

The Dark Sentinel

Issue #67

August 2, 2000

Emperor's Hammer Strike Fleet

Aurora System, Outer Rim Territories



The first image of Darth Maul's skin, as painted by master artist Drew Struzan.
Image from www.starwars.com, 2000.

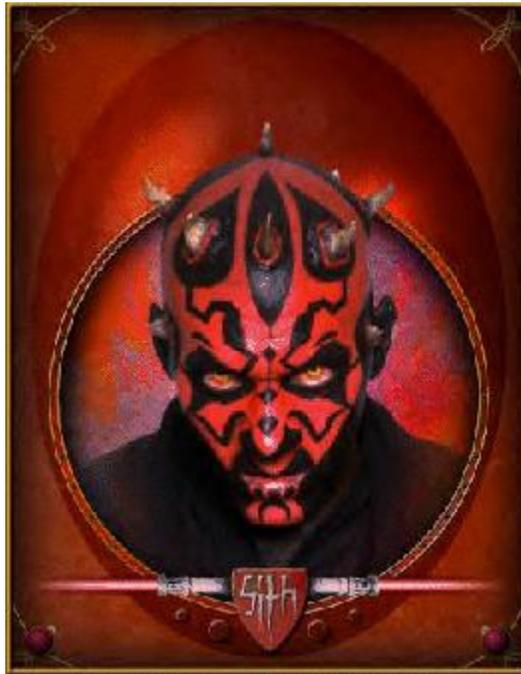
Edited/authored by Sector Admiral Jahn Compton

XO/SA Compton/CS-2/SSSD Sov

Emperor's Hammer Strike Fleet
SSSD Sovereign

3,506 members worldwide

As Emailed From: [Chancellor of the Senate \(Valek\)](#)



Grand Admiral Ronin,

I received a letter from the Sci-Fi Expo that I attended last year in Dallas where I had the opportunity to meet Ray Park and get some autographs from him. It was really AWESOME! Anyways, the letter reads:

Meet the bad boys of Sci-Fi!
July 29-30, 2000
Crockett Center: Austin, TX

Over 150 exhibitors loaded with your favorite Star Wars, Star Trek, Superhero, Hotwheels, GI Joe, Pokemon, Posters, & more.

Mark your calendars now! For up to date info, guest additions, & other details, check out <http://www.scifiexpo.com/> !

Meet [Ray Park](#) who portrayed the evil Darth Maul in [Star Wars: The Phantom Menace](#), and who also appears as Toad in this summer's blockbuster movie X-Men! Don't miss this opportunity to meet this fan favorite villain in person! Also appearing...

- JG Hertzlet (Martok) & Robert O'Reilly (Gowron)
- Jerome Blake (Star Wars E1: Rune Haako)
- Richard LeParmentier (Star Wars Admiral Motti)

Saturday 10am-6pm, Sunday 10am-4pm
General Admission into the big toy show \$6.00
VIP Admission to meet the celebrity stars \$15.00
(VIP ticket good into the toy show both days)

All guests subject to professional commitments.
For more info check out: <http://www.scifiexpo.com/>

I encourage anyone who is able to attend to do so!!! As I said, I've been to this Scifi Expo before, and it's really fun... especially getting to meet Ray Park! Needless to say that I'll be there both days, so I hope to see you there as well! :)

Chancellor Valek Maulore
(Aurora Prime)/HC-1 [M-CRV:Pluto][CORT YT-2400:Charon]
[ESHU: Cerberus][LXY: Magnus Deus Mortis][Estate]
[BSS/BR][CoDx2][CoKx5][CoC]{IWATS-M-M/2}

As Emailed From: [CA:TAC/AD Striker/CA-3/SSSD Sovereign](#)



[Tactical Office](#)

Greetings,

It is my pleasure to report that Project Phoenix has just completed the goals originally fixed when it was approved. After a little more than nine months of hard work, Project Phoenix has given a new birth to 154 Battles and 97 Free Missions. All battles of the Emperor's Hammer released before the appointment of High Admiral Kawolski as Tactical Officer have been upgraded with briefings questions, animated briefings/briefing maps, readme and lfd files. Bug reported or discovered during our play-testing phase have been corrected as well.

The battles which have been corrected are:

TC-TIE Battles 1 to 116
DB-TIE Battles 1 to 13
IW-TIE and IW-XW Battles 1 to 23
ID Battles 1 to 4
CAB Battles 1 to 4
FCHG Battle 1
TIE Free Missions 1 to 97

Over 30 people have been working during all these months, and I would like to publicly thank all of them for their work and dedication, for participating in either the evaluation phase, the

correction phase or the final play-testing phase, sometimes in all of them. Please cheer the following officers for their participation in this huge project:

Phase One - Evaluation

Admiral Striker
Lieutenant-Colonel Wet Willy
Major Jedgar
Major Monaghan
Captain Astin
Captain Chei-Ras
Captain Demon Yoda
Commander Killer

Phase Two - Correction

Admiral Danrik
Admiral Striker
Vice-Admiral Sauron
Lieutenant-Colonel Corran Horn
Lieutenant-Colonel Harkonnen
Lieutenant-Colonel Wet Willy
Major Jeff 'Tiger' Lourss
Major Monaghan
Captain Astin
Captain Chei-Ras
Captain Ravnos Nottingham
Captain Wedge (ret.)
Captain Wlodek
Commander Killer
Commander Rover
Lieutenant-Commander RAF
Lieutenant Steele Pellaeon

Phase Three - Playtesting

Vice-Admiral Corran Force
Vice-Admiral Sauron
Lieutenant-Colonel Calias
Major Monaghan
Major Reaper
Captain Atrus (ret.)
Captain Dagger
Captain Halcyon
Captain Mini Minkus
Captain Todbringer
Commander Ixion Deathbringer
Commander Dodger
Commander Juve
Commander Killer
Lieutenant-Commander RAF

<SALUTE>

With his resignation as Grand Master of the Dark Brotherhood, FA Thedek graciously donated the EH Picture Archive to the Internet Office. The EH Picture Archive holds real life pictures of EH members (supposedly).

While the look is still the same (for now), I have ripped out all the ASP code, and replaced it with my own code in PHP so that it will work on my server. So if you see anything that doesn't work, please let me know right away by sending me an email to: absolute@squadron.org. I already know that some of the text is out of place in Netscape 4.xx and lower, and I will fix this when i get some more free time.

The new location of the EH Picture Archive is: <http://www.ehnet.org/pa>. So please update your links.

I would very much appreciate it if more EH'ers sent in their real life pictures to be posted! :-)

**CA:IO/VA Absolutek/CA-5/SSSD Sovereign
{IWATS-M1/2-IIC1/2/3-VBS-GFX}
GS/SS/PC/ISMx7/Mol/LoC-[LANC]**

As Submitted From: [Fleet Commander \(GA Ronin\)](#) and [Executive Officer \(SA Compton\)](#)



[EH Directorate \(DIR\)](#)

Ronin, in the last 6+ months, I've enjoyed my job more than I care to say. But at this point, I've decided I've done all I can. I simply ran out of Nifty Cool Ideas, and because of that, I think the Directorate has suffered from "Running in place" syndrome. I know I have. I think its best for the Directorate if somebody with more energy and ideas would take over.. Its been a good run, and I regret very little. I know I've butted heads with you on more than one occasion, but I hope you don't think it was personal. I just tend to be very stubborn. :)

I'm more than willing to keep watch until you choose a successor, and to that effect, I have several names that I'd like you to consider.

Prime Minister Karva - allansmarkowitz@prodigy.net
Minister of State Lammoth - alduin@jps.net
Minister of Indoctrination Zsinj - slookabill@aol.com
High Moff of Alpha Territory Jeffery - Domm w_bolinger@hotmail.com

Any of these people would make a fine Grand Moff.

To all the Directorate members, its been a blast, and I foresee only good things for you all. Best wishes.

**** Da Grand Moff has left the building ****

<SALUTE>

Grand Moff Kessian Armus

Sith Battle Lord Armus(Sith)CON/Clan Satal Keto

**[GS][SS][BS][PC][ISM][IS][LoCx2][OV]/[TCx2][SoD]/[DC-KC][WR][SC][GC][CoL][LSS]
[IWATS-M]**

**"A dagger in the dark is sometimes more effective than a thousand swords
at dawn"**

- Tacitus Imperia

GA Ronin and SA Compton,

I am currently an applicant for the position of Grand Moff the EH Directorate. And I realize you both do not know much about me and my career. It is for this reason I would like to give you an application so you know the basic gist of what I have done and what I plan to do. If this seems selfish or unsatisfactory, I apologize and I just wanted you to know a little bit about me. :-)

Directorate History: I joined the EH Directorate about 14 months ago. And I have been in it ever since. I have been at every rank and every position, so I have a grasp on every section of responsibility. During my tenure as Moff of the Phare system I helped create the Aurora-Phare Consortium with my colleague, Attom. This consortium proved very useful. And while I was in my tenure as High Moff of the Beta Territory I created the RG Corps...which is still around today and it's purpose is to help out the newer members of the Directorate and to get them adjusted to the SG's surroundings. For my whole career I always cared about the newest members...I realize they are the future of this Sub Group and the EH as a whole. It is my belief that if we can make the new members well-to-do and knowledgeable of all points of the EH and this Sub Group, than its future is safe. I have been Prime Minister and 2nd in Command of the Directorate for 2 months now and I have gotten to the bottom of the DIR structure and worked my way up. Most RG's and/or Planetary Governors know my name and know I help out whenever necessary. I want them to have confidence in my ability and my fellow Ministry Council members.

Other EH History: I am a Krath Priest in the Dark Brotherhood and QUA of House Acclivis Draco. While there I have learned other strategies for leadership and created an APP Training program which worked out well. I received 2 medals in my tenure in the DB. I am also in the Imperial Senate and have been there since it's creation. I am a well respected individual and am always there to lend a hand. I served as a Chairman for about 3 months in the Senate as well.

Comments: I feel it is necessary for me to send you an email which takes 10 min. to download in an attempt to cram my whole history in a single email. So I created a domain for myself a while ago which details all my ranks and past accomplishments. It can be reviewed at <http://www.geocities.com/nomispg/record.htm>. I hope you review it for further analysis of my background.

I thank both of you for my time and I leave you with the following section:

What I plan to do: I can't tell you what will happen but I can tell you I will expand the Directorate to as far as it can go and introduce new and exciting methods for members to occupy themselves. My main goal is to make the Directorate a better place for EH members, and frankly, I believe I've got the methods, energy, and ideas to do it.

Thank you for your time.

The Senate is full of wonderful people with incredible talents. Two of these people I feel I must recommend for the position of Chancellor. DCH Creon Redwing (cyborrea@hotmail.com) has been my leaning post and my right arm since I took position as Chancellor in January. He is full of great ideas and wonderful web making skills. Given that he is at Cornell University for the summer, it might be necessary to ask him if the position of CHS is something he wants. I know that if it is a position he wants, it's a position he will do well.

I also put my full recommendation into CCN Valek Maulore (almaraz@arlut.utexas.edu). Valek is currently Chairman of the Debate Committee, one of the largest and most active within the Senate. He has shown unbelievable leadership skills as well as imagination and integrity. I have very much enjoyed working with him and know that he has the respect of his peers in the Senate. I have watched him over the last few weeks and know that he too could do the hard job of being CHS well.

Due to my hectic schedule, it will be necessary for me to step down from this position effective Saturday, July 15, 2000. I have not informed the Senate of my need to step down, and would like to not announce it until a replacement has been chosen.

Regards,

White Tiger

Chancellor of the Imperial Senate

(Aurora Prime)/HC-1 [M-CRV: Oeil du Tigre][CORT YT-2400: Leader of the Pack][SHU:Sher Khan][LXY:Tiger Eyes][Estate][BU][BST][CoD][CoK][CoL][GOE][GS]

Grand Admiral Ronin and Sector Admiral Compton,

I am Valek Maulore, chairman of the Imperial Senate Debate Committee and recently appointed FCA. I am truly honored that Chancellor White Tiger has recommended me to succeed her as Chancellor of the Imperial Senate. CHS White Tiger has done an amazing job in her six months in office, and I am truly ennobled and touched by her confidence in me! I was surprised and exalted by CHS White Tiger's news to me. I understand her wish to keep her resignation under wraps and secret to maintain order and prevent an uproar in the Senate, and possibly the EH. She is a great leader in the truest sense of the word!

I am a 3rd year pre-med student at the University of Texas at Austin. How does this affect the application? Well, at first glance it doesn't. This does show you that I am a dedicated and hard worker for choosing this life altering career. My enemies are laziness and apathy. I've also worked at the Applied Research Laboratories since I graduated from high school a few years ago. I work as a Quality Assurance Engineer for Army software, specifically US Army Fire Support (kind of like back up gunnery). It's a great job. It allows me to use my brain! It's my job to find both technical and usability problems with software and communications. :)

I am a member of the Imperial Senate. Upon joining the Senate, I joined the Debate Committee, the largest of all the committees in the Senate. I was so excited! I love debating! I was a State-ranked debater in high school but haven't had time to do much debating in college. So I was absolutely ecstatic about Debating in the Debate Committee. The only problem was that the committee was literally dead. It was inactive beyond belief! Nothing happened in the committee, ever!

After awhile, CHS White Tiger dismissed the AWOL and completely inactive Chairman for the Debate Committee and appointed me as the new Chairman. I was pumped up and ready to get things moving! The first week I was Chairman, activity in the committee went from 0% to about 75%. I set up many new policies that have helped the committee thrive, even through today as I am still the Debate Committee Chairman. The Debate Committee is by far the most active committee in the Senate!

I believe that I have done an excellent job as Chairman. I have revived a dead committee. I have never once missed a weekly report to CHS on the activities occurring the Debate Committee. I also believe that I have earned the respect of my fellow Senators as a leader. I am firmly and absolutely devoted to the Imperial Senate.

Some of my methods were a bit extreme on raising activity... for example, I first emailed every single person in the committee with a separate and unique email letting them know what I knew about them and what more I wanted to know. I had to write individual emails because the information I had on each person was different from the rest. Needless to say, I received a HUGE response. Nearly everyone replied and was excited about a new Chairman who cared about getting the job done.

There are many important things I'd like to accomplish as Chancellor of the Senate:

1. I want to set up a point system similar to one I devised for the Debate Committee. This has significantly helped maintain the committee's high activity level. This point system awards Senators who remain active, and it has worked very well.
2. Though I wouldn't consider the Senate as a whole to be inactive, I would say that activity has been low in the Senate for a few months. I believe that the Senate HC could easily help solve this problem :) I would propose that the Senate HC play a slightly more active and public role within the Senate. Most of the Senators in the Senate don't know the High Councilors or what they do. I want that to change by having the High Councilors' weekly reports to the CHS be sent to the Senate (or at least have it posted on the internet).
3. The Imperial Senate website has been in the designing phases for quite awhile now. As CHS, I will try to accelerate the process and have the new site up quicker. The SG Site can make or break a SG, and I want to make sure that our site won't break the Imperial Senate!
4. The Imperial Senate University has been in the making for awhile now as well. I have a Debate Course written for the Senate, but the University as a whole is still incomplete. It is my intention to see the completion of the Imperial Senate University ASAP!
5. The Senate Manual has been under going some changes over the last few months. I want to make sure that the updated manual is more flexible for change in the future so that a rewrite is not necessary.
6. For the last few months, a large majority of the activities that went on within a committee was set up and run within that same committee. I would like to see the development of more Senate-wide competitions. This should help bring the activity level up in committees that don't have a high activity level.

I thank you very much Grand Admiral Ronin and Sector Admiral Compton for taking the time to read through my application. I appreciate your time and consideration greatly! :)

FCA/Chairman Valek Maulore
(Alzoc III)/Debate {ICS:NEO}
[ESHU: Cerberus][LXY: Magnus Deus Mortis]
[Office][BSS/BR][CoDx2][CoKx5][CoC]{IWATS-M-M/2}

As Recommended By: [Tactical Officer \(HA Kawolski\)](#)



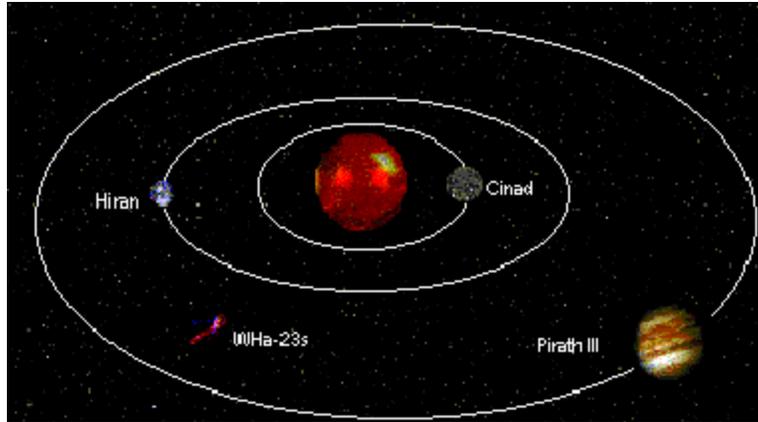
...Emperor's Hammer Order of the Renegade (OoR) Medal...
(Please see the [Operations Manual](#) for medal descriptions)

[CA:TAC/AD Striker/CA-3/SSSD Sovereign](#)

<SALUTE>

Admiral Striker has diligently worked on Project Phoenix longer than I have been Tactical Officer, which in two months will mark my own anniversary as EH Tactical Officer, so I imagine it has been for a year's time. He has been a dedicated member and even now continues to work on making other corrections that were acknowledged on the bug pages. After the successful completion of the project with extraordinary results, I would like to formally recommend Admiral Striker with the Order of the Renegade. :) (He's currently already a GOE recipient)

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



...The Pirath System...

The Hier System was the isolated base of the Smugglers' Guild of the Emperor's Hammer. Now after it's merger with the Bounty Hunter's Guild, the Heir System still is home to many smuggling operations, and still has many of the remnants of the old organization. Here, traders and merchants from all across the Outer Rim visit to conduct business and indulge in the extravagances of the planet Dar and the PLT Sern...

<u>System Statistics</u>				
Planet Name	Cinad	Hiran	Lien (moon)	Pirath III
Function	Mining	Trading	Sanctuary Moon	Gas Mining
Type	Terrestrial	Terrestrial	Class M Moon	Gas Giant
Radius	10,000 km	7,300 km	2,500 km	19,900 km
Distance from Star	0.2 AUs	0.9 AUs	0.9 AUs	4 AUs
Axial Tilt	14°	0° (Vertical)	0.5°	14°
Seasonal Changes	N/A	Extreme	Little	Mild, Heavy storms
Orbit	Elliptical	Elliptical	Satellite	Elliptical
Planetary Weather	None	Extreme	Subtropical	Mild (occasional storms)
Temperature	Inferno (300° to 550° C)	Warm (-60°- 40°C)	Warm (28°- 39°C)	Moderate (5°- 10°C)
Atmosphere	None	Type I (Breathable)	Type I (Breathable)	Type III (Unbreathable)
Hydrosphere	None	Wet (81% Free Water)	Very Wet (94% Free Water)	Dense (99% Gas)
Gravity	Standard (1.09 standard)	Standard (0.8 Standard)	Standard (1.1 Standard)	Heavy (3.5 standard)

Length of Day	9 Standard Hours	22 Standard hours	22 Standard hours	89 Standard Hours
Length of Year	198 Local Days	312 Local Days	312 Local Days	679 Local Days
Terrain	Cratered	Archipelago/Rain forest	Rain forest	None
Moons	None	Lien	None	None
Sapient Species	None	Hirani (Humans)	Exiled Dark Jedi	None
Starport	Standard Class	Galactic Class	None known.	Standard Class
Population	500 Miners	50,000,000	156	50,000
Government	None	Democratic Parliament	Leadership	Imperial Governor
Tech Level	Hyperspace/Imperial	Hyperspace/Imperial	Hyperspace	Hyperspace
Major Exports	Precious Ores	Wood, Plant Products	None	Tibanna gas.
Major Imports	necessities	Luxuries, Technology	None	Food, luxuries

System Facilities

- Kratum Galactic Starport (Kratum City/Hiran)
- Stellar Anomaly Wha-23s (Stable Wormhole)
- Cathedral of Darkness (Lien)
- Tibanna Gas Collection Complex- "Shelob" (Under Construction- Pirath III)
- Dirigar Ore Inc. Mining Outpost (Cinad)
- PLT/4 Kraken (Hiran Orbit)
- PLT/3 Paradise (Cinad Orbit)
- Bounty Hunter`s Guild Outpost (Hiran)
- Credit Overload Casino (Hiran)

Located only 180 light-years core-ward of the Minos Cluster, Pirath is an archetype Outer Rim system. The star has only recently entered its red dwarf phase, creating spectacular sunsets for those who can see it from an atmospheric body. Pirath has a rather small complement of three planets all orbiting in an elliptical fashion. The only habitable bodies in the system are the oceanic planet Hiran and its singular forest-moon of Lien.



Hiran

While Lien has only developed herbivore mammals and reptilian predators, Hiran is inhabited by a race of humans no different from a Corellian or Alderaanian. Discovered by an exploration vessel just before the Clone Wars, the friendly Hirani welcomed the immigrants from across the galaxy. The industrial race who lived on the archipelagos of large islands that were the only land-masses on the planet readily adapted to Republic technology, and the capital of Kratum City became a bustling port that completely covered the world's largest island. The Republic maintained a garrison and small fleet during the Clone Wars, although all recruits and officers were Hirani. The planet escaped any of the wrath of the wars, and subsequently welcomed Imperial rule. The people are very business-like in their attitude and daily affairs, and wisely chose not to resist the Empire. Their lack of quarrels with the Empire meant that they escaped the horrors many other resistant worlds suffered and developed a tense friendship with the Imperials stationed in their system.

The small Imperial fleet in the Pirath system was called away to Endor late in the Civil War, and was completely destroyed by the Rebel Alliance. The Hirani did not particularly miss the Empire, and still kept the Old Republic ships which they had salvaged from the time before the Emperor. The New Republic donated a Platform to the Hirani and three squadrons of fighters. The Hirani, keeping business in mind, decided it was profitable not to swear allegiance to either the Empire or New Republic, although most strongly favor the Republic. Allegiance though, was forced upon them. The Emperor's Hammer sent a small fleet of Imperial warships to invade the Pirath system. Although fairly well-armed, the inexperienced PDF could not hold back the invaders. Early strikes destroyed the PDF Dreadnaught Resistance and forced the Hirani back to their home world. Amazingly, the Empire decreed that the Hirani Parliament could still govern the system, the only link to the Empire being emplacement of an Imperial Moff and Planetary Governors, standard Imperial taxation and two Imperial garrisons stationed in Kratum City. To prevent an uprising, the Emperor's Hammer left the Smuggler's Guild on PLT Kraken, and constructed an Outpost for the Bounty Hunters on Hiran. Allowing the loyal, native PDF to defend the system against the New Republic and pirates will save valuable resources for the Empire, and the Hirani have now found trading runs into once forbidden Emperor's Hammer space (i.e. Aurora) extremely profitable, increasing their contentment with Imperial rule. This silk-glove approach rather than the old Empire's iron fist shows that to gain support, the Imperials will have to change their attitude. The success of these policies in the Pirath system has proved a benchmark for future conquests. The Hirani Parliament recently allowed a Corporate Division mining corporation to set up an outpost on Cinad, an ore-rich planet, and construction on a Tibanna gas mine in the clouds of the gas-giant Pirath III is nearly complete. But the Pirath system's most interesting aspect is not its business-like people, or its rare Tibanna-rich clouds, but the strange stellar anomaly between the orbits of Hiran and Pirath III, an anomaly which may hold strategic importance for the Empire...



Cinad

Cinad is the second-largest planet in the Pirath system, and is the closest to the sun. It holds no atmosphere, and its surface is similar to a Class A moon. Cinad is the youngest of the three planets, being formed from the asteroid belt approximately 3.1 billion years ago. The ore-rich asteroids provide a wealth of minerals deep within Cinad's surface. The heat from the sun has acted as a natural refinery for the ores, cutting down the cost of production after mining. Most of the ore can be found in a liquid state in vast caverns deep below the planet's surface, with groups of minerals are usually isolated in large quantities.

With the Emperor's Hammer recent take-over of the Pirath System, the Hirani have allowed a small mining company, Dirigar Ore Inc. to set up a mining outpost on Cinad. Three groups have made money from the outpost - the Hirani from receiving Imperial mining contract dividends to allow the company to mine in-system, Dirigar from the massive amounts of valuable ores mined, and the EH Smuggler's Guild Platform Paradise, which provides accommodations for the 500 miners who work on Cinad at a price, the planet itself being too hot for to remain for long periods of time. The venture thus far been extremely profitable for all parties involved. Dirigar Ore Inc. Has also maximized their profits through the extremely efficient use of mining and processing droids in their ore lines.

In orbit around Cinad is the PLT Paradise. Owned and protected by the EH Smugglers` Guild, Paradise holds a casino rivaling those on Hiran. The PLT offers ample trading opportunities and welcomes characters from all walks of life. The "No questions asked" policy on-station has made Paradise a haven for criminals, mercenaries, bounty hunters and, of course, smugglers.

During the summer months, Hiran is an oceanic world, the only land-mass being archipelagoes of massive island chains. The world's largest island, Kratum, holds the planetary capital. The 400 square-kilometer island is completely covered by Kratum City, a bustling starport on the equator of the world. However, due to its extreme elliptical orbit, Hiran becomes a frigid wasteland during its winter months. The vast oceans become mostly frozen, requiring transport companies and agencies to convert from large ocean going convoys to smaller, faster "Icesail Barges". These 300 to 500 meter Icesail barges carry the latest environmental, navigation and communication equipment and are equipped for the worst icestorms Hiran offers. These icestorms often rage for days across the wide open topography of the planet, with no significant mountain ranges or continents, these storms can be deadly to the unprotected.

The inhabitants are a short, stocky breed of humans (Old Republic colonists) who will do nearly anything to make a credit. Although the standard of living on Hiran is one of the highest in the Outer Rim Territories, its prices are equally as extravagant. It is rumored that the docking fee for

Kratum Galactic Starport (The largest in the sector) for one night would feed a Tatooine family of four for a month. However, the steep prices do not scare away traders, though, as the variety of exports provides a wide opportunity for profit. Smugglers often deal with the Hirani, but they prefer the PLT Paradise to Hiran's exorbitant prices.

Kratum City also holds the headquarters of the Pirath Defense Force (PDF) and the spectacular Parliament House. In the space above Hiran is the PLT Kraken, the PDF Operations Center and in the interests of money making, The Majesty StarHotel. The Hammer's Fist, the ground forces contingent of the Emperor's Hammer Strike Fleet, has two permanent garrisons stationed in Kratum City. The garrison consists primarily of stormtroopers, with the hustle and bustle of the City being too awkward for AT-ATs so only several AT-STs are stationed in the major population centers. The aquatroopers and snowtroopers garrisoned in Kratum City also find variations between the surrounding oceans and iceseas to be perfect for low-cost training facilities. However, there are also several detachments of Scout Troopers stationed planetside outfitted with their speeder bikes, they more than make up for the lack of larger AT-ATs and AT-STs.

The PLT Paradise is generally condemned by the native Hirani, as it has drawn away many traders, smugglers and tourists. The Hirani would destroy the Platform if it were not owned by the Smuggler's Guild and manned by elements of the Imperial garrison. Protection for the Paradise is provided by rotated squadrons of Imperial Starfighters of the Emperor's Hammer and a company of stormtroopers. Soon after its arrival in-system, the Emperor's Hammer forces destroyed and scuttled the remaining Hirani PDF R-41s, T-Wings, Z-95 Headhunters and Y-Wings, allowing only a modest number of atmospheric fighters and planet-based defense units.

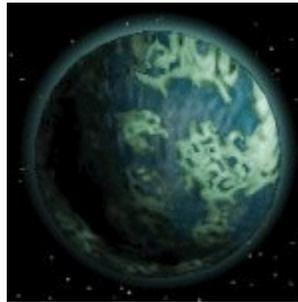
The Paradise is sometimes frequented by three notable craft: The YT-1300 Corellian Queen, Muurian Transport Guild's Glory and the Modified Corvette Last Nova. These craft are used only for private smuggling, with the Corellian Corvette frequents the Core systems while the other two craft make shorter runs. Occasionally, an Imperial Star Destroyer may frequent the Platform, but the Smuggler's Guild has recently requested a permanent ISD to be stationed there and awaits a response from Fleet Command.

Apart from the Hirani, and despite the unusual extremes in climate, there is plenty of life. In the few short weeks of "spring", the planet literally explodes with life almost overnight. Stunted jungle-like vegetation covers any exposed land masses within days. Life in the oceans likewise goes into overtime. During the winter, most aquatic life dives to the great depths of the planetary oceans to escape the extremely cold surface temperatures and freezing oceanic ice caps. These varied and unusually adapted creatures quickly rise to shallow depths to spend the few summer months gorging and feasting on the abundant life widely available.

In the jungles, on the islands, many predators prey on peaceful Pouds, small, quick bipedal herbivores. In the air, giant Aithers swarm in groups. Their size (~10 to 20 meters wingspan) poses a threat to small vessels, and for this reason a sonic agitator has been set up on Kratum to scare away the Aithers. A large variety of fish are present in the oceans, and the equatorial Hirani reefs, which have shown a remarkable resistance to the temperature extremes, are some of the most spectacular in known space. The most deadly creature in the oceans is the Giant Kraken, a massive squid over 150 feet long with deadly, poisoned tentacles capable of easily disabling its intended prey. In early Hirani history, many fishing vessels were destroyed by the Kraken. These giant predators were hunted to the verge of extinction by the Hirani during their Industrial period, and sightings of this monster are now few and far in-between.

The Credit Overload Casino attracts many wealthy gamblers to Hiran, with the casino complex and hotel covering an entire island on one of the more remote, tranquil equatorial archipelagos.

The Credit Overload boasts every type of gambling in known space, and the owner has promised to put a blaster to his head if he's missed out just one. Overload seeks to be on par with the great casinos of Rodia, where the best in the galaxy reside, and Overload is apparently even more unfair, with more than one man losing all his money at the tables, although this doesn't scare away potential gamblers. What does the owner have to say about these claims? "There's only one winner at the Overload - the bank!"



Lien

Perhaps one of the more mysterious places in the galaxy, Lien is revealed in ancient Hirani religion. Due to its almost perfectly circular orbit of Hiran, Lien has the advantage of receiving great amounts of reflected light/heat energy from its host planet during the cold winter months. This allows Lien to remain relatively humid and warm year-round and support a wide variety of life. Although the most exciting events in Lien's history took place over 8,000 years ago during the early days of the Old Republic and the Sith, the Hirani still hold the moon as a very evil influence in their religion.

The "Scrolls of Licarna" (A Hirani prophet living about 8,000 years ago) speak of the "Sorcerers of Darkness" who "Came from the sky to fall upon the forest-globe". The Scrolls (written by Licarna throughout his life) go on to describe how the Sorcerers occasionally came to Hiran, taking back with them the strongest and most intelligent people that the planet had to offer. The Sorcerers apparently wielded "Blades of Light" and one of them, known as Xuin Carat, could "project the wrath of the gods from his fingertips". Licarna explained that the Sorcerers represented all that was evil within the universe, and to resist them was to resist the darkness within one's soul. The Sorcerers' often violent visits to Hiran ended only a half-century after they had begun. However, these legends live today in the Hirani mythos and such stories are often told to children by their parents to make them behave.

Imperial Geologic Surveys of Lien show only one artificial structure on the planet - a large marble "Cathedral" as the original Old Republic surveyors described it. Old Republic Historians quickly dispelled the myth of the Sorcerers- 8,000 years ago, during the early days of space travel, a group of Dark Jedi led by the exiled Sith Lord Xuin Carat, attempted a takeover of Coruscant. The Dark Jedi coup was quickly defeated and the participants exiled to a distant star - Pirath. The Dark Jedi transport ship crashed on Lien, and that was the last heard from them. It is now plainly obvious that the ruins of the Cathedral of Darkness present on the moon. were housing and religious centers for the people living there, and rather magnificent at that. Although Xuin and his followers died thousands of years ago, the ruins of his cathedral remain proudly and ominously standing, a testament to their dark powers. This apparently explains the kidnappings of the Hirani and their legends. Imperial archaeologists estimate that approximately 150 Dark Jedi once lived in the Cathedral, an unbelievably thin spire measuring a half of a kilometer in height, with a strongly gothic influence. The building is constructed almost entirely of Gelinen Marble - a glassy, obsidian-like rock which, according to ancient Sith legend, attracts and

absorbs the Dark Side of the Force. Gelinean Marble is thought to be the material used in the construction of the Temple of the Blueleaf Cluster and the Temple of the Dark Lord of the Sith on Endor amongst the Massassi Ruins on Yavin 4. It is rumored that the Fleet Commander is personally interested in studying these ancient ruins.



Pirath III

The only aspect of Pirath III which differentiates it from any other gas-giant in the galaxy is the fact that its atmosphere contains the rare Tibanna gas - vital in the efficient operation of modern high-powered blasters, lasers, ion cannons, superlasers and turbolasers.

Just after the Battle of Endor in the galaxy-wide scramble to find more sources for the rare Tibanna gas, SoroSuub Corporation, the once exclusively Imperial weapons manufacturer, laid down plans to build a city in the clouds of Pirath III, very much like the Tibanna Collection center on Bespin. Construction began on the unofficially dubbed "Shelob Complex" only a year after the Battle of Endor, and now the Complex is almost complete apart from a few technical glitches in the computer core. Already, a population of approximately 50,000 have moved to their new quarters in the Complex, with another 100,000 to 200,000 yet to arrive. Currently, SoroSuub has said that it will no longer only sell blasters to Imperials, but like BlasTech Industries, sell to anyone with enough credits, although this is expected to change with the anticipated arrival of an Imperial Star Destroyer to be permanently stationed there.

Apart from the Shelob Complex, there is nothing significant about Pirath III.

The most interesting aspect of the Pirath system and the single object that makes it strategically important is WHa-23s.

As Emailed From: [Former Grand Master of the Dark Jedi Brotherhood \(FA Thedek\)](#)



[The Dark Brotherhood of Jedi](#)

eh strategists ehs
combat operations officer coo
lord ambassador la
special operations director sod
morale officer mor



Good little Imperials...

by SA Compton

I only have one thing to say to you folks right now -

CHS (ret.) White Tiger and I recently went to the Comic Con International in San Diego, CA. We attended a lecture by one of the toy designers at Hasbro. They let it slip that there should be large shipments of NEW Star Wars toys hitting the shelves on August 6th in the US.

You have been so advised.

CMDR-XO/SA Compton/Pi 1-1/Wing VIII/ISD Col, EXCR (ret.), (MoH)(IC)(GoE)(PC)(GS-2)(SS)(BS-3)(ISM-3)(IS-2)(LoC-BS)(OV-4E)(MoI-dc)(MoT-3rh-gh)(MoC-PoC-6GoC-2SoC-2BoC), DA (Sith), (IWATS-IIC-SM2)

the dark brotherhood

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

As Emailed From: [Grand Master of the Dark Jedi Brotherhood \(FA Zoraan\)](#)

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

July 16, 2000 - 1129 Members as of Today!

**** ADDRESS FROM THE IRON THRONE [From Grand Master Zoraan] ****

Dark Jedi Brethren . . . Your newest Grand Master bids you greetings. This being my first address to the whole of the Brotherhood since ascending the Iron Throne, it will be quite unlike your routine Holocron announcement . . .

**** HEADMASTER UPDATE #1 (July 08, 2000) [From Headmaster Shups]****

SA Graduates 06.29.00 thru 07.06.00
GRD Dragon (Sith)/House Caliburnus of Clan Scholae Palatinae

1. The new Shadow Academy:

The site URL is here: <http://206.162.186.5/shadowacademy/>

2. If you have graduated the SA and do not have the SA Core Training on your dossier, email me and I will take care of it. Be sure to include the date you graduated. ALL requests for this have been taken care of so far!!!

3. My Praetor Zsinj should be back any day now.

4. If anyone is interested in designing a JK level for the SA please let me know, shups@bellatlantic.net

**** HEADMASTER UPDATE #2 (July 15, 2000) [From Headmaster Shups]****

a.. Graduates of the Academy will now be at the rank of ACO. This will now mean that Summit leaders have more opportunities to promote their members.

b.. Don't have the SA CORE on your dossier? Let HM Shups know!

c.. JK levels: I know some have been done in the DB right?? Send em in and see if yours becomes useful to the SA!

**** HERALD UPDATE #1 (July 08, 2000) [From Dark Adept Kaine Mandaala]****

The Office of the Herald is currently offline due to some server complications. When it becomes available, the HRLD web site will include several options previously unavailable such as a listing of members who hold GoA's and a sample 'basic' GoA showing what a member would receive by providing the minimum information.

Another feature will be the web-based form for requesting a GoA. This form will have mandatory fields for the minimum requirements necessary for receiving the GoA. Most members omit the essential information needed to create the GoA, thus making the process time crawl. This form will not allow members to continue until providing such information, thus increasing production substantially.

**** HERALD UPDATE #2 (July 15, 2000) [From Dark Adept Kaine Mandaala]****

1. Revisions in the DSC need to be approved before any GoA's can be completed.

2. The Office of the HRLD has been assigned with the task of web site tracking and rating, much like the EH's IO. House/Clan leaders should look for a form to fill out and return within the week.

**** CHANCELLOR UPDATE #1 (July 08, 2000) [From Dark Adept Howlader] ****

Well, I'm back. Back to the land of Three Seasons, Construction, Mosquitoes, and Blizzards. Back to Winnipeg. So whats doing in the Chancellor's Office? Well, I'm getting settled. I've dealt with all the pending medals...and, now, I'm starting up my own little "help each House get a nice points system in place" This will hopefully prevent confusion in awarding things.

If you notice I'm not around for a while, it is probably because the Videon (my cable company) technicians came to my house to install my Cable Modem...and broke something. Hopefully, this will not occur.

Medal: Dark Cross

Name of Awardee: Guardian Magnus Tarkower
House/Clan of Awardee: House Marka Ragnos of Clan Naga Sadow
Reason: Graphics Work on the Nightdeath Battle-Team Webpage
Name of Awardee: Krath Priest Rage
House/Clan of Awardee: House Marka Ragnos of Clan Naga Sadow

Medal: Crossed Swords Addon to the Dark Cross

Name of Awardee: Krath Arch Priest Mairin Astoris
House/Clan of Awardee: House Aleema of Clan Satal Keto
Reason: Clan Satal Keto member with most posting on the Darkfall Run-On
Awardee: Sith Battlemaster Armus
House/Clan of Awardee: Clan Satal Keto

Medal: Star of Anger to the Steel Cross

Name of Awardee: Obelisk Battlemaster Rizlib
House/Clan of Awardee: House Kirlita of Clan Satal Keto
Reason: Service to the Commander of the Guard as Magistrate
Awardee: Obelisk Battlelord Kelric

Medal: Knights Cross Addon to the Dark Cross

Name of Awardee: Obelisk Warrior Raistlin
House/Clan of Awardee: House Dinaari of Clan Taldryan
Reason: Compiling a Grand Master's Royal Guard History
Awardee: Obelisk Battlelord Kelric

Medal: Steel Cross

Name of Awardee: Krath Priest Mejas Doto
House/Clan of Awardee: House Ektrosis of Clan Taldryan
Reason: Aid to the Head Master as Magistrate
Awardee: Dark Side Adept Shups

Medal: Steel Cross

Name of Awardee: Jedi Hunter Saint
House/Clan of Awardee: House Dorimad Sol of Clan Scholae Palatinae
Reason: Aid to the Head Master as Magistrate
Awardee: Dark Side Adept Shups

Medal: Knights Cross Addon to the Dark Cross

Name of Awardee: Jedi Hunter Kessler
Name of House/Clan: House Tridens of Clan Tarentum
Reason: Prowess in combat on behalf of Tridens and Tarentum
Awardee: Sith Warlord Zoraan
House/Clan of Awardee: Clan Tarentum

Medal: Dark Cross

Name of Awardee: Guardian Mini Minkus
Name of House/Clan: House Tridens of Clan Tarentum
Reason: Prowess in combat on behalf of Tridens and Tarentum
Awardee: Sith Warlord Zoraan
House/Clan of Awardee: Clan Tarentum

Medal: Star of Immortality Addon to the Steel Cross

Name of Awardee: Krath Arch Priest Trevarus Caerick

Name of House/Clan: Clan Naga Sadow
Reason: Aid to the Krath High Priest as Magistrate
Awardee: Krath Pontifex Arania

Medal: Star of Anger Addon to the Steel Cross

Name of Awardee: Krath Arch Priest Mairin
Name of House/Clan: House Aleema of Clan Satal Keto
Reason: Prolonged and dedicated service, above and beyond the call of duty,
to House Aleema
Awardee: Krath Priest Malachdrim
House/Clan of Awardee: House Aleema of Clan Satal Keto

**** CHANCELLOR UPDATE #2 (July 15, 2000) [From Dark Adept Howlader] ****

With the resignation of Deputy Grand Master Astatine, and the retirement of Grand Master Thedek, the Brotherhood has grinded to a halt. Hopefully, with the elevation of a new Grand Master, these problems shall just disappear. One can only hope...

Now, with the weekly awards:

Weekly Medal Awardings

Name: Jedi Hunter Ghost
House/Clan: House Acclivis Draco of Clan Scholae Palatinae
Reason: Contribution to the Ebon Cloak Phyle Motto Competition
Award: Knights Cross Addon to the Dark Cross
Awarded by: Krath Priest Karva

That's it folks.

**** SSD AVENGER & SITH UPDATE [From Sith Warlord Firefox]****

1. The official end of the submission time for the XWA mission is tonight (Sat, July 15) at midnight. Send your pilot file to me (magius@quebectel.com) and my Praetor (tiger0101@rocketmail.com).
2. It appears that some people were very eager to get their rewards immediately. However, since some cheating allegations were made, I cannot rightfully award medals until everything has been cleared. I don't expect this to take very long.
3. I have noticed on the message board that some people have started talking about a Sith GMRG. Since I have something like that sitting in my desk, I strongly recommend that you send me your thoughts on the subject. I'd rather make something that everyone will enjoy.
4. The XWA mission concludes the first Sith part of Operation Darkfall. More events will be available later.

**** KRATH UPDATE #1 (July 08, 2000) [From Krath Pontifex Arania] ****

- 1) Work on the Krath Academy has started. There will be courses on how to write stories and poetry etc... stay tuned for more info.
- 2) Remember Operation Darkfall - I got some submissions already, but I want to see many more.

the hammer's fist

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

The Hammer's Fist did not submit anything for NL 67.

infiltrator wing

This Section of the Newsletter is dedicated to the Infiltrator Wing of the EH; a Wing of former Rebel Pilots that have returned to the Empire.

As Emailed From: [Infiltrator Wing Commander \(FA Darkov\)](#)

Competition:

The IW Campaign, Tour 2 has finished. Commanders are advised to send in the reports of their pilots by Monday at the latest. Any pilot that is on leave may complete and send it in upon their return. Please send them to the IWCOM, (iwcom@infiltratorwing.org), and the IWXO, (lbmaverick@aol.com). Tour 3 should be released within the week.

Website:

Admiral Zsinj has kindly offered to upgrade the online roster, which he created in the first place. It will hopefully be more versatile and be able to cope with any future expansions we have. The new website should be online with the following week, minus the roster database.

Elite Guard (IWEG):

Webpage construction is under way, as soon as it is in a legible state, the url will be made public. If you are interested in joining the IWEG, the multiplayer part of the IW, simply state it on your joining form.

Information:

IW website: <http://www.infiltratorwing.org/>
Recruitment page: <http://join.infiltratorwing.org/>
Pilots Manual: <http://www.infiltratorwing.org/pilots.html>
Message Board: <http://www.xwing.nu/jedit/forums/>

Fleet Admiral Darkov
Infiltrator Wing Commander

corporate division

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

As Emailed From: [President of the Corporate Division \(RA Coursca\)](#)

:: From the desk of ... PREX/Rear Admiral Trazenbach Tal'kail Coursca ::

Corporate Division Report #16

</RA Coursca steps to the podium to make his Weekly Keynote Speech>

Greetings all,

It's been a highly eventful week for the Corporate Division. We now have a First Secretary, and a First Chairman is about to be selected and will hopefully be appointed by Saturday or Sunday. The CD Roster has risen to 73 members, quickly recovering from the PLT Revenge AWOL check. Corporations are growing in size again...and thankfully, Corporations are also getting much more publicity. I ask of everyone to plug your Corporations...anytime, anywhere, anyhow...to get yourself contracts. Nowadays, contracts mean credits for Corporations, and that means giving YOUR Corporation superiority over another...and that will also eventually mean awards, promotions, and the occasional minor freighter being awarded. There are also those shiny citations floating around out there. The opening of the Independent Trader's League has also been made official today...but the main focus of this report is the first-ever...REAL...Corporate Division Database...! It can be viewed at <http://eh.crodo.com/cdroster/> ... and if you need your login password, please E-Mail me ASAP. I have ALL the Passwords and I can give it to you at whim. PLEASE include your ID Line since that is how I organized the passwords. Also, I'd like to formally announce the promotion of my Ajundant, Captain-Supervisor Mooks, to the rank of Commissar. Congratulations, Mooks...open Mooks hunting-season will be kicked off by VPX Minkus in celebration of his promotion. There are also two awards I'd like to make. They are to A:PREX/COM Mooks and VPT/CG Alex Foley. I hereby award both of you the PREX's Decoration in return for your long lasting contributions to the Corporate Division and in getting the first ever CD Database online and active. You've both earned that. Take an example from these two hard workers, and you, too, may get to their stature...:) In Corporate news...there is a Slicing Academy in it's gaining-needed-support phase. If ANYONE knows how to slice [if you have to ask, don't even bother...!], please contact me...! This is a profession in the Emperor's Hammer that CANNOT be left to die. Slicing IS the future of the Corporate Division, and thus, will be the cause of future success in the Corporate Division. When one Corporation succeeds, you all do. When one Corporation gets press, all the others get press just because they're seen the CD website or seen the ads or have been referred by other CEOs for other services...THIS is the Corporate Division of the future, ladies and gentlemen...slicing, mutual services, Independent Traders, and competition...all the key factors in making the CD great. My question, to you all, of course is...Are you ready? You all have to be supportive and proud of each other...something I've very happily seen in these past few days. And upon that note, I leave you with the Direx Board reports. Just an added note, those Direx Board members, be you an acting-Vice Prex or a Vice Prex...those who I didn't get reports from will be spoken to...rest assured I will not tolerate late reports. The due date is officially 7:30 PM Imperial [Eastern] Standard Time...if you cannot handle making a simple report weekly, I can and will replace you. If you had a reason for not sending a report in, please tell me...but next time give me 24 hours notice...NOW onto reports...

==+Executive Vice Prex Rear Admiral Minkus+==

~From the Desk of the Exevcutive Vice-Prex~

The Roster has stayed very stable this week, with a few resignations, and a few new members, meaning it has gone upto 73. However a word on the roster, I can't do any updates if I am not informed of the changes, it's no use complaining that the roster hasn't been updated, if I was never told. And when you do give me roster updates, make sure you do it via e-mail, I have a tendency to forget things from IRC :)

Also, next week I shall be going on leave. I have discussed this with PREX Coursca, and I will NOT be looking for an Adjutant to supervise my duties during this time, so any applications will be sent straight to the CD Golf Course :)

*VPX/RA Mini Minkus/VSD Warhammer/CD
CDMx2*

==+Vice Prex of Training Commissar General Alex Foley+==

Well. Average week in the life of a VPT. 8 cadets remain in the academy. My 2 week strategy worked :) The tenth graduate under me came this week. That's about it from moi. Have another good week, CD! And remember your VPT :)

Commissar General Alex Foley

~~~~~

*VPT/CG Alex Foley/VSD Warhammer/CD  
FM-IOA/LT Alex Foley/Crusader 2-4/Wing XIII/ISD Grey Wolf  
ACO Alex Foley (Sith)/Caliburnus of Scholae Palatinae  
PC/ISM/LoCx4/SoA/CDM [GREN] {IWATS-IIC/1-M/1/2-RT-SM/2-XTM-XTT}*

**==+First Secretary of the Independent Trader's League Commissar Voranyen+==**

Well, this being my first week on the job, there isn't much to report.

We're currently at a record high of 1 trader, that being myself, but the ITL just opened, so don't despair! I'll be contacting the Unassigned Pool as well as recruiting from outside the CD to fill our ranks, and I also expect a few corporate workers to transfer over.

For those who don't know the specifics of being a trader, the main point is that you can do anything you want rather than being restricted to a specific field the way a corporation is. Also, each trader receives their own Bulk Freighter (FRT) which can be upgraded the way corporate ships can be.

An ITL webpage is going to be made soon- if anyone would like the contract, please contact myself and Coursca. This will also involve a catalogue/database of traders and skills. Being a Direx Board site, expect it to pay pretty well.

I've chosen to name the ITL's frigate the Razormaid. Yay.

-V

*SECR/COM Voranyen/FRG Razormaid/ITL*

Thank you to all Direx Board members who submitted reports...they're much appreciated and I will be happy to work with all of you closely in the weeks to come. As for final notes...I am proud to say that I can now brag about my SubGroup...and why, is it, you ask that I may brag about my SubGroup? Simple. You people are some of the best the Emperor's Hammer has to offer...and you are all in the same SubGroup, serving the Emperor's Hammer in whatever ways you know possible, in the best ways possible, and with your full effort and heart put into it. This, my friends, makes a SubGroup great. I'd like to thank everyone for their hard work and patience with the Direx Board and especially myself in this uneasy time of transition. As for a final note, the EHUES is now the leading Corporation...:) If you don't make a report each week, CEOs, you don't get credits. Thus depriving you of your properly earned credits...and as a friendly reminder...Credits are NOT used to buy medals, rank, or ships. Credits ARE allowed to be used for bragging rights...:)

Until next week...from the VSD Hostile Takeover... <===witty message

*Respectfully submitted,  
PREX/RA Tra Tal'kail Coursca/VSD Warhammer/CD  
SoA/CDMx2*

# the bounty hunters guild

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

The BHG did not submit anything for NL 67.

## intelligence division

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

*As Emailed From: [Supreme Director of the Ubiqtorate \(VA Stalker\)](#)*



[Intelligence Division \(ID\)](#)

### **SDIR Returns:**

SDIR/VA Stalker5 has returned from his leave and has now caught up with the vast amount of work he missed while away, RA Syn Kaek done a superb job of maintaining the division over the last week (see later in report). The entire Intelligence Division owes him a debt of gratitude for keeping things running smoothly.

### **UTA Zsinj Retires:**

Due to the lack of assignments for UTA/LC Zsinj to do in the intelligence division at the moment, he has decided to retire from the organization. Please do NOT apply for this position, there is no need for 2 UTA's at the moment :)

### **BUDR/MAJ Mordann Promoted:**

The Bureau Director of Bureau of Operations (BOO) has for his outstanding work in the bureau, been promoted to the rank of Lieutenant Colonel (LC). Congratulations Mordann, and keep up the good work!

### **CNSDR/RA Syn Kaek awarded the VM-FB:**

For his general good work throughout the intelligence division, I have decided to award RA Syn Kaek one of the highest medals in intelligence, he is therefore awarded the Vartix Mini-Fire Blaster (VM-FB) which is the second highest medal available in intelligence and only a handful of people actually have one.

## **New Aliases:**

To further outside communication to intelligence, I have asked VA AbsoluteK to setup more forwarding addresses for the members of intelligence. The following aliases have been added for people outside tocontact intel members...

[anly@intel.ehnet.org](mailto:anly@intel.ehnet.org) (bureau director of the analysis bureau)  
[boo@intel.ehnet.org](mailto:boo@intel.ehnet.org) (bureau director of the bureau of [operations](#))  
[intorg@intel.ehnet.org](mailto:intorg@intel.ehnet.org) (bureau director of the internal organization)  
[uta1@intel.ehnet.org](mailto:uta1@intel.ehnet.org) (UTA/MAJ [Ziggy](#))  
[ata@intel.ehnet.org](mailto:ata@intel.ehnet.org) (the academy tasking assistant)

Thank you for your time, that is all!

## **Vice Admiral "Stalker5" Rothwell Supreme Director of the Ubiqtorate**

Intel Domain Report: 07.19.00  
*As Emailed From: [Supreme Director of the Ubiqtorate \(VA Stalker\)](#)*

COM of the DGN Lichtor V:

After much deliberation and glowing recommendations from around the fleet, I have appointed the former CMDR of Praetorian Squadron as the new Commodore of the DGN Lichtor V... that person is MAJ Weasel! MAJ Weasel is also promoted to the rank of Rear Admiral (RA) and is beginning work already, Congrats to him!

Ranks for Operatives:

Since the new system has been introduced... The ranks of standard agents has been somewhat cloudy. This will hopefully be revised in the Interrogation Manual update that is to be done by myself shortly. Also the acronym for a standard operative has changed and now stands at BAGT.

Prototype System:

In the next few weeks, I would hope to test a new system for the Intelligence Division to gather internal information to build up an investigation. I call this system 'Intelligence Liaison'... This would consist of a network of public members of Intelligence placed around the fleet. It will be made up of people who are NOT already a part of the Intelligence Division agent pool, and mainly not a part of the Intelligence Division. They will be fairly senior subgroup members, having the equivalent of Wing Commander and rank equivalent to Major. Eventually, each subgroup that allows will have one Intelligence Liaison, except in TIECorps where it will be one per battlegroup/task force (where needed). Their will also be auxiliaries assigned to different areas, such as psychoanalysis, command staff liaison, etc... I aim to prototype this system over a two week period (as soon as I get GA Ronin's approval) with AD Keiran Idanian as my first Intelligence Liason member. ALL Intelligence Liasion's will be posted on the public Intel roster and as such will not be operatives, but instead will pass along suspicions to the Ubiqtorate who will then arrange for the matter to be looked into by agents of the Intelligence Division. Hopefully this system will lead to more good honest people becoming informants for the Empire by just keeping watch on their own Squadron :)

Public Roster:

I will very shortly be posting the Intelligence Division's public roster, this will serve as a resource for all Emperors Hammer members who wish to contact members of Intelligence directly. If the Intelligence Liaison system launches fully, all members of this will be listed on this public roster.

Reminders:

I haven't seen much attendance at meetings lately, so I would like to remind everyone that the Intelligence Division meetings are 3PM EST, in **#DGN\_Lichtor\_V** on the Undernet

Thank you for your time, that is all

**Vice Admiral Samuel "Stalker5" Rothwell**  
**Supreme Director of the Ubiqtorate**

## **eh directorate**

The EH Directorate maintains and governs the various star systems in the EH Territories and scours the known Galaxy for new Star Systems.

The EH Directorate submitted the [new Systems Manual](#).

## **the fringe**

The role playing section of the Emperor's Hammer.

The Fringe did not submit anything for NL 67.

## **the imperial senate**

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

Greetings to all!

For those interested in joining or just getting information about the Imperial Senate, I will give a brief description of Senate functions, and then I will list some new activities planned in the near future.

The Imperial Senate is the only subgroup in the Emperor's Hammer that is a strictly non-gaming subgroup. We do not require members to own any games, rather we utilize the skills and talents that members naturally possess. The Imperial Senate is divided into six committees which specialize in specific activities. Members are welcome to join as many committees as they wish, though we encourage members to stay as active as possible. Listed are the current committee in the Imperial Senate:

- The Debate Committee debates about controversial topics involving Star Wars and the EH via the forums of eGroups, Message Boards, and IRC.

- The Design Committee designs buildings and bases for the Senate and other EH Subgroups, using text descriptions and graphics. The committee also creates, modifies, and designs ships, vehicles, and weapons using text and graphics.

- The Intelligence Committee has competitions for and involving general Star Wars trivia, and on other specific topics, such as EH History, Episode 1, etc. This committee also provides trivia for the weekly meetings.

- The Literature Committee writes stories, poems, and speeches on every facet of the Emperor's Hammer.

- The Tactical Committee makes tactical plans and strategies using the EH's military, the forces of the planets the Senators are from, and other SW ships. The committee also has competitions using various ships and strategies.

- The Technology Committee makes webpages and graphics covering Star Wars, the EH, the Imperial Senate, and any other topics falling under those categories. This committee also assists others in making their own webpages and graphics as needed.

Here are just some things to look forward to in the Imperial Senate in the near future:

- The new and updated Imperial Senate should be out soon. This new version will have simple corrections, some new sections, and a few slightly altered policies. The Inner Chapter of the Senate is commissioned with this task of updating the manual.

- As soon as the manual has been accepted by FC and XO, the Imperial Senate University will open with an initial core course that will test prospective and current members' knowledge on how the Imperial Senate functions. The core course is pretty much completed, though it needs to be cross referenced with the updated manual to insure there are no discrepancies.

- The Design and Technology Committees are currently in the design phase of creating a new Imperial Senate website. Final design ideas will be submitted shortly, and a new Senate design will be chosen. So the newly redesigned website should be up in the near future.

Those wanting to learn even more about the Imperial Senate can go to <http://www.impstar.net/senate/IS-html.htm>, and those who are interested in joining the Imperial Senate should visit <http://www.tiecorps.org/senate/join.asp>. Just remember... Emperor Palpatine started his rise to power in the Senate! :)

Respectfully submitted,

Chancellor Valek Maulore  
(Aurora Prime)/HC-1 [M-CRV:Pluto][CORT YT-2400:Charon]  
[ESHU:Cerberus][LXY:Magnus Deus Mortis][Estate]  
[BSS/BR][CoDx2][CoKx5][CoC]{IWATS-M-M/2}

## eh strategists

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

As Emailed From: [Supreme Strategist \(Arania\)](#)

<salute>

1) The new EHS/YH chat is up (on Kedanya). Admin stuff isn't set up completely yet. Follow the link to Kedanya as usual, and register if you aren't already. In preferences chose "display non Kedanya rooms" and you can visit the "Empire." Every SW fan is welcome, though the room is mainly for chatting about and playing of SWCCG and YJCCG.

2) Get your games in, folks.. mail your opponents if they don't mail you :o)

3) Also, each of you who hasn't done so yet.. get your pics in the the EHCCG!

**SUST GN Arania Lawakiro**

## combat operations office

The Combat Operations Office oversees the EH online competitions.

Combat Operations Office Domain Report: 07.10.00

As Emailed From: [Combat Operations Officer \(AD Havoc\)](#)

1. Battle of Titans is now officially over the EH was beaten by the UPA. Full XvT stats for the EH side can be at <http://www.battlestats.com/games/xvt/war/overall/?war321> XWA stats can be found at <http://www.battlestats.com/games/xwa/war/overall/?war322>. Although we did lose this competition, people had fun so its not a total loss. We did at least have 184 total wins.

2. OR, XWA Sunday, Kämpfergemetzel, and Euro competition will all take place at there usual times this week.

3. Several new ideas have been brought to me. These ideas will be worked out and implemented very soon.

4. A new competition idea has also been brought up, dealing with the Navy Corps and Fleet vs Fleet melees. Details are still being worked out.

5. All LoCs shall be caught up with by tomorrow (maybe not BoT ones though)

Outer Rim Competition

SATURDAY: 5PM - 11PM (EST) / 10PM - 4AM (GMT)

Held in #OuterRim on Undernet. Email ([Pellaeon2000@cs.com](mailto:Pellaeon2000@cs.com)) for more information.

XWA Tournament

SUNDAY: 1PM - 2:30PM (EST) / 6PM - 7:30PM (GMT)

Held on the Zone every Sunday, for Xwing Alliance. In the Melee Skirmish rooms 31 and above for XWA. Email ([Pellaeon2000@cs.com](mailto:Pellaeon2000@cs.com)) for more information

Legion of Combat awarded for each victory to TIE Corps members, who participate in all contests listed above. And Distinguished Flying Cross awarded to winners of the contests listed above.

**Combat Operations Officer, Admiral Havoc**

**COO/AD Havoc/VSD Aggressor**

{Knight} [GOE] [GS] [SSx2] [BS] [PCx12] [ISMx22] [IS] [MoT-gh] [MoI-BC] [LoCx117]

[MoC-8BoC-PoC] [IWATS-SM-SM/2] [OV] [Outer Rim Night Commander]

T/D "Rampage"

## office of the lord ambassador

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

EH Polling Center Update: 07.14.00

As Emailed From: [Lord Ambassador \(FA Manesh\)](#)

Sirs,

There are currently four polls open at the EH Polling Center:

EH Poll #75 asks, "*Should there be a FCHG rank higher than Imperator?*"

EH Poll #76 asks, "*When playing games like TIE Fighter, what is your preferred input device?*"

EH Poll #77 asks, "*If an IWATS course was created to focus on Jedi Knight editing, would you take it?*"

EH Poll #78 asks, "*Would you like to see a TIE Fighter series of novels?*"

I'm always looking for new poll ideas, so email them to me if you have them.

The EH Polling Center can be found at <http://polls.squadron.org/>.

LA/FA Manesh/DREAD Tranquility

## special operations director

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

--SOD NL Report--

- 1.) SOD has finished Operation Plotline - [www.emperorshammer.org/imperium.htm](http://www.emperorshammer.org/imperium.htm)
- 2.) SOD has almost completed Operation Timeline (aka Timeline Project)

3.) AD Tron (da SOD) was inducted into the High Court of Inquisitors and GA Ronin has kept him on as SOD

What the heck is SOD and what does he do?

That's a question many of you have been asking me since I got this job on February 1st, 2000. Here's is a summarized answer:  
SOD = Special Operations Director. Originally the SOD was in charge of making competitions between the Subgroups, however, upon the completion of Special Operation: Sun Crusher, GA Ronin decided to give me a new task: Maintain the EH plotline and see what happens from there. I have completed the EH plotline and am now working on incorporating the EH Timeline into/around/ and with the EH plotline.

What is Operation Timeline (aka Timeline Project)?

Originally thought of as the Timeline project (because it dealt with the timeline) it was later renamed Operation Timeline since I'm the Special Operations Director. Operation Timeline is a project that has been sitting on the shelf collecting dust since I was first made CA:XO back in June, 1999, and something I've been meaning to change drastically. Now with the means and authority given to me by GA Ronin I am incorporating the Timeline not only to reflect Star Wars history but also EH history (only historical moments that have been taken from the NLs). This, in theory, will make the Timeline and the EH plotline easier to understand and more interesting than just reading about what goes where in the SW history files.

What will you do after Operation Timeline?

I really don't know and can't say...it's up to GA Ronin and how available he is (now that he has a new club he's creating for MechWarrior) and what he wants me to do. I have no plans, though I'd like to be somewhat more important in the EH's future development and someday be able to get a promotion (since I can't for my INQ work) or at least a medal (an ISM would be enough to say "Hey good job keep it up.").

Until next report boys and girls...keep your fingers crossed and hope that 'ol Tron keeps his job.

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

## **morale officer**

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

Morale Officer Returns from Leave: 07.16.00

*As Emailed From: [Morale Officer \(RA Hunter\)](#)*

I've returned from a pleasant week enjoying sand and surf, but now it's time to get back to business. EH Movie: KAP Mairin has sent in the attached plot to me for review. I've asked her to work in Thrawn's return, but other than that it's good.

I'd also like to report that the EH Movie voice actor form has been a great success. Within a week, we've gotten 4 more applicants, one of which works for a Shakespeare company.

I'm still working out the kinks in the human model. Also, I'm figuring out a way to remove the "artifact" on the human head model (the indentation in the forehead) but the splines keep reconnecting in extremely odd ways.

I've got a good idea for trailer: Take various scenes I'll construct that may or may not be in the movie, but will certainly spark interest. I'll get to that.

### **Star Wars: The Aurora Conspiracy**

**Plot:** *After months of failed attempts, the New Republic has finally managed to successfully plant an infiltration agent within the Emperor's Hammer Strike Fleet. Acting on the information that this agent has provided, the New Republic fleets have massed on the border awaiting an opportunity to attack.*

*After months of failed attempts, the New Republic has finally managed to successfully plant an infiltration agent within the Emperor's Hammer Strike Fleet. Acting on the information that this agent has provided, the New Republic fleets have massed on the border awaiting an opportunity to attack.*

*Aware of the troop movements, but not of their cause, Grand Admiral Ronin is forced to order the Attack Wings of the Emperor's Hammer home to protect the innocent citizens of the Empire – and hope that they are not too late...*

### **Film Events:**

- *Return of the Battlegroups and Wings of the EH to Aurora*
- *Evacuation of citizens*
- *Pitched space battle between EH and NR. EH victorious (of course!)*

*NR agent discovered and executed for treason. Perhaps during the space battle o turn the tides in the EH's favour.*

Thanks,

**MOR/RA Hunter/SSSD Sovereign**  
**[MoT-gh] [PCx2] [ISMx2] [OV] [IWATS IIC/1, SM/1, M/1/2, GFX]**  
**Fleet Morale Officer**  
**OW Hunter (Obelisk)/Freelancing Brigades/CSP**

## **SQUADRON READY ROOM**

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

## **TAC Office News**

The Tactical Office is proud to announce a new medal:

Medal of Tactics - Blue Hammer: This medal is awarded by the Tactical Officer to members performing authorized and supervised renovations on official battles and free missions and those under review for official status by the Tactical Office.

## **New/Updated Battles and Free Missions**

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

### **TC-TIE Battles**

#35\*, #40\*, #58\*, #61\*, #69\*, #70\*, #83\*, #84\*, #85\*, #88\*, #92\*, #110\*, #154, #155, #156

### **TC-XvT Battles**

#7

### **TC-XWA Battles**

#5, #6

### **FREE-TIE Free Missions**

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

### **FREE-XvT Free Missions**

#19

### **FREE-BoP Free Missions**

#1, #2

### **Combined Arms Battles**

#2\*, #3\*

### **DB-TIE Battles**

#9\*, #10\*, #13\*

### **IW Battles**

#1\*, #4\*, #6\*, #9\*, #10\*, #13\*, #15\*, #16\*, #19\*, #20\*, #24

*\* Older battles that have been updated for bug fixes.*

## TAC Archive Information

### Battle Board

### Battle Completed Records

---

*Respectfully submitted,*

**= High Admiral Kawolski, Tactical Officer and Fleet Systems Engineer =**  
TAC-FSE/HA Kawolski/CS-3/SSSD Sovereign -  
MoH/ICx2/OoR/GOE/GSx3/SSx3/BSx2/PCx5/ISMx5 [IMPR] -  
MoI-DC/MoT-rhx6/MoT-gh/LoCx3/MoC -1BoC/CoL/CoE/OV-3E {IWATS-SM/1/2} -  
<http://www.tiecorps.org> -



## **the command staff**

Herein are presented sections for the offices of each Command Staff Member. Please use the menu on the right to view each Office's report.

|                           |      |
|---------------------------|------|
| the flight office         | fo   |
| the internet office       | io   |
| the training office       | to   |
| the operations office     | ops  |
| the communications office | comm |
| the security office       | so   |
| the science office        | sco  |
| the logistics office      | lo   |
| the reconnaissance office | ro   |

## **the flight office**



WEHR finally received a proper setup of RealServer on the server. Real Audio files are no longer served off of the HTTP server. This will fix the problem people had with rewinding, and fast forwarding a real audio file that was on my http server. I will now be able to compile RealAudio files for multiple connection speeds into just one multi-rate file. RealServer also makes it easier for me, or other WEHR DJ's to do live presentations.

New WEHR shows include WEHR Presents: John Williams, Part One and WEHR Presents: Metallica. There is also a new premiere weekly show, The Imperial Voice. Check them out now at <http://wehr.ehent.org/>

Other than that, it's been a pretty slow week in the IO. Work slowly continues on the IGC. I'm desperately in need of someone to do a few border graphics for the interface. Please contact me immediately at [eh\\_turtle@raptor.nu](mailto:eh_turtle@raptor.nu) if you'd like to help.

This week's Site of the Week is [Inferno Flight II](#). Congrats to Inferno and Captain Calvin Numb, the site's creator.

**Ambassador Admiral Turtle Jerrar (Ret. Praetorian)  
Internet Officer, Emperor's Hammer Strike Fleet  
IO/AD Turtle/CS-5/SSSD Sovereign (Kngt),  
BS/PCx2/ISMx6/MoI/LoC-CSx6/MoC-6B/OV-3E/CoB {IWATS-IIC/1/2/3-M/1/2-  
SM-GFX}**

## the training office

The Training Officer herein presents any special updates and events related to the Training Office operations of the Emperor's Hammer Strike Fleet.

The Training Officer did not submit anything for NL 67.

## the operations office

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

Its been a very quiet last month in the Operations Office. With my changing continents, things have been very slow. Things will be picking up in a few months.

Things that have been completed since the last month:  
- Just about nothing

Things that need to be completed:  
- Operations Office Website Overhaul  
- Naval Corps Position Images  
- More detailed Medal Awarding Guildlines

Thats all for this month

Operations Officer  
Fleet Admiral Howlander

Operations Office Assistant  
General Khaine

## the communications office

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

*As Emailed From:* [Communications Officer \(FA Kumba\)](#)

COMM Domain Report 07-19-2000

1. I've updated the Message Boards with some new features. Listed below is what has changed as of v0.96:

v0.96

Removed need for Individual Directories (Kumba)  
Added Logging (Kumba)  
Minor BugFixes (Kumba)  
Altered a few Redirection Screens (Kumba)  
Updated Administration Section (Kumba)  
Allows case-insensitive Profile Searches (Koral)

2. I'm still looking for help on these MBs. If you would like to design some Link Images (also called sets) or some new icons, please do so and post your work on the Topic for it in the Primary EH Board (Or any other board, just be sure to alert people to view your work) and let me know. Also, if you are fluent in PHP, or are starting to learn with a fast pace and think you have some Ideas to improve this board, Contact me and you may be able to directly work with the source code to this Board to help me bring it up to v1.00.

3. Ideas, Comments, Suggestions about the COMM Office/Bots/Message Boards, let me know @ [Kumba12345@aol.com](mailto:Kumba12345@aol.com).

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

## the security office

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



2) Next Project - It has been suggested that the LO keep a running(monthly) accumulated roster for the entire EH and be able to show like past CMDRs of a specific squadron... e-mail the LO staff with your ideas on this(SLookabill@aol.com, klink@fastlink.com.au, and Thorsten.Droenner@gmx.net)

{{(#/\*^\*/#)}}>>-----  
CA:LO/AD Zsinj/CA-11/SSSD Sovereign (IMPR) [TIE-BoP]  
[GS] [SS(\*3)] [BS(\*2)] [PC(\*2)] [ISM(\*4)] [MoT-rh(\*3)-gh] [LoC(\*2)] [OV]  
[MoC-B(\*6) -S(\*9) -G(\*6) -P(\*12) -D(\*18)] [CoS] [LoA\*4]  
{IWATS, XTT, SM1/2, M1/2, IIC/1/2/3, TM, TT, VBS}  
IWATS - Rebed & Rebellion Tactics Professor  
SW(Sith)/P:HM/Clan Alvaak [DC] [LSAg]

## the reconnaissance office

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

*As Emailed From:* [CA:RO Maaric](#)

### **Office News**

- Recon Office Assistant Jahan Kalar was promoted to Captain
- Admiral Slage is due to return from leave this Monday
- A Reconnaissance Office staff shake-up is possible upon the return of Admiral Slage

### **Office Activities**

- A number of revisions are taking place concerning the creation the "Recon Scout Corps," including the name. There seems to be a good amount of support for the group from both the Command Staff and the member pool.

### **Site of the Week (SOTW)**

- The Coalition of Galactic Fleets ( <http://www.thecgf.org/welcome.php3> )  
Here's the CGF's introduction message: "Welcome to the Coalition of Galactic Fleets - the Internet's #1 Star Wars club! You can play games (both Star Wars and others too!), win cool prizes, meet people and have fun - all for free!" While we know that the EH is REALLY the best club out there, this one is pretty interesting as well. Oh, and don't be afraid to complete the join form, it merely lets you see the site in full.

### **Comments**

- Well, the time has arrived for me to depart. This will be last Reconnaissance Office report you get from me for quite some time, if not never. Its been a pleasure, and I hope to work with the Command Staff again soon in the future!

Respectfully,

~Commander Draye C. Maaric - Acting Reconnaissance Officer~  
~CA:RO~

## officer's deck

The Executive Office periodically releases fiction submitted by Command Officers and Flag Officers of the Emperor's Hammer.

<SALUTE>

I just got word from DailyRadar.com that an article about the Emperor's Hammer HAS been posted! You can view it here:

[http://www.dailyradar.com/news/game\\_news\\_3994.html](http://www.dailyradar.com/news/game_news_3994.html)

I am already talking to them about a follow-up article about the Naval Corps, and have sent them a press release from VA Shawshank. I'll notify you if they run another article.

-

CA:RO/VA Draye C. Maaric/CA-12/SSSD Sovereign  
ISM/MoI/MoC-3BoC-7SoC-11PoC-1DoC/OV  
{IWATS-mIRC/1/2-SM/1/2}

## sovereign cantina

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

Invasion: Relentless!  
By the dedicated pilots of the ISD Relentless.

The stars always made Lieutenant Colonel Ace Pilot tired. Something about them gave him this feeling of peace and calmness and it didn't take long for him to fall asleep soon after. In fact, when he was the Wing Commander of Wing IX he had a special skylight installed in his quarters to make him fall asleep faster. However, now was not the time to get dreamy eyed. Wing IX was under inspection today from some of the higher ups and everything had to be in working order. Ace had meticulously cleaned his uniform and his room, making sure everything looked perfect. He slowly moved away from the window and rubbed his eyes. Suddenly a light from his computer blinked indicating he had to be in the shuttle bay to help greet whoever was coming. He headed down to the shuttle bay and met up with some other dawdling pilots as he came. They reached the shuttle bay just in time as the Lambda shuttle came into view.

"Sir," a tactician said to Lieutenant Colonel Satai. "The shuttle is on autopilot, it seems as if it's been like this for a while."

"Strange," Satai said. "Usually the Admiral pilots his ship manually. Lock on a tractor beam and pull the shuttle in."

The ship approached and touched down in the landing bay. Ace looked around. Many of the younger pilots had a mixture of anticipation and horror on their faces. Most of them had not seen an Admiral other than Jarak and this was an exciting day for them. The shuttle remained strangely quiet however.

"Lieutenant Commander," Satai addressed the Tactician. "Open the door to the shuttle at once."

The stress level in the shuttle bay escalated. People's breathing increased as they saw Satai was concerned about something. Personally Ace didn't think anything was wrong, the Admirals were just taking their time. Slowly the door to the shuttle opened.

Badlan sat, touching up the final brass buttons on his Dress uniform, shots began ringing across the bay, but as he looked out he saw nothing. Quickly stirring he pulled his blaster from the holster and cautiously walked from Sword's quarters into the light of the bay. The Admirals shuttle was here. Good. But not, a feeling of shock and horror ran across his face, it was a Jedi trick, he had seen the future and as he watched the Lambda class shuttle's door opened and a whole regiment of Relentless soldiers poured out the fringe as they ran. Immediately Ace Pilot took a shot to the chest and flew back against the wall. Badlan ducked running behind cargo crates perched against the wall. Ahkliat and Daro emerged from the Sword rooms and Ahkliat took a hit in the shoulder and was forced back into the arms of Daro who handed him to Stallion and joined Badlan at his side.

Red beams of light ran across the bay as the Rebel troops continued emerging, Badlan returned fire killing one as he emerged.

"I that was Kessler's shuttle?" Badlan asked to Daro who shrugged. Together they continued firing into the crowd of Rebels who were taking positions across the bay. Less experienced SLs were running for cover, Deck officers were falling as lasers tore through them. Badlan noticed Ace. Wondered if Daro would let him, but Daro, Sith Warrior, looked at Badlan and indicated to Ace as he read Bad's mind.

Daro began laying down cover fire as Badlan skidded across the smooth metallic floor. Reaching Ace almost immediately, Badlan grabbed the Lieutenant Colonel and dragged him across the bay back to the position behind the food crate.

"Can you heal him?" Asked Badlan to Daro.

"You're the Light Jedi!" Daro snapped back as the shock troopers continued to invade the bay.

"My powers are limited to Telepathy, not Telekinesis." Badlan replied.

Daro pushed Badlan away and the two swapped positions, Daro began healing Ace whilst Bad fired into the on coming enemy force.

"Common!" Shouted Stallion through the Sword door to the three pilots. The now restrengthened Ace crawled through the door with Badlan laying down cover fire.

Warning sirens wailed across the Relentless bay and as they watched in amazement the surviving Sword Squadron and Ace watched the battle unfold from remote security cameras.

"This is bad!" Ace winced.

"Yeah!" Stall said scratching his head with his blaster.

"What are we going to do?" Asked Ahkliat who clutched his bleeding shoulder."

We may be able to stop them, but we need help from the Hammer's fist troops..." Daro

said, but was cut off with a submission from Jarak Maldon, the Relentless commodore. "All pilots: report to fighter bay 2, a small Rebel Task force has entered the sector, it appears that this is a plan to capture the Relentless!" Jarak ordered. "Our fighters are in bay 1." Parck pointed out. "They have spares." Daro said @#%\$ing the blaster and walking down the corridor.

Lieutenant Alun Tringad jumped as he heard the sirens sound all across the Relentless. Oh, great, another Rebel attack, thought Tringad as he ran for his Gunboat.

Tringad launched with the rest of Dagger, and as he did, saw that the Rebels had two Carrack cruisers, and three supporting Corvettes.

"This shouldn't be too hard," said Tringad into his helmet, "The Rel can take the Carracks, and Shield can go after the Corvettes."

He was setting his lasers on dual-fire as an X-Wing flew past and weakened his shields with some laser fire.

"Damn it! This is Dagger 2-2, I'm taking fire."

The Relentless's flight officer came over the comm-system, "Shield Squadron, attack the Corvettes. Sword, take the Carracks. Dagger, fly cover for Shield."

"Roger, this is Dagger 2-2, flying cover."

Tringad formed up on LC Ace Pilot's wing as they went in on Shield's first attack run. The heavy rockets of Shield Squadron were too much for the first Corvette, and her hull buckled.

Ace's voice came over the comm, "This is Dagger 2-1. I've got six A-Wings who want to play."

"Roger Dagger 2-1, this is Dagger 2-2. Let's show them a good time."

"So it begins," Jarak said.

The bridge of the Relentless was very calm, despite all that was going on below. Reports from the on-board stormtroopers told that the trick invasion was being suppressed, but not defeated. Rebel tricksters, Jarak thought, always wanting to make things hard.

"Sir," a young lieutenant said from the portside crew pit, "we have contacts on that inbound NewRep force."

There was a moment of pause. Jarak stared down the young man with his ice-blue cybernetic eye implant. "Well don't keep it to yourself, lieutenant."

"Sorry sir, I just-"

"Get to it, NOW!"

The young man hesitated for a quick second before he eventually gave his report. "Its a small force, sir. Reading two Strike Cruisers and... a captured Interdictor Cruiser."

"Starfighters?"

"Five squadrons detected, all X-Wings... wait, one of B-Wings. Looks like they're armed."

Jarak nodded and gazed aftward towards Satai Dukhat, newly promoted Lieutenant Colonel, still in his dress uniform. "Starfighter status, Colonel?"

Satai gazed down at his datapad. "We have all squadrons good to go. It would be nice if we had more... but pilots and fighters are short now-a-days."

"Good enough, get them out there."

Jarak sighed. This was one of the few times the Relentless had to operate alone, now during training missions. It was supposed to be Kessler's shuttle arriving to debrief the mission and send the Rel back to Battlegroup Command at Pirath... but now the Rebs had to come and spoil the day. So much for training.

"And tell those fighters," Jarak said while pointing to the large blood-red New Republic crests painted on the sides of the Interdictor Cruiser, "to shot those blasted things first!"

Seconds later a wave of advanced Imperial fighters poured from the hanger of the Relentless bound to attack the incoming Republic aggressors. Then a new shape appeared in the distance... a shuttle. Kessler's shuttle...

White-hot pain enveloped Ahkliat's shoulder as an errant laser blast caught him in the shoulder. "Are you all right?!" commander Daro asked as he helped Ahkliat out of the chaos that was quickly unfolding. "Life can be strange like that," Ahkliat thought to himself. Strange that just moments before, Daro was admonishing Ahkliat and the other members of the squad for their lack of expediency "What kind of face do you want to show to the top brass? A polished, finely honed sword, or a blunt weapon incapable of even shaving with?" "You guys need to get on the ball and get those dress uniforms on in light speed fashion, or I'll have you work 'in mess detail for the rest of your miserable little lives, do you get me?!" "We get you sir!" the squad members replied.

A mixture of pain and fear welled up inside Ahkliat, pain and fear that he knew he must conquer. "I must let my anger build and consume my being" Ahkliat thought to himself and with that thought he closed his eyes and began to concentrate solely on the wound. The sounds of battle and the screams of dying men drifted away as Ahkliat's Dark Jedi teachings took hold. Not many knew that Dark Jedi magics could heal as well as harm, as was now demonstrated as the wound began to close and scab over eventually leaving a horrid-looking scar. No one said that Sith magics were pretty, just effective.

"How ironic, if we'd been quicker about following Daro's orders, we'd probably would've gotten whacked along with some of those troopers outside," Ahkliat mused. His arm ached like hell, but not so much so that Ahkliat wasn't willing to grab hold of a blaster and mete out some much needed death to those New Republic bastards. "What are we going to do commander?" Ahkliat asked. "I tell you what we're going to do, we're going to

get to our fighters in bay #1, even if that means we have to kill every son of a b\*#@h between here and there" Daro retorted.

"I swear Ahkliat, you can be so dense at times, are you sure you're a Dark Jedi?" Badlan stated with a hint of sarcasm. "What?! -If you don't believe I'm all that I say that I am, I invite you to prove me wrong!" growled Ahkliat as his cold hard stare landed on Badlan. "Cool it you two!!" Daro shouted at the two flight-leaders.

"Have you guys lost your frick'in heads? We're in the middle of a battle here, and NOW you guys decide to go at it. Well not here and not now or you'll both be brought up on charges, got it?!" The two squad mates, turned and looked at their commander, "Yes Sir!" "Since the two of you are so hot-headed, you can both take point, whilst the rest of the squad will make sure we don't get whacked from behind. Got it? Go!!" Daro shouted. The bay doors opened and with them, the stench of burning flesh and melting plastisteel assaulted their nostrils. The bay was awash in laser light as a New Republic and Imperial firefight was well underway. "Hey Ahkly, I'm sorry 'bout that comment earlier, I guess the fact that I'm probably about to have my guts splattered all over the docking bay has me in a f@#\$5d-up state of mind" Badlan confided.

With a firm handshake and a smile, Ahkliat replied, "Don't worry man, I know how you feel, but I'm not worried about you because I know you're the best TIE jockey I've ever had the privledge to fight beside. I say we go out there and show these scum who they're dealing with." "Long Live The Sword!!" Ahkliat and the rest of the squadron shouted as they barreled into the passageway, with their blasters ablaze...

Ace couldn't believe what had happened in such a short amount of time. He had been shot, and a few moments later he was piloting his ship, trying to protect the Relentless. The sensation in his chest burned. It actually burned for two reasons. The first obvious reason was the blaster burn and the other was the dark side power that had been used to partially heal him. Ace always felt awkward around Jedi and he shivered at the thought of some of it being inside him right then. The pain became unbearable and Ace had to leave the fight before he crashed.

"Flight II, join up with Falcon, I'm gonna have to sit this one out."

Ace navigated through the firefight until he reached a secure landing bay that had not been breached by the rebels. Who knows how many rebels were in the Relentless at that moment but Ace had to go to the med lab so he could heal. He landed and limped to the med lab, noticeably slowing down as he did. The dark side seemed to burn hotter and hotter inside him. He finally reached the med lab and almost collapsed. The medics pulled him up and laid him on an examination table.

"I need to do some blood work, let's see how bad this burn is," the medic said.

He drew some blood from Ace and quickly put it into a device that would read the blood.

"What do we have hear?" the medic said. His voice was concerned. "It seems like there is some kind of microorganism in this sample of blood. How could have this got on board, the Relentless is totally sterile!"

Ace's mind raced. The rebels must have brought something with them when they landed. Quickly Ace returned to his old days of being a Wing Commander and quickly told the medic to contact Jarak.

"Tell him to seal off all the places where the rebels are, I don't care if we have men there we need to stop this from spreading. Tell Kessler to get the hell out of here now!"

Badlan listened to the reports flooding in; apparently the following was going down: Disguising a Lambda class shuttle as Kessler's personal transport, several Rebel task force was setting up a CMD post to seize the Relentless. A Rebel task force was holding on the outer perimeter and Shield and Dagger was currently fighting and some unknown contagion was flooding through the decks. It appeared the Rebels were prepared, but the question was, 'Was the virus purposeful or accidental?' It was impossible to know. Except it wasn't.

"Crew of the ISD Relentless, your decks have been flooded with a deadly virus, only your fighters are unaffected. This virus will kill in three hours and only we have the cure!" Said the Rebel CMDR.

Explosions roared elsewhere. Badlan leant over to Daro who was crouched behind a blockade with several Stormtroopers, his blaster held to his chest.

"What's up?" asked Daro.

"Well, This is Fu\*\*\*d up right here!" Badlan said.

"More specific?" Asked Daro.

"Um...We're surrounded by all fronts, ground, air a biological."

"A virus?" The Sword CMDR asked.

"Yup, I've served in the Old Republic for fifteen yrs and this is the most desperate situation I've ever faced. I see no option but to surrender or die!" Badlan said.

"I concur, almost all the Relentless' Hammer's fist were killed by the shuttle's blasters, the Rebels have blown away almost a whole Batalinet!" Daro said.

"Where's the others?"

"They're trying to get to the second bay." Daro said.

Ahkliat walked slowly, ground combat situations were not his specialty, but armed with a heavy blaster and a squad of Stormtroopers he felt safe. Stallion, Martelus, and Parck were close behind all carefully treading blasters ready.

"We're screwed!" The Stormie CPT kept saying with a metallic radio voice.

"Shut up!" Ahkliat said finally snapping and walking towards him.

"Easy fly boy, just stating the obvious." Said the Stormie CPT.

"I hate him." Said one of the Regimental officers.

Suddenly blaster fire sliced through the Stormtrooper CPT killing him instantly. Ahkliat, having already been shot once dived down.

The Rebels were pressing on the REAL Kessler shuttle, lasers slamming into its side. Fires roaring across the interior.

"Protect the damned shuttle!" Said Jarak.

"You heard him!" Falcon said, and he, Etras and Navacore fired at the incoming X-Wing squadron.

"It's all going to hell!" Shouted an exploding Rel pilot.

Finally after several runs across the wings of Rebel fighters. The battle was heating up, the Rebel Capital cruisers were closing, and it looked pretty desperate, however Kessler was landing, into the virus and Rebel troops...

Talon, already patrolling the area, had just flown up to the bridge to give the a-o-k to Jarak when the craft hypered in. "I can take these guys alone." He pressed the request for reinforcements button, shouting, "X-wings at three o'clock!" Talon's gunboat veered to the right. Two squadrons of X-wings came out targeting him. He saw the blinking yellow indicator. "This is nice, which one could it be." he said. Talon drained all his beam energy and put his laser and shield energy to full. Then he drained enough laser energy to his shields, shooting as he barrel-rolled through the crowded wave of X-wings. Just then a shuttle came out of hyperspace, knowing his communications was out he had to figure out if he just escorted the wrong shuttle. Every time he got to going toward the shuttle an X-wing started hailing laser fire at him. I just can't get cl...

"Damn it!" yelled Tringad, "The Rebels are after the Fleet Admiral's shuttle!"

Tringad slowed down and whipped his Gunboat around to face another X-Wing that had gotten a little too close to Kessler's shuttle. He raked the fighter with laser-fire, and it's shields fell.

"Stupid b%\*#@&d!" he screamed, "Get away from the Fleet Admiral, damnit!"

He followed the X-Wing as it tried to escape his cross hairs. Tringad fired another blast at the fighter, which caught an engine, and the fighter exploded.

"Take that, Rebel scum," Tringad yelled as another X-Wing took pot shots at him as he flew by.

Tringad activated his comm-unit and spoke into his helmet, "Relentless, this is Dagger 2-2. Where the hell is Sword? We could really use them about now!"

An X-Wing appeared on Tringad's rear scope, and he cursed under his breath. The X-Wing had a speed advantage over Tringad's Gunboat, but the Gunboat had heavier shielding. Shields, however, didn't permit Tringad to out-run the fighter.

Tringad slowed and turned, only to find the fighter was still on his tail. 'S\$\*t,' Tringad thought, 'this is not good!'

Just then Tringad heard a voice over the comm channel, "Dagger 2-2, looks like you're in trouble!"

A Gunboat flew right up in front of Tringad's front window, almost crashing into him, before doing a barrel-roll and clipping the X-Wing's port two wings off with laser-fire.

"Whoo hoo! Dagger 2-2, Dagger 2-4 just saved your ass!" It was Dan!

"Thanks Dagger 2-4. I owe ya one!" replied Tringad. Damn it was good to have buddies like that watching your back...

Daro ducked an incoming laser bolt and cursed. He looked up just in time to see a pilot of Shield Squadron who couldn't make it to the hangar to join his squadron take a blast to hip. He had experience in these combat situations from his time with the Toprawan Rangers, but most of the other pilots on the ship had close to no ground training. The pilots belonged out in their ships, not here playing laser-tag with Rebels. Looks like he was going to have to take the lead.

"Dammnit, when are those stormies going to start returning fire!" As if they read his mind, three stormtroopers rose from behind a console and let off a volley of fire. One rebel went down.

"Sh\_t," Daro thought, "I thought those guys were supposed to be good. Alright, enough of this crap." Daro gathered his pilots and crawled over to where the contingent of stormtroopers were. It was only after Daro got there that he noticed that Stallion looked kinda sick.

"Stall, are you alright?"

"Yeah, I just feel a little woozy. Must be combat stress."

"Or it could be the 3 helpings of nerf cubes you ate for dinner," Badlan retorted.

"Shut up Bads. We don't need wisecracks right now. Alright you jarheads here's the plan. There is a virus going around the Relentless and my guess is that the Rebels have some kind of antidote on board their shuttle. I'm going to take Stall with me and try to get into that shuttle. That means we will be going to the shuttle hangar. I'll need about six of you stormies to come with me." Daro selected six of them.

"Who's the most experienced trooper here?" A short but built sergeant by the name of Zimms raised his hand.

"Alright, Ahkliat you and Zimms lead the rest of Sword and the rest of the stormtroopers to the Tie hangar and get to your fighters. Try to target those interdictors."

"Gotcha boss," Ahkliat replied.

"Now, we gotta figure out how to get past these damn Rebels." Daro thought for a couple of seconds.

"Got it!." Daro pointed to a LT. "Trooper, hand me three of you flash-bangs."

"Huh?" the LT asked.

"Your stun grenades you bantha-brain!" Daro was getting a little impatient. The LT handed Daro the grenades.

"Okay everybody, after I throw these, count to four and come up shooting. Then split off to your respective assignments. Martelus and Parck, you take point until we separate."

"Sure," Parck replied, looking a little nervous.

"Alright!" Martelus was a little more enthusiastic.

"This isn't going to work!" a nervous private said. A couple of other stormies voiced their agreement.

"The way I see it, we have three options. One, we could die fighting. Two, we could surrender, which I feel is worse than dying. Or three, we could duke it up and take those Rebels out with extreme prejudice! C'mon you guys. You are Imperial Stormtroopers, the elite! This is what you are trained for." This last statement seemed to bolster their courage.

"Kay guys, get ready." Daro pulled the pins on all three of the grenades and tossed them to Ahkliat who in turn whipped them over to where the Rebels were holed up. Daro counted to four and then, with a tremendous battle cry, jumped up and started running and firing along with the rest of the group. Martelus took a hit to the arm but kept on going, a haunting yell emerging from his lips. The stun grenades did what they were supposed to do. Half the rebels were out of the fight, three of them dead, one from having his torso blown apart. "Musta been at ground zero." Daro thought. "Funny how no one thought to use these things before." The rest of the Rebels were taken out with little effort, with what the dazed state they were in. The group reached the point where they were to split off. Daro glanced back and was glad to see that they had only lost two people.

"Alright, here's where we part. Good luck you guys. My group, come with me."

"Good luck commander," Ahkliat said. "Don't get shot. I don't feel like being a commander yet." This last sentence was said with a shaky grin. Everyone knew the risk that the two groups were taking but they tried to remain optimistic.

Daro and his group made their way to the shuttle bay, encountering only token resistance along the way. At the entrance to the bay, Daro signaled for his men to stop and surveyed the situation. Only two guards were visible but there were bound to be more inside the shuttle. A quagmire of bodies from the previous firefight littered the hangar floor.

"Stall, you come with me, the rest of you stay here and watch for my signal in case we need backup. We're gonna try and sneak up on 'em. Gotta vibroblade Stall? We hafta do this quietly." Stallion checked his pockets and found that he had lost his vibroblade.

"Here," a stormtrooper said. "I've got one." He handed the blade to Stallion.

"Yesss," Stallion hissed under his breath. "I get to do some silent killing." Daro and Stallion crept into the hangar and circled around to the rear of the shuttle under the cover of some cargo containers. Daro made a fist, then pointed to the Rebel to their front-left, then made a raking motion across his throat. The meaning was unmistakable. Stallion nodded one in confirmation. Daro slowly fox-walked up behind his prey, not making a sound, and when he was a foot away, put his right hand tightly over the trooper's mouth and cut his throat in one smooth motion. The Rebel never had a chance to make a sound. Daro looked to his left and saw Stallion creeping up on his quarry. He was doing pretty good, Daro saw, but just when he thought Stall was about to make a clean kill, Stall stepped on a shard of transparisteel that made a loud scratching noise. Instinctively, Stall looked down at the source of the sound. The Rebel did too. He was swinging around, bringing his blaster to

bear on Stall, but in that split second, Daro reached out with the Force and crushed the trooper's trachea, killing him, and keeping him from making a sound. Stall let out a low breath and nodded at Daro. Then Daro signaled the stormtroopers and he and Stall run up the ramp and into the hold. As it turned out, there was only one Rebel officer inside, as well as three scientists. Stall quickly blasted the officer and, in his haste, one of the scientists.

"Don't f\$%&in' move!" Daro was starting to feel the heat of battle. There was a row of vials on at a workstation.

"Antidote! Now motherf\$%&er!"

"You won't get a thing from us, Imperial stooge," one scientist said with defiance as his colleague agreed. Daro Promptly shot him in the face. Suddenly, Stall dropped to the floor.

"Stall! What's wrong?"

"I'm sick," Stall replied.

"He has the virus," the other scientist said with a triumphant grin on his face. Daro's anger welled up inside him and, using his hatred and the Force, he picked the man up and threw him into the wall, leaving a dent in the wall and a bloody mess of the scientist's head. Daro walked over to the vials and put his hand over them. He let the hate flow through him, let it permeate his veins and stopped his hands over a green vile.

"It's this one," he said. Daro then handed the vile to Stall who said a childhood phrase as he downed it.

"Through the lips and past the gums, lookout stomach here it comes." Stall drank about a tenth of it. The reaction was instant. Stall jumped to his feet, renewed in strength.

"I think it works boss," Stall said with grin.

"Great." Just then, Daro's comlink buzzed to life.

"Yeah! The Formidable, Monitor, and Ardent are here!" came the excited chatter. Daro ran over to the shuttles tactical board and smiled. The VSD's Formidable and Monitor, the M/FRG Ardent, and several corvettes had exited hyperspace and jumped into the fray. The ships were part of the Battlegroups support unit and weren't supposed to show up until tomorrow. Daro wasn't about to complain.

"Stall, take four Stormies and get that vile to the medlab for replication and distribution."

"No problem Boss," Stall said as he grabbed the vile, and his stormtroopers and hustled down the ramp.

Daro addressed the two remaining stormtroopers.

"Let's get to the Tie hangar. I need to get into this dogfight."

Daro had just reached the bottom of the ramp when he sensed something. The shot came out of nowhere but Daro was ready. He absorbed the blast and channeled it into a Force-throw so strong that it flattened his attacker.

"Man I love this ship. So exciting." With that, Daro and the stormies went to the Tie hangar.

Stallion raced across the Relentless deck. His task was an important one. He had to get the antidote to the MedLab as soon as possible. Without that antidote the day would end on defeat, no matter how well the battle turned, both outside and inside the ship. A good thing he knew the Relentless like few others.

"This way" he said opening a nearby access hatch. The tunnel branched into several paths. Taking a few moments to remember the old path, Stallion took the right tunnel.

"Sir, do you know where are we going?" Asked one of the troopers that crawled behind him.

"Sure kid, I used these tunnels some years ago to visit our ship's nurse"

"Why the tunnels?" asked the stormie

"Well, you see, the Ship Commodore was interested in her too... It's a long story," concluded Stallion

Soon they came to the end of the tunnel. Stallion looked outside.

"All clear kids, lets go. The MedLab is around the corner"

The Stormies came out and formed around Stallion.

"Let's go"

Two of the Stormtroopers were running ahead of him, two behind, ready to deal with any rebel resistance. Suddenly the troopers ahead came to a halt. The sound of blaster fire was unusually loud, and bright lights were ahead. Stallion gestured to the Troopers to move on. Time was short; they would have to deal with anything the rebels had in store for them as they went.

After turning the corner the group came upon a group of rebel soldiers. Their backs were turned on Stall's group, their attention was on a group of captured officers.

"Waste them"

The Troopers opened fire upon the unwary rebels, killing them instantly.

"Satai, going somewhere?" grinned Stallion, looking at one of the imperial officers his group just saved.

"Jarak's got the virus Stallion," said Satai, pointing at fallen form next to him. Indeed, Jarak looked very ill.

"Well, I got the antidote. We have to replicate some more. There isn't enough left for one dose, I'm afraid"

"To the Med Lab then" ordered Satai.

Two Stormies picked up Jarak's fallen form, and the whole group moved on towards the nearby MedLab.

The Shuttle's Hatch touched down and suddenly a blast of heat shot out of the shuttle. Lieutenant Colonel Ace Pilot started towards Lieutenant Colonel Satai, questions on his mind, when suddenly Admiral Theodore rolled out unconscious but alive.

An hour later a drowsy Admiral Theodore wakes up on a hospital bed. "Wha-a-a... Hap-pen-ed?" Asked Theodore and he slowly got up. "You fell out of your shuttle unconscious sir when you docked" Answered Captain Falcon. Falcon had always liked when head officials came to visit the Relentless and this time it was very exciting.

"Watch your back next time, Tringad."

Dan swerved his Assault Gunboat, lovingly dubbed the "Apocalypse" around to follow Kessler's shuttle, but a couple A-Wings were really bugging him.

"Hey 2-2, can you get Blue 3, I got Blue 1."

"No problem, 2-4."

A couple laser blasts and an advanced concussion missile later, and another alphabet fighter was space dust. Dan turned once again to the shuttle, at which, 3 B-Wings were firing Ion cannons.

"God damn it! Flight 2, those B-Wings are trying to disable Kessler's shuttle! Everyone, take a target! Take em' out!"

A few minutes later, the scene was reduced to the remains of a wing of alphabet fighters and a disabled shuttle.

"^&%\$&\*\${}!!!" Dan swore over the comm.

"Relentless, this is Temporary Flight Leader Talon Ray Hunter, we need some kind of craft to recover Kessler." Talon sparked over the comm.

"Roger, sending the Corellian Transport Orion's Belt. Stand by."

The Orion's Belt Hypered in, to which, almost instantaneously, a whole slew of Y-Wings.

"These guys just don't quit, do they?! Dagger 2-4, breaking escort and attacking!"

Ace could hear blaster fire getting close to the medlab. Ace remained on the table in the medlab, still suffering from his wound. The medlab was pretty well protected so the rebels were having a hard time getting there but they were getting closer. The medics in the lab seemed not to consider Ace anymore. They were busy running around, getting ready for the pilots that were sure to enter the medlab due to battle room and sufferers of the virus. The medlab had been getting mixed transmissions about a possible antidote that was making its way towards the medlab. However, it seemed as though it might be too late for Ace. His chest wound had made the virus much more serious for Ace. Apparently the virus was slowly decaying Ace's vital organs. However, the virus was very slow and Ace was suffering quite a bit. Already the virus has attacked his heart, harming his aorta.

Suddenly the roof of the medlab started to rattle. Ace had one hand on his blaster as a vent opened. Out dropped Stallion, Jarak and several other pilots and stormtroopers. Ace breathed a sigh of relief. Jarak collapsed on the floor and the medics put him next to Ace.

"You have the antidote?" Ace shouted.

"Right here." Stallion replied.

Suddenly the door of the medlab melted away as the rebels rushed into the room.

Meanwhile, outside the behemoth, the battle raged on.

Lieutenant Dan gritted his teeth as he endured a shot of laser fire. Just as he was turning to strike his oppressor, his missile warning light flashed.

The pilot swore loudly. But to no avail. The missile wasn't scared, and continued its approach. Dan pulled the "Apocalypse" into evasive. Moments later, he swerved his ship around and shot the missile down, a practice which he had mastered.

"You ok? You gotta teach me to do that." Lieutenant Alun's voice crackled over the comm.

"Take out that A-wing that's bugging me and I'll show you how to do anything! I'm going for the X-wing's squad leader. Cover me if you can." Dan replied.

A few affirmatives shot back and Dan began his approach. He watched as all around him alphabet fighters made attractive fireballs.

"GOD DAMN IT! Orion's Belt, WHAT ARE YOU DOING?! We're in an intense battle, GET TO KESSLER'S SHUTTLE AND GET HIM IN YOUR SHIP!" By this time, Captain Falcon, the commander of Dagger Squadron, and all around easy guy to tick off, was getting, well, pretty ticked off.

"Flight One, cover the Orion's Belt. Now! Get those Y-wings off its tail!"

Three TIE Defenders swerved around into escort position around the Corellian Transport Orion's Belt, and almost immediately broke off to engage the enemy Y-wings.

Meanwhile, Lieutenants Dan and Alun were fighting through a wing of X-wings and Y-wings.

"There it is! You think you can just take away our Flight Officer? THINK AGAIN!" As soon as Dan said this, he launched two advanced concussion missiles on the tail of the lead X-wing.

"Woohoo! It's gone! The commanding pilot is down!"

"Orion's Belt... commencing docking operation."

After about 2 minutes of the relative silence of laser blasts and alphabet fighters meeting their doom, the comm crackled again:

"Orion's Belt, docking operation complete. The Flight Officer is with us. Everyone clear away from his shuttle, it will self destruct soon to get rid of the flight logs."

Instantaneously to the shuttle exploding, a rebel light cruiser emerged from hyperspace.

When Talon Hunter noticed that Orion's Belt had appeared he was going to ask Dagger to escort,

but CPT Falcon had issued his orders. Moments later CPT Falcon ordered Dan and Alun to destroy the Y and B-wings with Flight I while parts of Flight II and III would stop the X-wings.

Just as the battle was going well, 2 Assault Transports hypered in and a B-wing, close to the Relentless, fired a mag pulse torpedo knocking out laser energy. Jarak, thinking quickly, told the Relentless's pilot to roll so the transports would crash into the side of her.

Kane glanced at his chrono. "Two minutes until real-space" he thought. "Ten minutes to get back to the Rel and dock Draco. Then five minutes to get to the showers. Man how I could use a shower after being cooped up in this suit for twelve hours. TWELVE F@#\*&NG HOURS. Man if I could lay my hands on those Intel boys that said there was a rebel cruiser out by Devran VI. Ten hours of searching, all for nothing." He glanced at the chrono again. Thirty seconds. He started preparations to drop out of hyperspace. When the timer reached zero he pulled back on the levers and the glowing tunnel of hyperspace resolved into a star field. AS he looked around he noticed an explosion ahead. As he continued looking he saw two corvettes, two strike cruisers an interdicator and a cruiser headed towards the Relentless.

"Kane to Relentless. Do you need a hand?"

"Relentless to Kane, it's about time you showed up. You were scheduled to return four hours ago."

"Yeah well if Intel hadn't stuffed up...."

"No time for complaints, take care of those ships coming at us. Our weapons systems are down temporarily. We're going to need some support."

"Copy that" switching to his flight's channel "Persson, form up on my wing. See those two corvettes? You take out the lead corvette, I'll take out the straggler."

"Got it Dragon, forming up."

"Engage overdrive, maybe it'll keep those fighters off our backs."

Kane felt himself being pushed back into his seat as he engaged the missile boat's overdrive. Switching to heavy rockets and linking the launch tubes, he dropped the targeting bracket over the corvette and a tone started to beep in the @#%\$pit. Just as the tone went solid, he noticed another tone.

"@#%\$, a missile lock. Too late to evade." As he said it he saw the A-wing targeting him streak past his left wing. Breathing a quick sigh of relief he let loose with the heavy rockets at the corvette. With his speed the rockets sped towards the corvette like a pair of proton torpedoes. The first rocket caused its shields to collapse while the second plowed into the middle of the ship causing it to break in half. Kane looked at the other corvette. It was already a burning wreck drifting through space. "Those fires wont last long," he thought. He brought his attention back to the situation at hand.

"Dragon you've got a pair of X-wings on your tail!"

Without thinking, Kane slammed his foot down on the right rudder pedal while cutting his forward thrust to zero and switched to linked missiles. As he came about he throttled back up too one hundred percent and fired the missiles. They impacted with the lead X-wing causing it to explode in a massive fireball. His wingman burst through the explosion lasers blazing but they splattered harmlessly against Kane's shields. As the X-wing flew past Kane watched as two missiles streaked past him after it. Looking at the radar he watched as the X-wing disappeared. Then Persson flew past.

"Thanks Persson, I owe you several rounds when we get back to the Rel!"

"I'll hold you to that Dragon. Just make sure you survive!"

"Shield squadron. This is Ice; The Rel would like a way out of here if things get too hot. We

need to take out that interdicator. Take a shot now if you can!"

Turning his craft around towards the interdicator he selected it as his target. He switched to his rockets again and headed towards the interdicator. When the lock tone became solid he fired off four rockets. He watched as they sped towards their target. He could also see the yellow-brown streaks from rockets from the rest of Shield squadron headed towards the interdicator. That thing was toast. As he began to scan the area for a new target Draco was rocked by an explosion. He quickly looked out at his right wing...who was no longer there! Still speeding towards the doomed interdicator, he tried to pull away but couldn't.

"Damn, flight control must be gone. This is Dragon to any Imperial, I'm hit and have lost flight control, requesting recovery." All he got back was static. Glancing at the damage report, he noticed that half his systems were down. Ejection system, communications, hyperdrive and flight control.

"Couldn't be any worse could it?" Kane tried to redirect energy from his engines to all other systems, but nothing happened, he continued at the same speed towards the cruiser. He glanced at it and saw several rockets smash into the hull. Explosions began to rupture the hull all along the ship, "maybe it'll blow up before I get there," he said to himself.

He looked out at the battle as it raged on. He watched as Defenders from Sword and Dagger squadron (although there seemed to be fewer than there should be) dart in and out of the fireball. With each pass one or two alphabet fighters exploded or were taken out of the action. Kane marveled at the way the Relentless pilots worked in harmony. As soon as the slower gunboats picked up a tail, it was gone thanks to another Wing niner. He could see the frigate trading blows with one of the strike cruisers now, and the strike cruiser was already taking hits on its hull. Each laser impact caused small explosions to erupt from the hull. Kane looked back towards the interdicator, which now almost filled his forward vision. Quickly he switched to heavy rockets once more.

"I hope this works."

With that he launched ten rockets at the now crippled ship. Diverting as much energy as he could to his shields Kane watched as the first pair of rockets impacted with the hull of the interdicator creating a huge fireball. He saw the second pair enter the explosion. A few seconds later the explosion grew. With each passing moment, each pair of rockets entered the explosion. Soon it was to be his turn.

"Well here goes nothing...," he said to himself. He closed his eyes as he entered the huge fireball extending from the cruiser's hull....

The battle was raging on, but slowing. Most of the Rebel fighters were destroyed, and the ones that were left were trying to protect the Interdicator. Then came Shield Squadron.

Shield burst through the enemy fighters to the Interdicator, and launched a deadly salvo of heavy rockets. The Interdicator entered its death heaves.

Once the Interdicator was gone, the rest would be simple. A few Rebel corvettes were no match for an Imperial Star destroyer and an entire wing of Imperial fighters. This Rebel task force had met its end.

Lieutenant Dan Malaktos swore under his breath as he was nearly rammed by a Missile Boat. Checking its IFF, he screamed over the comm:

"Hey Ice, teach your pilots to fly, will ya?"

Before he could finish, a huge ordinance of rockets exploded upon impact on the Interdicator.

"Ok, Dagger Squadron, the Interdictor's gone. Flight two, take the corvettes, flight one and three will cover."

Dan swerved his craft to face the first corvette and unloaded his lasers.

Pretty soon, all the corvettes were down, just a few fighters left. The Lieutenant shot a missile up an X-Wing's exhaust and before he knew it, the field was clear.

"YAAAAHOOOOOOOOOO!!!!!"

Captain Falcon slowly turned his Tie Defender towards the Relentless's hull. The Rebels had been defeated, the remaining cruisers annihilated. "Dagger squadron prepare to land, Falcon out." The hangar lights grew brighter as Falcon's Tie Defender approached the hangar, but as soon as the Tie Defender was at the lip of the hangar door Falcon saw little red flashes of light. "Rel Bridge why are those Rebels still alive and kicking?" "I'm sorry Captain Falcon but it seems that they are dug in troopers, and have lots of cover" Answered some small voiced bridge officer. "Ok Dagger we're going to try something here, we're going to fire at those Rebel troops inside the hangar". "Sir I don't think that is a good idea" piped in Lieutenant Dan. "Lieutenant what other choice do we have?" "Good point sir". Falcon turned his repulsorlifts up and floated there in the Relentless's hangar above tiny little troopers fighting with hate.

Sssss...hh.... Went a green bolt from Falcon's Fighter as he lined up with a Rebel trooper, the green bolt hit the trooper and burned that docking bay a bit, but what was left of the trooper was only a black spot. "CAPTAIN FALCON WHAT THE HELL ARE YOU DOING!!!" Yelled the squeaky voiced bridge officer. "Ahhhh shut-up you snotty litte bridgy, I'm saving your troopers a^^'s" Yelled back Falcon, the bridge officer shut-up.

Suddenly a red bolt flew straight up into Falcon's @#%\$pit blasting shards of glass everywhere. The laser bolt hit Falcon in the shoulder, sending him back into his pilot's couch. "Damnit! Talon take over for Dagger I gotta get to Medlab" Commanded Lieutenant Commander Talon Ray Hunter as he started his ship towards the hangar floor, blasting Rebels as he did. "I'm lucky that the atmospheric shield was up in the hangar or I would be smeered Falcon" Thought the Captain as he landed ontop of a Rebel trooper squashing him and pushing his buddy up against the hangar wall crushing his back. "I gotta get to the Medlab" thought Falcon as he started unbuckling his @#%\$pit straps.

Meanwhile

Commander Daro kept firing at the Rebel Commando's but just couldn't get a good shot at them before they spitted blaster fire at him. "DAMNIT! I need to get to my Tie" Yelled Daro as he dodged another shot from the dug-in Rebels.

Suddenly Daro jumped up and started firing crazily taking one Rebel down wiht a head shot, blood splattered everywhere and Daro took in the burnt flesh smell which nearly made him gag. "Hey you two" Daro said ducking down and turning to his Storm Trooper escort "Lets blast these Rebels down and let me get to my Tie." "Are you crazy?" Asked the younger of the stormies in a scared voice. "There out there to kill" Answered the other "And you think your going to do any good just sitting and wimpering here?" Asked Daro sarcasticly. "Now here's the plan, you two are going to circle around left to right, and I'll cover you firing my

brains out at those Rebels" "Commander do you think this will work?" "I hope so for our sake."

Daro counted to three and then both Stormtroopers started around the Rebels position while Daro layed down fire actually hitting two rebels in the chest. Suddenly red blasts came from the left and right of the Rebel's position, and then all was silent. "Hey Commander those Rebs are now just smeered black....." That was all the Stormtrooper said before a dying Rebel sat up and shot him in his face blasting a hole through his head and sending him sprwaling back. Daro jumped up and fired three shots into the Reb's chest blowing it open and spraying the other Stormie with a little blood.

Daro glanced at the board. No fighters left to kill. He had been in his fighter for only a half an hour since getting the antidote. He had vaped 7 fighters but he was still hungry for revenge. He ordered the rest of Sword to fly perimeter, and then went to the hangar. Since it would take to long to get guided into the Tie racks, Daro just landed the sucker right on the floor of the hangar. He hoped out.

"Man, I hope Stall got to the medlab ok," Daro thought. Daro then saw LT Alun and LT Dan coming out of their fighters and climbing down the racks. The two seemed like brothers as they walked alike, talked alike, and they both had that youthful enthusiasm.

"Dan, Alun, what are you guys doing in here?" Daro asked.

"We had been out there since the beginning and CM Falcon told us to get back to the ship since we were running dangerously low on fuel," Dan answered for the both of them.

"Well come with me then. Communications on the ship are jammed but I sense that something is wrong in the medlab." The two followed Daro as he ran out of the hangar. On his way he grabbed eight stormtroopers who were on cleanup detail and took them with.

"Damnit!" Stall shouted, "They got us cornered in here. We need backup." About eighteen rebel commandos had blasted through the door and were now trying to get to the inner medlab. Stall, Ace, and four stormtroopers were taking cover near the door to the inner lab. The rebels were holed up behind consoles, equipment, and anything else they could find, throwing a hail of laser bolts towards the defenders.

"We can't call for backup!" Ace shouted back, "They have our comlinks jammed!" Ace duck down just in time as a bolt hit the wall where his head had been and showered fragments into his face. They burned, but Ace endured it and came up shooting, taking a rebel down in the process.

"So what the hell are we going to do?" Stall asked. Ace thought that that was a very good question.

\* \* \* \* \*

"Almost there," Daro thought. Another 50 meters ahead to the right. By now he could here the sounds of a blaster fight. Daro lifted his hand up and signaled for everyone to stop.

"Alright, we can't just bull rush in there cuz we don't know how many rebels there are, where they are, and where our guys are. I need a volunteer to sneak up behind the door-nitch and get me some recon." Alun raised his hand.

"I'm one of the smallest here and it's not like I'd have to be quiet. They're making a lotta noise over there," Alun said matter-of-factly.

"Ok," Daro said. Alun took off his flight gear and, blaster in hand, crawled on his stomach over to the door-nitch. It was a long crawl but he made it without being noticed. Then he half-crawled, half-ran back to the group.

"I count between 16 and 18 rebel commandos shooting at an unknown number of our guys. It looks like they're trying to get to the inner lab. Our boys are huddled up by the door, taking cover where they can. I think I caught a glimpse of Ace's head but I'm not sure.

"Well, they can't hold out that long. I don't suppose any of you stormies have stun grenades do you?" Daro got negatory shakes from the heads.

"Looks like we're going to have to do it the old fashion way. The rear assault. Hopefully, once we start shooting, the boys on the other end will pick up and we'll catch 'em in a cross-fire. Ok, everyone follow me." They group followed Daro out into the corridor and had them all find a place to take cover. Then he, Dan, and Alun went to the front. They were within 5 meters of the rebels when Daro gave the order to fire.

\* \* \* \* \*

Stall looked over at Ace.

"It was nice knowing you man," Stall said through clenched teeth. Blaster fire was roaring around him.

"Yeah, you too Stall. Funny, I always thought I'd buy it in a dogfight, not like this."

"Yeah," Stall said with a resigned look. Just then, above the sound of the blaster fire, he heard a shout and then blasters opened up behind the rebels.

\* \* \* \* \*

Before Daro even finished the order, his entire group opened up. They took out almost half of them in the first volley alone. Then the rebels started to turn their guns on his group but by then it was hopeless. Ace's group had started firing and, just as Daro had hoped, caught the rebels in a cross-fire. Daro looked up to see Stall hurdle a console and take out two rebels. Dan and Alun looked like they were having loads of fun taking out rebels left and right. Apparently, these rebels didn't know they were the only remaining rebels on the ship that weren't captured. Making a clumsy mistake, Daro, wanting to capture one of the rebels alive, tried switching his blaster to stun only to have a bolt hit him in the full on in the inner shoulder. Daro managed to use the force to channels most of the energy away but it still knocked him off his feet and then there was only blackness.

Ace watched as rebels ran into the medlab. He raised his arm weakly and started firing at the rebels. A few fell but Ace would be no match for them. Suddenly the rebels started falling face down and behind them was a squad of stormtroopers to save the day. Ace looked out of the viewport and saw the remains of the rebel forces hypering out. We had won.

-----

\* \* \* \* \*

Daro awoke later to find that he was in the inner medlab with a bacta bandage on his right shoulder. Medics were caring for the wounded all around him. He grabbed one.

"How long have I been out of it?" Daro asked.

"Five minutes. The fight is over. We have regained control of the Relentless," the medic said cheerfully.

"Five minutes!" Daro thought. It had seemed like an eternity. Daro got up and walked over to the door and went out to where the firefight had been.

"Well, look whose up," Stall smiled from across the room.

"It's over?" Daro asked, still a little confused.

"Yeah," Dan said, "The guy who shot you was them last of them and I took him out." He wore a broad grin on his face.

"So it is all over," Daro still couldn't believe it.

"Yes," a voice said from behind him. Daro turned to see VA Jarak along with LC Satai and FA Kessler walking towards the lab.

"The rebels have been routed and the prisoners are being interrogated," Jarak said, "We thought we'd come up here and get our booster shots." This last statement was said with a grin as Jarak and the other Flag Officers walked past him and into the inner medlab. Jarak turned around just before he went in.

"Daro, please call the fighters in. We're going to be making a jump to the nearest EH outpost for repairs and med-evacs."

"Yes sir."

"And Daro?"  
"Yes sir?"

"Get some sleep. You look like sh\_t." Jarak continued into the inner lab.

"Yes, sir." And with that, the invasion of the Relentless was over. The crew and pilots of the Rel had fought long and hard and with much courage and skill. It would be a long time before the rebels thought about her again.

-----

Ace lay on his bed watching the stars, feeling tired. He had bandages wrapped around his chest where the virus ate away at him from the inside. The antidote had worked instantly at killing the virus and the rest of the crew that had been infected was also saved. It would take a while for the Relentless to get back up to full capacity but they proved they could handle anything the Rebels threw at them.

THE END

---

Name: Jaster Sadista

Rank: LT

Current Assignment: Rho Squadron Pilot

Scandoc Transmission Code: DrEvezan@aol.com

Gender: Male

Race: Human

Date of Birth: 03/29/84

Place of Birth: Byss

Marital Status: Single

Family: Both of my parents were killed by pirates when I was two. I have one sister, but she defected to the Rebels for unknown reasons!

Social Status: Wealthy

Quote: "The end justifies the means." - Niccolo Machiavelli

Significant Events of Childhood and Adolescence: As I said, my parents were killed by pirates and my sister defected to the Rebellion. Other than that, not much. Since I live in the deep-core, not much happens, do to the fact that hardly anyone knows where Byss is.

Significant Events of Adulthood: Joining the Empire changed my life. It is helping me avenge my parents death by getting rid of all of the undesirables of the galaxy.

Alignment and Attitude: I live by the New Order. The galaxy can never really be free until order has been brought back. The only way the do that is to destroy the "New Republic"!

Former Occupations: Not much, since I went to the Academy when I was very young. I never really had to do much, since the maids did all of the work.

Hobbies: There is very little that I enjoy. I really like to read and learn new things, but there is one thing that I like to do the most: KILL REBELS! HAHAHAHA!

Tragedies: As I have said before, both my parents were killed by pirates. Also, my sisters a Rebel (that counts as a tragedy, right?).

Phobias and Allergies: I really hate all forms of reptiles. I am also allergic to most trees and grass's. What can I say, I'm destined to be an indoor (or in cockpit) person!

Personal View of the Empire and EH: The Empire must be the only law in the galaxy. There can be no others if peace and order are ever to be reached. The Emperor's Hammer is the only part on the Empire worth being in. The others are all run by "Warlords" and corrupt. They have lost the true meaning of what it is to be Imperial.

Reason for enlisting in the EH: To avenge my parents death and to restor order to the galaxy. I am also looking for excitement and the chance to finally rid the galaxy of Rebels!

Other Comments: Whatever you do, no matter how bleak things look, remember one thing:

You are a member of the Emperor's Hammer and you WILL restore the past glory of the Empire.

ID Line: FM/LT Jaster Sadista/Rho 1-3/Wing II/SSSD Sovereign ISM [HUSS] {IWATS}

Submitted: 6/20/2000 12:42:13 PM

---

Can you smell something!!!

Brandon yawned and collapsed back on his bunk, stretching out as much as his body would physically allow before curling up into a fetal position and closing his eyes. He'd originally jumped at the chance to be the bartender at the COL's bar on the ISD Challenge, a facility open exclusively to the highest ranking-members of the ship. He loved it at first; pulling pints for WC Darklord, concocting martinis (shaken not stirred) for Manistas, a nice glass of ice cold milk for the COM and a never-ending stream of cocktails for his CMDR, Calli "This is my last one, honest" Bunny. Plus, things were a lot quieter since Oldie transferred :P. All things considered, it was a good job, good pay, free alci and he got to say cool stuff like "The usual?" and "What'll it be, gorgeous?"

However, the past two nights had been pure HELL!! Every night started off the same, running as smooth as a Twi'lek's ass, but as the night progressed, something.....strange...started to happen. Bran guessed it could be just a one off the first time, the second time he put it down to coincidence.....tonight, he started to get worried!! As he cast aside his worries and drifted into unconsciousness, letting an uneasy sleep fall over him, Brandon feared for his life.....and his next shift in the bar.

"Hello my dear little monkey, another of your finest orgasms please"

Branny chuckled as he retrieved the Irish cream from the liquor cabinet. Calli always loved to make him blush, but she tipped well, so he didn't really mind. He smiled and hesitated slightly before pouring the strong-smelling, thick liquid over some ice.

"Don't you think you've had enough orgasms for tonight hon" asked the bartender

"Bah, I'm fine...\*gulp\* jussh gimme 30 little wittle minutes" mumbled his CMDR, winking and stumbling to look for her favourite "hunk" waiter. Bran didn't have the heart to tell her he was a droid :P

It was nearing 11.30 and the night had gone without real event. So far, at least. Darklord had burst a couple of balloons, CoFo had fallen down while giving his drunken kareoke rendition of that damn Vengaboys song he hated and Tally had managed to sneak in and drink 2 bottles of Corellian Whiskey before anyone noticed, before shouting "Ni!" and running away. Nothing out of the ordinary really. However, just when Brandon least expected it.....IT happened. His eyes grew wide with fear, his stomach and the nerf-burger he'd eaten earlier slowly turned in his stomach, his intestines growled and moaned like a rancor. A bitter taste filled his mouth and Bran found himself gasping for air. Slowly but surely, heads in the cantina started to turn. All of a sudden, Kess brought a hand up to his nose, pinched it shut and began yelling.

"Sithspawn, what the \*\*\*\* \*\* \*\* \*\*\*\*\* \*\*\*\*\* \*\* (sorry, CoC's :P) is that infernal STENCH!!!"

It was then that Branny noticed all eyes were on him. He opened his mouth to speak, took a deep breath....and filled his lungs to capacity with the evil aroma which was wafting around the room. Coughing and spluttering, he keeled over on the bar, convinced he was ding (he always seemed to die or get injured on this ship :P)

The perfume a la death was further contributed to by lee emptying his guts onto the floor, further despairing the ill-fated bartender who would prolly be made to clear it up later, knowing his luck.

One by one the occupants dashed for the exit. CoFo fell over a table, Calli started to whine when the waiter slipped in Lee's vomit and started short-circuiting. Manitsas raised an eyebrow. Bran was left alone in the bar, doubled up on the floor. Fumbling hands reached out and got a shaky hold on a half-empty vodka bottle. Bringing it to his lips, he drained it in one long measure.

"Uh, I'm gonna need that" muttered the pilot, drawing his lightsaber and knowing what must be done.

Closing his eyes, Brandon the Sith Warrior ignited his lightsaber, drew upon the dark side of the Force.....and chopped his feet off!!

Lying in his Medcorps bed, Bran flexed his funky new artificial feet.

"Groovy, and I can't get verucas or fungus on these things" he asked

"Nope, their just like normal feet....well, they're metal and they'll melt if you step on anything to hot, and they may drop off every now and again, but apart from that...". DOC Vexan shrugged and continued sipping her root beer.

"That's great Vexie, what can I do to repay you" said a jubilant Brandon

"Ah, no need, anything for a superior officer" she said, saluting

"Great, and...err, Vexie sweetie, lets keep this OUR little secret, ok" he said, giving her the cutest smile he could, batting his eyelids all the while.

Vexie's response was hardly audible as she zipped up her contamination suit and prepared to dispose of the.....evidence.

"I feel like sex on the beach tonight my little subordinate.....how about you"

Brandon went a bright shade of red and reached for a beer.

"Now Lee, you know only Calli has the charm and wit to make lines like that work, now take your beer and go see that whore over there"

"Wheeeeeeee, where!!!" proclaimed the horny Wc, bouding away from the bar.

Bransta continued checking all his drinks and cleaning his glasses when Calli walked (not staggered!!) up to the bar.

"What'll it be CMDR? Latin lover? Long hard screw up against the wall? Umm, Coke?"

"Nah, not for me, diet" she said off-handedly

Bran dropped the glass he was cleaning and yelped as it dropped on his foot, trying to make a dull laughing noise as it impacted at went 'Clunk'.

"Say, Branny, did you ever find out what that...awful...smell was" she asked suspiciously, looking him straight in the eye.

The flight leader flet his pulse start to race, his teperature increase and...well, you don't need to know about THAT :P

"Errr, eh, yeah, funny that.....umm, it was....the overflow tray, yeah, kept forgetting to change the thing that catches all the dregs of beer. Causes a nasty whiff I can tell ya, sheesh, heh".

Calli didn't look convinced

"Oh, and Kirch was visiting the other night with some Sov peeps. They farted" said Bran very matter-of-fact

Calli nodded and walked away, not hearing the loud sigh of relief from the barman.

"You get out of some weird situations" he muttered to himself as he turned to clean another glass.

All of a sudden msic blared from the speakers in the cantina and CoFo got up on stage to sing Mambo No. 5. Everyones eyes, however, were on Brandon. He's just started dancing like a madman....or at least the lower half of his body had!!

"Hey, this is how they dance where I come from" he said, shrugging and spinning about the cantina.

Everyone looked at each other, laughed, then looked at Brandon again. He could feel himself start to sweat, his heart beating faster and faster. There was only one solution.

"FREE DRINKS FOR EVERYONE"

.....and no-one ever commented about strange smells or dancing ever again!

FL/CM Brandon/Typhoon 3-1/Wing X/ISD Challenge

---

Trial by Fire

General Davis awoke in his quarters, stirred by the pulsing beep emitting from his wrist. His eyes adjusted to his surroundings. He was aboard the newly commissioned VSD Savage. Warily he rubbed his eyes and sat up, tapping his comlink.

'General Davis...' It was the voice of Lt. Commander Sizeman, 'Sir.. we've just received a priority one tasking message from Command.. And sir.. It's from the Flight Officer with direct orders from the Fleet Admiral.'

Davis rose to his feet abruptly, 'A tasking message!? Put it through to my quarters immediately.' He rubbed his eyes again and approached the holoviewer on the far wall. It lit up and he was presented with the image of Vice Admiral Sarriss.

'General Davis.. effective immediately your battlegroup tasking and standing orders are changed to Recon.'

Davis blinked, 'Sir? We've got a crew of green recruits from Platform Daedalus, they've not been cleared for mission assignment.'

Sarriss frowned, 'I'm fully aware of the status of your ships and crew, General. As of this moment, they are cleared for temporary duty. Get the captain of the Cain and your Wing Commander to your ready room for briefing.'

Davis could only nod, "Yes sir. I'll have them assembled in 15 minutes.' Sarriss merely nodded and the screen went blank.

\*\*\*\*\*

General Davis straightened his uniform as he slid into the head chair in his ready room. Moments later the door swished open and Major Thomas of the TIE Corps, and acting Wing Commander aboard the VSD Savage stepped in. He was followed by Major Ming and Lt. Commander Sizeman, both of the Naval Corps. Ming was the acting Captain of the Carrack Cruiser Cain, Sizeman was the appointed First Officer of the Savage.

It was Sizeman who spoke first as the door slide shut behind him. 'General, Vice Admiral Sarriss is standing by.'

Davis nodded and tapped the button bringing up a full 3D holo of the Flight Officer.

'Greetings Gentleman, no doubt you have been made aware of your sudden change in tasking.' Said Sarriss as the entering officers took their seats.

7

The Vice Admiral continued as the holo changed to a starmap, 'This is the Hyperion system. Hyperion is mostly barren, we have a small detachment of the Katana fleet in the sector along with Deep Space listening post Kobol 12.'

The holo image closed on the listening post before changing again to a computer generated image of the post, rotating around then changing once more to a picture of a strange vessel. 'One hour ago, we received this picture from the listening post, followed immediately by a message from the ships stationed there, stating they had encountered an unknown vessel, presumably this one. After that we lost our feed from the listening post and all contact with the ships.'

General Davis spoke up then, 'But why send a crew of cadets into a possible battle zone?'

Sarriss continued, 'There are a number of factors here General, first, your ships are the closest available ships to the Hyperion system, and second, we have checked all known records and cannot identify that vessels origin. We wish to try and intercept it before it can get away, or cause more damage. The ISD Challenge and her task force is already enroute to Hyperion with an ETA of 3 days. If we wait, we may lose any chance of even finding a vector of that ship.'

Davis nodded, while the rest of the officers before him sat in silence, listening intently to the briefing.

Sarriss spoke again, 'Your group is to set an immediate course for Hyperion and run a full recon and sensor sweep of the sector. Any and all findings are to be reported to command immediately.'

Once again Davis nodded, 'We can be underway and in Hyperion within two hours, sir.'

Sarriss smiled, 'Good.. While this is recon tasking, due to the unknown nature of the vessel, defensive rules of engagement are in effect.'

Davis shifting his gaze to Major Thomas.

Thomas looked to the holo image and spoke, 'The ships on the training wing are currently rigged for mock combat maneuvers, we can have them reset for active duty by the time we reach Hyperion.'

Davis replied promptly, 'Do so.' And turned his attention back to the holo as Sarriss spoke again, 'Very well. I'll expect a preliminary report in two hours then.' And the holo faded to the imperial insignia.

Davis stepped out onto the bridge in time to see the Lambda Shuttle carrying Major Ming back to the Cain.

After the briefing the officers returned to their stations to prep their personnel. Lt. Commander Sizeman, seeing Davis enter, rose swiftly to his feet, "Captain on the bridge!"

All other personnel rose then and General Davis murmured a simple, "At ease." As he approached Sizeman, "Report Commander."

Sizeman tapped a few buttons on a datapad and handed it to Davis, "Major Thomas is briefing the squadrons now. The Savage has a course plotted and ready to embark."

Davis nodded, "Good.. Once Ming is back aboard the Cain and they are ready, proceed with the mission and jump to Hyperion.. I'll be in my ready room."

Sizeman nodded and took the datapad back as Davis left the bridge.

Major Thomas paced around the pilot briefing room as his pilots assembled. Through his peripheral he looks at them, all young, all trained and talented, but all very green. Most of these pilots have never fired live fighter weapons, much less engaged in open combat. He frowned and glanced over his datapad, looking at the numbers. This made him frown deeper. 12 TIE Advanced, 3 Assault Gunboats, 3 Missile Boats and 4 TIE Defenders. Two squadrons.. Barely enough for an effective fighter screen. He stifled a sigh, no need to get the cadets worried.

As the final few seated themselves he stopped his pacing and turned to face them, "Good Morning Cadets.. Today is a special day for you all, for it is what the TIE Corps likes to refer to as a Trial by Fire."

Seemingly all at once, a look of confusion crossed over the faces of the assembled cadets and the Major continued, "What this means is that over the next few days, you will be flying in unsecured space. While we don't expect any hostile activity, your starfighter weapons have been reset with their firing codes. Your ships are live now ladies and gentleman, friendly fire becomes a real concern now, but I have faith that you all will excel wonderfully.'

The Major pressed a button and the holoscreen lit up with a focused starmap of Hyperion. "We'll be coming out of hyperspace here, in the Hyperion system. Hyperion is home to Kobol 12, a deep space listening post that the fleet has recently lost contact with."

Thomas looked over the crew, "Flights 1, 2 and 3 will be assembled as the Wraith Squadron, and flights 4, 5, and 6 will be known Ghoul Squadron. Cadet Silsti, you'll fly lead for Wraith, and Cadet Robinson will fly lead for Ghoul.'

The Major motioned to the map again, 'We'll drop out of Hyperspace here. Ghoul squad will launch immediately and begin a close support patrol near the Savage and Cain. Once preliminary scans are complete, Wraith will launch and fly to the last known position of Kobol 12. Anything abnormal is to be immediately reported. Orders from Command have put us under Defensive rules of engagement. Any questions?"

Cadet Silsti raised his hand, "Are there any known hostiles in the sector or nearby sir?"

The Major smiled, "Good question cadet, but no, there are no known hostiles within several light-years of the operation system." It was a good question, shows concern for readiness.

Another cadet raised his hand, "When was the last communication with Kobol 12, and is there any crew on board?"

Another good question, perhaps this won't be so terrible after all. Thomas nodded, "Last communication from Kobol 12 was almost three hours ago, and the post was manned by two maintenance and monitoring crew."

The pilot nodded and Thomas looked around, no more question. "Okay cadets. This is the chance to shine for the Corps. Get to your fighters and be at launch ready. We will be watching, and may the force be with you. Dismissed."

The pilots all rose, except Silsti, who was making some last minute notes on a datapad.

"Is there a problem Cadet?"

Silsti looked up and rose from his seat, "Sir, if I may be frank? The Hyperion system is in the fringe, and near controlling boundaries, why is Command sending a handful of Cadets into a live zone for training?"

Thomas frowned, "Cadet, our tasking has been changed from Training to Recon. Anything I've not explained is classified beyond your security clearance. Don't question command, follow them, understood?"

Cadet Silsti stood there a moment, staring at Thomas. He couldn't believe what he'd just heard, not a training mission? What the hell was really going on. "Sir.. Yes Sir!" he replied, turning on his heels and leaving the briefing room. He headed straight for the flight bay and began the external check of his TIE Defender. They drew straws before embarking on the exercise, and he suddenly felt extraordinarily lucky to have gotten a Defender.

Silsti had felt the Savage lurch sharply as it left hyperspace. He stood there outside his TIE with his flight helmet under his arm as the massive durasteel baydoors slide open. He stared at the vast open space beyond the force shield that was the barrier between it and him. He watched as the 8 TIE Advanced and 3 Gunboats that made up Ghouls Squad launched before putting on his helmet and sliding into the cockpit of his Defender. He grabbed the flight stick with his right hand and flipped a few switches. The cockpit lit up and inside his helmet the virtual HUD showed him the various statuses of components. He felt the Ion engines power up and hum to life behind him. He became aware of his racing heart. Anticipation of his first live flight. Sure, he'd flown before, simulators and training missions in secured space using simulated weapons firing. But this.. this was the real thing. He'd heard Cadet Robinson state that the sector was cleared and they were moving into patrol pattern. Silsti flipped several more

switches, arming weapons, setting the engines into the flight position.

'Wraith One, all systems green, engines ready and shields on standby.' He said, the message being relayed to the rest of his flight, but also heard by the comms officer and hanger crew. He then heard the similar messages repeated by the rest of his Squadron.

There was a bump and his ship began to move as the loading belt moved him towards the launch bay.

"Wraith One, this is the Deck Officer, your docking clamps have been disengaged. Move into position and launch when ready."

Silsti inched the throttle forward lightly moving into launch position. He flipped another set of switches bringing the shields fully online and removing the safeties from his weapons. As finished its turn, now facing the open bay doors, Silsti slid the throttle smoothly into its fully open position. The G force from the sudden acceleration sent him deep into his flight seat, he loved the feeling. Some of the force was gone the moment he passed through the force shield and left the artificial gravity of the Savage. He slide the throttle back and slowed into cruising speed while he waiting for the rest of his squadron to launch. As his units formed up he glanced over each instrument again to make sure everything was in order. Tapping his console, he spoke on his squadron frequency, "Okay fellas.. Follow me, and keep it tight, we want to look good for the brass." He manipulated the flight stick and turned his craft and headed towards the coordinates of Kobol 12.

Everything was going smooth. He could see the training group and Ghoul squad far behind him on his radar, a good 10 clicks away. But still no sign of the listening post. "Flights 2 and 3, fan out to maximum scan range, lets find this thing and check it out."

The ships broke off and spread out, and it wasn't maybe two minutes later when he heard, "One, this is Five, I think I found the post, or whats left of it."

Silsti turned his ship towards Wraith Five, and said into his com, "Wraith Squad, converge on Five's location."

As he approached, he could see why it didn't appear on radar. There was little left of it, but floating debris. "Uhh.. Savage, this is Wraith One. We have located the.. remains of Kobol 12. Transmitting Coordinates."

The VSD Comm officer replied, "Acknowledged Wraith One, any signs of vessels or remains of them."

What the hell does that mean, Silsti thought, "Negative Savage, this debris appears to all have been part of the listening post, and no signs of escape pods."

"Acknowledged Wraith One, Take up patrol with Ghoul squad."

Silsti turned his ship once more, "Your heard the man, lets go join the patrol."

It was about that time that he saw the huge silver vessel come out of hyperspace right next to the capital ships. It was sleek and shiny, like nothing he'd ever seen before.

On the radar he saw Ghoul squad turn and close on the ship and he shoved his own throttle into full power. As he and his squad closed on his capital ships, he saw the laser flashes from Ghoul Squadron, and heard the Wing Commander shouting over the com, "Ghoul Squad, seize fire and stand dow.. holy!" The ship let out a single blue beam that seemed to incinerate Ghoul squad entirely. Silsti couldn't believe it. A whole squad annihilated with a

single laser burst. Then he saw the next, a bright orange bolt from the huge ship and everything went black.

General Davis stood on the bridge of the Victory Star Destroyer Savage. He'd heard Major Thomas shouting into a com but he didn't hear the words. He was standing there in awe of the huge ship filling his viewport when he saw the blue laser fire from the ship and Ghoul Squadron was destroyed before his eyes. Then he saw the ship powering up for another shot and his knees went weak. He started to pray when the orange blast went through the ship and everything went spinning, then black.

Davis' head was pounding. That could only mean he was alive.

Slowly he opened his eyes and realized he was in the familiar surroundings of the bridge of the Savage. He summoned his strength and pushed up to his feet. He could see the rest of the crew, most of them coming to as well. He moved to his chair and sat down in it, staring out the viewport silently.

Once his crew was awake and somewhat recomposed, he spoke. "Damage report."

"Uhh.. None sir.. The engines, weapons and shields are offline but there is no structural damage."

Davis arched a brow, "What the hell just happened, how long have we been out? What's the status of Wrath and Ghoul Squads?" his voice carried a sense of urgency to it.

The sensor officer was the first to respond, "Wraith Squadron is in the same condition as us."

The com officer was next, "I'm trying to raise them now, sir."

Davis responded, "Try to bring all systems online."

A voice responded, "Systems ARE coming on line sir."

Another voice said, "Wraith Squadron has revived and brought their engines online, they are returning to their patrol."

"Very good." Replied Davis, "Tell them to maintain a tight close support form. What's the status of the Cain."

There was no response and Davis rose to his feet and headed over to the operations station where both the Coms officer and Sensor officer just stared at their terminals. "REPORT!" He demanded.

"The Cain.. its.. gone sir."

Then the sensor officer spoke again, "And sir.. we uh.. we're not in Hyperion anymore."

Davis actually blinked, "Where the hell are we?"

"I.. uh.. I don't know sir.. I cannot get any positional information from subspace."

Davis turned and walked to the viewport, staring out. In the distance he saw a dim red star. Definitely not Hyperion, that system has a yellow star. "Com, send a message to Command and alert them of the situation."

"Aye sir." Came the immediate reply.

Without another word, Davis stalked off the bridge to his ready room.

FM/LT Jorg Silsti/Daleth 3-2/Wing III/SSSD Sovereign

---

#### AURORA PRIME: THE AFTERMATH

It was, COL Domi admitted to himself, a brilliant strategy. It's just a shame Blue didn't go for it. The battle would have been glorious. As it was, however, the ISDs Challenge and Colossus had taken the EH home world Aurora Prime without ever firing a single laser. The strategy, as everybody now knew, was to use the Challenge and Colossus as bait to draw the Blue fleet out into a trap where, hopefully, the Red fleet would catch them unprepared and destroy their ships. Sadly, Blue fleet did not take the bait and Red was reduced to winning the competition on points, rather than the decisive victory they yearned for.

"Still," reflected Domi, "a win is a win. It matters not how or why." So saying, the veteran pilot from Typhoon Squadron slowly made his way along the corridors of the massive ISD Challenge.

He had been down in the hanger ensuring his fighter, a T/D named Allie, was properly berthed, cleaned, and rearmed. Sure the techs did all that, but a pilot liked to be sure everything was in order before taking off. The heat of battle was no time to find out someone forgot to load the missile racks or something. Besides, with the competition over, he had some leave coming and he planned on taking his ship back to his home system. Considering this took him through Rebel space, it was a good idea to make sure the Allie was battle ready. The T/D had been with Domi for a while now, having been given to him by the Sovereign Commodore way back when Domi served there. That was many years ago and Domi sort of forgot why Kramer had given him the ship, perhaps in consolation when his Wing had been closed down.

The silence aboard the Challenge was almost deafening. The clanging red alert claxons had been silenced. There was the usual hum of activity but nothing out of the ordinary. The only sounds of celebration came from the Challenge cantina; but that was neither new nor surprising. Such sounds were normal as pilots either celebrated a safe return or saluted their comrades who failed to make the return trip after a sortie.

It was to the cantina that Domi was heading when he noticed his CMDR, Col Callista, striding purposefully down the hall toward him. Snapping quickly to attention as he had been trained to do so long ago, he saluted his commanding officer.

"Greetings, sir," he addressed her. Inwardly Domi always found it somewhat amusing to refer to a female officer as 'sir' but hey, that's what he was told to do, that's what he did. Callista returned the salute, a radiant smile on her face. It was immediately obvious that she hadn't taken part in the celebrations yet.

"Hello, Domi," the always friendly Callista said. "Are you heading off to the cantina?"

"Yes, I was just going there now. Would you care to join me? I'm reasonably sure the other squad members are already there, celebrating our phantom win."

Calli laughed and grabbed the older pilot by the arm, "Sure, let's go. Phantom win, eh? It wouldn't have been so phantom had Blue showed up in force like we expected. I'm not sure we could have held them off."

Domi chuckled a bit and replied that he had no doubt that if Blue had taken the bait, they would have won.

"Their superior starfighters would have proven too much for us, even though the Chal has TDs and Boats too. We took a big risk doing it this way, but getting those points is what won it for us."

With that Domi and Callista made their way to the cantina to join their squadmates.

Entering the noisy cantina, Domi was struck by two things, the noticeable odor of stale booze, and a hug-tackle from a rather tipsy Brandon. Laughing, the elder pilot embraced his long-time friend.

"Darn it all, Brandon," he laughed, "your aim is off again. Calli is beside me."

Brandon gave his friend a lopsided grin, "Sorry about that mate. Didn't want you to feel all left out. Come on, join us at our table." With that Brandon escorted Calli and Domi over to where the remainder of Typhoon sat, steadily drinking the cantina dry yet again.

Before taking his seat, Domi silently thanked the Force that Blue hadn't taken that bait. He had lost many a good friend in his career but this squad had achieved a level of closeness that he had never really encountered before. Losing any of them would be devastating, even to him.

Turning his attention back to comrades, Domi smiled and began ordering drinks for his friends. Prior to the taking of Aurora, these same pilots had sat in their cockpits, nervousness and anxiety putting a stop to their bravado. They had no way of knowing that Blue fleet wasn't in the sector nor did they anticipate that Blue would allow the capture of their home planet without a massive and immediate counter attack. The Typhoon pilots, like those of all the other squads aboard the Challenge and Colossus had been prepared to fight and die, if necessary. Luckily, that wasn't necessary—this time.

There would be other times. Times when squads would come home flying the missing man formation. Times when squads simply didn't return at all.

Now, however, was the time for jubilation. The battle was won. Red had emerged victorious. The drink would flow and everybody would be happy. Now was the time to party for soon the claxons would sound again.

FM/COL Domi/Typhoon 2-2/Wing X/ISD Challenge

---

This is only a Test  
by J.G. Ahkliat

"This is whacked!" Ahkliat said loudly, "I mean, why do we have to participate in this exercise anyway?" the lieutenant commander protested. "Because we have our orders from Jarak and that's that!" commander Taf'ron Daro retorted. "I want you men to understand something, these exercises aren't meant as a punishment for something you've done wrong" Daro commented as he looked out at the faces assembled before him. The members of Sword Squadron sat there in the dim light of the briefing room, gazing at their commander with dull looks upon their faces, looking for all the world like a bunch of stupid monkeys, Daro had to suppress the urge to laugh but managed to

maintain his stern exterior. "As I was saying before I was so rudely interrupted by the lieutenant commander, is that operation Imperial Storm is an opportunity for you men and this ship as a whole to showcase what you have learned from all those hours of drilling I put you through" Daro said with a smile. "But boss, why don't we just go out and smack down some New Republic guys instead of going through a simulation?" lieutenant commander Stallion asked. "While it may be true that operation Imperial Storm is only a simulation, it is much more difficult than a standard sim in that you will be flying against "live" opponents who think, feel, and react in ways that no sim can match" Daro commented.

"By engaging in these excises, you'll be better able to deal with whatever the New Republic can dish out" Daro Advised. "We're going to be dropping out of hyperspace shortly, and when we do the Aurora System will never know what hit 'em!" Daro said smiling from ear to ear. "Get suited up, and get to your ships!"

Having completed his final systems check, Ahkliat sat there in the cockpit of his missile boat "Babylon Whore", and began the little ritual he always performed before takeoff. "Nah' Nachkisss, Kai weeto emok senkradda" which roughly translated into: "Glory to the Dark Lords, may darkness come" It was a kind of mantra that Ahkliat would mutter to himself over and over again before being thrust into the cold vacuum of space. No matter how long Ahkliat had been a pilot in the service of the Empire, he could never get used to that feeling that seized him when being ejected from the "Tube", he hated the sticky sweat that made his flight suit cling like a shroud to his body. He despised that sudden rush of g-force that slammed him against his seat, threatening to crush his innards to goo, quickly accompanied by the sudden weightlessness of open space. It had made him ill on more than one occasion, at least he managed to quell the urge to vomit more often these days. Clearing his mind, Ahkliat regained his bearings, and focused on the mission at hand.

Daro:

"Okay suckers, the party has begun, you'll notice that we have a date for the dance, the Challenge has decided to join us in the acquisition of the Aurora System. So let's play nice with them and help them out."

Badlan:

"I copy that sir, but I notice that my navcomp readings are different from yours, why is that?"

Daro:

"That's because you boys with the big payloads are going to have some real fun while we T/D's slug it out with planetary defense, that's why."

Ahkliat:

"Man, this system is virtually defenseless, what's up with that?"

Daro:

"Let's just say that Intel knew that Aurora was gonna be ripe for the plucking! Okay you mooks, you have your orders, I'll see you all back in the

Stardrifter Lounge when this is all over. Oh, and remember, this is only a test."

END?

FL/CM Ahkliat/Typhoon 2-1/Wing X/ISD Challenge

---

Adrenaline wasted

It was hot and stuffy in the small simulator Cal occupied at present. No doubt every single pilot on the Challenge was secretly complaining about the uncomfortable seats and the lack of fresh air. Their only comfort was that soon, they would forget all this in the heat of battle, pure adrenaline pumping through their veins and arteries.

Red Team under the lead of Vice Admiral Jarak had changed its tactics. In spite of the great risk to lose all their battleships, the Battlegroups had split up to take Blue Team's territory while it was most likely insubstantially guarded. The danger was not to be neglected.

Judging from the bit of information on Blue Team's tactics Red Team had gathered, they were jumping from one planetary system to the next, keeping their forces in one big bulk, hoping to find Red Team at some point and to annihilate them in a short fight. Red Team didn't fool itself by thinking it could beat Blue Team the usual way. They had the Sovereign Class Super Star Destroyer Sovereign with 6 Wings of squadrons on it, and the Super Star Destroyer Avenger including its starfighter defenses, whereas Red Team had comparably tiny Star Destroyers the Sovereign would have for breakfast. But Red Team's tacticians were clever – they knew they could only win Exercise Imperial Storm by points for taking over Blue Territory, and such was the tactic at present. No one dared to think of the fate the poor battle ships meeting the Blue Team first would encounter. The Battlegroups had a reputation to lose, even if all this was only a big simulation and nobody was killed anyway.

The ISDs Challenge and Relentless were assigned the probably most difficult task at this point of the operation – they would jump into the Aurora system and capture the homeplanet of the Emperor's Hammer. While Blue Team's movements had shown that the Sovereign and Avenger were currently not in orbit around Aurora, nobody assumed they had left the planet defenseless. So now each and every pilot on board the Challenge and the Relentless was in his or her TIE Fighter, waiting for the fall of the two Star Destroyers into real space. They would launch without further delay, clearing what planetary defenses might have been left by Blue Force. No one knew exactly what was awaiting them, but common opinion ranged from at least one modified frigate to the whole of the Blue fleet that had laid an ambush for Red Team, luring them to Aurora.

'Pilots, get ready to leave the hangar as quickly as you can as soon as Tempest is out! We don't want them to get the best bits, do we?!' Commander COL Callista shouted into the intercom on Typhoon's channel.

Her pilots all let out a battlecry in perfect unison, ready to fight and kick some Blue Force ass.

Cal could have sworn she felt the tension around her in the other cockpits as the countdown for the fall into real space approached the big zero. Her heart pounded faster, impatient to be thrown into a good fight over life and death. If the Sovereign was here, the Exercise would be over for them.

Cal felt her hands grip the lever harder than usual.

A computer generated voice sounded through the pilots' headcoms:

'Fall into real space in .. 5... 4... 3... 2... 1...'

A split-second later, the atmosphere in the hangar disappeared, and Tempest Squadron's flights speeded out into space.

'LAUNCH!' Cal shouted through the intercom, and Typhoon squadron followed suit. Behind them, Inferno got ready to take off.

'Break out of formation and pick the nearest target! Remember we're not here to take prisoners!'

Flight I's Defenders broke off to the left, the Missile Boats headed towards the planet and the Advanceds turned back to the Challenge to check for bombers with the capital ship as target.

'Break off operation! All squadrons break off operation!' Wing Commander Darklord's voice sounded through the comlink on the main target. Inferno Squadron stopped their launch.

'What?!' Commander Dark Talon shouted. 'We haven't even started yet!' Confusion and anger was voiced by all pilots through the comlinks. After all this exertion they were called back into the hangar without a fight?

A short look on her radar showed Calli why Lee was calling them back. Disappointment replaced her excitement.

'Affirmative, Major, breaking off operation. Typhoon, let's go home.'

'Calli? What's wrong?' Vexie asked.

'Have a look at your radar, everyone. Anything striking on there?'

'No green dots.' Vader said.

'Exactly. They're not here. Back into the hangar bay, pilots.'

'I can't believe I put on my flight suit for nothing.' Vexie complained, sipping at her third rootbeer.

The Typhoon pilots and most of the other squadrons were in the Challenge's cantina, all a drink in front of them. This hadn't been a good day.

'I was so much looking forward to a fight with those braggards from the Sov, and now this. It's not fair.' Talon said.

'Now we're sitting here, and the Exercise is most likely over for us without a single confrontation. Now the others will have all the fun.' Ahkliat added.

'Well pilots,' Calli started, 'you've got to see it the other way round. We've taken the Emperor's Hammer's homeworld without any resistance. Our excitement may have been for nothing, but we're taking home a decisive victory, don't you think? And after all, we got away without any casualties. Imagine we'd have encountered the whole of Blue Force there, we wouldn't have gotten away with our lives.'

Her intention to cheer her pilots up wasn't very successful. She herself knew that life wasn't worth anything anyway if you didn't have a good fight every now and then.

LT Flechette, Typhoon's newest pilot, came into the cantina. He was still a bit inexperienced with the flightsuits and helmets, but wouldn't allow anyone to help him put them off, so he was late. Seeing the general disappointment with the mission, he said:

'Hey guys, I heard we arrived at Aurora only a couple of minutes after Blue Force had hypered out! They must've gotten word of our plan and fled from us!'

After a moment of disbelief, everyone broke out into laughter.

1.044 words

native language: German

CMDR/COL Callista/Typhoon/Wing X/ISD Challenge

---

Imperial Storm: The Aftermath

#### 7.4.00: Journal Entry - William Flechette

Well, I'm still aboard the Challenge, and I'm still Typhoon 1-3, that is, I'm Typhoon Squadron's third flight member of the first flight. While it seems like a lot of the upper-brass got promotions and recognitions, most of us pilots who do the real work are still where we are before the operation. At least the Mithril Blade, my TIE Defender, got to see some action for once. And overall, I have to say the Admirals of Red Team did a good job. I wish I could've been there when they took down the SSSD Sovereign. I heard the Sovereign's fighter complement really did a number on the Aggressor Strike Force, though. So I guess it was better that I was not there, at least I still have my life, right? I did get action at Aurora though. I admit, it was a gutsy move by the Admiral. If we had screwed up our timing, we risked total annihilation of our task force. But I guess that's how war is. What is it they say? "He who dares wins?" Well, I guess it paid off for us this time. There was almost no resistance at the home planet. Not enough to stop us at least. The Mithril Blade got a few kills painted on her hull. A few more and I'm an ace, I think. I'm not sure how many kills I actually have - most of my combat experience seems blurred. I don't think when I'm flying - I just do it. Too bad we didn't get a shot to take down the SSD Avenger - I bet we could have if we had the chance. Anyway, for post- and pre- Imperial Storm seem very similar. I'm still where I was before, and I still hold the same rank. The only difference would be I've escaped death a few more times and I've caused the death of a few others. I've gotten a few letters back to my family now that combat is over. Our main job is now patrolling. I don't expect anything, to be truthful. And if we did encounter something, I'm sure we could handle it. If our commanders could take on two Superships and their support craft, I'm sure we could handle anything the damned rebels throw at us. I think I'm just skipping from topic to topic now though, and I'm way off of Imperial Storm....

FM/LT William "Misfit" Flechette/Typhoon I-3/Wing X/ISD Challenge

---

FM/LT Frederik Greyson Junior/Typhoon 3-3/Wing X/ISD Challenge

Some hours after the end of Exercise Imperial Storm, Typhoon squadron arrived from their patrol duty. Because Typhoon was one of the full manned squadrons, they had to patrol the area around the Challenge. Colonel Callista climbed out of her Tie Defender: "Ok guys, it's party time. Make sure that the maintenance crew can take over your fighters in a short time and then let's go to the cantina." The most Typhoon members hurried to the cantina.

Callista noticed that not all of her pilots were on the celebration party. She missed the Lieutenants Greyson Junior and Flechette. She wondered where those pilots were and started to look for them. She went into the main hangar of the Challenge. There she listened to two members of the maintenance crew: "See, those pilots can celebrate their victory only we have to work. Typical for these officers. Sometimes I wonder if they will ever notice that they are nothing without us." The Colonel knew that these two guys were right but right now she had to look for her pilots. She went over: "Greets, did you see the Lieutenants Flechette and Greyson." "No, ma'am." The other pointed at a corner of the hangar: "I think I saw Greyson behind these crates." Calli nodded: "Ok, thank you."

The Colonel went over to the corner where she found her two Lieutenants : " What you are doing here ? Boys , it ´s party time ! " Greyson took away his book, and so did Flechette . Calli looked over : " What is this ? " Greyson blushed : " Our diaries , ma ´am . " The Colonel had to smile , young pilots even : " Hey boys , that ´s ok . You had no real life before becoming pilots . On the one hand you are still kids and on the other you are men . It ´s not easy and when you promise me not to tell a secret around then I tell you something personal . " Flechette smiled : " Promised . " and also Greyson nodded . Callistra sat down on a crate next to both : " When I joined the Emperor´s hammer years before I acted like you : I also had a diary and you will not believe it, in the beginning I had enourmous problems to find sleep after the battles . " " You ma ´am ? " asked Greyson surprised . " Of course , I ´m as human as you are . Ranks don ´t mean much , I started like you , believe me it will become better in the times . " Both Lieutenants looked surprised at each other . Calli continued : " Dont think too much about it . Let ´s go celebrating , you shouldn´t miss such a victory party. Bring your diaries to your quarters and then we go to the party. That ´s an order ! " She had to smile as she saw her two Lieutenants running to their bunks .

Then she returned to the Cantina and took a look around for those of her pilots who were still standing . She called Colonel Domi over : " Prepare some crates of the beer and grab some pilots . We will give them to the maintenance crew as a little thank you . " Domi nodded , in this moment Greyson and Flechette arrived . Domi ordered both to help him with the crates . Flechette grinned : " Well , here we were already . " The maintenance crew were surprised but they took the present and invited the squad to celebrate with them . Finally the whole party moved from the Cantina to the hangar and it was the best party the Challenge ever saw because all members of the ship were involved .

Greyson´s final sentence about that day in his diary was : " And so we stepped over the invisible frontiers between pilots , officers and normal navy crew . We all noticed we win together and we lose together . It was the first time I had the feeling that I ´m not alone anymore . It was one of the best days in my life . A drunk but happy Freddy out . "

words : 766 ( I hope I counted correct )  
native language : German

---

"Broken lights, basement's and tunnel's, smoke and dust, all combine to create an environment that can mean night-time combat-situation's even though the sun is shining in the streets outside."

As the Rebellion (or as they like to call themselves "the New Republic") grows in offensive capacity, we have to anticipate attacks on our population centres and infrastructure. The use of remote controlled weapons, terrorist threats of various kinds or surprise pinpoint strikes with very competent elite units or sophisticated weaponsystems can be implemented with very short notice and before we have been able to increase our Defence Status (Defstat). The treats are to the targets witch will yield the greatest damage and fastest decisive victory - larger city's and important infrastructure.

Seen from a military history perspective hardly any war has been won without important city's or other urban areas have been exposed to combat. The aggressor has in many cases started the war with bombardment and/or occupation of strategically important city's with the purpose of achieving a political and military collapse.

The importance and symbolic value of controlling or being able to effect the day to day life in the opponents Capital and his more important infrastructures has been clearly shown in

recent conflicts on Earth: Groznyj, Sarajevo, and Belgrade. Larger city's, in particular Capital's, are almost as a rule both decision-, information-, communication-, economic and resource centres. To take out a country's or a planet's command-system is therefore a natural and high priority goal for any aggressor.

### THREE DIMENSION'S:

It is doubtful whether any combat environment in such a clear way shows the consequences of the fragmented battlefield as urban combat. The successful implementation of this sort of combat is extremely complex and the building up of a sufficient capability for it demands a continuous development, not just in combat-technique, tactics, organisation and materiel but also in training methods and training-facilities. No battlefield is harder to master or more difficult to oversee than that of the megacity. Pro primo: The ground combat is three-dimensional. It occurs on rooftops and on or under ground. There are no clear frontlines, no clear borders.

The battlefield constantly changes looks and character - houses collapse, streets are blocked, bridge's are blown up. No matter where you are on this kind of battlefield you risk to draw enemy fire and in so doing, expose civilians to it as well. In a normal urban area the combat distance varies from the very short, a few meters or in worst case close-combat, with short target-exposure-time, to extremely long distances in which you only with great difficulty can determine friend from foe and/or civilian.

In order to survive and win it takes that you master the three fundamental basics of combat, fire, movement and cover, in this type of environment. That this is a complex combat-environment that demands special training, equipment and practice, was shown with extreme clarity during a training exercise in Stockholm Sweden in the late spring 1999. On the defending side was a City-infantry company together with a few support units totalling half a company ( 1 mortar platoon and 1 logistics platoon). They had to face a qualified opponent -a fully equipped mechanised battalion.

### GREAT LOSSES

A large number of experiences and conclusions were made during this exercise, chiefly:

? The defending units ( fighting a delaying action) caused heavy casualty's on the attacking mechanised units by working in small and independent units over the entire theatre of operation.

? The tempo of attack was significantly slowed down by the well prepared delaying combat. The attacking battalion had obvious difficulties in co-ordinating the battle in order to get the full effect of its superior firepower. This in combination with the defending units working in the entire area lead to that the battle was decided on platoon level and only occasionally on company level. The Battalion-Commander's possibilities to review and co-ordinate the combat within the battalion and between the company's were often very limited.

? Buildings important to the enemy's continued advance was defended by a fluid mowing combat from well prepared defensive positions. This forced the attacking units to leave their armoured transports and start a house to house clearing action, which is a time and resource demanding form of combat that quickly causes heavy casualty's and lowers the attacking units combat-value.

? Some of the attacking units had the very unpleasant experience of suddenly finding the enemy popping up in a building they had thought cleared and safe ( the defenders used the sewers to get behind them!) and having their supply-lines cut of, forcing them to place heavy escort on their lines of supply, further reducing their manpower for use in the attack.

? The defenders superior knowledge of the area and his well prepared defensive positions proved the day. The enemy's lead company suffered a staggering 75% losses during the first four hours of fighting with only a 10% loss for the defenders. The attackers indirect fire was in some cases directed towards his own troops, they having moved further than was known to the indirect-fire forward observer or him not knowing his correct position.

As we can see a good ability to conduct combat in an urban environment demands a

comprehensive and broad competence, not only in the single soldier and his commanding officer but also in they who are responsible for their training.

The soldier must be able to use his weapons in an environment that has both disadvantages and advantages. The possibilities to use the Merr-Sonn PLX2 "Plex" and the Blas Tech CSPL-12 "Caspel" (AT-4 and Carl Gustav on Earth) and other anti-tank/missile weapons are limited in houses and buildings as the range is often shorter then the minimal firing-range (50-70 meters).

At the same time there are good possibilities to conduct advance and withdrawal under cover and protection and also to get close to your opponent and this from other directions then normal, like from rooftops or sewers. Broken lights, basement's and tunnel's, smoke and dust, all combine to create an environment that can mean night-time combat-situation's eaven though the sun is shining in the streets outside!

#### LOCAL AREA KNOWLEDGE

The possibility to get close to ones opponent is also valid for the enemy! In some case's you get so close to him and your sphere of movement is so limited that you are forced into close-combat (avoid at all cost if possible, it can get rather nasty). Last but not least you have to know in every instant your exact location and position to other units, and this in an environment that can be changed quickly by rubble and fire and were the enemy may suddenly control what you held to be a safe passage between buildings. The ability to manoeuvre your unit with a superior local area knowledge, to lead and co-ordinate airsupport, indirect and direct fire with the movement of your unit's and handle any civilians who get in the way, are all examples of the basic competence needed in order for the commanding officer and his unit to survive and be victorious in the art of urban combat.

#### PROPOSITION

To be able to conduct urban combat must not be the exclusive ability of a few elite units within the Emperor's Hammer, any of our planets can in theory come under attack from the rebels. Therefore I suggest that all planetary Governors should send their ground units (on a rotating schedule) to a special training facility to be built on Carrida II so that all our units at least has a basic competence in fighting in this environment. The Hammer's Fist should get the most of this training since they would be the other units "enemy" in both attacking and defending exercises.

Your most humble and ever loyal officer.

FL/CPT Roger/Epsilon-2-1/Wing1/SSSD Sov (CAVL) ISMx4, LoCx3, OV-2E (IWATS-SM1)

---

#### The SSD Avenger Story

AD FireFox was walking from his room to the Bridge of the Avenger. As the officers of the ship salute VA FireFox as step's on to the bridge. He salute's them back, and ask, has there been any contact form the ISDII Inferno. No sir, there has been no word form them. Send out a search party I want that ship found within the next 24 hours.

Yes, Admiral FireFox. As the squadron Hunter is sent out to find the Inferno. As hunter squad jumps into hyperspace.

As the Inferno is stuck in deep space Commander Ryo sends out Probe Driods to search the surrounding systems for life and technology. He finds a system named Leidecker as the Inferno makes it way to the system. Ryo grabs the comminute and says all fighters, be prepared for immediate launch if the negations go bad. As Ryo heads for his shuttle and

climbs aboard. As the shuttle takes off followed by two escorts they make their way to the orbiting space station. As the leader in charge General Couser, comes over the communit he says, welcome Commander Ryo I look forward to helping you with your ship repairs. As commander Ryo thinks to him self, man this guy want's my ship. A few minutes later squad of Planetary Fighters fly out from the station. Ryo hits the switch next to him and the immediate launch from the Inferno. As Ryo instruction the pilot to fly back to the inferno and tell them to ready my fighter. As the shuttle docks Ryo runs out, and grabs his flight gear. He then dress up and heads for the Tie Advanced. He starts her up and fly's roaring out of the hanger. He sets up his targeting computer for the Generals ship. As squad after squad is being launch form both base. A transmission comes over Ryo's communit. Hey Ryo need some help, it was Commander Madien. Glad to see you hear, take out the rest of the fighters and leave the General for me. As Ryo heads full throttle at the General he fires a par of Torpedoes at the Shuttle which blows it to pieces. Ryo then says to himself, "right negotiations are complete the station will now be taken under Imperial authority. Later AD FireFox ship arrives, welcome back Commander Ryo and good work on the capture of a hidden rebel base. Admiral the Inferno needs the Hyperdrive rebuilt and also a promotion to commander madien to Captain. I look into it and it good to have you back.

As the Inferno and Avenger take the rebel prisoner to a hold cell. Madien gets the rank of Captain. As for Ryo he is a know as the Greatest Imperial Commander in the Galaxy.

FM/LT Ryo/Yod 1-4/Wing IV/SSSD Sovereign

---

## SSD Avenger Story 2

With the new Wing about to open abroad the SSD Avenger pilots can't wait to take positions in the second wing. Cpt Ryo who was promoted by AD FireFox due to the capture of the Secret Rebel Base in the Leidecker System, he hopes to take command of squad that will attract pilots from all over the galaxy. The scene takes place where Ryo ask FireFox for a Squadron Position.

Admiral, yes Captain since Wing 2 aboard the Avenger is opening back up, I was wondering if there is a squadron position open. I'm sorry Ryo, but you are in command of the Inferno and I'm afraid that is where you must stay. Yes Admiral, thank you for your time. He salutes FireFox then turns around and makes his way to the Hanger. He comes into the hanger and boards his shuttle. His shuttle takes off and proceeds to the hyperpoint where it then makes the jump to light speed. Ryo thinks to him self, the AD is right I worked hard to get the Inferno and I'm not about to let it slip away so easy. As the shuttle comes out of hyperspace it makes it way to the inferno. It comes within 2 clicks and proceeds to land in the main hanger. Ryo walks out and it greeted by Cpt Madine. Crix informs Ryo that a small group of Rebel ships attacked the Inferno. Ryo tells Crix to send out a small group of fighters to search out the rebels. If they are found inform me at once. As Crix salutes Ryo and heads for his ship, Ryo salutes back and then makes his way to the bridge. As a incoming message from AD FireFox is appearing as Ryo enters the bridge. Sir incoming message from the Admiral yes put it through. Cpt the Avenger is under a attack assist at one. Yes admiral were on our way, inform Cpt Madine of the situation, yes sir. As Cpt Madine is informed of the situation the Inferno makes the jump into hyperspace. Madine informs the rest of Hunter Squad and they set in their coordinates for the SSD Avenger. The Inferno comes out of hyperspace and begins launching fighters. Ryo makes

his way to his Tie Advanced and hops aboard, he starts it up and makes his way out of the hanger. As Crix squadron comes out of hyperspace, they immediately head for the squad of X-Wings as Ryo and his squad head for the B-Wings attacking the Avenger. As Crix fires a pair of Adv. missile at the X-wing it blows it to pieces. As the Hunters hunt down all of the X-wings, they make their way back to the inferno. Ryo takes down most of the B-wings and leaves a few for his squad to clean up. As both squad meet back up in the Infernos hanger. A special medal is awarded to Crix and Ryo for the Bravery of protection the Avenger.

The Story ends with Crix and Ryo getting a Commendation of Bravery for their excellent piloting skills in the protection of the Avenger and also for the most kills.

FM/LT Ryo/Yod 1-4/Wing IV/SSSD Sovereign

---

### The SSD Sovereign

LT Ryo has just transfer from the SSD Avenger Wing 1 to the SSD Sovereign Wing 4. He is thinking to his self and hoping that people will accept him once again. Also he is hoping to get in touch with so old friends of his. The Shuttle lifts off from the SSD Avenger and heads out to make the jump to hyperspace. Lt.-Ryo thinks to him self here is were memories come back.

LT Ryo is sitting in the back of the Shuttle as the 2 pilots in the front have switched to auto pilot and just let the ship navigate it way through hyperspace. As the pilots just chat away about how they want to fly Vader or GA Ronin around all day and see what he is really like and other things like that. As the red button starts to beep loudly, they jump back to their seats and make preparations to come out of hyperspace. As they come out of hyperspace and the commander of the shuttle says, LT Ryo welcomes to the SSD Sovereign. As Ryo comes out of his seat and looks at his new home and is thinking to him self, she looks the same. As the GN Ricardo comes over the COM system of the shuttle is ask what is your cargo and destination? Are destinations is the SSD Sovereign and our cargo is a LT Ryo who has transferred from the SSD Avenger. The pilot waits a few minutes and then Ricardo comes back and says, alright clear to land in the hanger bay, roger that. As the shuttle makes a landing preparations and heads towards the hanger. As the tractor beam pulls the shuttle in and then they land in the hanger. GN Ricardo greets LT Ryo. As he says well back LT Ryo or better known to me as LCM Thrawn. As LT Ryo and Ricardo chat as they are walking through the hanger, all of the ships are being cleaned and equipped for any upcoming battle's. GN Ricardo says, ready to meet your squad, LT Ryo nods and then both walk to the door at the end of the hanger. GN Ricardo goes through first followed by Ryo. They take the lift down to the flight room were everybody from each squad hangs out. He calls Commander Jon of Yod squad and tells him that his new pilot LT Ryo has just transfer from the Avenger. Lt. Ryo this is your new commander. As both of them shake hands and then Jon takes Ryo and introduces him to the rest of the squad. Ryo gets a drink at sits at a table and gets to know the rest of the squad.

As the time pass and people are heading towards their quarters to get some rest. Ryo takes another sip of his drink and then walks out of the flight room. He looks on the sheet that was handed to him from Ricardo. As he follows the directions and comes to his quarters. He knocks on the door and Jon opens the door. As Ryo enters and then talks with Jon some more, he gets ready for bed and hops up to the top bunk. He gets cozy and then says to himself that thinks will work on fine here. He then close his eyes and tries to get some sleep.

FM/LT Ryo/Yod 1-4/Wing IV/SSSD Sovereign

## file archives

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

[Roninmod.zip](#) - Three small examples of the working models for GA Ronin in the upcoming EH movie, by RA Hunter.

[hf banner.jpg](#) - A new banner for the Hammer's Fist, presented by CD/MG Ares/GS-2/LCF Excelsior.

[sovereign banner.jpg](#) - A banner for the SSSD Sovereign presented by FM/LT Mugzy/Mem 1-3/Wing V/SSSD Sovereign.

[ehpaper.zip](#) - Some EH wallpaper for the PC by FM/CPT Andronicus/Typhoon 2-4/Wing X/ISD Challenge.

[dark archon.zip](#) - A bunch of uniforms for LCM Dark Archon as designed by Gotham.

[sssd-xwa.zip](#) - A most incredible patch of the SSSD Sovereign as made for X-Wing Alliance, as presented by SCO (now GM)/FA Zoraan/CS-10/SSSD Sovereign.

[XWA\\_202\\_Restore.zip](#) - A patch that restores the default files after the use of modified EH files for XWA, presented by FA Zoraan.

[CSMA banner.jpg](#) - A new banner for the Hammer's Fist's CSMA, presented by CD/MG Ares/GS-2/LCF Excelsior.

[sysman.zip](#) - The latest update of the EH System Manual, as presented by Grand Moff (ret.) Kessian Armus.

[NL67Battles.zip](#) - The latest group of custom missions as presented by TAC/HA Kawolski/CS-3/SSSD Sov.

## fleet order of battle

FLEET COMMANDER'S NOTES:

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

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

## Flagship/Escort

**SSSD Sovereign**

**SSSD Sov**

## Aggressor Strike Force

**ISD Grey Wolf**

**ISD GWif**

**ISD Intrepid**

**ISD Int**

**ISD Vanguard**

**ISD Van**

VSD Aggressor

VSD Agg

VSD Gilded Claw, M/FRG Implacable, M/FRG Rage, M/INT Vertex, ESC Corrupter, TFC Virulence, 4 Strike Cruisers, 12 Carrack Light Cruisers, 6 Corvettes, 22 Assault Transports, dozens of dedicated transports, tugs & freighters

## Battlegroup

**ISD Colossus**

**ISD Col**

**ISD Relentless**

**ISD Rel**

**ISD Immortal**

**ISD Imm**

**ISD Challenge**

**ISD Chal**

VSD Formidable, VSD Monitor, M/FRG Imperator, M/FRG Ardent, M/FRG Onamo, ESC Iron Fist, 3 Strike Cruisers, 7 Carrack Light Cruisers, 10 Corvettes, 20 Assault Transports, dozens of dedicated transports, tugs & freighters, VSD Ravager, VSD Stalwart, M/FRG Invader, M/FRG Fogger, M/INT Harpax II, TFC Roxanna, M/CRV Phantom (Deep Recon), 4 Strike Cruisers, 12 Carrack Light Cruisers, 6 Corvettes 18 Assault Transports, dozens of dedicated transports, tugs & freighters, Torpedo Sphere, Empress Teta, ISD Hammer (ISD Hamr), ISD Warrior (ISD Warr), VSD Bombard, VSD Rapier, VSD Crusader, VSD Shield, M/INT Fairchild, 3 Modified Frigates (hospital/tender M/FRGs), 5 Strike Cruisers, 5 Escort Carriers (TIE Fighter shuttles), 5 Modular Taskforce Cruisers (one w/each module type), 8 Dreadnaught Cruisers, 13 Carrack Light Cruisers, 17 Corvettes, 25 System Patrol Craft, 60 Skipray Blastboats, 120 Assault Transports, hundreds of dedicated transports, tugs & freighters

## Auxillary Vessels

### Dark Brotherhood

**SSD Avenger** (flagship)

**SSD Avr**

**MC Tripidium** (Tau Squadron, aboard the SSD Avenger)

**MC Trip**

ISD Subjugator

ISD Sub

3 VSD-II, 3 FRG, 1 M/INT, 10 CRV, 2 A/FRG, 1 ESC, 2 STRCK, 10 Lancer Frigates, 30 Assault Transports, Dozens of dedicated transports, tugs and freighters

### Hammer's Fist

**DREAD Retribution**

**DREAD Ret**

LCF Excelsior

LCF Exc

LCF Friggia

LCF Frig

LCF Falcon's Eye

LCF Falc

### Bounty Hunter's Guild

**Star Galleon IvanHoe**

**SGAL Ivan**

### Infiltrator Wing

**Task Force I**

**MC90 Bismarck**

Gunship Centurion, Gunship Scorpion, Corvette Bellum, Corvette Vanquish

**Task Force II**

**MC80b Saratoga**

Gunship Repulse, Gunship Vindictive, Corvette Meteor, Corvette Daring

### **Task Force III**

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

### **Task Force IV (Stationary Defense)**

#### **M/PLT Destrier, MC90 Despot**

Corvette Scythe, Gunshi Falcon, Corvette Templar, Corvette Archon

## **Directorate BattleFleet**

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

### **Phare system**

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

### **Lyarna System**

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

### **Carrida System**

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

### **Heir System**

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

### **Karana System**

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

### **Setii System**

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

### **Pirath System**

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

### **Minos Cluster Battle Fleet**

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

## **Intelligence Division**

**Imperial Dungeon Ship Lichtor V**

**FRG Stormwind**

**Corvette Grau**

**Corvette Guren**

**Corvette Rune**

**Corvette Ietra**

**DGN LichV**

**FRG Storm**

**Heimlichkeit Strike Team**

**Nazgul Strike Team**

**Jaeger Strike Team**

**Moerder Strike Team**

## **Corporate Division**

**VSD Rhadamanthus**

**Corporate Division Flagship**

## EH Advanced Guard

Core Galaxy Systems Dreadnaught Tranquility

## Bases of Operations

### **Aurora System**

The FAC Triad (Support PLTs for the SSSD Sovereign) Dark Hall on Eos (Dark Brotherhood HQ/Homeworld) PLT Stiletto (Headquarters of the Intelligence Division) PLT Dagger (Project Reno Central Command) PLT Destrier (IW Training Platform)

### **Phare System**

M/PLT Daedalus (Assault Platform/Pilot Training Center) M/PLT Haven (IW Command Platform/EH Recreation Center) PLT Revenge (Headquarters of the Corporate Division)

### **Lyarna System**

Lyarna Station - M/PLT (Guild Station/Outpost)

### **Heir System**

PLT Cerlun - M/PLT - FAC (Guild HQ)

### **Carrida System**

PLT Declaration (Hammer's Fist HQ)

..

## pilot manuals

This document contains the current list of EH related files.

### **The Emperor's Hammer Training Manual**

version 4.0

By GA Ronin, HA Paladin and SA Havok (ret.) and HA Astatine

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

Sites:

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

### **The Emperor's Hammer Fleet Manual**

version 3.0

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

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

Sites:

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

### **The Emperor's Hammer Tactical Manual**

By HA Kawolski and VA Sauron

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

Site:

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

### **IWATS Help file**

Sites:

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

### **Uniform Template Help file**

Sites:

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

### **The Map of the Empire and Emperor's Hammer Territories**

Sites:

<ftp://narsissi.tky.hut.fi/hammer/other/eh-camp1.zip>

### **Emperor's Hammer AVI Logo**

Sites:

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

### **Emperor Palpatine & Lords of the Sith WAV files**

Sites:

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

### **The Emperor's Hammer Operations Manual**

version 2.0

By FA Dev and FA Howlader

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

Sites:

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

### **The Emperor's Hammer Systems Manual**

version 3.0

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

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

Sites:

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

### **TIE Fighter CD Bonus Goal Help file**

By SA Compton

Sites:

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

### **The Fleet Commander's Dark Brotherhood Grant of Arms**

Sites:

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

### **Poster Art**

Sites:

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

### **Tie Fighter Missing Man Formation AVI**

Sites:

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

### **The Emperor's Hammer Recruiting Manual**

by FA Darth Vader

Sites:

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

If you have any questions please contact the Logistics Officer.

## **disclaimers and copyrights**

***All original Emperor's Hammer materials are considered protected by the U.S. Copyright Act, 1994-2000, GARonin@aol.com (William P. Call), Emperor's Hammer. Author(s) reserve all rights to the contents herein...***

- Star Wars is a registered copyright and trademark of LucasFilms, Ltd.
- TIE Fighter is a registered trademark of LucasArts Entertainment Co., 1994
- TIE Fighter CD is a registered trademark of LucasArts Entertainment Co., 1995
- Dark Forces is a registered trademark of LucasArts Entertainment Co., 1994
- X-Wing is a registered trademark of LucasArts Entertainment Co., 1993
- X-Wing CD is a registered trademark of LucasArts Entertainment Co., 1994
- X-Wing vs. TIE Fighter is a registered trademark of LucasArts Entertainment Co., 1996
- Jedi Knight is a registered trademark of LucasArts Entertainment Co., 1997
- Rebellion is a registered trademark of LucasArts Entertainment Co., 1998
- X-Wing: Alliance is a registered trademark of LucasArts Entertainment Co., 1998
- Force Commander is a registered trademark of LucasArts Entertainment Co., 1999

---

***The Emperor's Hammer is an UNOFFICIAL Star Wars-related fan club which is in NO way endorsed, supported or subsidized by LucasFilms, Ltd., LucasArts Entertainment Company, or any Lucas subsidiary/licensee...***

---

The author of this newsletter may occasionally publish photographs or artwork submitted by a Member. The Fleet Commander herein notifies all readers that the submitter of the artwork, graphic or photograph is responsible for notifying the Fleet Commander of the origin of the picture so that proper credit may be given to its author. When the origin or author of a particular picture is not submitted, the Fleet Commander will credit the sender of the same with his/her AOL Screen Name and date (year). Authors of original computer-generated artwork will also be so recognized in the picture caption.

Any sound (\*.wav) files embedded in the EH Newsletters are typically downloaded by the Fleet Commander personally from the various Star Wars File Archives on America Online (AOL). The files used in the EH Newsletters will consist ONLY of Public Domain Type sound files. However, any EH Member submitted files will be so credited in the NLS.

Likewise, when written text is submitted for posting in the Newsletter, all submitters are reminded that credit must be given to its original author (if applicable) and the Fleet Commander notified so that proper credit can be given in the Newsletter.

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