser #1

FREE-XvT Free Missions

- Assault on Ravent
- Defense of the ISD Intrepid

**** Older battles that have been rediscovered and posted on the EH Battle Center.***

What's Next...

I'm not sure at this point what I'm going to have time to put in. I'm working on my own X-Wing Alliance Campaign. More information about that will be released when it becomes available. In the meantime, I'll keep the fleet updated with the weekly Tactical Briefing.

Respectfully submitted,

= High Admiral Kawolski, Tactical Officer and Fleet Systems Engineer =
TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign -
MoH/IC/GOE/GS/SSx3/BSx2/PCx4/ISMx4 -
MoI-DC/MoT-rhx6/MoT-gh/LoC x2/MoC -1BoC/OV-2E {IWATS-SM/1/2} -
<http://www.tiecorps.org> -



From the desk of Admiral Eric O'Flynn
Current Tie Corps membership: 968

Well now, it's been nearly a month now since my last large report. A lot of things have happened since then.

First off I would like to tell everyone who doesn't know, I have chosen my CA. It was a hard choice, and there was many qualified candidates, but I went with who I felt would be best. Congratulations to Vice Admiral Chandler (chandler@planetchandler.com). He is to be emailed on ALL Flight Office mails. His main duties will be small maintenance, as well as covering for me, should I go away for a short vacation in the future.

Secondly, VA Starlion has retired as COO. In his place, AD Darkov has been appointed. I trust he will perform well as COO and BGCOP of the ASF.

Now onto some Flight Office topics.

Recently the roster has been going down more than it has been going up. The reasons for that is simple, we, myself and HA Kawolski, have added a part of the roster which allows me to remove all Cadets who have been inactive for a 2 month period. This more than satisfies the requirements set by Grand Admiral Ronin for removal of a pilot, and I hope this will keep the roster a little less congested.

Another thing has been brought to my attention in recent weeks. This pertains to what I call "squadron stealing". This is the act of recruiting from another squadron blindly, in an attempt merely to boost your own. This will not be tolerated in anyway, shape or form by me. Though there has been only a few reported cases of this, and nothing that has led to any action, it is being watched. If you do see it happen, please report it to myself with the log or email of this. There are not clearly cut punishments yet, but I am sure they will be arrived upon case by case.

Two new courses are very close to implementation. The first is Rebellion Tactics, by Captain Shador of Kappa squadron. The second is a course about VBScript, which is usually used in conjunction with Active Server Pages (or ASP). ASP forms the basis for much of the EH Ladder and the TIE Corps page. CM SeanHowe wrote the VBScript course. Both courses will soon be up and running on the IWATS site (<http://www.impstar.net/iwats/>)

The total graduate count is hovering around 2,300 at this time, with the Core graduates getting close to 800.

Current Staff

- IWATS Dean/Training Officer– FA Astatine
- Training Office Assistant – LT Kircheis
- Assistant Dean – LCM Mauser
- Professor, Squadron Management – Vacant
- Professor, TIE Tactics – CM Tiberius
- Professor, XvT Tactics – LC Pavel
- Professor, Quake and Unreal Level Creation – BG Assassin
- Professor, ICQ – DJK Joker
- Professor, RebED – CM Zsinj
- Professor, XvT Missions – MAJ Jeff
- Professor, TIE Missions – CM Aragorn
- Professor, Rebellion Tactics – CPT Shador
- Professor, VBScript – CM SeanHowe

Important URLs

<http://www.impstar.net/to> – Training Office
<http://www.impstar.net/comps.htm> – Training Office Comps
<http://www.impstar.net/manual> – Training Manual
<http://www.impstar.net/iwats> – Imperial Weapons and Tactics School
<http://thedek.dorm.org/ladder> – Emperor's Hammer Ladder
http://fly.to/training_academy – XvT/XWA Academy

Respectfully submitted by,

**TO/FA Astatine/CS-6/SSSD Sovereign
MoH/IC/GOE/GS/SS/BSx2/PC/ISM/MoI-BC/MoC-2SoC-2GoC-1PoC/OA
{IWATS-IIC/2}**

1) Thanks to the hosting space of Admiral Darkov, the Operations Office site has been moved this, along with new Operations Manual address, and listed below.

2) Thanks to the efforts of Commander Cracoucas (mbuisine@mailcity.com), images for the Commendations of Loyalty, Bravery, Excellence, Service and the Letter of Achievement have been created.

3) A note on Commendations:

- The Commendation of Excellence can only be awarded by the Fleet Commander, Executive Officer, and Internet Officer.
- The Commendation of Bravery can only be awarded by the Fleet Commander, Executive Officer, and Tactical Officer.
- The Commendation of Service can only be awarded by the Fleet Commander, Executive Officer and Tactical Officer.
- The Commendation of Loyalty can only be awarded by the Fleet Commander and

Executive Officer.

- The Letter of Achievement can only be awarded by the Fleet Commander, and the creator of the Newsletter.

Address's to note:

Tie Corps Medal Board: <http://www.tiecorps.org/medals.asp>

Operations Office: <http://www.darkjedi.nu/howlader/ops/>

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

Fleet Admiral Bull: hireme@inil.com

Admiral Howlader: danhowlader@hotmail.com



<Salute>

Here are the major things that have been happening (and that are going to happen) in the COMM Office:

DeathFyre to be added to all EH Channels.

The eggdrop bot, DeathFyre, is almost ready to be added to all official EH channels. All that is pending at this point is the addition of the bot to X/W's userlist in the BHG Channel. DeathFyre will be in the following channels:

-#Emperor's_Hammer

-#DB

-#The_Senate_Floor

-#DGN_Lichtor_V

-#The_Infiltrator_Wing

-#Hammer's_Fist

-#BHG

The bot will be in place to offer more universal enforcement of the IRC Codes of Conduct. Protection will be offered against channel attacks, swearing, and will keep out anyone who is supposed to be banned from all EH channels (previously, ban enforcement was sporadic throughout the channels). This is also to combat the problem of there not being an op to enforce rules in a channel, as DeathFyre has a (very small) list of people whom can use the bot to enforce the rules.

New COMM Site still in the works.

Yes, yes, yes... I know I've been working on this for the past several months, but it still isn't done yet (mainly because I haven't been able to find the time to sit down and do it). What I need to still do is just reformat the content from the old site and work over some new sections/information for it. When it is posted it will be located on DarkJedi.nu (Thanks Darkov). I have a vacation coming up here soon, maybe it'll get done then...

COMM Site Projects.

We need your suggestions for projects that the COMM Office can undertake. Any ideas should be emailed to mxc13@vega.scasd.k12.pa.us with the subject 'Suggestions'.

Procedure for submitting complaints/reports of CoC Violations.

If you see a severe violation of the CoC's in any of the EH IRC Channels, here's what you need to do:

1- Log the violation, complete with whois entries for all parties involved.

2- Send the text file as an attachment to the COMM Officer at mxc13@vega.scasd.k12.pa.us with the subject 'Violation'

From there, it will be reviewed by the COMM Officer, and depending on the severity of the violation, the COMM Officer will take the appropriate steps. If it is a gross violation of the CoC's, the appropriate actions will be taken AND the information will be sent off to the Security Officer for further review.

Remember, violation reports are to be sent to the COMM Officer FIRST. From there it will be processed, and depending on the violation will be passed onto the Security Officer, who will evaluate it further and possibly hand it off to the HCI. Do not send violation reports directly to the HCI or SO, this is to reduce their already heavy workloads.

Respectfully submitted,
-COMM/FA Zoomba/CS-8/SSSD Sov



The Sector Rangers are still accepting application for membership. Come join us and help the EH become a better place for all.

All applicants should email SO/FA Rapier (EHTopCop@Yahoo.com) and SEC/VA Depriest (beattyje@swbell.net).

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

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

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

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

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

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

Security Officer Fleet Admiral Rapier

Officers of the Emperor's Hammer Elite Strike Fleet:

For those of you who still haven't "met the new SCO", I'm Fleet Admiral Archibald Zoraan, former Relentless COM, and also known as the Sith Warlord Consul of Clan Tarentum. Of the fourteen weeks that I've served in the Science Office, this will be my first official report for the newsletter, thus I'm going to try to make it "all encompassing" - touching on what I've accomplished since my appointment, and where I desire the Science Office to go in the near future.

One of the things that I've been trying very hard to change is the common misconception that the SCO "doesn't do anything". Right now I have a stack of e-mail that speaks to the contrary. While it's true that the position of CS-10 may never be as utterly vital to fleet operation as, say, TAC or FO, it has much potential to influence operations in more than one subgroup for the better.

When I assumed the job of SCO, I had already put online the fourth revision of the Emperor's Hammer Fleet Manual at <http://www.pangea.ca/~zoraan/flt-man/>. If you haven't visited recently, please do! Of the three core EH manuals, this one is least advertised, yet makes an excellent resource for members of the TC, CD, DB (Krath), and anyone else who may fly, design, or otherwise compose fiction about the EH and its various fighters and vessels.

The Logistics Office wants to set up a new EH NL Archive. Every NL will have it's own section with a short summary and a reference to the online NL Archive and it will also be downloadable.

Signed,
Logistics Officer Admiral Ted Tiger

=====
LO/AD Ted Tiger/CS-11/SSSD Sovereign,
GS/SS/BS/BS/BS/ISM/ISM/MoC-2G-4B
(ret.) SW(Sith), (ret.) IWATS:PROF
{IWATS} {IWATS-IIC/3}

FA Telf is on vacation right now, so there will be no RO report this month.

It is not much of a beginning, as beginnings go. A single, ugly freighter taking to the skies. It shows enough scars and patches that its pilot can easily tell it apart from the tens of thousands of similar craft that clog the arteries of space, yet to the casual observer, there is nothing remarkable about this dilapidated craft. And as it sets course for the jump to hyperspace, there is nothing at all that suggests what is to come.

But of course, appearances can be deceiving. In times to come, when they write the histories of the Emperor's Hammer, the size and shape of the craft will no longer seem significant. All that will be remembered is that it took off, and set a course that would change the fleet forever.

And on Aurora Prime, Sector Admiral Compton slept, unsuspecting.

It was dark. It usually was.

My breath fogged out in ragged puffs, just visible in the feeble star-light that flickered intermittently through the scaffolding reaching far overhead. An icy wind, its breath tinged with a hint of far-off mountain snows, its voice screaming as it cut around the metal beams, whipped the feeble vapour away, and tore at my overcoat, setting it to flapping. The knife-edge of the wind always managed to bite its way through. I pulled my cap further down on my ears, and hunkered down to wait.

At last, the sun broke over the horizon. It always came quickly here, and its rapidness had nearly surprised me. My joints ached from the unutterable aeons I had spent out there, but I reached over and hefted the blaster rifle without a sound.

The raw metal bit into my fingers, taking bits of skin behind with it, as cold as the death it gave from its puckered gray muzzle.

Waiting to kill a man always made me poetic.

Here on the twentieth floor of this massive metal behemoth, I could hear its protests, as it groaned and swayed in the cold wind that stank of vanished depths buried in antiquity, and burned like fire. I settled the stock into my shoulder, and nearly laughed at the delicious sweet agony of the icy telescopic sight that seared its perfect circle into the flesh around my right eye.

The hazy view below jumped into focus. The first rays of this feeble sun's light brought war to the black depths of the primeval forest; battled the shadows beneath the pinkening sky and won. The light that gave no warmth, no respite from the bitter arctic winds, poured into the dirt clearing below, bringing death to the hellish night and little to take its place.

The first faint stirrings of life came from the white plastic, quonset hut down there, filthy and scarred by the ever-present dust blown by the tortured winds. A man stepped from within, a repeating blas-rifle slung before him, ready to be swung into action, rebel

fatigues rumped and dirty from his time spent in the forest outpost. A cigarra was pressed between his lips, tipped by a glowing red ember that cast strange amber-tinted shadows against his unshaven cheeks. Smoke curled straight upward in the suddenly still air.

A second joined him, and a third. They stood squinting out into the lightening forest, weapons swinging at imagined dangers. Slow minutes passed as they completed their ritual, pagan and obscene amongst the trees, below the branches of antique forest.

Another emerged from within, tightening and adjusting the jacket he wore, the shoulders emblazoned with three red rebel General's insignia.

My numb finger tightened nearly imperceptibly on the trigger, and the top of the newcomer's head disappeared, his brains leaping from his skull, out of the scope's sight, to meet the brightening sky and dance with the motes of dust that pranced amongst the zephyrs and spirits of the upper air within the beams of sunlight.

Almost anti-climactically I heard the spent, high-powered power-pack click within the chamber, and the sharp thunderous report that echoed back from the tortured black forest, and impossibly far hills. The pack clinked to the steel floor beside me.

The three still below moved about in agitated circles, and sprinted toward the building I lay perched in. More streamed from the hut. They must have seen the muzzle flash.

I dropped the one-shot rifle, caring little of the frozen flesh it took with it. I could hear them already, rushing up the high-speed lifts to my floor.

I bent and took the black blaster carbine from my boot, and pressed the chilled metal to my temple. As the lift doors opened and they began pouring out, the flash of light from my muzzle was a beacon, calling me home to paradise for a job well done.

COMMA:PG/BR Zoltar/Hades/Setii System

The time-scarred freighter lurches out of hyperspace near Coruscant. It transmits standard clearance codes, and touches down on an abandoned pad in the wrong part of town.

The boarding ramp slides downward with a hydraulic hiss, and a darkly-robed figure descends. It lifts a glowrod high above its head, and allows it to flash three times. A moment later, a small shuttle craft descends onto the platform. It bears Imperial markings, and the numbers on its fuselage mark it as a flag officer's personal craft. Its pilot emerges, walks forward, and kneels.

"I have made contact with the HEAD, my master," he reports. "All is proceeding according to plan."

There is no response.

"The IGC stands ready," he stammers. "I have done all that you asked."

The robed figure says nothing.

"My Lord?" He struggles to keep his voice even.

And a demonic cackle fills the night air, echoing over the abandoned skyscrapers of Coruscant.

Bank Raid

The troops of Vendetta Platoon filed into the briefing room. Everyone was confused as to why this emergency meeting had been called. Tarkin, Ares and Nylad stood at the front of the small briefing room. Hairymadillo saw an empty seat next to George and sat down. 'Any idea what this is about?' he asked.

'Not a clue.' replied George, 'It must be pretty big though, the prefect doesn't usually drop in to say hi.'

The chatter died down and the prefect began the briefing,

'An emergency situation has arisen. A rebel terrorist group has seized the Carrida Bank and is holding Jonusk hostage. Vendetta platoon has been selected to neutralise the rebels, and to rescue Jonusk. Captain Ares.'

'There are 4 terrorists in the Bank, armed with light blaster rifles, they took out the guards with skill, so we can assume they are well trained. They have demanded the release of several rebel prisoners, but the Empire does not negotiate with terrorists, that's why we're sending you in. Good luck.'

'Ok people, get your gear and meet at the vehicle depot in 15 minutes' Shouted Nylad. The troops hurriedly left the briefing room.

Hairymadillo went back to Shadow Squad's barrack block. Depriest was already there.

'All set?' Hairy asked.

'Ready to go kick some rebel butt.' Depriest replied with a grin.

Hairy retrieved his heavy blaster rifle from the weapons locker and slung it over his shoulder.

'Let's go.' They jogged over to the vehicle depot.

When they arrived they were greeted by Nylad.

'Hairy, Squad 2 is in the first truck'

'Yes sir.' Replied Hairy.

The truck arrived at the bank. The whole area had been sealed off by the local Army unit.

Nylad had spent the journey making assault plans, so as soon as they left the grav-truck, he was sending people to their positions.

'Squad 1 and 2, get round the back and start laying breaching charges on the back door. Squad 3 and 4, stay here and get ready to go in through the front.'

Hairy and Depriest ran, with Egad's squad, around the back to the rear door. A trooper immediately ran forward and started laying breaching charges on the door.

'Charges set.' He said after a few seconds.

'Squad 1, in position.' Said Egad

'This is squad 3, ready to rock.' That was George.

'Squad 2, in position.' Said Hairy.

And finally, 'Squad 4, in position.' echoed over the comlink.

Now came Nylad.

'Ok people, 3,2,1, GO!'

Instantly, the door disintegrated into a million fragments. Depriest darted in, with Hairy right behind him. A Rebel was standing in the corner of the room, his weapon's muzzle pressed against the back of Jonusk's head. He has been disorientated by the explosion, Jonusk reacted at once, dropping away from the rebel, giving the stormtroopers an easy shot.

Depriest squeezed the trigger and released a quick burst into the center of the rebel's face.

Hairy spotted another rebel. He triggered two blaster bolts into his head. Then he turned right, just in time to see a spurt of blood emerge from the third terrorist's body, as Egad drilled two rounds into his chest.

'Clear!' Shouted Hairy.

Squad's 3 and 4 entered the room and George reported that they had taken out the fourth rebel by the main entrance.

'All four rebels are down, no hostages are hurt and we suffered no casualties.' Egad told Nylad over the comlink.

The troops began to sit down and lean against the wall as the adrenalin rush left them. Jonusk had been inspecting his bank.

'Good Job guys, but next time, try not to blow up the doors.' He said with a smile.

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

Name: Ravil aka Zeman

Rank: SL

Scandoc Transmission Code (Screen Name): Ravil

Sex (M/F): Macho

Race: Bashkirian

Date of Birth: 12/VI/74

Place of Birth (Please include Homeworld): Somewhere in Outer Rim Territories

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

Family: Has not importance.

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

Significant Events of Childhood & Adolescence: Get my first eye-lenses at age of 7 due to hard judo training.

For this reason the only dream of my life to be an atmospheric fighter pilot has fallen into oblivion once and for all.

Have lived in Empire's capital for two years and have seen it at a peak of the power and mightyness.

Significant Events of Adulthood: Realizing of the dream - becoming an Imperial starfighter pilot in EH's TIE Corps.

Alignment & Attitude: Faithful Imperial

Former Occupations (if any): Trader, cantina's guard, solid-state physicist.

Hobbies: Computers and military technic studying, Nun-chaku, Armwrestling.

Adrenaline rushing to appease my personal phobia.

Tragedies: Collapse of Empire. Followed by disintegration of the great Empire body.

Devastation of Imperial Army and Navy. Rebel's triumph.

Phobias & Allergies: Phobophobia. Allergic to all so-called "democratic" style of thinking.

Personal views of the Empire (and Emperor's Hammer): Empire and the dictatorship is only way to rule whole Galaxy.

Largest, strongest and most wisely organized structure in post-Empire time period.

Reason for applying to the Emperor's Hammer Elite Strike Fleet:

Emperor's Hammer is only place to serve

for restoring the peace and order in Galaxy.

Other comments or information (optional): Anyway, anymeans, I know - finally all Rebels will die!

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

Signature: FM/SL Ravil/Crusader 2-4/Wing XIII/ISD Grey Wolf {IWATS}

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

Name: Reaper Kilthar

Rank: Commander

Assignment: Kaph Squadron, Wing IV SSSD Sovereign

ScanDoc Transmission Code (E-mail): Paul@reeves110.freeseve.co.uk

Sex (M/F) : M

Date of Birth: 18th June 1975 Earth Calendar

Place of Birth: Somewhere in the Outer Territories

Status: Single

Family: Deceased

Status: Wealthy

Significant Events of Childhood and Adolescence:

Born into a wealthy family, his parents were crime lords working closely with Empire. Due to his high intelligence he was enrolled in the Imperial Academy on Coruscant from a young age. While immersed in his studies he showed exceptional aptitude for Combat Flying and sidearm usage and maintenance. Whilst here his family were captured and tortured for information they knew about Empire. They died without saying a word. From that point on I swore that the Rebels would pay for what they did to my family. After graduating with honours from the Imperial Academy he had become disillusioned by the Empire wondering why they did not save his parents. He started work as a smuggler for a close friend of the family.

Significant Events of Adulthood:

Everything was fine until a Rebel raid interrupted his run. He was caught in the crossfire and although taking out a fair number of Rebel fighters, he was captured. His captors were not aware of his training and made the mistake of not guarding him well enough. He managed to overpower his guard and take his sidearm. Now armed he made his way to the Hanger. He shot a pilot, took his craft and made his escape.

On his way back he was intercepted by a Rebel Patrol fleeing an Imperial Strike Force. Remembering his training he quickly he tune in his Radio to Imperial Frequencies and added the Empire in destroying the Rebels. After the battle was over he was cleared to land. Upon landing he was greeted by GA Thrawn himself. GA Thrawn had already checked upon his record and offered him a place within his fighter corps.

After the demise of the Grand Admiral he transferred over to the Emperor's Hammer and has since become the Commander of one of it's Squadrons.

Alignment and Attitude:

Pro-Empire, The Emperor's Hammer is the best place to be stationed.

Occupations: Pirate & Smuggler

Hobbies: Destruction of the Rebellion

Tragedies: Death of his parents while at the Imperial Academy aged 14

Allergies: None

Personal View of the Empire and Emperor's Hammer :

The opportunity given to me by GA Thrawn has given me the chance to get my revenge for my parent's death. I would rather die in combat then have the galaxy under Rebel Control.

Comments: None

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

Signature: CM Reaper

Date: 29th August 1999

Jodo Kast was tired. He had been in hyperspace for over a week waiting for his arrival at the Porkan system. Now he was being held up by the authorities who were checking his BHG membership. They had to be sure of his identity because of all the illegal weaponry he was carrying. Jodo just wanted to find a place to stay that was quiet unlike the ship he had come here on. It had been billed as a passenger yacht but it was nothing more than a glorified garbage scow. He had wanted to kill the droid that kept asking him if he needed anything but had refrained because the security on the ship was very tight. The owner must have been a tightfisted guy who didn't want to lose any of his investments. Well he was off the ship and if the authorities would hurry up he could find somewhere to stay before night set in.

"Mr. Kast?"

"Yes."

"Your ID checks out. You are cleared to pass. Good luck and enjoy your stay."

"I am sure I will," replied Jodo as he passed the customs officer. Jerk he thought as he left the docking bay.

Jodo knew where he could find a place to stay. He had been on Prokan II a long time ago but he was guessing the city's layout hadn't changed much. He walked down a side street and came to boarding house that he was hoping was there. He walked in and rented a room for a week. He walked up to his room, took a shower, and went to sleep.

He woke up the next day refreshed and ready for anything. He reviewed the mission over in his head. The man he was after, Karda Porce, had worked for the Hutts until he stole 23,456 credits from them and took off. The Hutts had offered 50,000 credits for his murder or capture. He was rumored to have fled to Imperial Space but Jodo knew these types of people especially men who stole from Hutts. The last job he had done for the Hutts had been very similar and the man had hidden on Prokan II. Kast was taking a gamble and he hoped it paid off.

Jodo put on his armor, which was worn underneath his clothes, picked up his weapons, and left the boarding house. He left strict instructions that no one could enter his room. The clerk said that he would make sure. Jodo left a little surprise for anyone who might get by the clerk.

Jodo was walking down the street to a nearby bar for an early morning drink and breakfast. He entered the bar and looked around quickly. He was one of the first patrons. He ordered a beer and an egg omelet. The omelet was brought out a few minutes later. He had drained his beer so he ordered another.

After breakfast he sat in his booth waiting for his informer whom he had called yesterday. He only had to wait a few minutes. As he watched the doorway a small rat-like creature entered. The rat walked over to his table and sat down across from him.

"Get my friend a drink," said Jodo.

"Thanks a lot Kast," said the creature.

"Lonig how ya been?"

"Great, Kast, just bloody great! My leg still hasn't healed fully."

"Hey, it wasn't my fault."

"Ok, ok, I'll forget about it. You're after Karda Porce aren't you?"

"Maybe, what ya got?" Replied Jodo.

"I got something but we need to negotiate," Lonig replied.

"Negotiate what?"

"Come on Kast don't play dumb. A price."

"How about 5,500 credits?"

"6,500."

"No way," retorted Jodo. "5,750! That's my final offer!"

"OK, OK give me the money."

Jodo fished out the credits and gave them to Lonig. He greedily counted them and stuffed them into his pocket.

"Alright Kast, you know that government building up on West 43rd?"

"Yeah what about it?"

"Well, the Porkan government is very interested in what Mr. Porce knows about the Hutts. You'll find him there. Thanks for the money Kast, I'll remember it," said Lonig as he got up from the table.

"Take it easy Lonig," replied Jodo.

Jodo watched Lonig leave the bar. After he left Kast stood up, left 25 credits, and walked out. The bartender nodded at the recently vacated table and a waitress went and cleaned it off.

Jodo Kast entered the street and decided to tour the town before he went over to West 43rd and got Mr. Porce. He wandered around the city for about half the day, shopping a little, eating lunch, and shopping a little more. He picked up a few new gadgets and gizmos. Jodo looked at his chronometer and figured it was time to go get Porce.

Jodo Kast walked down West Street looking out for any guards. When no city guards were in sight he entered the government building, stripping off his coat as he entered. He had two blaster rifles strapped to his back, a bandoleer of grenades across his chest, two blaster pistols in quick-draw hostlers, and a vibroblade in his hair. He had 25 blaster packs in his pouch for reloading. He drew his blaster rifle as he went through the door.

As he went through the door the guard asked him what his business was here. He whipped around and blasted the guard with his silenced blaster. The man collapsed to the floor. Jodo stepped over his dead body and walked down the hallway. He quickly checked the man for any keys, datapads, or anything that may help him past a door. Nothing.

Kast walked down the hallway until his way was blocked by a couple of crates. As he moved around them two guards saw him and began firing at him. He dove behind the crates firing as he fell. One of the guards were cut down by his bolts. The other, however, kept up a heavy stream of fire. As Kast peeked his head over the crate he saw another guard running down the hall. Kast drew his other blaster rifle and stood up, spraying the hallway down with blaster fire. Both guards were hit numerous times and both collapsed to the ground.

Kast stood up and inspected the three guards' bodies. He took their blaster packs and put them in his pouch. He checked his bandoleer to make sure no grenades had fallen off. None had. He put checked the charges on his blaster rifles. No problems there either. Kast moved on.

Kast continued down the hallway for about 15 feet when he saw a door on the left about 8 feet in front of him. He tiptoed up to the door and put his head on it. He could hear voices inside. He was listening very hard but he could not hear exactly what they were saying. He kicked the door down and saw Porce sitting in a chair with a guard pointing a gun at his head. Jodo shot the guard in between the eyes with his blaster rifles and spun around spraying the other guard with blaster fire. He toppled to the ground. The only other man in the room, besides Porce and Jodo, was a mean looking character with a scar across his cheek.

"Who are you?" asked the man.

"No one."

"What do you want?"

"I want Porce."

"Well, you can't have him."

"I guess that I'll just take him," replied Jodo Kast and with that he shot the man in the throat. The man hit his comlink as he collapsed to the ground.

Blast thought Jodo as he untied Porce.

"What do you want," said Porce.

"You don't need to worry about that. I'm getting you out of here," replied Jodo.

Jodo finished untying Porce and he told him to follow him. Kast walked out the door and came face to face with a guard. Before the guard could do anything Jodo grabbed his head and smashed it into the wall. Kast pushed Porce in front of him and told him to run for the door. Jodo turned on his video recorder and as Porce was running for the door Jodo threw a grenade. It bounced once and exploded sending Porce forward through one of the crates. Kast walked up to his body still with the recorder on and shot

him in the head twice with his blaster rifle. The Hutts will like this one, thought Kast.

Kast was about to leave when he remembered the money that Porce had stolen. He turned off the recorder and checked Porce's pockets. He found 15,000 credits which he took for himself as a nice little profit as the Hutts would probably screw him over on the reward.

Jodo Kast walked out the door purposefully and as he did he sent two mines at the entrance. When he was safely out of range he blew the building up and disappeared into a dark alley. Jodo had completed his bounty and was going home.

CMDR/CM Jodo Kast/Wraith 1-1/Wing I/SSD Avenger

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

Name: Nix

Rank: Sub-Lieutenant

Current Assignment: Plt Daedalus (for now)

Scandoc Transmission Code (E-Mail): n_ix@hotmail

Sex (M/F): M

Race: Dog

Date of Birth: 01.01.99

Place of Birth (Please include Homeworld): Africa

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

Family: 3 Mawers

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

Quote: "Freedom. baby, yea!"

Significant Events of Childhood & Adolescence: Learned to build starfighters at an early age, and began battling for the Empire as soon as physically able. Ninja training, spent 4 years as James Bond's apprentice.

Significant Events of Adulthood: Kicked Yoda's butt back in the day. As I venture toward the demise of any and all Jedi's, I'll continue to follow the Emperor's wishes.

Alignment & Attitude: Groovy, baby!

Former Occupations (if any): Ewok Exterminator, Laser Technician.

Hobbies: Snowboarding, Hyperspacing.

Tragedies: My ninja master, Benji, was inadvertently eaten by Chewy.

Phobias & Allergies: Work

Personal views of the Empire (and Emperor's Hammer): Kick much butt.

Reason for applying to the Emperor's Hammer Elite Strike Fleet: Dras made me do it!

Other comments or information (optional): "IM IN FINALLY!!!"

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

Signature

Nix

n_ix@hotmail.com

TRN/CT Nix/Charlie Company/Plt Daedalus

{IWATS}

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

Name: Hotshot

Rank: Lt.

Current Assignment: Missile Boat Pilot in Aylin Squadron

candoc Transmission Code (E-Mail): brian-gerken@augustana.edu

Sex (M/F): M

Race: Human

Date of Birth: 31.8.80

Place of Birth (Please include Homeworld): Classified

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

Family: None

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

Quote: Kick the tires and light the fires!

Significant Events of Childhood & Adolescence:

I was raised by incompetent parents that sheltered my life so much that I did not know my true

calling. I knew that I was good at many things and that my reflexes were quick but I did not

recognize my true potential.

Significant Events of Adulthood:

When I enrolled in the Academy I was determined to be the best. I was better than most of my

peers. This is why I was accepted into the Emperor's Hammer Tie Corps. I thought it was

because I was good. It wasn't until I was in the TC that I realized that the force had been

helping me. By harnessing the darkside as my ally I could become an extremely powerful

being. So upon learning that my parents had hid this knowledge from me I returned home to

kill them.

Alignment Imperial & Attitude: Lots of it

Former Occupations (if any): None

Hobbies: Killing Rebels and anyone else that pisses me off.

Tragedies: My parents not telling me of my true self.

Phobias & Allergies: Fear of not having the force. Allergic to broccoli.

Personal views of the Empire (and Emperor's Hammer):

The true source of bureaucracy in the galaxy. Needed to keep the infidels in line. And a cool

place to work. The true source of power is in the Force.

Reason for applying to the Emperor's Hammer Elite Strike Fleet:

Flying is fun. 'Nuff said.

Other comments or information (optional): None

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

Signature:

Date: 21.10.99

It was a very dark night indeed. The shadows whispered names between the buildings. Corellia's city glistened in the rain that poured down in hard rocks. No man

walked the streets as the lightning tickled the city's back. The rain was reported to be 7 days long so far, and would not even stop for a black hole. Yes, yes, I remember it now. The rain poured and poured. It could not have been worse. Only twin cars went by our window on the 54th floor. It was hard to see even 3 feet. I must have been on my way home from the meeting of the Secret Order of the Krath. I was docking on the top of my home, and all was silent. Only rain whizzed by my ears. I could see little angels dancing all around the dimmed lights, sparkling with fear. I came into the building and looked for the elevator. I took it down and started down my hallway. Room number 248 was my home. The owners kept the building in great shape and loved to make sure the Watchers had a great view of the city. That I did. The view was almost perfect. I could see everything from the top. Clouds danced by the top of the building, drudging through their own rain. I watched it come down, standing next to my room, drinking some Gunh Tea. It was all very interesting, actually, the way the rain and lighting seemed to mix in. Anyway, maybe I should save you readers some time and get to who I am. I have no name. I use random names at times, but if I must be named, you could call me "2 for 5." That's my designation, even a tattoo of that name is on my arm. I look Corellian, I move, smell, and act like a Corallian, but believe me, I am not Corellian. I am...WE are the Watchers. We watch over an unknown species of organisms. They call themselves...The Crusaders. This being mating season, the Crusaders will gather in this one city of Corellia, and produce newborn. Many offspring die after birth, for they are not strong enough. Some get by with almost no trouble, the rest barely get through their lives and become what I am, a Watcher. I am an offspring of this rare organism, that reports the Crusaders' actions and movements to the High Council of the Empire. We report to only one Admiral, who in turn provides us with homes, food, and entertainment. I am not allowed to give the name of this Admiral, but he is a man of great skill. Being a Watcher, I am assigned to 5 Crusaders. I have one accomplice, my wife, who is not a Watcher, but is in great physical condition, and is very good at her work. I take pictures, mostly, rarely do I use a camera recorder. In this line of work, I have to be out for about 18 hours a day, watching over the 5 Crusaders. The Crusader I am most interested in is a very rare type, and is not known for making himself known. I don't talk to him often, but he does sneak into my home, wanting me to get a picture here and there. His name is the Black Crusader. His designation is GDF4. All Crusaders have designations to tell one apart from the other. This one interests me the most, because he always is on the run.

I watched the rain fly to the ground, lights off, lighting mixed with a 10 second delay of thunder. All I see as I sip my Tea, is shadows of the interesting shapes in the room. I look at the great statue of my Mother, in her armored form. The Crusaders are known to shape shift into a large Knight, who uses a sword instead of a gun. They are primitive, but are very powerful in the Force, using it like a toy. They create swirls of magic, fire, photon blasts, and dangerous displays of power with their hands. GDF4 is my favorite of the 230 some Crusaders that there are (many unaccounted for). He uses his power for peace, not to get his way, and to create order, in his own little realm of chaos. I look down at the ground, wondering to myself, what is in this horrible Tea? As soon as I look up, I see a new figure in the shadows of my home. I say, "Hello GDF4." He walks toward me, slowly, casually, his red glowing eyes glistening in the darkness. He stops several feet from me.

"You haven't reported my most previous battle to the Admiral yet. The results of it were most...unpleasant," he says, with a deep voice.

I look wildly at him, wondering..."No I haven't, G, I didn't want him to really know what happened to his best officer in this city."

He stares at me, "Then I must thank you for letting me and my wife go, without a word...Is there any evidence?"

"Not that I know of"

"Good. I cannot be one of the greatest mercenaries here, if I leave evidence."

"Yes, I know. I have received word from our good Admiral that there is a new squadron in the ASF opening up. It's lead by a man named Commander Shups, and is open to any

great pilot. I hope you are willing to use this opportunity to find the Oracle of the Darkk One. This could be your chance to fulfill your duty, your wife's duty, and your 2 daughters' duties," I say with confidence, as he looks at the sculptures around the home. He puts a miniature Ganette figure down and stares at me with a smile on his face, "Oh, really? Tell the Admiral I am more than interested, and would love to join this...what is it?"

"Crusader Squadron of Wing XIII."

"Yes," he responds with a straight face, "I will meet him at the Oracle of the Yellow One tomorrow morning. If he waits too long, tell him to wait longer, I have been hired for another assassination."

With that, GDF4's skin starts pulsing and Beautiful Black armor bursts out of his skin. A helmet begins to cover his face, his legs are gently covered, and the armor begins wrapping itself around the large man, now looking like a Knight. A cape drops from his shoulders, and he turns to the window. He unlocks the latch, and turns to me.

"Give him this to guarantee I'm there."

With that, he jumps out the window and I run to it. I watch him fall and disappear with the rain dancing below. I look at the small piece of armor he handed to me and it starts sludging around in my hand. I turn myself around immediately, and schedule the next shuttle to the Admiral I can. This is the beginning of chaos, and peace.....

FL/LT Black Crusader/Crusader 3-1/Wing XIII/ISD Grey Wolf-[TIE-BoP]

Galen D'Attilio (galenf@lesartistes.com)
LT Black Crusader
code name: GDF4

Part 2

The rain kept coming down. It seemed strange that a large storm cloud such as this one formed over Corellia as soon as I got back from my trip. Today I make another trip to the Commander of Crusader Squadron. His name is Shups. He is supposedly one of the best in his Wing, but I doubt anyone can outdo the reflexes of a Crusader. Even though the Black Crusader isn't meant for piloting, he still craves the adventure off the ground. I looked around as I approached a public transport. The driver told me to get off saying it was full. I never got a look inside, but I trust he was telling the truth.

Most people on Corellia know a Watcher when they see one. Being a tall, dark, and mysterious man, most of us Watchers have metal plating on our skin. We were born of armor, but Watchers are only cast-offs of true Crusaders. I suppose I just didn't try hard enough, but it does depend on my destiny. What about the Crusaders? Do they have a destiny? I think not since all they ever do is wander. They even use time-travelling skills to get from place to place.

Anyway, as I walked to the next closest transport, I thought about all these things. I always carry my camera with me just in case I happen to see a Crusader. As I approached the next stop, I noticed an Imperial Officer with a sabre near the transport. He was tall, bulky, and looked mean. I always wondered how a Jedi would do in battle against a Crusader. I would think he'd stand no chance. Although he looked strong and agile, he looked no match to a Crusader's fiery hands or lightning guided finger tips.

I began to get on the transport and found an empty seat. It was wet, but I sat on it, considering I wouldn't feel it through my skin. I began shape shifting my hand to look more like an authentic Corellian. It would be an hour before I got to the Space Port, so I decided to relax and read. Seconds seemed like minutes as we passed every drop of rain, and hit every drop in our way. I sat back, looked around, and pulled a small pocket book from my jacket.

The book contained pieces of information about the history of the public Corellian transport. I chuckled to myself after reading the part about it being used as a substitute

fighter in the Clone Wars. It had only been 15 minutes when I got bored of reading it and I fell asleep.

Fortunately I woke up 35 minutes later. Another few minutes passed and we finally came to a stop. I looked out the window, past the oncoming rain and saw the spaceport. I began to get off the transport, and as I exited, I looked around. I went up to a desk and asked the human for a ticket to the Commander's ship. She asked for my authority card, and I whipped it out, being used to handing it to all public transportation officers. She gave me the ticket to the shuttle, and I began walking down to the departure area. I was approaching the shuttle and gave the man in front my ticket. He led me to the seat closest to the front and I sat down. It would be another eight hours before I got to the Grey Wolf. Soon enough all 12 passengers were on board. Half of them were Imperial Officers. One sat next to me and another two laughing with each other sat behind us. I could tell their laughing would keep me awake for awhile. Soon, the shuttle began taking off. The rain clouds left my view and I finally saw a star above Corellia's surface. I could see light again! I was amazed and relieved. Finally, we were in space. I heard the engine power up and we soon entered hyper space. I tuned out the laughing behind me and the constant talking from civilians next to me. Eight hours I thought to myself. Soon I dozed off and was fast asleep....

Galen D'Attilio (galenf@lesartistes.com)
LT Black Crusader
code name: GDF4

Part 3 (Year 1278 AD)

I have come to the realization that I am not human. I was found abandoned by my parents after my village was attacked as a child. I now know my parents died long ago in the attack. What I don't know is who, what, or where I came from. I have been studying my powers long, and I have come to the conclusions of being able to lift things up without picking them up, and creating lightning with my finger tips. Not only that, but I have learned I can create fire in the palm of my hands. I can throw a ball of fire with a single swing of my hand. I can lift things ten times my weight. Most importantly, I can shape-shift my hands into different objects. The problem is, my skin turns pitch black, and as smooth and shiny as a piece of armor when I shape my hands. I seem to cause more problems than I mean to because of my involuntary shape shifts and sudden thrusts of fire or lightning. Most of all, even though I was born early in the 13th century, after almost 40 years, I still have the reflexes, looks, hormones, and age of a 15 year old. I'm aging slower than my friends and family. I wish I was normal like everyone else around me, but I'm not. What's really weird is the animals around me seem to ignore my presence, as if I was one of them. The deer come to me and lick the salt off my hands, the squirrels surround me in the woods while looking for acorns. My friends are jealous because of my age, strength, and ability to catch and eat animals without wasting energy. Children are calling me a freak when I shape-shift, and an evil wizard when I create magics. Soon I shall find out how to stop my phase of this insanity. It sounds like a dream to be all these things, but it's not, losing friends and being called a freak of nature isn't worth all the trouble. I will find my heritage and see what I'm meant to be!

Part 3 (Discovery)

I walked down the long path with a pack of materials hanging over my shoulder. I paid the guard at the bridge the 5 crown passage fee. My journey had begun. I was determined to find out who, what, and where I came from. I was hoping there would be some way to rid myself of it. A priest back home suggested I go just outside of England, where I'd find a wizard in a town called Archibali. His name is Alex, and I would be able

to recognize him by his white robe. As I moved along the wide trail, my staff in hand, dagger at my side, I caught a glimpse of a wolf nearby. He looked up at me and ran out of sight. This had never happened to me before. Normally animals come right to me. I began noticing that no animal came to greet me. I couldn't see any animals anywhere. I heard a noise in the tree above me. I looked up and suddenly a man in a cloak dropped from the tree. He hit me on the head with his staff and I became unconscious.

When I woke up, the last thing I remembered was being dragged by two men. I woke up in a small tent. It was cluttered with things, but on the outside it had steel grates, which my strength could not bend. My staff, my dagger, and my pack full of my belongings were all gone. All I saw were crates. I looked around, studying my area. Considering the amount of light coming in, I was in an open area. The position of the sun hadn't changed much, so I suspected I wasn't far from where I was hit. I looked at the tent's entrance and saw a lock. I heated up my hand and placed it on the lock. The lock was weak enough and rusted enough to melt off the latch. It made a loud clang on the ground, but no one heard it, for no one arrived within the next two minutes I waited.

I peeked out the tent and looked around. It was a large thief's encampment. I saw men in brown cloaks, red cloaks, and black cloaks. Judging by the colors of the cloaks, it was an army of the Sun thieves guild. A large and vicious guild that had plundered many towns. I suspected they were the ones who took my family. One person in particular captured my attention. Suspicious looking, yet experienced. I looked closer. She was the most gorgeous woman I'd seen in my life. By her looks, she was strong, young, and innocent looking. She was not of the guild, but looking for someone. She saw my tent and I quickly closed the entrance. Since it was night time, no one saw me or heard me but her. I heard footsteps coming closer. She opened the entrance and came in quickly.

"Who are you?" I asked in a low whisper.

"My name is Joanna, who are you?" She whispered back.

"I'm Antonio, what are you doing here?"

"I've come to help you get to Archibali. Now be quiet or they shall discover us!"

She took out a lock pick and picked loose the tight cuffs on my hands. I rubbed my hands and she whispered, "Follow me, and duck down, walking quietly, but quickly." Slowly, she went out the entrance to the tent. She quickly went to the tent across from mine. I hurried past the thieves with their backs to me. I jumped into the next tent. She held up a black cloak to me and demanded, "Put this on!" I did as she asked and put the hood over my head. She led me out the entrance slowly and casually. We were walking past the others successfully and got to the camp's exit. We looked around and made sure it was clear. Then we made a run for it....

The night was cold as she led me into a shed in the forest. It had a bunk and a drawer. It was cold, but my cloak kept me warm enough. I heard thunder in the background, suggesting a large storm was headed our way. It was loud and the rain came on quickly. I heard a match go off, and she lit a candle.

"Why did you rescue me? Who sent you?" I asked.

"I rescued you because a wizard in a nearby town paid me to. I don't know his name," She replied.

"Is this shed safe and built to last through this storm?"

"Sure it is, I built it for that."

"You live here? Where's your family?"

"I may look young, but I was adopted, and I moved out as soon as I could. My parents were always too busy for me," she said in a questioning voice.

"How old are you?" I asked.

"I'm 13, and you?"

"I'm 15. Will you guide me to the town tomorrow?"

"That's what I've been paid to do, now get some sleep, you'll need it for the long walk tomorrow." She said in a soft, kind voice. I got on the top bunk and looked down at her while she wrote her beautiful lettering on a piece of paper. Suddenly, her hand shape-

shifted into a small pin. Her hand turned black, the pin fell off of her finger, and she turned back to normal. I was shocked. I saw her tap the paper to the desk and she blew out the candle. She climbed on the bottom bunk and fell asleep immediately. I wondered as my eyes became heavy. Soon, I fell asleep just as she did....

FL/LT Black Crusader/Crusader 3-1/Wing XIII/ISD Grey Wolf

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

Name: Kavir 'Vornskr' Destion

Rank: Lieutenant

Current Assignment: Aylin Squadron

Scandoc Transmission Code (E-Mail): banthafodder99@hotmail.com

Sex (M/F): Male

Race: Human

Date of Birth: (Classified)

Place of Birth (Please include Homeworld): Cloud City at Bespin

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

Family: Deceased

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

Quote: "Anger is a most sweet nectar. Despair will also suffice." Exar Kun, in I, Jedi.

Significant Events of Childhood & Adolescence:

Once met a man named Lando Calrissian, the Baron Administrator of my home, Cloud City. He noticed my flying in a game of Hyperwar at the Cloud City Amusement Emporium and

he said I was the best pilot he'd seen since an old friend of his, Han Solo.

Significant Events of Adulthood:

When I was 17 years of age, I returned home from another day beating old smugglers on the

Hyperwar simulators, only to find my parents' cantina had burnt down and my parents dead. Later that day

I was told by an Intelligence officer of the Empire that they had been murdered by a fleeing Rebel, Luke

Skywalker, whom Lord Darth Vader was hunting. I swore then that one day, I would kill Luke Skywalker.

I then became a fighter pilot in the Hornet Interceptor for Black Sun, but only for experience. Once

I saw them murder a family who refused to turn their business over, I decided that it was not the place to be.

I was on a mission to Myrkr when I saw my chance to escape Black Sun and kill my nemesis.

There was an Imperial garrison there, looking for a renegade Luke Skywalker. I went into the

jungle, seeking him, but found the scariest night of my life instead. I was stalked by dog-like creatures

called vornskrs all night. I fell asleep by accident in a clearing. I woke up to the sound of a vornskr jumping

on me. Through adrenaline or desperation or skill, I don't know what, I killed the vornskr with a stick, a

penlight, and a hair comb. A scout trooper from the garrison had been watching me from the bushes, and he

came out and congratulated me. He took me back to his base, and told my story to his comrades. I became the hero of the troops there. I was referred to as 'Vornskr' once by a trooper, and the name has stuck ever since. The commander of the garrison, Grand Admiral Thrawn, took me to his star destroyer, the Chimaera, and took me to a place called Pakrik Minor. He put me under the tutelage of some clones of the great Baron Soontir Fel, and they taught me how to fly Imperial craft. A few years later, when the call for Emperor's Hammer pilot hopefuls reached Pakrik Minor, I left for the IWATS campus with my good buddy Cromath Oneelias, who is still in training. That's my story.

Alignment & Attitude:

I never help destroy small businesses, I will never participate in an attack on Bespin or its

inhabitants, even the thrantas and gas-bag creatures. Other than that, I will fight my utmost for

the Emperor's Hammer and the memory of the Emperor that my nemesis killed. I hope, during

my career, that I will have one shot at Luke Skywalker. Just one. That's all I need.

Former Occupations (if any):

Drink server at parents cantina, mercenary fighter pilot.

Hobbies:

I have little else to do in my life than serve the Emperor's Hammer, but when I have the chance, I like to act in holodramas and watch those made by my idol, the great actor Face

Loran. I also like to collect miniatures of pre-Empire ships, to remind me of what the Empire defeated.

Tragedies:

The tragedy in my life is quite clear.

Phobias & Allergies:

Allergic to nerf steak and chak root.

Personal views of the Empire (and Emperor's Hammer):

Had there been more Ronins and Thrawns, and fewer Pellaeons, Zsinjs, and Isards, we would have never had the discomfort of living the Rebel life.

Reason for applying to the Emperor's Hammer Elite Strike Fleet:

I like to fly and I like life. Flying for a living, then, is the perfect combination. (Yeah I made that one up myself)

Real Reason: I needed something to do between acting and school.

Other comments or information (optional):

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

Signature: Kavir Destion

Date: October 20, 1999

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

Name: David Erasmusus Nicholas

Rank: Commander

Current Assignment: FL/CM Aylin 3-1/Wing V/SSSD Sovereign
Scandoc Transmission Code (E-Mail): JDNicholas@compuserve.com

Sex (M/F): Male

Race: Human

Date of Birth: 18 years BBE (Before battle of Endor)

Place of Birth (Please include Homeworld): Imperial City, Coruscant

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

Family: Mother and Father believed to have escaped to the Outer Rim, and my Sister, Kataline, location unknown

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

Significant Events of Childhood & Adolescence:

A son of a successful Imperial Naval officer, CM Nicholas was brought up in the gleaming suburbs of

Imperial City. Became a skilled airspeeder pilot while spending his youth riding the slipstreams of the

busy Coruscant skyways. Followed in his fathers footsteps and enlisted in the Imperial Naval

Academy.

Significant Events of Adulthood:

Believes that his most crowning achievement was graduating fourth in his starfighter pilot class at the

Academy. He served for a few months on the new SSD Executor, before being transferred into the

Emperor's Hammer Strike Fleet. He has devoted most of his life to his pursuits in the military. Since its

relocation to the Outer Rim, he has continued to serve the Emperor's Hammer in a way which would

make his family proud.

Alignment & Attitude:

An easy going man who likes and enjoys getting on with his subordinates, colleagues and superiors alike.

Former Occupations (if any):

None, joined the Navy shortly after leaving school

Hobbies:

Constantly found on the flight decks tinkering with his TIE Advanced, enjoys playing past airspeeder

sim missions between flights and training.

Tragedies:

Never forgets how he lost his family, especially losing his beloved sister, who he stills knows nothing of.

His family were separated from him after the confusion following the battle of Endor. Has a slight scar

on his right cheek, a result of a nav computer exploding in his face during a fierce training battle at the

Naval Academy.

Phobias & Allergies: None known.

Personal views of the Empire (and Emperor's Hammer):

Committed to the ideas of Emperor Palpatine and the New Order. Believes that the Rebellion will bring

strife and confusion to a previously peaceful galaxy.

Reason for applying to the Emperor's Hammer Elite Strike Fleet:

Saw a new challenge and adventure beckoning when the fleet was created and so he could help bring

order to the galaxy once again.

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

Signature:

David Nicholas

Date: June 18th 1999

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

Name: Jennif Es'mith

Rank: Lieutenant Commander

Current Assignment: FM/LCM Jennif Es'mith/Aylin 2-1/Wing V/SSSD Sovereign

Scandoc Transmission Code (Screen Name): JSmith3396@aol.com

Sex (M/F): Female

Race: Human (of course)

Date of Birth: 3 years BPR (or 68/7/24)

Place of Birth: Classified

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

Family: Gen (husband), Josef (eldest son), Joshua (middle son), Johan (youngest son), Aurora

(daughter)

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

Significant Events of Childhood & Adolescence: As a child my father took me to see the Seinar

Fleet Systems Time Trials for the introduction of the new fighter that came to be known as the TIE

Fighter. I also traveled to many worlds and systems as my father searched out new and rumored

technological advances for the Seinar Fleet Systems starfighters.

Significant Events of Adulthood: Prior to the rebellion, I traveled to Byblos and attended the

University. My field of study was Imperial Statistical Survey. After I graduated, I was accepted at the

University of Bespin to teach statistical theory. The Battle of Yavin sent a chill through my heart.

However, I was able to overlook the rebel threat and start a family. My husband was later displeased

to hear that we had to blockade the system and endanger the magnificent temple complexes on Yavin-

4. His displeasure turned to anger when he heard the news of the Massassi Night Beast's rampage

before he escaped to the stars. My brief tenure at the University of Bespin ended when the Baron-

administrator Lando Calrissian abandoned the city. I was able to survive the Imperial Loyalty

??inquisition?? due to my husband and family's unquestioned loyalty to Emperor Palpatine and the

Empire.

I was without a job, but I most certainly did not want to travel to Yavin-4 and study the great temple

complexes with my husband. Five years ago I received a message from my long missing husband that

he was in the Kathol Sector searching for a lost professor and the origins some

mysterious ancient artifacts.

Alignment & Attitude: These rebels should be retrained if at all possible and failing that the only course is death.

Former Occupations (if any): Mother, University professor

Hobbies: Intergalactic cookbook collecting, Costuming, Exotic Fibers Weaving, Historical re-creation.

Tragedies: During the course of my husbands travels, I became disenchanted with the Empire and the travel. I have heard unsubstantiated rumors that he has joined the Emperor's Hammer and if this is so, my course is clear. Three of my four children came with me. Josu, who seems to have a strange ability to fly and perceive the workings of machines went with Gen. I know that he will one day make a great

TIE fighter pilot for at the age of 7, he is already doing well on the simulators.

Phobias & Allergies: None

Personal views of the Empire (and Emperor's Hammer): The Empire has the superior fighters and war ships. The pilots, officers and crews of these vessels must strive to make full use of my family's technological gifts to the Empire! The Emperor's Hammer is certainly the place to focus on the much needed training that we need to quell the rebellion once and for all!

Reason for applying to the Emperor's Hammer: To once again reunite with my husband and

restore my family, as well as provide the training I wish for my children.

Other comments or information (optional):

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

Signature: Jennif Es'mith

Date: 99/2/28

cc: Imperial Security Bureau (ISB) Liaison Officer

Task Force Immortal #1

The silent, arrowhead shaped mass was silhouetted against the vast amount of light given off by Annaj's sun. The Imperial-Class Star Destroyer Immortal just floated in the rays of light. It was also, not alone. Floating nearby was a smaller arrowhead silhouette. It was the Victory-Class Star Destroyer Iron Fist. Further away flew the two Nebulon-B Frigates. The Firewalker and the Terror's Eye. Just above them were the Interdictor Cruisers Jailer and Razor Ice. All these ships belonged to the Task Force Immortal. And it was preparing for war.

Rear Admiral Marc was gazing out the bridge view screen when he heard footsteps behind him. He turned to find the com officer standing at attention. "Report," he ordered. "Sir, confirmation has been given. We are ordered to begin the operation," the com officer said, an obvious glint of excitement in his eyes. "Very good," Marc replied. With that the com officer turned and made his way back to his station. "Captain Adrix, signal task force. Inform them that they are to prepare for the jump to hyperspace." "Yes sir," Captain Adrix said. Marc turned back to the view screen. "Sir, all ships report ready sir," Adrix stated. "Is my flagship ready captain?"

Marc asked. "Yes sir, the Immortal is at your full command admiral." "Good, navigation, prepare to jump to light speed on my mark." He felt his lips form into a small smile. Yes, it was time to hit the rebels where it hurt. "Mark," he said. Stars turned into starlines and the starlines themselves turned into the mottled sky of hyperspace. Task Force Immortal was going to war.

He looked around the room where all the pilots had assembled. There was still no sign of Major Blade. A fresh surge of annoyance crept up on him. Where was he? Commander Badlands started pacing the room for the sixth time. He stopped and looked at his pilots. Lt Drygon and Sub-Lieutenant Petrov were studying a datapad at the corner of the room. Drygon had dark shiny hair, and was quite tall. He was the only pilot on the Immortal that originally came from Coruscant. Petrov on the other hand was from Chandrilla. He had light brown hair, and was only 1m 75 tall. Badlands continued his sweep, noticing Sub-Lieutenants Oloth and Musashi conversing quietly together. His eyes came to a stop. There looking straight at him was Lieutenant Vaark. Vaark was one of the few aliens aboard the Immortal. He was tall, and had pale skin. His hair was a dark brown/blond. He also had fangs. But the most outstanding feature was his glowing green eyes. Badlands always got a strange feeling when he stared at those eyes. He studied Vaark some more. Vaark blinked twice. Badlands had come to believe that this was Vaark's way of showing that he was annoyed. Badlands turned his head slightly to the left. There, looking as moody as ever was Lieutenant Buds Wildstar. He was just about to say something when he heard a noise behind him.

Vaark was still studying Badlands when he heard the door open to his right. He turned to see Major Blade enter the room. Vaark stood straight and saluted along with the rest of the pilots. "At ease pilots," Blade ordered. He came to a stop next to the briefing screen. He pressed a button and it came to life. It showed the layout of the Churba system. "Ok pilots, as you know the target of this strike is the Churba shipyards." He pressed another button and the layout of the Churba shipyards appeared on the screen. Vaark studied the map carefully. It only showed the shipyards themselves and some known static defences. "The task force will exit hyperspace around here." Blade pointed to a section of the map. It was about 50km away from the shipyards. The Immortal and the Iron Fist will spearhead the attack. They will engage any capital ships in the area. The Razor Ice and Jailer will stay back and prevent any ships from escaping.. The Firewalker and the Terror's Eye will be positioned between the Interdictors and the Star Destroyers." He paused. "Ghost and Phantom squadron will launch from the Immortal as soon as she exits hyperspace. They will attack any nearby fighters. For you new pilots: Ghost and Phantom squadrons will be flying Tie Advanced starfighters. Advanced missiles will be allotted. Ranger squadron will commence the main attack on the shipyards. They will be flying Assault Gunboats. You guys will be armed with heavy rockets. Falcon squadron will attack the static defences. They will be flying Tie Defenders and be armed with Advanced Torpedoes. Daemon and Vampire squadrons will be flying Tie Interceptors. Daemon squadron will be charged with the duty of protecting Ranger squadron and Vampire squadron will attack any fighters or light freighters in the area." Blade eyed all the pilots. "Any questions?" he asked. Commander Dras Hempor raised his hand. "Yes commander?" "Sir, what happens once Falcon squadron has blasted those static defences to atoms?" he asked. "You will then be given orders appropriate to the situation. But my guess is that you will either be ordered to engage fighters or any light capital ships in the area. Any more questions?" Vaark raised his hand. "Lieutenant?" "Sir, how many fighter do you expect to be at the target zone?" "About 7 to 8 squadrons of all types of fighters." "Thank you sir." Vaark said. Blade looked around the room once more. "Well, if there are no further questions, then you guys are to report to the hangar bays. We arrive in one hour." "Oh, and on more thing guys" Blade said, "Give 'em hell!" In perfect synchronisation the pilots stood up and saluted. Blade saluted back and then turned and exited the room. Yes, Vaark thought, he would indeed give the rebels hell.

"Sir, 30 second until we drop out of hyperspace," the navigation officer said. "Very good." Rear Admiral Marc returned to his command chair. "Captain Adrix, signal the task force as soon as we arrive." "Yes sir" Adrix replied, already heading over to the com station. "10 seconds, admiral" the navigation officer called. The seconds ticked by. "Exiting hyperspace..." the Navigation officer said. The mottled sky of hyperspace turned into starlines. The starlines receded into normal stars. And there, dead ahead were the Churba shipyards. "Sir, we have multiple contacts!" the sensor operator cried out. "Identify," Marc ordered. "Sir, apart from the shipyards there appears to be one Mon Calamari Cruiser, one Mon Calamari Light Cruiser, two Dreadnought Class Heavy Cruisers, one Assault Frigate, one Correllian Gunship, two Correllian Corvettes, seventeen various types of freighters and around 30 fighters. Wait, more fighters are launching." The sensor operator reported. A little more than expected that was for sure, but it only meant that the blow dealt to the Rebels would be that much more severe. "Launch fighters. Signal the Iron Fist to do the same. I want the Frigates to launch only one squadron each. The Interdictors are to initiate their Gravity Well Generators, and then fall back," Marc ordered. He smiled, yes, now was time to let the Rebels pay!

He was just looking over a datapad with his XO when he heard the sensor officer give a surprised scream. He turned to find his sensor officer frozen in place. "What?" he demanded. "Sir, a.. an enemy ta..., an enemy task force has just dropped out of hyperspace," the sensor officer stuttered. "It consists of one Imperial Class Star Destroyer, one Victory Class Star Destroyer, two Nebulon-B Frigates and two Interdictor Cruisers." Captain Gerade cursed under his breath. "Order all fighters to launch, and order the shields raised!" "Yes sir," the XO said. The Mon Calamari Cruiser Endeavour was preparing to fight for its life.

"Here they come," Badlands said into the mike. The X-Wings broke formation just as Phantom and Ghost squadron started firing. "Engage at will," he ordered. His squadron complied. He turned his Tie Advanced to the left and tracked one of the X-Wings. It probably never knew he was there. It didn't even budge as Badlands pumped it full of laser fire. It blew apart in a spectacular explosion. "Watch it Phantom Leader, you've picked up a tail," Vaark's voice came over the com. "Roger," Badlands replied. He did a loop and ended up on the X-Wing's tail. He blew it to shreds. He was turning to target another X-Wing when it blew apart. "Got one!" Musashi's voice came over the com. "Good Shot 3," Badlands commented. He checked his scope - no more X-Wings. "Ok, Phantom Squadron, we'll head over and get those A-Wings that just launched from that Mon Cal." "This is Capt. Sax, we'll head over and give those X-Wings by the shipyard a hard time." "Roger that Ghost Squadron," Badlands replied.

Dras Hempor watched joyfully as the Tie Advanced fighters expertly destroyed the first wave of X-Wing fighters. Once they had all been destroyed, he returned his attention to his own task. "Ok Falcon, let's get those defences." The squadron acknowledged. The shipyards "defences" consisted of twelve gun platforms - no problem for Falcon. The first was almost in range. "Ok, engage," he ordered. He turned his Tie Defender toward the closest gun platform and aimed carefully. Once the platform was in his sights he squeezed off a pair of advanced torpedoes. Since he dumb-fired the torpedoes, the platform had no way of knowing it was under attack until it was too late. The torpedoes hit the platform and it exploded into a thousand pieces. He was just about to fire on another platform when his fighter shook violently. He broke off immediately. He identified his attacker. It was an A-Wing. Dras turned his fighter hard to the right, and fired. The A-Wing, noticing Dras' move, pulled up. This was exactly what Dras was hoping for. He expertly manoeuvred his fighter and blasted the A-Wing out of existence. He caught a glimpse of something in the corner of his eye. He turned his craft to witness one of his Squadron engaging the last gun platform with his lasers. The platform was mounting a good defence and the Defender was forced to break off. Dras

started pelting the platform with laser energy. The platform started firing at his fighter, so he turned away. His diversion had given the other Tie Defender an open shot. It flew in fast and fired. The platform's shields failed. The platform disintegrated within moments. "Good job, Falcon," came Admiral Marc's voice. "That Gunship is heading for Ranger squadron, destroy it!" Admiral Marc ordered. "Copy that," Dras confirmed. "Falcon, let's get that Gunship."

Vaark ended his tight turn, and was rewarded with the sight of his target A-Wing. He manoeuvred his Tie Advanced a little further down until the A-Wing was completely within his sights. He squeezed the trigger. His laser bolts pierced the A-Wing's shields thus reducing it to flaming debris. It was then that he felt a familiar tingle at the back of his neck. He immediately turned his fighter hard to the right. Laser bolts fried the space where he had just been. He pulled up and saw the attacking X-Wing do the same. Bad mistake. The X-Wing's underbelly was now fully exposed. Vaark fired. The laser bolts ripped through the exposed underbelly, tearing the X-Wing apart. He manoeuvred his fighter towards another nearby X-Wing. He switched to missiles and locked onto his target. Even as he fired, the X-Wing went evasive. But, it was not enough. The advanced missiles slammed hard into the X-Wing and exploded. All that was left of burning debris.

"Sir, one of the shipyard's shields are down," the sensor officer reported calmly. "Order Ranger squadron to concentrate all fire on it," Rear Admiral Marc ordered. "It appears as if the capital ships are getting ready to engage us Admiral" Captain Adrix commented. "Yes, it also looks like one of the Dreadnoughts and that light Mon Calamari Cruiser are getting ready to engage the Jailer." "Yes sir, it also appears as if the other Mon Calamari Cruiser and the Assault Frigate are getting ready to engage us." Adrix observed. "Probably," Marc agreed. "The other Dreadnought will probably also attack," he added. "Order the Iron Fist to engage that light Mon Calamari Cruiser. Once destroyed, order the Firewalker to engage the Dreadnought," Marc ordered. "Yes sir," Adrix complied.

"Sir!" The young sensor operator cried. "What?" Captain Sushad demanded. "The Victory Class Star Destroyer is turning to engaging us!" He all but screamed. "Take it easy," she said. "We are faster than a VSD. Navigator, new course, 053, mark 27," she ordered. "Yes sir," the navigator replied. She would make the VSD chase her in vain thus taking the attention away from the Dreadnought Lance. It could then attack the Interdictor. She smiled - the Imperials wouldn't like that.

Captain Vickers noticed the Light Calamari Cruiser's course change. "What's she doing?" asked his XO. "I think she thinks that we are a standard Victory Class Star destroyer. She thus feels that she can outrun us." Vickers felt his lips form into a sly grin. "Full power, number one," he ordered almost casually.

"What the... Sir, the VSD is closing!" the sensor operator called. "What?" Sushad demanded. "She's gaining on us sir." "Impossible, how could a VSD actually gain on u..." Then the thought suddenly hit her like a brick. "It's a Victory II Class Star Destroyer. We can't outrun her," she said quietly. A look of horror fell over her XO. Just then the bridge shook violently.

"The Cruisers shields are failing," the XO said. "Very good," Vickers commented. The Iron Fist was pounding the light Mon Calamari Cruiser with turbolaser fire. The cruiser's defensive fire looked pitiful compared to the barrage of turbolaser fire coming from the Iron Fist. "Sir, the cruisers shields have dropped. Uh, sir, several escape pods have jettisoned from the cruiser," the XO commented dryly. "Don't worry about them at the moment, once we finish off the Cruiser we can pick them up." "Very good, sir."

Captain Gerade looked in horror as the Light Mon Calamari Cruiser Sparrow was torn apart by the modified Victory Class Star Destroyer. "It looks like the Frigate is engaging the Lance, sir. It's launching Tie Bombers!" his XO shouted. "Tell it to try and make it back to the shipyards..."he trailed off. The shipyards were floating debris. "Inform the Yygone and the Wire'le that they are to join us in the attack on the lead Star Destroyer."

The Gunship exploded into an impressive ball of flame. "Falcon, attack that Assault Frigate. Ranger squadron will join you," the com officer ordered. "Affirmative," Dras replied. "Ok, Falcon, there's an Assault Frigate waiting to meet its destiny." He turned his craft towards the large ship. He fired his last two torpedoes. They exploded, but the strong shields easily absorbed the damage. He saw the rest of falcon launch their remaining torpedoes at the ship. It shot down a few of the torpedoes, before the rest hit. It was so busy trying to shoot down the Tie Defenders, that it never noticed the barrage of rockets heading towards it.

He had just finished off his thirteenth A-Wing when a bright glare filled his cockpit. Once the bright light had faded away he noticed the cause. There, in front of him were the charred remains of an Assault Frigate. Badlands grinned broadly - the battle was going well.

He blasted the retreating X-Wing to dust. He then engaged an ageing Y-Wing. He fire several shots, all being absorbed by its shields. He fired a few more times before the shields finally failed. He shifted his aim a little higher until he was aiming at the approximate location of the Y-Wing's fuel cells. He pressed the trigger. The Y-Wing exploded and engulfed itself in a ball of flame. Vaark smiled, that was his 26th kill.

"Admiral, the Assault Frigate has been destroyed. The Firewalker reports that the Dreadnought's shields are also failing." "Very good, number one," Marc commented. "Open fire on the Mon Cal when ready."

The Endeavour shook from the multiple turbolaser blasts coming from the Star Destroyer. He knew that the Endeavour's own turbolaser batteries were not enough to take down the Star Destroyer's shields. And the Wire'le was too far away to be of any use. He looked at the status board. The Dreadnought Lance was lost. He felt a gut wrenching pain. He had lost this battle, and almost certainly his life. He sat down in his chair and gazed out of the view port. He was so lost in thought, he didn't hear the alarm indicating that the shields were down.

Rear Admiral Marc let a smile show on his face as the Mon Calamari Cruiser disintegrated before his eyes.

Badlands squeezed off his last pair of missiles at the fleeing A-Wing. He had the pleasure of seeing it vaporise. "Phantom squadron, that Dreadnought is wide open for attack, let's waste him." His squadron acknowledged. He headed for the Cruiser. Once he got within range he started pounding it with laser fire. He noticed that Daemon squadron was also joining in on the attack. After seven minutes of beating, the dreadnought's shields finally failed. "Vaark, come with me," he ordered. "Roger," Vaark copied. Together they flew away from the Dreadnought. Then they both turned and headed back for the Dreadnought. "Vaark, aim for the bridge," he ordered. "Copy that". They both fired. He was delighted to see the bridge section begin to burn. He noticed that the rest of the fighters were concentrating on the engines. Two minutes later, the Dreadnought exploded.

Rear Admiral Marc admired the view of the destroyed shipyards. He heard Captain Adrix come up behind him. "Report," he ordered. "Sir, the shipyards have been completely destroyed. We also destroyed 5 capital ships and 87 fighters. We lost 17 fighters and

the Firewalker sustained some damage. One of the Corvettes was able to get out of range of the Interdiction field and escape. The Iron Fist took 119 prisoners from the Light Calamari Cruiser. Including the Captain. We have captured 13 freighters. Unfortunately four were destroyed during the battle." Adrix remained silent. Marc waited a moment longer. "I will report to Vice Admiral Kessler personally regarding our success. In the mean time, get the repair crews working on our number five tractor beam." He headed towards the holo field, the taste of victory sweet in his mouth.

FL/LT Vaark/Phantom 2-1/Wing XI/ISD Immortal
ISM*3/LoC-CS*6[GREN] {IWATS}

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

Name: DS-61-2

Rank: LT

Current Assignment: FM/LT DS-61-2/Aylin 1-3/Wing V/SSSD Sovereign

Scandoc Transmission Code (E-Mail): (Kupomog14@aol.com)

Sex (M/F): Male

Race: Corellian

Date of Birth: July 17, 1984

Place of Birth (Please include Homeworld): Corellia

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

Family: Deceased

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

Quote: "Oh no you don't! You can't out-fly me!"

Significant Events of Childhood & Adolescence: I was born on Corellia and dreamed of being in

the TIE Corps. During a rebel raid my parents were killed and space pirates abducted me. I learned

how to fly and when I turned 17, I left and set out for my dream.

Significant Events of Adulthood: I joined TIE Corps and bought a condo on Coruscant. I now am

stationed onboard the SSSD Sovereign and fly missions in Aylin Squadron.

Alignment & Attitude: I'm rather neutral until I get mad or someone makes me angry, then I become

rather mean. I always have hatred towards rebel scum or anyone affiliated with the rebels.

Former Occupations (if any): I was a gunner/engineer/pilot onboard a Space Pirate ship. Which at

one time I guess you could say I was a space pirate. (I never did anything major, I normally just flew

the ship and did what I was told or I would get beaten.)

Hobbies: I like pod races and swoop races. I also enjoy the occasional Kessel

Run. Other than that I

collect things from my missions.

Tragedies: The rebel scum killing my parents was very tragic to me.

Phobias & Allergies: I have none.

Personal views of the Empire (and Emperor's Hammer): I believe it is the deciding force of the

power in the universe. As long as it is well, no one will ever bring down the Empire!

Reason for applying to the Emperor's Hammer Elite Strike Fleet: To get back at the

Rebels for
killing my parents, and to be a TIE Jockey.

Other comments or information (optional): I wish to serve all in the fleet and to crush
the rebellion.

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

Signature:

DS-61-2

Date: October 20, 1999

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

Name: Shig Nix

Rank: Lt.

Current Assignment: FM/LT Aylin 1-2/Wing V/SSSD Sovereign

Scandoc Transmission Code (E-Mail): Wedge975@aol.com

Sex (M/F): Male

Race: Human-Alien (species unknown) Hybrid

Date of Birth:

Place of Birth (Please include Homeworld): Nar Shadda in Nal Hutta system.

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

Family: None

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

Quote: "Fear leads to anger...Anger leads to hate...Hate leads to suffering!" -Yoda

Significant Events of Childhood & Adolescence:

I grew up in the alleys of Nar Shadda, the Smuggler's Moon. I learned to live a rough
life in poverty. I

stole money to get food and other things. When I was about seven years old an old
smuggler named

Reece Saboon took me to his hanger and provide me with some food and shelter. Later
he taught me

to repair freighters and other starships. He took me on smuggling runs and taught me
to fly all sorts of

craft. I owe my flying and early smuggling career to Reece Saboon.

Significant Events of Adulthood:

When I was nineteen, I gave up the smuggling business and went to the Imperial
Naval

Academy on Caridia. There I demonstrated my piloting skills and graduated in the upper
end of my

class. After the construction of the second Death Star was underway, I was assigned to
fight duty

aboard the SSD Executor. I flew in the Battle of Yavin and managed to survive and was
picked up by

a star destroyer for the trip to recover from our tragic loss. I heard rumors of the
Emperor's Hammer

strike fleet and stole a shuttle to go and investigate the newly built fleet. I came out of
hyperspace and

saw the most beautiful and deadly capital ships I had ever seen, the SSSD Sovereign. I
then knew

where my future in the Imperial Navy was.

Alignment & Attitude:

I never kill out of cold blood, it isn't healthy. I also believe war is about freedom, not power. I fight to rid the galaxy of the burden of the New Republic, not to have its worlds under my power.

Former Occupations (if any):

Spice and Weapons Smuggler. (and proud of it!)

Hobbies:

I enjoy Windsurfing in the seas of Corellia on leave. I also build old fashion (radio)-controlled model

aircraft (the type without repulsorlifts). Before Imperial Center was taken from our grasp, I would

turbo-ski down the icy poles of Coruscant. Now I am forced to ski elsewhere. I still enjoy the

occasional excursion from the fleet on leave. I fly my YT-2100 modified transport, Smuggler's Pride,

to various spots around the galaxy.

Tragedies:

I guess some people would consider never knowing who your parents were, to be a tragedy, but I

wouldn't know. I have never had a chance to see what it is like to have parents. Oh well...

Phobias & Allergies:

I once met Han Solo on Kessel before one of my Kessel Runs. I took one whiff of his wookie friend

and ran. I have had an allergy and phobia of Wookie stench ever since.

Personal views of the Empire (and Emperor's Hammer):

Palpatine was foolish to go for so much power. I hope the Emperor's Hammer will not make the same mistake.

Reason for applying to the Emperor's Hammer Elite Strike Fleet:

I found the fleet had the right idea about overthrowing the Rebel Alliance.

(RL answer: I love Star Wars and like to fly TF, so I joined. It was so much more than I expected!)

Other comments or information (optional):

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

Signature: Shig Nix

Date: September 10, 1999

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

Name: Gen Es'mith

Rank: Captain

Current Assignment: CMDR/CPT Gen Es'mith/Aylin 1-1/Wing V/SSSD Sovereign - [TIE95]

Scandoc Transmission Code (Screen Name): GRVSmith@aol.com

Sex (M/F): Male

Race: Human (of course)

Date of Birth: 10 years BPR (or 61/12/19)

Place of Birth: Bespin

Marital Status (Single, Married, Divorced, Separated): Separated by squadron walls.

Family: Jennif (wife), Josef (eldest son), Joshua (middle son), Johan (youngest son), Aurora (daughter)

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

Significant Events of Childhood & Adolescence: As a child I won trip to Imperial Center. Here I

viewed an address by the Emperor when he ascended power. The Emperor was a very powerful

presence and doubtless had a great impact on the trail that I have chosen in life. I also was mesmerized

by the wonderful museums on this world, one of the most striking being the Holographic Zoo of Extinct

Animals.

Significant Events of Adulthood: Prior to the rebellion, I traveled to Byblos and attended the

University. My field of study was Galactic Archaeology and I studied under Professor Lancer Brunou.

After I graduated, I returned to Bospin to teach at the University there. The Battle of Yavin sent a chill

through my heart. However, I was able to overlook the rebel threat and start a family. I was later

displeased to hear that we had to blockade the system and endanger the magnificent temple complexes

on Yavin-4. My displeasure turned to anger when I heard the news of the Massassi Night Beast's

rampage before he escaped to the stars. My brief tenure at the University of Bospin ended with the

traitorous acts of the former Baron-administrator Lando Calrissian.

Since I was without a job, I decided to travel to Yavin-4 and study the great temple complexes.

Although hampered by the lack of a Sith-hieroglyphic reference I was able to do a decent study and am

in the process of preparing a report. Five years ago I received a message from Professor Brunou, who

was working for Moff Kentor Sarne and searching for the origins some mysterious ancient artifacts.

Two years ago, the Black Temple and magnificent obsidian colossus of Exar Kun was destroyed by the

traitor Corran Horn. Since I had spent years of fruitless searching for the Professor and dodging the

rebel pirates of the Far Star in the Kathol Sector I vowed to fight these rebel insurgent, pirates and

grave robbers. Leaving the Kathol Sector, I stumbled upon the vanguards of the Emperor's Hammer

and immediately joined.

Shortly after joining the Emperor's Hammer, my wife spurned the rebellion herself and joined

up as well. We are currently training our young sons to be a source of fear for the rebellion. That this

is true is evidenced by my middle son, Joshua, and his remarkable skills for at the age of 7, he is

already doing well on the simulators and will one day make a great TIE fighter pilot.

Alignment & Attitude: The Empire was not evil and it was not misguided. Pirates, smugglers and

grave robbers convinced decent people that it was so and pursued rebellion. These misguided souls

should be retrained and failing that the only course is death.

Former Occupations (if any): Archaeologist, University professor

Hobbies: History, Paleontology

Tragedies: I just found out that I am allergic to beer!

Phobias & Allergies: I am not exactly fond of many-legged insectoids pursuing my valuable vital

fluids. I'm allergic to all known terrestrial grains.

Personal views of the Empire (and Emperor's Hammer): The Empire has better ships and pilots

than the rebellion, so why are we so often presented these staggering defeats? After all if the son of a

moisture farmer can hit a "womp-rat" the size of the Death Star, surely we can hit a rancor, the size of a

Calamari cruiser! Keep the enemy off my back during the run, and I'll clean out the den so he can't

come home!

Reason for applying to the Emperor's Hammer: Time, Location, Honor. That which does not kill

us makes us stronger.

Other comments or information (optional): My report: The Effects of Rebel Depredations on the

Great Temple Complexes of Yavin-4. Will be out soon and forwarded to the proper authorities.

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

Signature: Gen Es'mith

Date: 99/3/14

cc: Imperial Security Bureau (ISB) Liaison Officer

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

Name: Byusin "Rage" Dalarra

Rank: Sub-Lieutenant

Current Assignment: Flight Member, Nu Squadron

Scandoc Transmission Code (E-Mail): darthrage@crosswinds.net

Sex (M/F): Male

Race: Human

Date of Birth: One year before my first birthday

Place of Birth (Please include Homeworld): Malastare

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

Family: None

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

Quote: "Important people don't need quotes. They're the ones who make them."

Significant Events of Childhood & Adolescence: Abandoned as a baby, Byusin Dalarra was brought up on the streets of Malastare by Street punks and swoop gangs. He survived his childhood as a pickpocket, stealing from the rich tourists who came to Malastare to see the repulsorsport events, such as Pod Racing and Swoop Racing. He matured into a fine speeder pilot himself, and ran with several swoop gangs, and competing in the swoop circuit under a pseudonym, Rage. He wore speeder overalls with flames and skulls, a helmet adorned with arcane-looking symbols. He was a vision of fear and was duly feared by many pilots. He won races, and was heading for his first championship...

...When he was discovered as a member of a wanted swoop gang. He was duly packed off in a prisoner transport for an Imperial Prisoner Colony in the Outer Rim.

Significant Events of Adulthood: During his time in the prison, he volunteered for as much flying-related work as possible. Piloting speeder trucks, whatever he could do.

The moment that would settle his fate came when the prison came under attack from a ruthless anti-Imperial slaver group, well known for its ruthless slavery of humans, as well as other species. The prison's TIE pilots were on duty elsewhere in the Empire; the prison was supposed to be top-secret. The prison's fighters, however, were ready to go. He rounded up members of his swoop gang and bundled them into the fighter cockpits and set off to destroy the slavers. They didn't like being in prison, but they'd rather kill the slavers than die at their hands. They could've set the hyperdrives on the Assault Gunboats and fled. But they stayed and fought. And died.

All but one. Byusin Dalarra. Angered by the slavers killing his comrades, he fought relentlessly, taking down slaver after slaver. The fighter was an extension of his body, and countless slavers died by his hand.

Eventually, Imperial reinforcements showed up, aghast to see one of the inmates fighting so hard to save the place where he had been incarcerated. His heroic deeds granted him a full pardon, and earned his comrades posthumous pardons.

He then decided to put his flying talents to good use by signing up with the infamous Emperor's Hammer.

Alignment & Attitude: Quiet and determined. Ruthlessly loyal to his friends and to the Empire. Has no time for criminals.

Former Occupations (if any): Swoop racer, criminal.

Hobbies: Repulsorlift piloting and repair, target shooting.

Tragedies: Being abandoned at birth, getting caught and imprisoned on Malastare.

Phobias & Allergies: Has an allergy to Ewok fur.

Personal views of the Empire (and Emperor's Hammer): The Emperor's hammer is where heroes are made and broken. Rage only wishes to become one of those heroes.

Reason for applying to the Emperor's Hammer Elite Strike Fleet: I wished to atone for my crimes and serve the Emperor.

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

Signature: SL Byusin "Rage" Dalarra

Date: 16 October 1999

BattleBoard.htm - The return of the Battle Board to the NewsLetter! Presented by TAC/HA Kawolski/CS-3/SSSD Sov.

TAC#58.zip - The new missions for TIE, XvT and whatever heck else in there, presented by TAC/HA Kawolski/CS-3/SSSD Sov.

TAC#58-fixed.zip - A group of fixed missions, presented by TAC/HA Kawolski/CS-3/SSSD Sov. Please use these as the most recent versions of said missions.

EHCCG1.doc - The rules for the EH Strategists, presented by SUST Arania.

CoB.jpg - A certificate for the Commendation of Bravery by CMDR/CM Cracoucas/Cheth/WingIV/SSSD Sovereign.

squadron2.jpg - A certificate for Squadron Commendations by CMDR/CM Cracoucas/Cheth/WingIV/SSSD Sovereign.

shinBanner.gif - A new banner for Shin Squadron by FM/LCM Gabo Steele/Shin 2-2/Wing VI/SSSD Sovereign.

craloa.jpg - A certificate for the Letter of Achievement by CMDR/CM Cracoucas/Cheth/WingIV/SSSD Sovereign.

ShupsUNI.jpg - CMDR/CPT Shups/Crusader/Wing XIII/ISD Grey Wolf's uniform.

CoS.jpg - A certificate for the Commendation of Service by CMDR/CM Cracoucas /Cheth/WingIV/SSSD Sovereign.

tc2.gif - An image by CMDR/CPT Kalamitey/Spear [WC OWN]/Wing IX/ISD Relentless.

tc_blue.gif - An image by CMDR/CPT Kalamitey/Spear [WC OWN]/Wing IX/ISD Relentless.

tc1.gif - An image by CMDR/CPT Kalamitey/Spear [WC OWN]/Wing IX/ISD Relentless.

xvt.htm - A FAQ for flying XvT by CMDR/CM Woobee/Asp 1-1/Wing XIV/ISD Intrepid.

comp3results.zip - The results of Training Office Competition 3, presented by TO/FA Astatine/CS-6/SSSD Sov.

grads.zip - The list of IWATS graduates, presented by TO/FA Astatine/CS-6/SSSD Sov.

fleet order of battle

FLEET COMMANDER'S NOTES:

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

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

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

ISD Subjugator

SSD Avr

ISD Sub

Hammer's Fist

DREAD Retribution

LCF Excelsior

LCF Friggia

LCF Falcon's Eye

DREAD Ret

LCF Exc

LCF Frig

LCF Falc

Bounty Hunter's Guild

Star Galleon IvanHoe

SGAL Ivan

Infiltrator Wing

Task Force I

MC90 Bismarck

Assault FRG Alemene, FRG Exeter, Gunship Centurion, Gunship Scorpion, Gunship Bellum, Corvette Vanquish

Task Force II

MC80b Saratoga

FRG Repulse, FRG Vindictive, Corvette Meteor, Corvette Daring

Task Force III

MC60 Warhammer

Assault FRG Leander, Gunship Conquestor, Gunship Scimitar, Corvette Harlow

Task Force IV (Stationary Defense)

M/PLT Destrier

Corvette Scythe, Corvette Akron, Corvette Kraken

Directorate BattleFleet

M/ISD Tiger's Claw, INT*2, VSD*4, DREAD*2, ESC*2, M/VSD-II Firebat

Phare system

VSD Rampart, FRG Raging Bull, FRG Hornet's Nest, 4 Carrack Cruisers

Lyarna System

VSD Concorde, FRG Veneerable, FRG Assault, 4 Carrack Cruisers

Carrida System

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

Heir System

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

Karana System

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

Setii System

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

Pirath System

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

Minos Cluster Battle Fleet

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

Intelligence Division

Imperial Dungeon Ship Lichtor V

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

Emperor's Hammer AVI Logo

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/emplogo.zip>

Emperor Palpatine & Lords of the Sith WAV files

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/imp-sds.zip>

The Emperor's Hammer Operations Manual

version 2.0

By FA Dev

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

Sites:

<http://www.inil.com/users/hireme/ops/manual/manual.htm>



version 3.0

By GA Ronin and SA Havok (ret.)

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

Sites:

<http://members.xoom.com/Directorate/sysman.htm>

TIE Fighter CD Bonus Goal Help file

By SA Compton

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/tiecd.hlp>

The Fleet Commander's Dark Brotherhood Grant of Arms

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/ga-grant.zip>

Poster Art

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/eh-postr.zip>

Tie Fighter Missing Man Formation AVI

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/missing.zip>

The Emperor's Hammer Tactics Manual

Sites:

<http://members.aol.com/dragon128/tacmanual.html>

The Emperor's Hammer Recruiting Manual

by FA Darth Vader

Sites:

<http://members.aol.com/Clanofgunn/Rec-Man/main.htm>

If you have any questions please contact the Logistics Officer.

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Fleet Commander: William P. Call
Internet Address: GA Ronin@aol.com