The background image is a cinematic still from Star Wars: The Force Awakens. It depicts a TIE fighter in the foreground, angled downwards. In the background, a cityscape is visible, with one prominent building engulfed in bright orange and yellow flames. A red laser beam streaks across the scene from the right. The overall atmosphere is one of intense action and destruction.

Emperor's Hammer Strike Fleet
TIE CORPS
PILOT MANUAL

Table of Contents

I. Introduction

II. Chain of Command

III. Structure

IV. Positions

a. Line Positions

Trainee (TRN)

Flight Member (FM)

Flight Leader (FL)

Squadron Commander (CMDR)

Wing Commander (WC)

b. Flag Positions

Commodore (COM)

c. TIE Corps Command Staff

Combat Operations Officer (COO/TC-3)

Strategic Operations Officer (SOO/TC-2)

TIE Corps Commander (TCCOM/TC-1)

d. Assistants and Other Secondary Positions

Squadron Executive Officer (SQXO)

Warden of the Imperial Archives (WARD)

Editor of the TC Newsletter (EDR)

Simulations Officer (SIMS)

Captain of the M/FRG Phoenix (CAPT)

e. Tour of Duty

f. Reserves

V. Ranks

a. Line Ranks

b. Flag Ranks

VI. Promotions

a. Promotional Authority

b. Position Requirements

c. Rank requirements

d. Promotion to LT

e. TIE Corps Core

VII. Medals

a. Merit Awards

Medal of Honor (MoH)

Imperial Cross (IC)

- Order of the Renegade (OoR)
- Grand Order of the Emperor (GOE)
- Gold Star of the Empire (GS)
- Silver Star of the Empire (SS)
- Bronze Star of the Empire (BS)
- Palpatine Crescent (PC)
- Imperial Security Medal (ISM)
- Imperial Achievement Ribbon (IAR)

b. Service Medals

- Medal of Instruction (MoI)
- Medal of Tactics (MoT)
- Medal of Communication (MoC)
- TIE Corps Commander's Unit Award (TUA)
- TIE Corps Meritorious Unit Award (MUA)
- Iron Star (IS)
- Legion of Combat (LoC)
- Legion of Skirmish (LoS)
- Distinguished Flying Cross (DFC)
- Order of the Vanguard (OV)

c. Commendations

- Commendation of Bravery (CoB)
- Commendation of Excellence (CoE)
- Commendation of Loyalty (CoL)
- Commendation of Service (CoS)
- Letter of Achievement (LoA)

VIII. Procedures

- a. Appointments
- b. Transfers
- c. Promotions and Awards
- d. Creating Competitions
- e. Squadron Citations
- f. Titles
- g. Absent Without Leave (AWOL)
- h. Activity Expectation
- i. File Submission

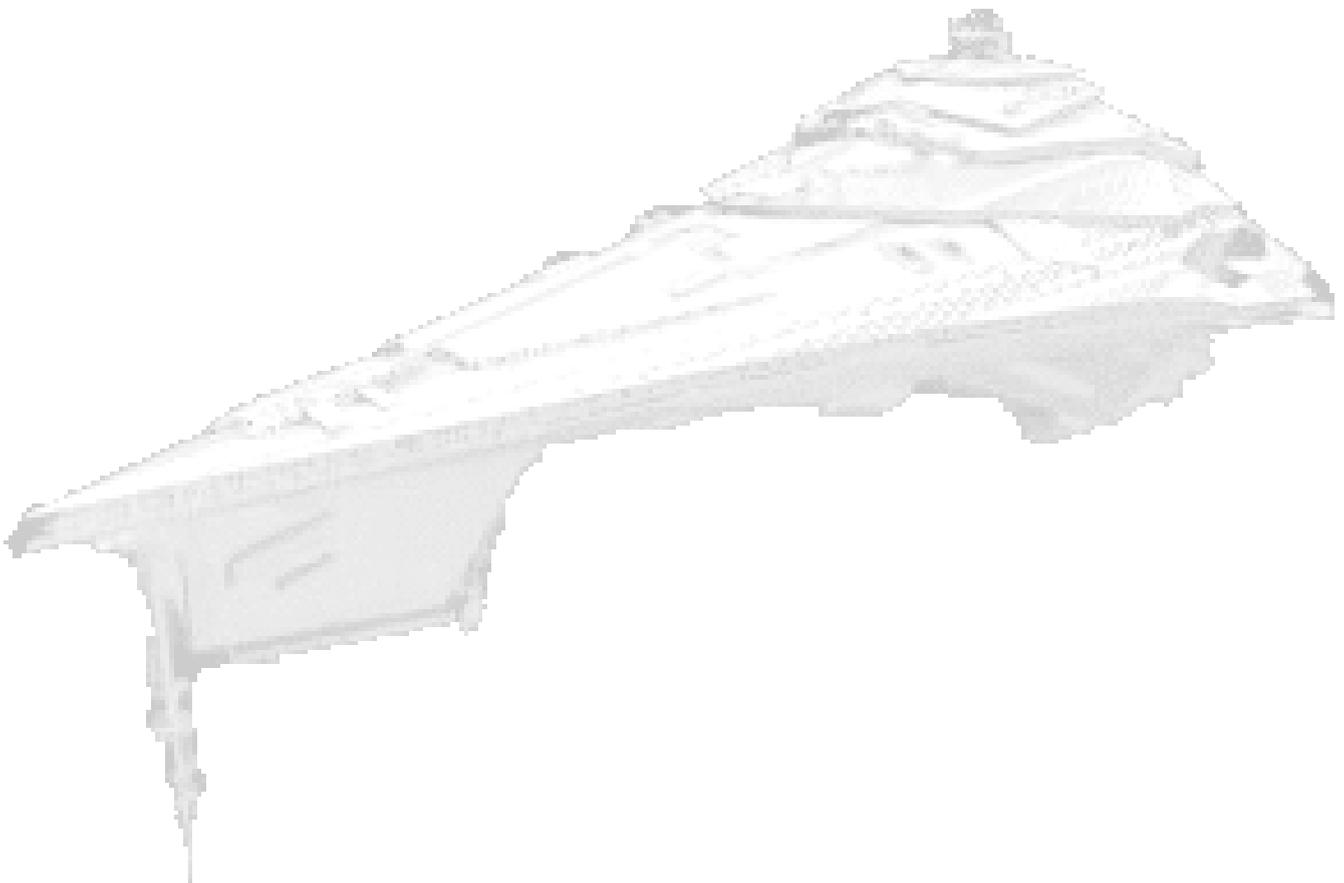
IX. Flight Certification Wings

X. Fleet Commander's Honor Guard

XI. Combat Rating

XII. Co-Op PvE Rating

- XIII. Playing Custom Missions
 - a. Emperor's Hammer Battle Launcher
 - b. Emperor's Hammer Ship Patcher
- XIV. ID Lines
- XV. Squadron Objectives
- XVI. Uniforms
 - a. Combat Pilot Uniform
 - b. Duty Uniform
 - c. Dress Uniform
- XVII. The Emperor's Hammer Strike Fleet
- XVIII. Online Bases of Operations
- XIX. Bylaws
- XX. Articles of War
- XXI. Privacy Policy/Disclaimers/Copyrights
- XXII. Update History



I. Introduction

Welcome, pilot. Whether you are a trainee or a seasoned veteran, you'll find everything that you need to know about the TIE Corps in this manual. Designed by pilots, for pilots, it is supposed to be the primary source of information for any TIE Corps member.

For the sake of brevity, male pronouns are used throughout this document.

I hope that all of you will find this manual a useful source of information while also keeping in mind the only constant in life is change. Future decisions made by the Command Staff might lead to this document becoming outdated. When in doubt, communicate with the officers you report to via the chain of command.

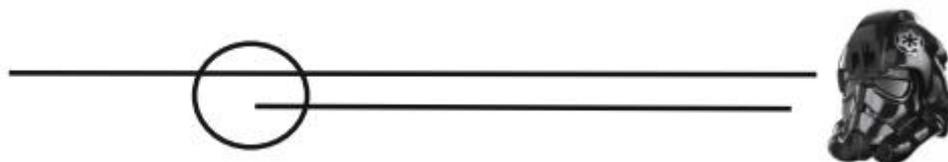
New members, please note that you are required to be acquainted with this document and the supplementary documents referred to within it in order to be accepted in the fleet as an active member. If you have any questions, reach out to your immediate superior.

The most important thing to emphasize here is that the Emperor's Hammer TIE Corps is a Star Wars gaming club. As such, one of its greatest aspects is the potential to meet and interact with fellow pilots who share a common interest while having fun with our favourite games.

The Command Staff and I wish you all a fun time with us here in the TIE Corps.

Regards,

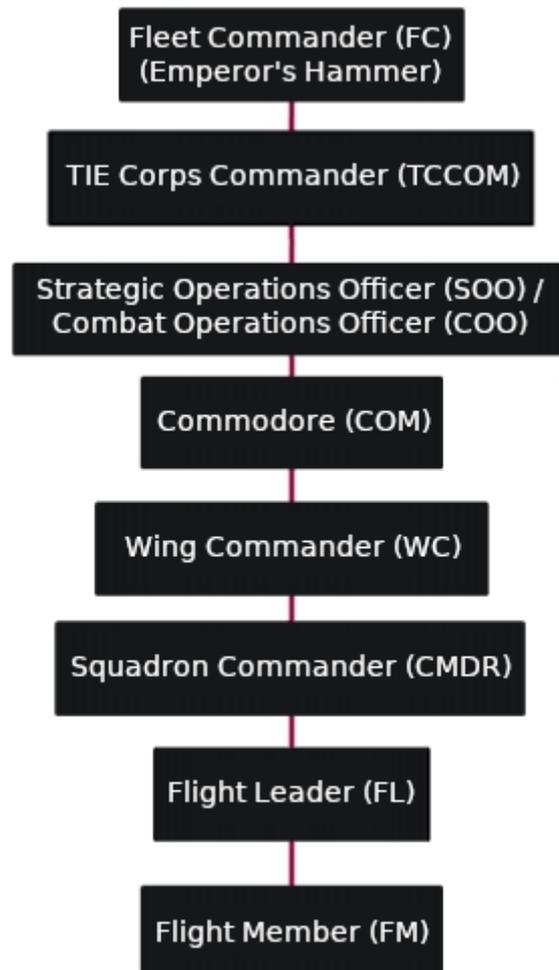
High Admiral Plif
TIE Corps Commander



II. Chain of Command

The TIE Corps is a military dictatorship and, as such, it possesses a chain of command – a line of authority and responsibility along which orders are passed. A Flight Member is under a Flight Leader's authority, a Flight Leader is under a Squadron Commander's authority, and so on. It is also worth noting that a higher position's orders always override ones from a lower position – for example, a Commodore's orders would supersede those of a Squadron Commander.

An overview of the chain of command in the TIE Corps:



Note that Fleet Commander is not a TIE Corps position. The Fleet Commander sits at the top of the Emperor's Hammer Command Staff of which the TIE Corps is considered a subgroup (SG).

Ideally, questions should be resolved at the lowest level possible. As a FM, ask your FL or CMDR first. If they don't have the answer, they'll refer the question to their superior and so on up the chain until an answer is given or a decision is reached by the TCCOM.

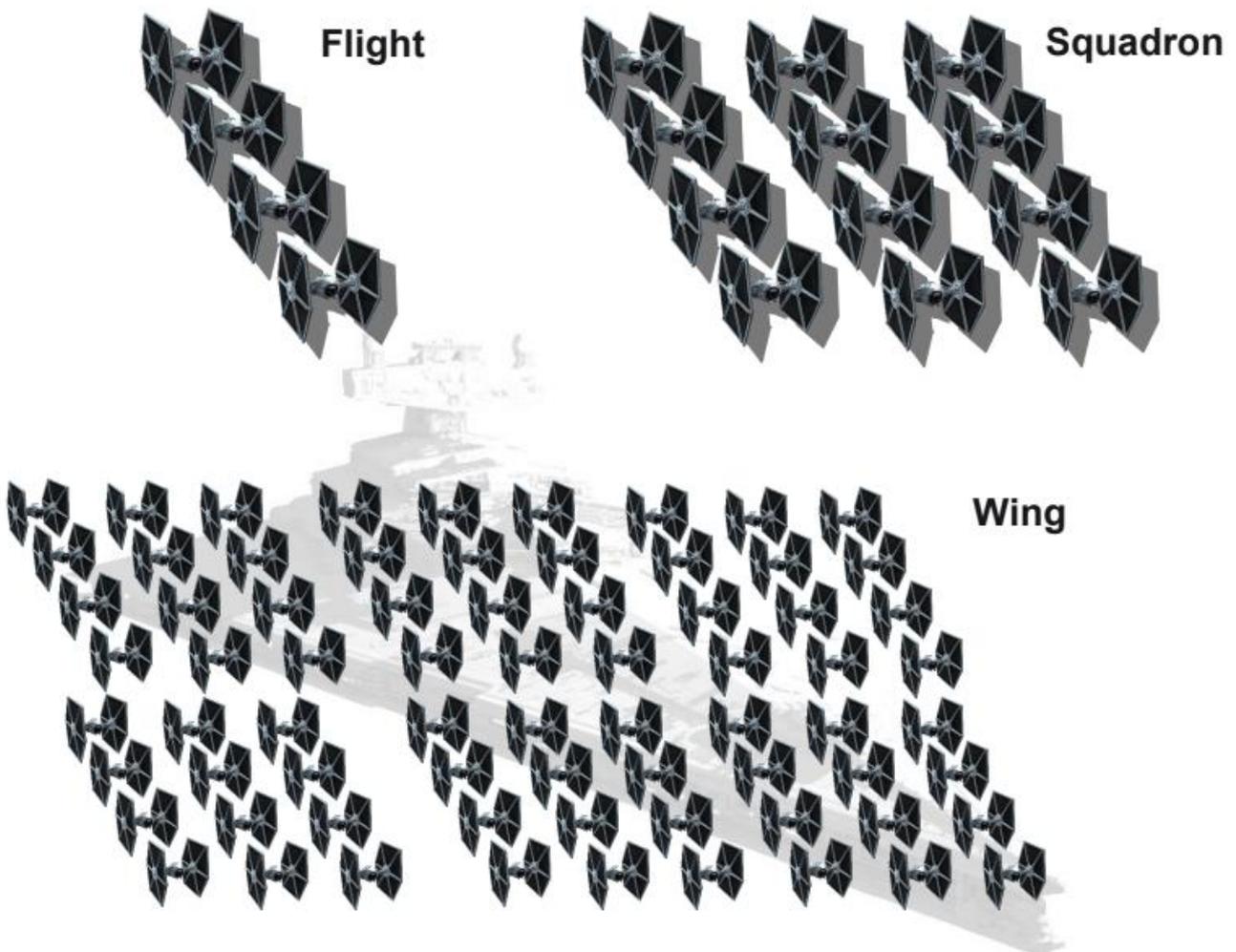
III. Structure

The smallest unit in the TIE Corps is a flight, which consists of up to four pilots: a Flight Leader and up to three Flight Members. It is the smallest unit usually sent into battle, however it is not considered independent. Each flight has its own nickname and motto and all of its members are assigned the same type of starfighters.

A group of three flights makes a squadron. The leader of Flight I is in command of the squadron and is called the Squadron Commander. A squadron may consist of up to twelve pilots and is the smallest unit considered independent.

A grouping of two to six squadrons is called a wing and is led by a Wing Commander. Currently, the Wing Commander positions are occupied exclusively by non-player characters, but they could be staffed by live members again should the need arise.

A wing is usually stationed aboard an Imperial II-class Star Destroyer of the Emperor's Hammer Strike Fleet. Each ISDII in the fleet is the flagship of a battlegroup of numerous support ships. Each battlegroup is commanded by a Commodore who holds a flag rank.



Leading the TIE Corps is the TIE Corps Command Staff (TCCS), a group of three admirals that are in direct command of the entire TIE Corps. The TCCS consists of the TIE Corps Commander, the Strategic Operations Officer, and the Combat Operations Officer. The TIE Corps Commander is the highest authority in the entire TIE Corps and may be overruled only by the Executive Officer or Fleet Commander of the Emperor's Hammer.

The TCCS plus the Commodores may be referred to as the TIE Corps Admiralty Board (TCAB) as a group of all of the admirals in the Corps.

The entire Emperor's Hammer Strike Fleet is under the authority of the Emperor's Hammer Command Staff, a group of admirals that are in direct control of various aspects of the entire organization. They are led by the Fleet Commander and their second-in-command, the Executive Officer.

For more information on the Command Staff positions, please consult the Emperor's Hammer Training Manual.

IV. Positions

This section describes the various positions available in the TIE Corps.

a. Line Positions

Trainee (TRN)

Position Description: Aspiring pilots who join the TIE Corps are initially given the rank of Cadet and the position of Trainee upon arrival on the Super Star Destroyer *Avenger* until they complete their training, during which they will learn the basic knowledge and skills necessary for service in the TIE Corps. Trainees are included in the roster count but cannot be awarded medals or promotions until they complete their training and are assigned to a squadron. Upon completing their training, a Trainee is promoted to Sub-Lieutenant and assigned to a squadron in a Flight Member position.

Rank: Cadet

Duties: Completing training

Contact Requirements: Low. At least once per month contact via email the TIE Corps Commander. However, they are encouraged to complete their training requirements as soon as possible so that they may be assigned to an active squadron.

Flight Member (FM)

Position Description: Flight Member is the most common role in the TIE Corps. Flight Members participate in competitions, post on message boards, talk with fellow members, play custom missions and multiplayer matches, and undertake other activities. In addition, Flight Members are encouraged to interact with their immediate superiors (Flight Leaders and/or Squadron Commanders) in regards to any questions or suggestions they may have.

Rank: Sub-Lieutenant on appointment, may be promoted up to Major

Duties: Being active, participating in TIE Corps activities

Contact Requirements: Low. At least once per month contact via email or other form of communication with immediate superior.

Flight Leader (FL)

Position Description: The Flight Leader serves as a team leader for the three Flight Members within the flight to which he's assigned.

Rank: Lieutenant on appointment, may be promoted up to Colonel

Duties: A Flight Leader should lead by example and be active

Contact Requirements: Low to moderate. A Flight Leader should stay in contact with their Squadron Commander and their flight. Response time should not exceed 72 hours.

Squadron Commander (CMDR)

Position Description: A key position in the TIE Corps, the CMDR manages the day-to-day operations of the squadron. Because nearly all the members of the TIE Corps are assigned to a squadron, the CMDRs are critical to maintaining the line of communication across the chain of command.

Rank: Commander on appointment, may be promoted up to General.

Duties:

- Keeping in contact with the FLs and FMs under their command and answering any questions that arise
- Informing the squadron of news and important events
- Writing squadron reports
- Submitting Monthly Squadron Evaluations (MSE), which includes making medal and rank promotion recommendations
- Creating competitions for the squadron

- Being familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.)

Contact Requirements: Moderate. Answering emails, writing reports, and writing evaluations will take most of the CMDR's time. A CMDR is also expected to maintain regular contact with their squadron and Commodore via email. Response time should not exceed 2 days.

Wing Commander (WC)

Position Description: The Wing Commander is in charge of two to six squadrons, which compose a wing. These positions are currently not filled by live officers and are instead held by NPCs with the duties of the WCs performed by the Commodores.

Rank: Major on appointment, may be promoted up to General

Duties:

- Overseeing daily operations of the wing
- Writing wing reports
- Reviewing monthly evaluations submitted by the CMDRs
- Staying in contact with the pilots in their wing, particularly the CMDRs
- Appointing CMDRs (usually with approval from the Commodore)
- Creating competitions for the wing
- Informing the wing of news and important events
- Being very familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.)

Contact Requirements: Moderate to high. The WC must keep in contact with the CMDRs in their wing and make sure the squadrons are active. In addition, the email load of a WC is rather heavy, with response times expected to be 24-48 hours.

b. Flag Positions

Commodore (COM)

Position Description: Commodores are the "Captains" of the capital ships assigned to the TIE Corps. They control their ship's operations, both day-to-day and in battle, as well as the starfighter wings on board their ships. Each commodore commands a battlegroup of ships from the [Fleet Order of Battle](#), thus they hold a flag rank. With the WC positions currently not staffed, COMs fulfill the duties that a WC would normally perform.

Rank: Commodores must hold the rank of Rear Admiral or higher and may be promoted up to Admiral

Duties:

- Overseeing daily operations of the ship
- Reviewing monthly evaluations submitted by the WCs and CMDRs
- Writing ship reports
- Staying in contact with the pilots on his ship, particularly the WC and the CMDRs
- Creating competitions for the ship
- Informing the ship of news and important events
- Being completely familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.)

Contact Requirements: Heavy. The Commodore is expected to attend official meetings, make message board posts, etc. as often as possible. Response time should not exceed 24 hours.

c. TIE Corps Command Staff

Combat Operations Officer (COO/TC-3)

Position Description: The Combat Operations Officer oversees all multiplayer activities in the TIE Corps. The Combat Operations Officer's primary duties are coordination of multiplayer pilots, expanding multiplayer activities, and approving multiplayer-oriented awards.

Rank: Rear Admiral upon appointment, may be promoted up to Fleet Admiral

Duties:

- Writing weekly reports
- Reviewing and approving multiplayer matches for all platforms
- Creating and coordinating multiplayer competitions and events
- Reviewing and approving competitions

Contact Requirements: Moderate to high. The COO will constantly receive mails from pilots with match results for their events and other multiplayer-related inquiries. Response time should not exceed 24 hours.

Strategic Operations Officer (SOO/TC-2)

Position Description: The Strategic Operations Officer is primarily responsible for awarding the medals, approving uniforms and reviewing the monthly evaluations. The Strategic Operations Officer is also considered the second-in-command of the TIE Corps.

Rank: Rear Admiral upon appointment, may be promoted up to Fleet Admiral

Duties:

- Writing weekly reports
- Reviewing the evaluations submitted by the CMDRs, WCs, and COMs
- Reviewing and approving medal recommendations
- Reviewing and approving uniform submissions
- Staying in contact with the pilots in the TIE Corps, particularly the COMs

Contact Requirements: High. The Strategic Operations Officer needs to maintain contact with the COMs and be ready to answer any question regarding the TIE Corps asked by members. Response time should not exceed 24 hours.

TIE Corps Commander (TCCOM/TC-1)

Position Description: The TIE Corps Commander is in overall command of the TIE Corps and reports directly to the Fleet Commander of the Emperor's Hammer Strike Fleet. He bears the ultimate responsibility for the TIE Corps. Aside from keeping a close eye on the general state of the TIE Corps, the TIE Corps Commander is responsible for roster updates and promotion requests. The TIE Corps Commander is also considered part of the Emperor's Hammer Command Staff as a Group Commanding Officer.

Rank: Admiral upon appointment, may be promoted up to High Admiral

Duties:

- Writing weekly reports
- Overseeing the general state of TIE Corps
- Maintaining the online roster
- Maintaining the TIE Corps Pilot Manual
- Reviewing and approving promotion requests
- Coordinating and managing the SOO and COO

Contact Requirements: High. The TIE Corps Commander must be always aware about the state of the TIE Corps and be ready to support the SOO and COO when needed. Response time should not exceed 24 hours.

d. Assistants and Other Secondary Positions

Because the positions of the TIE Corps Command Staff and Emperor's Hammer Command Staff involve highly sensitive and extensive duties, each member of the TCCS and EHCS may appoint Assistants. An Assistant shall remain in their previous position on the roster and perform their usual role, however he will be expected to support the TCCS member in fulfilling some of their duties. Although this shall require more effort from the Assistant than if he would be a typical member, Assistants have more activity to note in evaluations and often receive additional or higher merit medals than they would have received otherwise.

The position of Assistant is signified by an appropriate addition in the ID line, in the position's section. The addition takes the form of 'XXA', where XX is the abbreviation for the officer you are assisting. For example a Squadron Commander who is also a COO Assistant would start their ID line with 'CMDR-COOA', where COOA indicates the Assistant position.

There are also several other secondary positions like the Tactician (TCT) and Tactical Surveyors (TCS). The only difference that separates those positions from that of the Assistant is that their duties are more specific than those of the Assistant.

Squadron Executive Officer (SQXO)

Position Description: The SQXO serves as the designated second-in-command of a squadron and performs any additional duties assigned by the CMDR

Rank: No new rank upon appointment, may be promoted in line with primary position

Duties: Each CMDR may choose which duties, if any, to assign to their unit's SQXO. Examples are listed below.

- Serving as the Acting CMDR while the CMDR is on leave
- Submitting squadron reports (preferably only occasionally)
- Contacting other FLs and FMs
- Running competitions
- Tracking squadron citation progress

Contact Requirements: Generally low, but might be needed more often depending on assigned duties

Assignment Process: To add or remove a SQXO, the CMDR should email their COM and the TCCOM. The COM will need to approve the assignment before it's processed by the TCCOM. A pilot being assigned as a SQXO should have their potential duties outlined to them by the CMDR and accept the role before the COM and TCCOM are contacted. A pilot being removed from a SQXO role should be advised of this change before it's requested from the COM and TCCOM.

Other Details: Only one SQXO may be assigned in each squadron. As a secondary position, SQXO may be assigned to any FL or FM within the squadron. CMDRs are not required to have a SQXO assigned for their squadron.

Warden of the Imperial Archives (WARD)

Position Description: The Warden is responsible for championing fiction, writing and related non-flight activity within the TC

Rank: No new rank upon appointment, may be promoted in line with primary position

Duties:

- Supports and encourages fiction and related non-flight activity with the creation of competitions and other activities
- Maintains a historic background for TC competitions, establishing a narrative and continuing to develop it as the TC progresses
- Utilizes all available TC media to promote fiction and communication, such as TC message boards and mailing lists
- Uploads submitted fiction and graphics to their creator's profile
- Other duties assigned by the TCCS as needed

Contact Requirements: Moderate to High. A Warden will be expected to lead by example and provide a useful source of guidance or information to any pilot.

Editor of the TC Newsletter (EDR)

Position Description: The Editor of the TC Newsletter compiles submissions and publishes the TIE Corps newsletter, currently called The Commodore

Rank: No new rank upon appointment, may be promoted in line with primary position

Duties:

- Accepts submissions for the newsletter

- Actively looks for works that have been created but not specifically submitted for the newsletter, communicates with those creators about their works as needed
- Uploads any needed materials to tc.emperorshammer.org/commodore/
- Creates the newsletter through HTML coding, word processing, etc.
- Sets a schedule for the publication of newsletters
- Submits a list of needed Letter of Achievement awards to the TCCS after the publication of a newsletter

Contact Requirements: Low, mostly coordinating submissions for the newsletter.

Simulations Officer (SIMS)

Position Description: The Simulations Officer runs Imperial Storm events and performs related duties

Rank: No new rank upon appointment, may be promoted in line with primary position

Duties:

- Maintains and publishes the rules for Imperial Storm
- Works with the TCCS on scheduling Imperial Storm events
- Acts as the primary contact for inquiries related to Imperial Storm
- Provides the coordination needed to run an Imperial Storm event
- Creates and maintains the Imperial Storm website (currently imperialstorm.emperorshammer.org)

Contact Requirements: Low most of the time, High when actively running an Imperial Storm event.

Captain of the M/FRG Phoenix (CAPT)

Position Description: The CAPT reaches out to the members of the Reserves regularly and coordinates with the TCCOM concerning assignments

Rank: No new rank upon appointment, may be promoted in line with primary position

Duties:

- Emails the Reserves on a regular basis, normally quarterly

- Handles any questions from the Reservists about the Corps' current operations
- Refers Reservists to the TCCOM if they'd like to return to active duty
- Relays any bouncing email addresses to the TCCOM, not having a valid email address on file would lead to an AWOL declaration

Contact Requirements: Low, mostly confined to an active round of emailing the Reservists

e. Tour of Duty

A Tour of Duty is currently defined as four months of continuous, active service. When needed, a Tour of Duty will be reviewed and considered completed if an officer fulfilled their duties during that time frame. A Tour of Duty will be considered incomplete if an officer was absent for some of that time or did not fulfill the duties of their position.

f. Reserves

The TIE Corps Reserves, based on the Modified Frigate *Phoenix*, is a place where all the retired officers are assigned to. Reserve officers have no duties besides keeping the TCCOM informed about a working email address for future contact.

A Reservist will hold the last rank they have had before transferring and all of their data will remain stored in the TIE Corps database. Former admirals that retire in a line position may reclaim their flag rank as long as they completed a full Tour of Duty as an admiral.

Trainees may not join the Reserves. You have to complete your training first and hold the rank of at least Sub Lieutenant to be eligible for transfer.



V. Ranks

Although a member's overall status within the Fleet will be entirely determined by their position, the military ranks presented below further stratify the TIE Corps and give something for members to strive for. The position of a member will always take precedence over conflicting ranks (e.g., a Flight Leader who is a Lieutenant Colonel does not outrank a Squadron Commander who is a Captain). A member may retain a rank achieved in a previous assignment to a higher command position even if their current position does not warrant a promotion to that rank.

Flag ranks may not be held in line positions (i.e., FM, FL, CMDR, and WC). Former admirals that are assigned to line positions will be granted the rank of Colonel regardless of their line rank before assignment to an admiral position as long as they completed a full Tour of Duty in their admiralty role. The exception for this rule is applied to members that achieved the rank of General before the admiralty appointment, in which case they will be returned to the rank of General.

Ranks used in the TIE Corps are as follows:

Line Ranks	Flag Ranks
Cadet (CT)	
Sub-Lieutenant (SL)	
Lieutenant (LT)	
Lieutenant Commander (LCM)	Rear Admiral (RA)
Commander (CM)	Vice Admiral (VA)
Captain (CPT)	Admiral (AD)
Major (MAJ)	Fleet Admiral (FA)
Lieutenant Colonel (LC)	High Admiral (HA)
Colonel (COL)	
General (GN)	

Note: The EH has two additional Flag ranks – Sector Admiral (SA) and Grand Admiral (GA), neither of which are achievable within the TIE Corps.

a. Line Ranks



Cadet (CT)

Rank assigned to the Trainees aboard the Super Star Destroyer Avenger



Sub-Lieutenant (SL)

Cadets that complete their training are promoted to Sub-Lieutenant



Lieutenant (LT)

SLs that complete one of the requirements listed in [Promotion to LT](#) are promoted to LT



Lieutenant Commander (LCM)

Active LTs that have completed the TIE Corps Core course from the Imperial University (IU) may be promoted to LCM



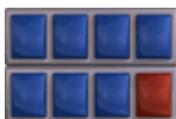
Commander (CM)

Active LCMs may be promoted to CM. SLs, LTs, and LCMs that are promoted to CMDR roles are also promoted to CM and will retain that rank as long as they complete at least one Tour of Duty as a CMDR.



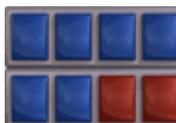
Captain (CPT)

Active CMs may be promoted to CPT



Major (MAJ)

Active CPTs are promoted to MAJ. MAJ is the highest rank that a FM may be promoted to.



Lieutenant Colonel (LC)

Active MAJs in a FL role or higher may be promoted to LC



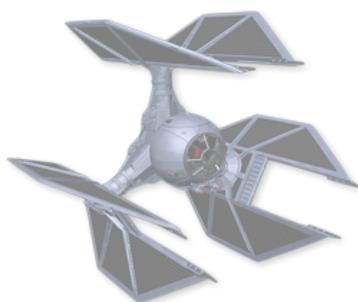
Colonel (COL)

Active LCs in a FL role or higher may be promoted to COL. As noted above, admirals that have completed a Tour of Duty in their admiralty role will receive the rank of COL when transferred to an FM, FL, CMDR, or WC assignment. COL is the highest rank that a FL may be promoted to.



General (GN)

Exceptional CMDR/COLs and CMDR/WCs may be promoted to the rank of GN, the highest line rank and prestigious honor to receive



b. Flag Ranks



Rear Admiral (RA)

First-time admirals being assigned to a COM, SOO, or COO role will receive the rank of RA and will retain that rank as long as they complete at least one Tour of Duty as an admiral



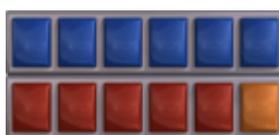
Vice Admiral (VA)

Active RAs may be promoted to the rank of VA



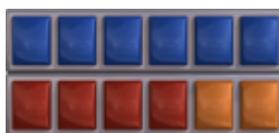
Admiral (AD)

Active VAs may be promoted to the rank of AD. If someone is promoted to TCCOM that doesn't already hold this rank or higher, they will be promoted to AD and will retain that rank as long as they complete at least one Tour of Duty as the TCCOM. AD is the highest rank that a COM may be promoted to.



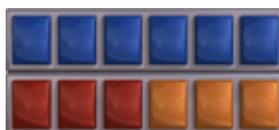
Fleet Admiral (FA)

Active ADs in a SOO, COO, or TCCOM role may be promoted to FA. FA is the highest rank that the SOO and COO may be promoted to.



High Admiral (HA)

This is the highest rank achievable within the TIE Corps. Only a TCCOM holding the rank of FA may be promoted to HA, and this often requires outstanding service in that capacity in order to receive this promotion from the Fleet Commander.



Sector Admiral (SA)

The Executive Officer of the Emperor's Hammer is granted this exclusive rank. Former XOs are allowed to retain this rank after leaving the XO position.



Grand Admiral (GA)

The Fleet Commander of the Emperor's Hammer is granted this exclusive rank. Former FCs are allowed to retain this rank after leaving the FC position.



VI. Promotions

Although the entire Chain of Command in the TIE Corps is based on positions and not ranks, the possibility of attaining new 'bars' has been a motivation for many generations of TIE Corps pilots to go above and beyond the minimum requirements of a pilot. The following section deals with various issues regarding the promotions – the procedure itself is discussed in section VIII. Procedures.

a. Promotional Authority

Promotion recommendations usually come from the officer immediately above the recommended member in the Chain of Command. For example, promotion requests for FMs and FLs will normally be made by their CMDR.

All promotion requests must receive the approval of the TCCOM or the SOO. Promotion requests for the TCCOM must be approved by the FC.

b. Position Requirements

The following presents a chart with the allowed ranks for each Position:

Position	Minimum rank	Maximum rank
TIE Corps Commander (TCCOM)	Admiral (AD)	High Admiral (HA)
Strategic Operations Officer (SOO)	Rear Admiral (RA)	Fleet Admiral (FA)
Combat Operations Officer (COO)	Rear Admiral (RA)	Fleet Admiral (FA)
Ship Commodore (COM)	Rear Admiral (RA)	Admiral (AD)
Wing Commander (WC)	Major (MAJ)	General (GN)
Squadron Commander (CMDR)	Commander (CM)	General (GN)
Flight Leader (FL)	Lieutenant (LT)	Colonel (COL)
Flight Member (FM)	Sub-Lieutenant (SL)	Major (MAJ)

While an officer may be promoted by several ranks in the case of an appointment to a position (for example a Lieutenant getting appointed as a Squadron Commander and thus elevated to the rank of Commander, omitting the rank of Lieutenant Commander), it will not be a permanent promotion until the officer finishes at least one Tour of Duty in their new position or they receive another promotion. If a Tour of Duty is not completed, their rank will revert to the one they held prior to their promotion.

This obviously does not affect officers that did not have to be promoted for the position appointment as well as officers that were promoted during the first four months of their command in a new position.

As previously mentioned, a member may retain a rank achieved in a previous assignment to a higher command position, even if their current position does not warrant a promotion to that rank. For example, if a Wing Commander that has attained the rank of General wishes to retire and instead become a Flight Member in a squadron, he would not be demoted to Major.

All Admirals that are retiring to a line position in the TIE Corps from an admiralty position will be appointed the rank of Colonel, without regard for their ranks before their ascendancy to the admiralty, as long as they have

completed a Tour of Duty. The only exception is a situation when an admiralty member held the rank of General before being appointed as an Admiral. In such a case, the member in question would be given back his General rank after retiring from the admiralty position.

c. Rank requirements

All of the promotions will be reviewed on a case-to-case basis. The following presents a listing of the ranks, minimum time served in previous rank and current position (if applicable) and services typically required prior to promotions in the TIE Corps.

Note: Serving the minimum time-in-rank does not automatically entitle a member to a rank promotion.

Rank	Time in previous rank	Typical position(s)
High Admiral (HA)	FC's Discretion	TIE Corps Commander (TCCOM)
Fleet Admiral (FA)	7 months	TIE Corps Commander (TCCOM) Strategic Operations Officer (SOO) Combat Operations Officer (COO)
Admiral (AD)	6 months (SOO, COO) 9 months (COM)	TIE Corps Commander (TCCOM) Strategic Operations Officer (SOO) Combat Operations Officer (COO) Commodore (COM)
Vice Admiral (VA)	5 months (SOO, COO) 7 months (COM)	Strategic Operations Officer (SOO) Combat Operations Officer (COO) Commodore (COM)
Rear Admiral (RA)	Appointment	Strategic Operations Officer (SOO) Combat Operations Officer (COO) Commodore (COM)
General (GN)	4 months (WC) 8 months (CMDR)	Wing Commander (WC) Squadron Commander (CMDR)
Colonel (COL)	3 months (WC) 6 months (CMDR) 12 months (FL)	Wing Commander (WC) Squadron Commander (CMDR) Flight Leader (FL)
Lieutenant Colonel (LC)	2 months (WC) 4 months (CMDR) 10 months (FL)	Wing Commander (WC) Squadron Commander (CMDR) Flight Leader (FL)
Major (MAJ)	Appointment (WC) 2 months (CMDR) 8 months (FL) 10 months (FM)	Wing Commander (WC) Squadron Commander (CMDR) Flight Leader (FL) Flight Member (FM)
Captain (CPT)	2 months (CMDR) 4 months (FL) 6 months (FM)	Squadron Commander (CMDR) Flight Leader (FL) Flight Member (FM)
Commander (CM)	Appointment (CMDR) 3 months (FL) 4 months (FM)	Squadron Commander (CMDR) Flight Leader (FL) Flight Member (FM)
Lieutenant Commander (LCM)	1 month (FL) 2 months (FM) Completion of TCCORE	Flight Leader (FL) Flight Member (FM)
Lieutenant (LT)	Completing one approved activity (FM)	Flight Member (FM)
Sub-Lieutenant (SL)	Complete IWATS training	Flight Member (FM)
Cadet (CT)	Enlistment	Trainee (TRN)

d. Promotion to LT

A Sub-Lieutenant earns their promotion to full Lieutenant by completing any of the following tasks:

- Completing an Emperor's Hammer battle or free mission for X-Wing, TIE Fighter, X-Wing versus TIE Fighter, or X-Wing Alliance
- Earning an Iron Star, Legion of Combat, Legion of Skirmish, Medal of Tactics, or Commendation of Service
- Submitting a piece of fiction or a graphic to the Warden of the Imperial Archives (WARD)
- Submitting a complete Imperial Navy Pilot Record (INPR)
- Completing any Imperial University (IU) course

e. TIE Corps Core

The completion of TIE Corps Core (TCCORE) is required for promotion to LCM. TCCORE introduces pilots to our structure, ranks, positions, and other basic knowledge. Most of that information is also here in the Pilot Manual, but the course features a test that confirms the pilot's understanding. [TCCORE](#) is hosted by the [Imperial University \(IU\)](#) which is located in a separate database on emperorshammer.org, which requires pilots to fill out the [join form](#) there to obtain a PIN to [log in](#). Needing separate sets of credentials for the TC database and the EH database is a temporary necessity, plans are in motion to consolidate our web services.

VII. Medals

All members of the TIE Corps may be rewarded with the following medals and awards depending on the level and significance of their work. All award recommendations are reviewed and approved by the Strategic Operations Officer unless the recommendation comes from the TIE Corps Commander, Executive Officer, or Fleet Commander, in which case those officers may approve the award themselves.

There are five basic types of medals that a member can achieve while in the service of the Emperor's Hammer: Merit Awards, Unit Citations, Battle Medals, Service Medals and Commendations. Each of these is detailed below.



a. Merit Awards



Medal of Honor (MoH)

The Medal of Honor is the highest medal a member of the Emperor's Hammer may be awarded. The recipients of the Medal of Honor have performed consistent service above and beyond the call of duty and have personally and significantly improved the entire Fleet through their direct actions. A fictional example of such service would include the sacrifice of a pilot in the line of duty while saving others. A more practical example for the award would be for a member who personally introduced an aspect to the Fleet that proves to be instrumental in its growth. This medal may only be awarded by the Fleet Commander.



Imperial Cross (IC)

The Imperial Cross is awarded to members who have shown exceptional loyalty and dedication to the Fleet. These officers will have shown consistent, exceptional and innovative service in their assigned function. This medal may be awarded by the Fleet Commander or the Executive Officer.



Order of the Renegade (OoR)

The Order of the Renegade is given for exceptional dedication, service and loyalty to the fleet far surpassing all other members and is regarded to be an independent recognition of a member's actions. This is awarded in memory of Sector Admiral Renegade for his incredible work in the service to the Emperor's Hammer. Members who are already Fleet Admirals (or of equivalent rank) and who have achieved almost all merit awards are awarded the coveted Order of the Renegade, which may only be bestowed by the Fleet Commander or Executive Officer.



Grand Order of the Emperor (GOE)

Any member of the Emperor's Hammer may be awarded this medal for service above and beyond the call of duty. The awarding of this medal constitutes entrance into a fraternal order, with recipients being highly respected in all manners of Imperial functions. This medal may only be awarded by the Fleet Commander, the Executive Officer, and the TIE Corps Commander.



Gold Star of the Empire (GS)

The Gold Star of the Empire is awarded for extraordinary service to the TIE Corps exceeding contributions that would be recognized with the SS.



Silver Star of the Empire (SS)

The Silver Star of the Empire is awarded for exceptional service to the TIE Corps exceeding contributions that would be recognized with the BS.



Bronze Star of the Empire (BS)

The Bronze Star of the Empire is awarded for excellent service to the TIE Corps exceeding contributions that would be recognized with the PC.



Palpatine Crescent (PC)

The Palpatine Crescent is awarded for outstanding service to the TIE Corps exceeding contributions that would be recognized with the ISM.



Imperial Security Medal (ISM)

The Imperial Security Medal is awarded for notable achievements made on behalf of the TIE Corps.



Imperial Achievement Ribbon (IAR)

Used to recognize short-term bursts of activity, the Imperial Achievement Ribbon is awarded to pilots that exert effort beyond the normal scope of their duties worthy of being mentioned in a dispatch.

The IAR may be upgraded as follows:

- Bronze Leaf (-BL) - Awarded for receiving the IAR twenty-five times
- Silver Leaf (-SL) - Awarded for receiving the IAR fifty times
- Gold Leaf (-GL) - Awarded for receiving the IAR one hundred times

b. Service Medals



Medal of Instruction (MoI)

The Medal of Instruction is awarded to any officer who personally recruits a new member to the TIE Corps who then completes the requirements to be assigned to a squadron. The MoI may be upgraded as follows:

- Medal of Instruction - For recruitment of a new member
- Blue Cross (-bc) - For recruitment of 5 new members
- Gold Cross (-gc) - For recruitment of 10 new members
- Platinum Cross (-pc) - For recruitment of 25 new members
- Emerald Cross (-ec) - For recruitment of 50 new members
- Diamond cross (-dc) - For recruitment of 100+ new members



Medal of Tactics (MoT)

The Medal of Tactics is awarded by the TAC to members who create a battle or free mission that is added to the EH Battle Center. Creation of a battle is rewarded with a Red Hammer (-rh), and a free mission is rewarded with a Green Hammer (-gh). Longer battles can qualify for multiple Red Hammers: a 4-8 mission battle receives 1 Red Hammer, a 9-13 mission battle receives 2 Red Hammers, and so on. Members who provide corrections to battles and missions under the supervision of and with prior approval of the Tactical Officer are eligible to receive a Medal of Tactics with a Blue Hammer (-bh), up to the Tactical Officer's discretion.

- Red Hammer (-rh) – Creation of a battle
- Green Hammer (-gh) – Creation of a free mission
- Blue Hammer (-bh) – Correction of a battle or free mission



Medal of Communication (MoC)

The Medal of Communication is awarded by the SOO to members who display constant communication efforts like posting on mailing lists and participating on Discord and/or our other communications platforms. The MoC is awarded with the following devices:

- Bronze Oak Cluster (-boc) – Standard, all months other than the third, sixth, ninth, and twelfth
- Silver Oak Cluster (-soc) – In third month of activity
- Gold Oak Cluster (-goc) – In sixth month of activity
- Platinum Oak Cluster (-poc) – In ninth month of activity
- Diamond Oak Cluster (-doc) – In twelfth month of activity

If a member is somehow not active for a few months they'll pick up where they left off in the award cycle.

 <p>The image shows the TIE Corps Commander's Unit Award (TUA). It consists of a ribbon with a solid blue vertical stripe on a white background. Below the ribbon is a circular gold medal. The medal features a central five-pointed star with a globe in the center. The words "EMPEROR'S HAMMER" are inscribed around the top edge of the medal, and "CONSTANTER" is at the bottom. The words "EMPEROR'S HAMMER" are also visible on the ribbon's metal bar.</p>	<h3>TIE Corps Commander's Unit Award (TUA)</h3> <p>The TIE Corps Commander's Unit Award is presented to the members of the first place squadron in a fleet-wide competition. For a pilot to receive the award, they must have contributed to the squadron's victory through activities such as flying missions, submitting fiction, etc.</p> <p>Upgrades to the TUA are as follows:</p> <ul style="list-style-type: none"> • Bronze Wings - Awarded for receiving the TUA five times • Silver Wings - Awarded for receiving the TUA ten times • Gold Wings - Awarded for receiving the TUA twenty times
--	--

 <p>The image shows the TIE Corps Meritorious Unit Award (MUA). It consists of a ribbon with three vertical stripes: a blue stripe on the left, a white stripe in the middle, and a blue stripe on the right. Below the ribbon is a circular silver medal. The medal features a central five-pointed star with a globe in the center. The words "EMPEROR'S HAMMER" are inscribed around the top edge of the medal, and "CONSTANTER" is at the bottom. The words "EMPEROR'S HAMMER" are also visible on the ribbon's metal bar.</p>	<h3>TIE Corps Meritorious Unit Award (MUA)</h3> <p>The TIE Corps Meritorious Unit Award is presented to the members of runners-up squadrons in a fleet-wide competition, both second and third places. The MUA is also awarded to the members of the first place wing/ship in a fleet-wide competition and the members of the first place squadron in a wing or ship competition. For a pilot to receive the award, they must have contributed to the wing's or ship's victory through activities such as flying missions, submitting fiction, etc.</p> <p>Upgrades to the MUA are as follows:</p> <ul style="list-style-type: none"> • Bronze Wings - Awarded for receiving the MUA five times • Silver Wings - Awarded for receiving the MUA ten times • Gold Wings - Awarded for receiving the MUA twenty times
---	---



Iron Star (IS)

The Iron Star is awarded for placing or completing objectives in a competition. The level awarded depends on the scale and scope of the competition and will ultimately be approved or denied by the COO when the competition is submitted in the database.

The Iron Star is always presented with a device, either Wings or a Ribbon. Iron Stars with Wings are awarded for competitions that involve gaming in one of our main games. Iron Stars with Ribbons are awarded for competitions that involve non-gaming activity or games other than X-W, TIE, XvT, XWA, EABF1, EABF2, SC, and SWS.

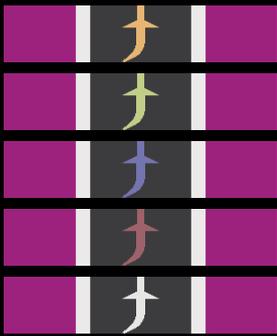
Copper Iron Stars are awarded for completing non-placement objectives in competitions like submitting 50 correct answers over the course of a trivia competition or flying at least 10 matches during a short-duration PvP event. Unlike the other tiers, Copper is *not* used as a placement award.

Bronze Iron Stars are awarded for first place in squadron-level competitions lasting less than one month. They're also awarded for second place in competitions that award Silver Iron Stars for first place, third place in competitions that award Gold Iron Stars for first place, or fourth place in competitions that award Platinum Iron Stars for first place. Bronze Iron Stars may also be awarded for completing long-term competition objectives that are not based on placement.

Silver Iron Stars are awarded for first place in squadron-level competitions that last at least one month. They're also awarded for second place in competitions that award Gold Iron Stars for first place or third place in competitions that award Platinum Iron Stars for first place. Silver Iron Stars may also be awarded for completing long-term competition objectives that are not based on placement.

Gold Iron Stars are awarded for first place in ship-level competitions. They're also awarded for Corps-level competitions that last less than a few months and for second place in competitions that award Platinum Iron Stars. Competitions at the Corps, Ship, and Wing levels that run for less than a month or have rounds that last less than a month should not award Gold Iron Stars to keep them from becoming too common. Gold Iron Stars may also be awarded for completing long-term competition objectives that are not based on placement.

The Platinum level of the Iron Star may only be awarded for first place in Corps-level competitions that either last several months or for more elaborate events like Raise the Flag and Ace of the TIE Corps.

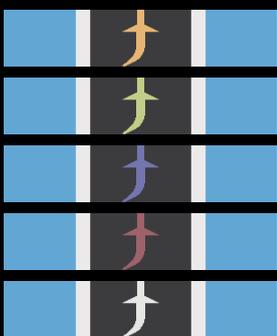




Legion of Combat (LoC)

Awarded for participation and victory in Player vs. Player (PvP) rounds. This medal is upgradable with the following add-ons:

- Copper Scimitar - 5 victories
- Iridium Scimitar - 50 victories
- Thallium Scimitar - 100 victories
- Rubidium Scimitar - 200 victories
- Platinum Scimitar - 500 victories





Legion of Skirmish (LoS)

Awarded for participation and victory in cooperative Player vs. Environment (co-op PvE) rounds. There must be at least two human players in the match in order to be eligible for the LoS. This medal is upgradable with the following add-ons:

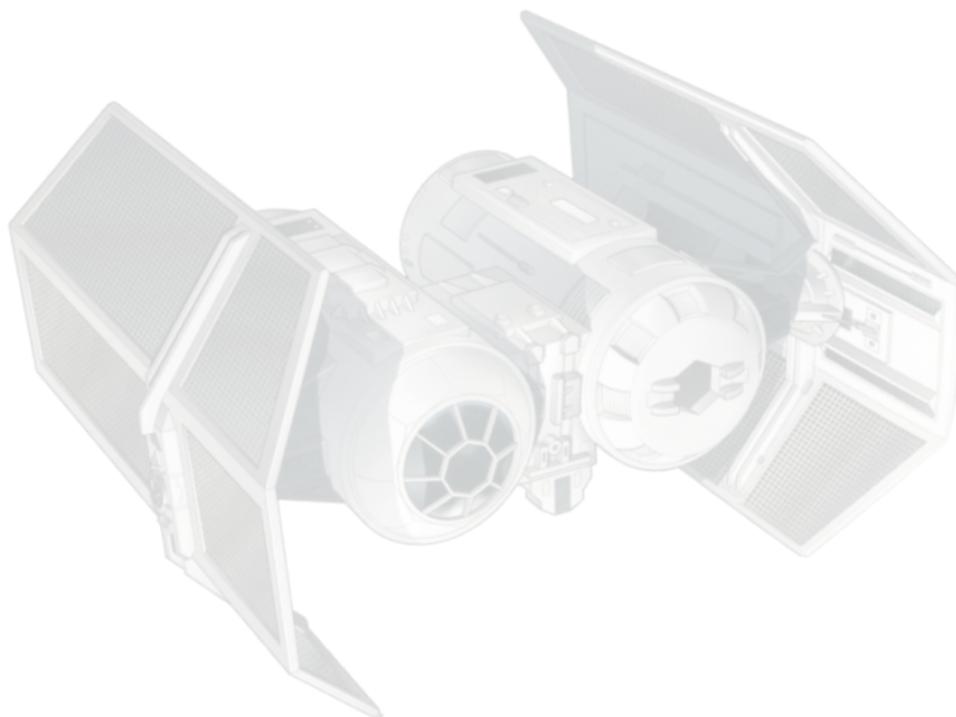
- Copper Scimitar - 5 victories
- Iridium Scimitar - 50 victories
- Thallium Scimitar - 100 victories
- Rubidium Scimitar - 200 victories
- Platinum Scimitar - 500 victories



Distinguished Flying Cross (DFC)

The Distinguished Flying Cross is awarded by the Combat Operations Officer for being declared the winning participant of a Combat Operations Office-approved multiplayer event. Additional awards of the Distinguished Flying Cross are the:

- Bronze Wings - Awarded for receiving the DFC five times
- Silver Wings - Awarded for receiving the DFC ten times
- Gold Wings - Awarded for receiving the DFC twenty times





Order of the Vanguard (OV)

The Order of the Vanguard is awarded to members for extended service in the fleet. It is granted for one year of service in the Emperor's Hammer, with an additional Echelon being awarded each additional year. This is the only medal that is awarded automatically by the database.

The uniform ribbon for the OV starts at the base red ribbon with no device which represents one year of service.



White pips are added each additional year. The following ribbon is worn for the OV-5E.



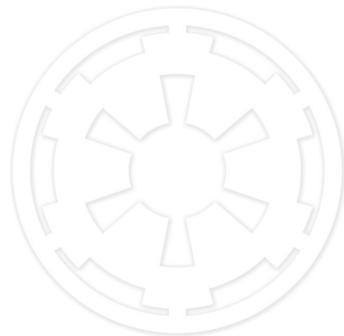
A gold pip represents five years. The following ribbon is worn for the OV-6E.



A blue pip represents ten years. The following ribbon is worn for the OV-11E.



Over time, the pips can really add up. The following ribbon is worn for the OV-20E.



c. Commendations

	<p>Commendation of Bravery (CoB)</p> <p>The Commendation of Bravery is awarded to a member who has shown consistent dedication in combat by completing at least 30 missions or online combat engagements (or a combination of both). This commendation can only be awarded once.</p>
	<p>Commendation of Excellence (CoE)</p> <p>The Commendation of Excellence is awarded by the EH Internet Office for consistent support, maintenance and creation of official Emperor's Hammer web pages and websites.</p>
	<p>Commendation of Loyalty (CoL)</p> <p>The Commendation of Loyalty is awarded by the Fleet Commander or Executive Officer to members of the Emperor's Hammer who have displayed consistently excellent service to the Fleet. It may be recommended only twice a year, at the occasions of the Emperor's Hammer Anniversary (January 7th) and the founder of the Emperor's Hammer, Grand Admiral Ronin's Birthday (August 21st) of each Standard Imperial Year.</p>

 <p>The image shows the Commendation of Service (CoS) award. It consists of a ribbon with a central yellow stripe and red outer stripes, and a circular silver medal with a central emblem and the text 'EMPEROR'S HAMMER' around the perimeter.</p>	<p>Commendation of Service (CoS)</p> <p>The Commendation of Service is awarded by the Tactical Officer to members who provide an approved storyline for a custom battle. This is usually an extra award in a Tactical Office sponsored mission design competition. The CoS can only be awarded to a member who does not create this battle himself (as he is then awarded the Medal of Tactics). Although preferred, the approved storyline need not necessarily lead to an EH approved battle being released.</p>
 <p>The image shows the Letter of Achievement (LoA) ribbon, which has a central blue stripe and red outer stripes.</p>	<p>Letter of Achievement (LoA)</p> <p>The Letter of Achievement is awarded for each newsletter submission that is published in the Emperor's Hammer Dark Sentinel or TIE Corps newsletter.</p>

VIII. Procedures

Even though a great many recommendations and requests are made through the database, it is necessary to follow certain procedures to avoid any problems and confusion as well as to maintain order throughout TIE Corps ranks.

a. Appointments

Appointment procedures are fairly simple. First, the person applying for a given position must send in an application to the officer in charge, as specified in the application requirements. All applications are then reviewed by this officer and their superiors, and afterwards a request is sent to the Strategic Operations Officer and TIE Corps Commander to appoint the member to a given position. All of this is done through direct contact via email.

b. Transfers

During a pilot's career in the TIE Corps, they might find themselves in need of a transfer to another unit. Most of the transfers connected with appointments and restructures are done by the TCCOM without the need of any input from a pilot. However transfers between units require effort from the pilot requesting transfer.

To request a transfer, email the TCCOM. The TCCOM will then seek out all the needed acknowledgements and approvals before moving forward.

c. Promotions and Awards

Although all promotions and awards are handled through the use of the database, it is recommended that they should be discussed with superior

officers before filling in an official recommendation. A good moment for such a discussion is during the period of handing in and reviewing monthly evaluations, so that the promotion and medal requests may be considered by either the Wing Commander/Commodore and the Strategic Operations Officer/TIE Corps Commander. This is done to ensure that all recommendations are properly discussed by the chain of command and also to minimize the number of promotions and medal denials in the database.

d. Creating Competitions

Anyone in the Corps may submit a competition through the form in the database ([Submit a new competition to the COO](#)), which is sent to the COO for review before being posted as an active competition in the [Competitions Center](#). If they are not a CMDR or above, though, they would need someone else to submit the medal recommendations for any awards earned by participants in the competition.

e. Squadron Citations

A squadron possessing at least six members will be credited for any battle that at least half of the present members have completed, thus earning a Squadron Citation. The citations achieved by a squadron can be viewed on the Battleboard on the TIE Corps site.

f. Titles

Command officers may bestow titles like "Wing Commander's Own", "Pilot of the Week", etc., to various members and units of the TIE Corps. Such a title should be considered permanent unless stated otherwise by the officer bestowing the given title and may be used below the ID line of a member. The naming of the titles and requirements for achieving them are left up to the creator to determine, though these will generally be reviewed by the COO as part of a competition.

g. Absent Without Leave (AWOL)

Pilots should communicate with their immediate superior at least once every 30 days. Not doing so could lead to the pilot being declared AWOL and being removed from their active duty assignment. It's expected that the superior officer will proactively reach out to the pilot as opposed to simply looking back and seeing that the pilot hasn't communicated with them in the last 30 days. An AWOL declaration is subject to approval from the chain of command before being actioned.

Pilots that are declared AWOL are not moved to the Reserves. They are tagged as [Inactive] in the database, may not log in, are not assigned to the M/FRG Phoenix or any other unit, are removed from the TIE Corps mailing list, and are removed from all Discord roles. Inactive pilots may contact the TCCOM to be assigned to the Reserves or be returned to active duty.

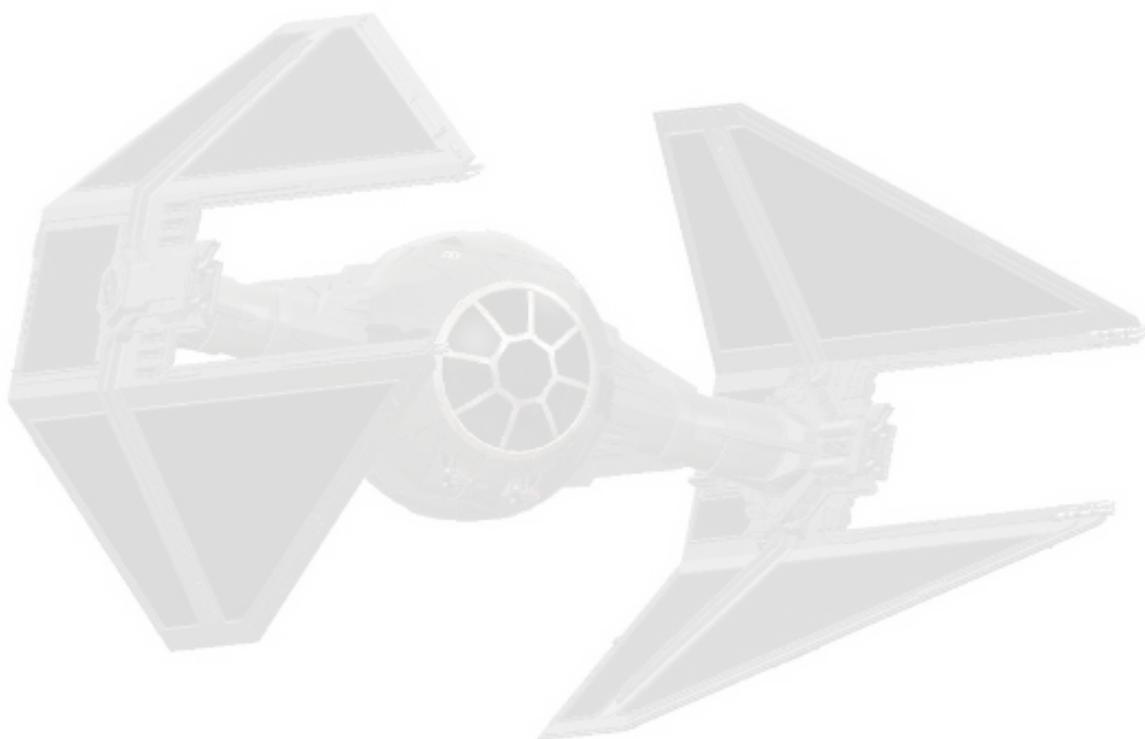
h. Activity Expectation

If a FM or FL hasn't been active for two consecutive months, the CMDR may ask for that pilot to be transferred to the Reserves. A FM or FL should be doing

more than just communicating with the CMDR once in a while, it's expected that the pilot should be flying missions, participating in competitions, working on Wiki articles, taking IU courses, writing fiction, creating graphics, or showing an effort in some other way that shows a contribution to the Corps. Sometimes pilots lose track of how long it's been since they've been an active part of their squadrons, and the goal of this process is to allow the CMDR to make the call in situations where the pilot doesn't have time for us but doesn't request to be transferred to the Reserves. A request to transfer a pilot to the Reserves is subject to approval from the chain of command before being actioned.

i. File Submission

Most TIE Corps competitions are run over a set amount of time. Using the clock to one's advantage by saving up submissions and turning them in during the last day or two of a competition is known as "hoarding", considered bad sportsmanship, and may result in disqualification from the competition. Files should be submitted within 72 hours of their creation or completion. If this cannot be avoided, the pilot should communicate with the officer running the competition so that an exception can be considered.



IX. Flight Certification Wings

Shown on the pilot's profile and their dress uniform, the Flight Certification Wings reflect how many missions a pilot has flown in the service of the TIE Corps between single player, multiplayer PvP, and multiplayer PvE. Single player high scores and Distinguished Flying Crosses (DFCs) also contribute to the total number of missions at a rate of two per mission high score, two times the number of missions in the battle per battle high score, and five points per DFC.



1st Echelon
10 missions



2nd Echelon
25 missions



3rd Echelon
50 missions



4th Echelon
75 missions



5th Echelon
100 missions



6th Echelon
150 missions



7th Echelon
200 missions



8th Echelon
250 missions



9th Echelon
300 missions



10th Echelon
400 missions



11th Echelon
500 missions



12th Echelon
750 missions



13th Echelon
1,000 missions



14th Echelon
1,250 missions



15th Echelon
1,500 missions



16th Echelon
2,000 missions



17th Echelon
2,500 missions



18th Echelon
3,000 missions



19th Echelon
3,500 missions



20th Echelon
4,000 missions



21st Echelon
5,000 missions

X. Fleet Commander's Honor Guard

The Fleet Commander's Honor Guard (FCHG) is a special ranking system that ranks pilots in the TIE Corps by single player combat activity and performance using a point system:

- Grenadier – 10 points
- Lancer – 25 points
- Hussar – 50 points
- Fusilier – 75 points
- Dragoon – 100 points
- Cavalier – 150 points
- Gallant – 200 points
- Knight – 250 points
- Paladin – 300 points
- Legionnaire – 400 points
- Aquilifer – 500 points
- Decurion – 750 points
- Tesserarius – 1000 points
- Optio – 1250 points
- Centurion – 1500 points
- Executor – 2000 points
- Gladiator – 2500 points
- Archon – 3000 points
- Templar – 3500 points
- Emperor – 4000 points

Points are awarded for the following flight activity:

- every mission flown – 1 point
- every mission high score – 2 points
- every battle high score – 2 points times the number of missions in the battle

The list of pilots that hold each FCHG rank can be found on <http://tc.emperorshammer.org/stats.php?type=FCHG>.

Additionally, the TCCOM awards merit medals to pilots that have reached certain FCHG ranks:

- Dragoon – 100 points – Imperial Security Medal
- Knight – 250 points – Palpatine Crescent
- Aquilifer – 500 points – Bronze Star of the Empire
- Executor – 2000 points – Silver Star of the Empire
- Emperor – 4000 points – Gold Star of the Empire

XI. Combat Rating

The Combat Rating is a special ranking system, similar to Fleet Commander's Honor Guard (FCHG), which rates pilots and officers in the TIE Corps by multiplayer player vs. player (PvP) combat activity and performance using a point system:

- Trainee – 1 point
- Certified – 10 points
- Marksman 4th – 25 points
- Marksman 3rd – 50 points
- Marksman 2nd – 75 points
- Marksman 1st – 100 points
- Officer 4th – 150 points
- Officer 3rd – 200 points
- Officer 2nd – 250 points
- Officer 1st – 300 points
- Veteran 4th – 375 points
- Veteran 3rd – 450 points
- Veteran 2nd – 525 points
- Veteran 1st – 600 points
- Elite 4th – 700 points
- Elite 3rd – 800 points
- Elite 2nd – 900 points
- Elite 1st – 1000 points
- Ace 4th – 1250 points
- Ace 3rd – 1500 points
- Ace 2nd – 1750 points
- Ace 1st – 2000 points
- Top Ace 4th – 2500 points
- Top Ace 3rd – 3000 points
- Top Ace 2nd – 3500 points
- Top Ace 1st – 4000 points
- Tan – 5000 points

Points are awarded for the following flight activity:

- every Legion of Combat earned – 1 point
- every Distinguished Flying Cross earned – 5 points

The list of pilots that hold each Combat Rating can be found on <http://tc.emperorshammer.org/stats.php?type=CR>.

Additionally, the COO awards merit medals to pilots that have reached certain combat ratings:

- Marksman 1st – 100 points – Imperial Security Medal
- Officer 1st – 300 points – Palpatine Crescent
- Veteran 1st – 600 points – Bronze Star of the Empire
- Ace 1st – 2000 points – Silver Star of the Empire
- Tan – 5000 points – Gold Star of the Empire

XII. Co-Op PvE Rating

The Co-Op PvE Rating is a special ranking system, similar to Fleet Commander's Honor Guard (FCHG), which rates pilots and officers in the TIE Corps by multiplayer player vs. environment (PvE) combat activity and performance using a point system:

- Beginner – 1 point
- Qualified – 10 points
- Private 4th – 25 points
- Private 3rd – 50 points
- Private 2nd – 75 points
- Private 1st – 100 points
- Gunner's Mate 4th – 150 points
- Gunner's Mate 3rd – 200 points
- Gunner's Mate 2nd – 250 points
- Gunner's Mate 1st – 300 points
- Campaigner 4th – 375 points
- Campaigner 3rd – 450 points
- Campaigner 2nd – 525 points
- Campaigner 1st – 600 points
- Ranger 4th – 700 points
- Ranger 3rd – 800 points
- Ranger 2nd – 900 points
- Ranger 1st – 1000 points
- Master Ranger 4th – 1250 points
- Master Ranger 3rd – 1500 points
- Master Ranger 2nd – 1750 points
- Master Ranger 1st – 2000 points
- Ace Ranger 4th – 2500 points
- Ace Ranger 3rd – 3000 points
- Ace Ranger 2nd – 3500 points
- Ace Ranger 1st – 4000 points
- Top Ace Ranger – 5000 points

Points are awarded for the following flight activity:

- every Legion of Skirmish earned – 1 point

The list of pilots that hold each Co-Op PvE Rating can be found on <https://tc.emperorshammer.org/stats.php?type=PVE>.

Additionally, the COO awards merit medals to pilots that have reached certain co-op PvE ratings:

- Private 1st – 100 points – Imperial Security Medal
- Gunner's Mate 1st – 300 points – Palpatine Crescent
- Campaigner 1st – 600 points – Bronze Star of the Empire
- Master Ranger 1st – 2000 points – Silver Star of the Empire
- Top Ace Ranger – 5000 points – Gold Star of the Empire

XIII. Playing Custom Missions

a. Emperor's Hammer Battle Launcher

Playing custom missions made by Emperor's Hammer members for X-Wing (XW, XW95), TIE Fighter (TIE, TIE95), X-wing vs. TIE Fighter (XvT), Balance of Power (BoP) and X-wing Alliance (XWA) is one of the primary activities available to TIE Corps pilots. It is therefore imperative that all pilots are familiar with using those missions.

Note: This manual assumes that you have already installed a playable version of one or more of the games mentioned above and patched it to the highest possible version and as such shall not address the problem of running those games on different hardware and operating systems.

There are currently two ways of playing Emperor's Hammer custom missions: you can use the unencrypted version (downloadable via the Battle Center, choose to download the ZIP file), or the encrypted version (choose to download the EHM file). There is no difference between these versions. Note that if you downloaded the EHM version but there is a ZIP file on your computer you need to rename this back to EHM. In that case, unzipping the archive and manually installing the files will not allow you to play the missions.

To install a ZIP version, you will have to manually install the necessary files into their appropriate folders on your computer. See the installation instructions provided within the ZIP file. To install an EHM version, make sure you have the Emperor's Hammer Battle Launcher (EHBL) installed. All you will have to do then is double-click on the EHM file and the missions will be installed for you. The EHBL is available for download on the Emperor's Hammer Battle Center front page (<http://tc.emperorshammer.org/battlecenter.php>).

To install the EHBL for use, download the file from the website, extract the archive and run the installation file. Once installed, open the program by clicking the icon on your desktop, and make sure the game directories are set properly (in the File menu choose Directories).

Important: XWA requires you play using a pilot file that has completed the LucasArts original missions, which can be provided by the Tactical Office, when necessary. You should rename the pilot file prior to copying it into your XWA directory. If you are playing the EHM version of a battle, you can use the EHBL to create a new pilot (Game -> XWA Options -> Pilot Options -> New Pilot - make sure to check the 'Prepare for EH Battle' box).

Once you have completed all the missions for the battle you have chosen, you should properly name your pilot file and submit it to your direct superior officer for processing. All squadron members should send the file to their Squadron Commander, while everyone else should send the files to their immediate superior officer. The recommended format for a pilot file filename is

PIN_PLATFORM_BATTLENUMBER, for instance 12519_TIETC_201.TFR. You may also include your name in the filename.

b. Emperor's Hammer Ship Patcher

A number of Emperor's hammer Custom Missions require you to patch the game, which simply means craft not supplied with the game itself can be used. This will allow you to fly non-standard craft. These patches are installed via the Emperor's Hammer Ship Patcher (EHSP) which is available through the [Emperor's Hammer Patch Archive](#).

To install the EHSP, simply follow the instructions the program provides.

Ship Patches

A ship patch (EHSP) is available for TIE Fighter, X-wing vs. TIE Fighter and Balance of Power. It is recommended you install this, as you will not be able to fly a number of battles without it. For each of these games, the EHSP adds a number of craft to the game. Also, in TIE Fighter it fixes a bug in the game (Imperial Star Destroyers do not fire their turbo lasers). Also, the EHSP is required if you wish to run custom ship patches. It is recommended you keep the EHSP installed. There is no EHSP for X-Wing Alliance.

Single Craft Patches

The Emperor's Hammer Patch Archive provides a large supply of single craft patches that you can use. Note that if you do not install a required patch, the mission that employs it may not be winnable. For TIE Fighter, X-wing vs. TIE Fighter, Balance of Power and X-Wing Alliance, these single ship patches come in the form of an EHF file. These patches can be installed and uninstalled via the EHSP. These patches have been tested to work on all operating systems.

Unfortunately, since there is no EHSP for X-wing Alliance, the single ship patches for this game rely on the old patching system: the patches are downloadable as a ZIP file that needs to be extracted. They can then be installed and uninstalled via the included BAT files. See the patch readme file for instructions.

Remember you should always remove a single ship patch after completing a battle to make sure there will be no problems if you decide to fly another battle or mission at a later time.



XIV. ID Lines

ID lines are used to show a member's position, rank and where they are stationed in the fleet. They should be used on all official Emperor's Hammer communications so that other members will know who you are and you will know who they are. Considering the multi-group nature of the Emperor's Hammer, it's considered good email etiquette to use only the ID line of the subgroup that will be receiving the message. For example, when emailing a member of the TIE Corps, sign the message with just your TIE Corps ID line.

The general format for TIE Corps ID Lines is shown below:

**Position/Rank Member Name/Position Designation/Wing/Ship
Medals (highest to lowest) [FCHG Rank] [Combat Rating] [Co-op
Rating] {IU courses completed}**

With the large number of IU courses available, the TIE Corps has elected to only display certain courses on ID lines. These courses were chosen as they're the most immediately useful things to know about an officer's academic history. Those courses are as follows:

- TIE Corps Core
- Combat Operations Exam
- Mission Creation and Beta Testing Standards
- Multiplayer 1/2
- Squadron Management 1/2/3/4/5
- Tactical Staff Course
- TIE Fighter Mission Creation 1/2/3
- Wiki Editing for Dummies
- XWA Mission Design
- X-Wing Mission Design
- XvT Mission Design 1/2

Example ID line:

**FM/LT Joe/Alpha 3-4/Wing I/ISD Hammer
PC/ISM/CoB [Gallant] [Officer 4th] {TCCORE}**

Here is a more comprehensive example:

**TCCOM-PROF/HA Daniel Bonini/TC-1/ISDII Challenge
IC/GOEx2/GSx3/SSx2/BSx4/PCx20/ISMx21/IS-2PW-27GW-49SW-89
BW-2PR-12GR-23SR-46BR/MoI/LoC-CSx7-Rx3/DFC-Rx1/MoC-2doc-3p
oc-4goc-6soc-34boc/CoLx6/CoB/LoAx2/OV-15E [Executor] [Officer
3rd] {TCCORE-MP/1/2-SM/3-TM/1/3}**

It's also acceptable to use only the first line of the ID line especially when the full ID line might dwarf the message itself:

TCCOM-PROF/HA Daniel Bonini/TC-1/ISDII Challenge

If you've included your full ID line earlier in a thread of messages, feel free to sign any additional messages with just your rank and name. With your full ID line having been displayed earlier, anyone reading the thread should have the information they'd need to know who you are.

XV. Squadron Objectives

Presented below are various objectives that may be permanently assigned to various squadrons in the TIE Corps:

Assault

To assault and assist in capture of heavily defended objectives.

Assassination

To kill specific targets very quickly deep in enemy territory. Both kidnapping and assassination squadrons would be able to perform these missions in small flight groups so large amounts of Emperor's Hammer assets are not risked.

Close Support

Similar to Assault, but to assist strike squadrons in the destruction of their targets by drawing enemy fire and providing precise counter fire.

Deep Space Depredation

To execute strategic attacks on objectives behind the front lines. Once targets are destroyed, the squadron may either return or attack targets of opportunity. Depending on the targets, these operations can have both psychological and physical effects on the enemy's war effort.

Deep Strike

To launch surprise attacks deep into enemy-held territory and assault locations where either the Strike Fleet cannot go or the Strike Fleet can go but would be in extreme risk of destruction or capture.

A Deep Strike Squadron's objectives are to:

1. assist other Imperial Forces when the fleet is otherwise engaged
2. once particular individuals/ship targets have been identified by Fleet Command but cannot be reached through normal means, launch and strike
3. assist recon squadrons by providing reinforcements, if available

Escort

To protect all designated Flight Groups from threats.

Heavy Assault

Same as for Assault, but specialized in target's destruction.

Interdiction

To eliminate a target's capability to flee, in any manner possible, up to and including destruction of the target. It might also be necessary to inspect an

unknown (but suspect) flight group to determine which, if any, targets should be prepared for capture/disabling (always preferable to destruction).

Kidnapping

Similar to Assassination, but specializes in snatching important figures deep in enemy territory.

Long Range Support

To provide long range missile fire for other squadrons when they attack lightly shielded targets (or those with massive fighter defences); or to provide point-blank bombing support against heavily shielded targets (or those with minimal fighter defences).

Pacification

This squadron is tasked with launching terror strikes, reducing a population of a planet deemed worthless to the Emperor's Hammer to the most barren of lives, destroying industries key to the inhabitants but worthless to the Emperor's Hammer, etc., thus operating to prevent the need for more drastic measures (for example orbital bombardment). Their secondary objectives are to assist planetary garrisons in keeping an occupied world pacified, assist army units engaged in "mop-up" operations, and if not engaged, to serve as the Emperors' Hammer Strike Fleet's reserve starfighter squadron (similar to the Deep Strike squadron).

Psychological Warfare

To create even more fear in the hearts of Rebels. This squadron's primary goal is to instigate fear in enemy forces by constant harassment and sudden strikes.

Recon

To locate and inspect any craft in an area and (if necessary) stop it until reinforcements can arrive to assist in capture/destruction, or to probe a known target's defences in preparation for further action by the Emperor's Hammer forces.

Space Supremacy

To achieve complete space/air control over a region/planet, effectively denying any capacity from the adversary to interfere in said region or planet. Achieving space or air supremacy, or at least superiority, makes it easier for other squadrons to successfully achieve their mission(s).

Special Insertion/Extraction

To make insertions of agents/spies deep inside enemy territory and getting them and their information back to our intelligence agents.

Special Forces

Trained to deal with extreme combat situations in space, in the air, and on the ground, Special Forces units are often called upon to carry out missions involving multiple theaters. Just as deadly with a blaster as they are at the

controls of a starfighter, these are the commandos the Emperor's Hammer relies on when a particular objective is imperative to the success of a larger operation.

Strike

To attack and destroy all enemy craft (unless otherwise ordered).

Test Squadron

To test all new craft and discover strengths and weaknesses of that craft. Design tactics for that craft to give pilots better chances of completing their missions and surviving. Captured enemy craft will also be evaluated by the squadron.

Training

To provide the Emperor's Hammer Strike Force with a steady supply of replacement pilots trained in all Imperial craft.

VIP Escort

To defend extremely important people and material.

XVI. Uniforms

The Emperor's Hammer TIE Corps utilizes standardized uniform templates, just like the Empire did. There are three basic types of uniforms regularly worn by Emperor's Hammer officers: a flight suit, a duty uniform and a dress uniform. Which uniform is worn depends on the type of duty or occasion.

All uniforms must be approved by the Strategic Operations Officer before being displayed on a pilot's profile.

See <https://tc.emperorshammer.org/uniforms.php> in the TC database for information on how to create your uniform.

a. Combat Pilot Uniform

The uniform of a combat pilot is thoroughly utilitarian. The only marks of distinction are the rank insignia and position badges. This is the uniform worn while on combat missions in a single seater fighter craft.

It consists of a pressure suit and helmet. By default both are black, with the helmet sporting a silver Imperial symbol (as opposed to the white symbols used by other Imperial pilots) and possibly a squadron patch. Pilot's callsign is indicated on the front of the reinforced part of the helmet.

Since TIE Corps pilots are considered the most elite group of pilots, they are allowed to use non-standard colours and patterns on their flight suits in order to flesh out their individuality.

b. Duty Uniform

The duty uniform is worn while on regular duty aboard ship, on stations and at other Emperor's Hammer facilities. It is the standard everyday uniform of all Emperor's Hammer officers. It follows the standard Imperial pattern of duty uniforms.

It consists of an olive grey double-breasted tunic and trousers, a matching cap and black durasteel-capped boots. The only distinctions are the rank insignia on the left breast and code cylinders, indicating position, in the pockets.

c. Dress Uniform

The dress uniform is usually worn on official occasions, while attending important military events or celebrations and also during any formal occasions when officers wearing it are representing the Emperor's Hammer. It can be also used for non-military affairs, like light social occasions, dinner engagements and similar.

It consists of a dark double-breasted tunic with matching trousers and durasteel-capped boots. The tunic sports numerous golden elements, such as buttons, shoulder pads and symbols on the sleeves. Lining colour depends on the ship a member is based on – ISDII *Hammer* pilots wear green, ISDII *Warrior* pilots wear red, and ISDII *Challenge* pilots wear blue. Admirals wear gold lining.

The rank insignia are worn on the left breast, whereas position is indicated by the sleeve symbols. All medals are displayed – merit ones in full on the left breast, with ribbons representing other medals just above them. The Imperial Cross and Grand Order of the Emperor are worn about the neck, while the Medal of Honor and Order of the Renegade are displayed on the right breast. Fleet Commander's Honor Guard insignia and flying wings are also present. The squadron patch may be put on both of the sleeves, near the shoulders.

Recipients of the Grand Order of the Emperor may display their ceremonial dagger on the dress uniform. Pilots who are also Dark Brotherhood members and have attained the rank of Sith Knight or higher may display their lightsaber. GOE recipients and Sith Knights have demonstrated their commitment to the service of the Emperor's Hammer such that they are permitted to retain their weapons when normally they would not be allowed at official functions or in the presence of the Fleet Commander.

XVII. The Emperor's Hammer Strike Fleet

The Fleet is composed of over a dozen Imperial II-class Star Destroyers with numerous cruisers, frigates and corvettes serving as escort ships for them. The flagship of the Emperor's Hammer navy is the Sovereign-class Super Star Destroyer *Sovereign* that serves as the command center for the entire Emperor's Hammer Strike Fleet. The *Sovereign* is home not only to the finest officers and pilots, but also several members of the Command Staff, including

the Executive Officer and Fleet Commander. While the First Recon Division is mobilized, the EHCS has been moved to the Super Star Destroyer *Avenger*.

The TIE Corps is currently stationed aboard three Imperial II-class Star Destroyers: the ISDII *Hammer*, the ISDII *Warrior*, and the ISDII *Challenge*. In addition, the COO is stationed aboard the Victory II-class Star Destroyer *Aggressor*.

Another important place is the Modified Platform *Daedalus*, which houses the Daedalus Military Academy. Normally, all Cadets entering the Corps start their journey here before being assigned to an active duty squadron. While the First Recon Division is mobilized, cadet training has been moved to the Imperial Weapons and Tactics School (IWATS) aboard the Super Star Destroyer *Avenger*.

XVIII. Online Bases of Operations

The Emperor's Hammer operates mainly using the Internet and has a strong presence there. Here are the most important sites connected to the Emperor's Hammer and TIE Corps:

<http://www.emperorshammer.org> – the main site of Emperor's Hammer

<http://tc.emperorshammer.org> – the main site of TIE Corps

<http://mb.emperorshammer.org> – the Emperor's Hammer Message Boards

<http://tac.emperorshammer.org> – the main site of Tactical Office

<http://sco.emperorshammer.org> – the main site of Science Office

<http://tc.emperorshammer.org/battlecenter.php> – the Mission Compendium of Emperor's Hammer custom missions

<http://tc.emperorshammer.org/patcharchive.php> – the Patch Archive containing all the patches for TIE Corps game platforms

<https://discord.gg/Cm7tmnA> - Invite link for the TIE Corps Discord server

irc.undernet.org - the Emperor's Hammer also utilises the Internet Relay Chat (IRC). It is an instant message type of chat room. The Emperor's Hammer currently resides on the Undernet network, so in order to join any of our channels you should first join an Undernet server, which can be done with the link on the left. Additionally, the list of Undernet servers is available at <http://www.undernet.org/servers.php>. The list of main TIE Corps and Emperor's Hammer channels can be found on the TIE Corps main site, at <http://tc.emperorshammer.org/irc.php>.

Note: The regulations regarding behaviour on Emperor's Hammer live communication platforms are listed in the Code of Conduct at <http://www.emperorshammer.org/page.php?page=coc>. All Emperor's

Hammer members are subject to these rules and need to abide by them. Lack of knowledge of the Code of Conduct shall not be accepted as an excuse.

XIX. Bylaws

Bylaws define the goals and purposes of the Emperor's Hammer existence and can be found at <http://www.emperorshammer.org/page.php?page=bylaws>.

XX. Articles of War

Articles of War are rules and procedures connected with the Emperor's Hammer martial law, military jurisdiction, treatment of spies and deserters, and the judicial system overall. The current Articles of War can be found at <http://www.emperorshammer.org/page.php?page=aow>.

Note: All members of the Emperor's Hammer are subject to the Articles of War. Lack of knowledge of them shall not be accepted as an excuse.

XXI. Privacy Policy/Disclaimers/Copyrights

The current Privacy Policy of the Emperor's Hammer can be found [here](#) and the Disclaimers and Copyrights can be found [here](#).

XXII. Update History

- 2015 by HA Daniel Bonini
- 2016 by FA Elwood the Brave, AD Pellaeon
- 2017 by FA Pellaeon
- 2020 by FA Plif
- October 2020 by FA Plif and COL Mordechi Wolfe - Re-design
- November 2020 by COL Mordechi Wolfe - Correction to time requirement for a FM to be promoted to MAJ
- January 2021 by FA Plif - Reformat
- February 2021 by FA Plif - Added Flight Certification Wings, expanded AWOL section
- May 2021 by HA Plif - Added CAPT and IAR, added File Submission section
- June 2021 by HA Plif - Update to the *Hammer's* dress uniform trim color, removal of a mention of TTT2, updated Iron Star section, updated Transfer section
- September 2021 by HA Plif - Expansion on the OV and new medal graphics