



# **Emperor's Hammer TIE Corps Pilot Manual**

TIE Corps Command  
2016

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# **I. Introduction**

Welcome, pilot. Whether you are a hungry for knowledge rookie or an old veteran trying to revise some basic information, you shall find everything that you need to know about 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 clarity and convenience, all officers referred to in this manual will be considered male. To all female pilots of the TIE Corps, I count on your understanding.

I hope that all of you will find this manual a useful source of information, but always keeping in mind that the TIE Corps is always in motion, and that many decisions made by the Admiralty might not be reflected directly in this document. In that light, the Chain of Command must be your primary source of information.

For the new members, please note that you are required to be acquainted with this document, and the ones referred in it, to be accepted in the fleet as an active member. Make sure you always seek the senior members of the fleet for enlightenment, in case any doubts arise, either during the training period and after. The Commanding Officers are here to ensure that your experience in the TIE Corps is joyful.

The most important thing to emphasize here is that the Emperor's Hammer TIE Corps is a Star Wars Gaming Club, with the purpose of providing a Starfighter Pilot experience in the Star Wars universe. 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 gaming platforms, being them SW or non-SW.

I wish you all a very enjoyable Tour of Duty in the TIE Corps.

Regards,

TIE Corps Commander

## **II. Chain of Command**

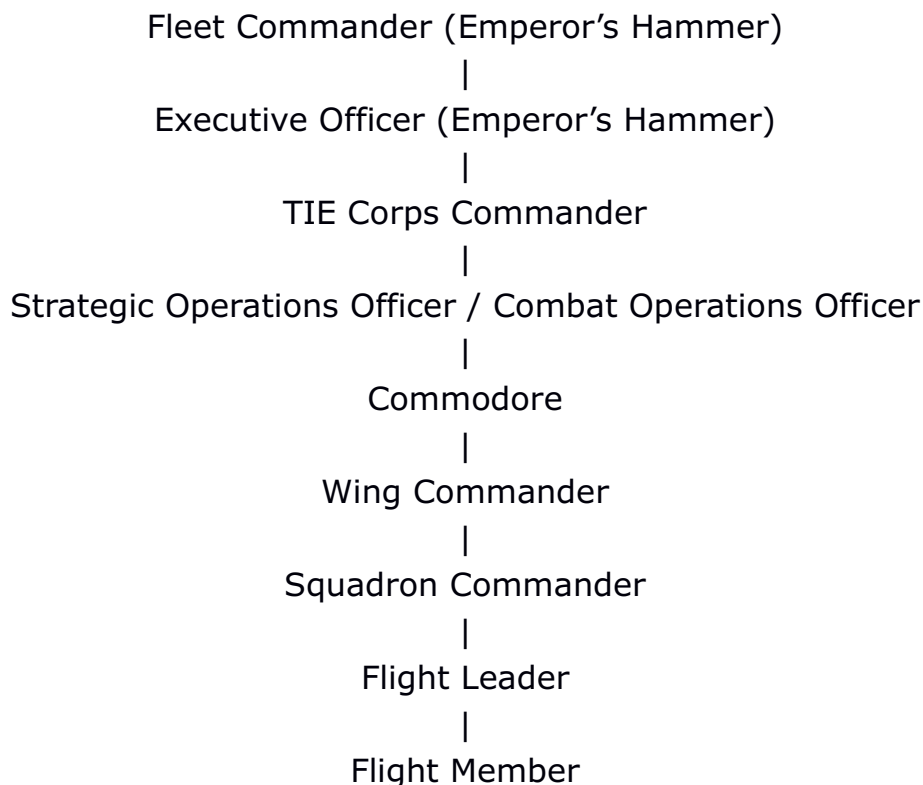
*"You know what the chain of command is? It's the chain I go get and beat you with 'til you understand who's in ruttin' command here!"*

- Jayne Cobb, a freelance mercenary (Firefly/Serenity)

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. Understanding and obeying it is the key here in the TIE Corps, because our entire organisation has been built around it.

The chain of command can be summed up in one short sentence – a subordinate must obey his superior's orders. Therefore, 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, Squadron Commander's orders will always take precedence over Flight Leader's ones.

Here is a schematic overview of the Chain of Command in the TIE Corps:



Please note that the Fleet Commander and Executive Officer positions are not TIE Corps dedicated positions. They are part of the Emperor's Hammer (EH), and work commanding all EH Groups as well as the EH Command Staff.

Always know your place in the Chain of Command and who is your direct superior officer. This will surely make things easier and faster.

### **III. Structure**

The smallest unit in the TIE Corps is a flight. A flight consists of four pilots – a Flight Leader and three Flight Members. It is the smallest unit usually sent into battle, however it is not considered independent. Flights have their own motto and all of its members are equipped with the same fighters.

A group of three flights makes a squadron. The leader of Flight I is in command of the squadron and is called a Squadron Commander, with the leader of Flight II usually serving as an executive officer. A squadron may consist of up to twelve pilots and is the smallest unit considered independent.

A grouping of at least two squadrons is called a wing and is led by a Wing Commander. Therefore, it may include up to several dozen pilots and is the biggest unit in the TIE Corps. Currently, the Wing Commander is a position occupied exclusively by non-player characters, but they could employ real-life members again, should the need arise.

A wing is usually stationed on board an Imperial II-class Star Destroyer of the Emperor's Hammer Strike Fleet, which, along with its escort ships, creates a battlegroup, commanded by a Commodore. Several such battlegroups may be assigned to a Task Force.

Leading the TIE Corps is the TIE Corps Admiralty Board, officially part of the Emperor's Hammer Strike Fleet's command structure. It is a group of officers that are in direct command of the entire TIE Corps. The Admiralty Board includes the Strategic Operations Officer and Combat Operations Officer, who work under the TIE Corps Commander. 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 entire Emperor's Hammer Strike Fleet is under the authority of the Emperor's Hammer Command Staff, a group of several officers that are in direct control of various aspects of the entire organization. They are led by the Fleet Commander and his 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 deals with 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 Platform *Daedalus* 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 his training, a Trainee is promoted to Sub-Lieutenant, given the position of Flight Member and assigned to a squadron.

**Rank:** Cadet.

**Responsibilities:** Completing his training.

**Contact Requirements:** Low. At least once per month contact via e-mail with fellow Cadets and the Dean of IWATS or the TIE Corps Commander. However, they are encouraged to complete their training requirements as soon as possible, to allow their assignment to the active roster.

#### **Flight Member (FM)**

**Position Description:** A Flight Member is the first, basic position a pilot will ever fill in. Flight Members are responsible for the bulk of activity in TIE Corps, participating in competitions, posting on message boards, talking with fellow members, playing custom missions and multiplayer matches, and undertaking 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.

**Responsibilities:** Being active, participating in TIE Corps activities.

**Contact Requirements:** Low. At least once per month contact via e-mail or other form of communication with immediate superior. Expected response time should not exceed one week.



## **Flight Leader (FL)**

**Position Description:** The Flight Leader is the leader of three other Flight Members, and maintains contact with his Flight Members, as well as makes recommendations to the Squadron Commander regarding individual Flight Members performance. In addition, the Flight Leader is the first person a Flight Member should go with a request or question.

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

**Responsibilities:** A Flight Leader should not only lead by example and thus be active, but he will be also required to send in weekly updates on the status of his flight to his Squadron Commanders.

**Contact Requirements:** Low to moderate. Flight Leaders will be required to stay in contact with their Commanders and their flights. Response time should not exceed three-four days.

## **Squadron Commander (CMDR)**

**Position Description:** Possibly one of the most important positions in the entire TIE Corps, the Squadron Commander manages the day to day operations of the squadron, including maintaining continuous contact with Flight Members, Flight Leaders, reviewing mission/battle performance and making recommendations to the Wing Commander/Commodore for medal awards and/or rank/position promotions.

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

**Responsibilities:**

- Overseeing daily operations of the squadron;
- Writing Weekly Squadron Reports (WSR);
- Submitting Monthly Squadron Evaluations (MSE) to the Wing Commander/Commodore;
- Keeping in contact with his Flight Leaders and Flight members;
- Making medal and rank promotion recommendations and reporting them to the Wing Commander/Commodore;
- Reviewing and possibly answering questions from the squadron;
- Creating competitions for the squadron;
- Informing the squadron of important events;
- Forwarding e-mails from superior officers to the squadron, when appropriate;
- Being familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.); and
- Attending online meetings (where possible).

**Contact Requirements:** Moderate. Answering e-mails, forwarding files and medal request reviews will take most of the Commander's time. A Commander is also expected to maintain continuous contact and activity with his squadron and Wing Commander via e-mail. Response time should not exceed 2 days.

## **Wing Commander (WC)**

**Position Description:** The Wing Commander is in charge of at least two squadrons, which comprise a minimum TIE Corps wing, that can reach up to six squadrons. The Wing Commander serves as an exchange between his Squadron Commanders and the Commodore of the battlegroup. He is usually given the freedom to appoint Squadron Commanders, as well as mediate disputes between squadrons. NOTE: this position is currently deactivated from the active roster, with its main responsibilities being directed to the Commodore. Still, the role-playing aspect of the position remains intact, whereas non-player characters are employed.

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

### **Responsibilities:**

- Overseeing daily operations of the wing;
- Writing Weekly Wing Reports (WWR);
- Submitting Monthly Wing Evaluations (MWE) to the Strategic Operations Officer;
- Keeping in contact with his Squadron Commanders;
- Appointing Squadron Commanders;
- Making medal and rank promotion recommendations and reporting them to the Strategic Operations Officer;
- Reviewing and possibly answering questions from the wing;
- Creating competitions for the wing;
- Informing the wing of important events;
- Forwarding messages from superior officers to the wing, when appropriate;
- Being very familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.); and
- Attending online meetings (where possible).

**Contact Requirements:** Moderate to high. The Wing Commander must keep in contact with the two Squadron Commanders in his wing and make sure the squadrons are active. In addition, the e-mail load of a Wing Commander is rather heavy, with response times expected to be 24-48 hours.

## **Commodore (COM)**

**Position Description:** The Commodores are the "Captains" of the Emperor's Hammer Fleet capital ships. They control their ship's operations, both day to day and in battle, as well as the TIE Wings on board their ships unless overruled by the Strategic Operations Officer, the TIE Corps Commander, or other member of the Command Staff. Commodores are usually drawn from exceptional Wing/Squadron Commanders and it should be noted that command of one's own ship is considered the highest honour within the Imperial Navy. NOTE: due to the current inactivation of the WC position, the COM has inherited their responsibilities to add to their own.

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

**Responsibilities:**

- Overseeing daily operations of the ship;
- Keeping in contact with Wing Commanders;
- Writing Weekly Ship Reports (WShipR);
- Submitting Monthly Ship Evaluations (MShipE) to the Strategic Operations Officer/TIE Corps Commander;
- Appointing Wing Commanders;
- Reviewing medal recommendations from Wing Commanders;
- Making medal and rank promotion recommendations and reporting them to the SOO/TCCOM;
- Reviewing and possibly answering questions from ship members;
- Creating competitions for the ship;
- Informing the ship of important fleet events;
- Forwarding messages from superior officers to the ship, when appropriate;
- Being completely familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.); and
- Attending online meetings (where possible).

**Contact Requirements:** Heavy. The Commodore is expected to attend official meetings, online conferences, make message board posts, etc. as often as possible. Unlike the , who handles the day-to-day management of a TIE Wing, the Commodore deals with public relations and should generally make themselves available for questions and comments. A great deal of e-mail correspondence can be expected. Response time should not exceed 24 hours.

## **b. TIE Corps Admiralty Board**

### **Combat Operations Officer (COO/TC-3)**

**Position Description:** The Combat Operations Officer is in charge of all multiplayer activities throughout the TIE Corps and is responsible for organizing multiplayer events both within the TIE Corps and with other outside organizations and clubs. 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.

**Responsibilities:**

- Writing weekly reports;
- Approving multiplayer matches for all platforms;
- Creating and coordinating multiplayer specific competitions and events;
- Coordinating TC participation in external multiplayer events; and
- Attending online meetings.

**Contact Requirements:** Moderate to high. The COO will constantly receive mails from multiplayers with match results for his events and other MP 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 from Wing Commanders. The Strategic Operations Officer is also considered second in command of the TIE Corps and thus may be called the TIE Corps Executive Officer (TCXO).

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

**Responsibilities:**

- Overseeing the daily operations of TIE Corps;
- Writing weekly reports;
- Reviewing Monthly Ship Evaluations (MShipE);
- Reviewing and approving medal recommendations and promotion requests;
- Approving individual uniforms;
- Maintaining the TIE Corps Pilot Manual;
- Approving competitions from the entire TIE Corps;
- Answering any queries regarding the TIE Corps; and
- Attending online meetings and hosting them, when possible.

**Contact Requirements:** High. The Strategic Operations Officer needs to maintain contact with the Wing Commanders 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 answers to the Executive Officer 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 covering for the Strategic Operations Officer, Combat Operations Officer and the Dean of IWATS if they are on leave. The TIE Corps roster also falls under his jurisdiction. Although the Battle Center and all it entails (such as the Pilot Kill Board, Fleet Commander's Honour Guard, High Scores listings and new battles) are also in his duties, those duties are usually performed by the Emperor's Hammer Tactical Officer. 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.

**Responsibilities:**

- Writing weekly reports;
- Overseeing the general state of TIE Corps;
- Maintaining the online roster updated;
- Attending and hosting online meetings, when possible; and
- Coordinating and managing the TIE Corps Admiralty.

**Contact Requirements:** High. The TIE Corps Commander must be always aware about the state of the TIE Corps and be ready to support the other Admiralty Board members when appropriate. Response time should not exceed 24 hours.

## **c. Assistants and Various Positions**

Because the positions of the TIE Corps Admiralty Board and Emperor's Hammer Command Staff involve highly sensitive and extensive duties, each member of the Board may appoint Assistants. Since this is not a full-time job, an Assistant shall remain in his previous position on the roster and perform his usual role, however he will be expected to support the Admiralty Board or Command Staff member in fulfilling some of his duties. Although this shall require more effort from the Assistant than if he would be a typical member, being appointed as an Assistant is a privilege that may grant him awards usually unavailable for normal line members.

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

There are also several other support positions, mainly the Professor (PROF), Tactician (TCT), Tactical Surveyors (TCS), Editor of the TC Newsletter (EDR), Warden of the Imperial Archives (WARD). The only difference that separates those positions from that of the Assistant is that their duties are more specific than those of the Assistant.

## **d. Reserves**

The TIE Corps Reserves, based on the Nebulon-B2 Frigate *Phoenix*, is a place where all the retired officers are assigned to. Although still considered on active duty, Reserve officers have no duties besides keeping the TIE Corps Commander informed about a working e-mail address for future contact.

A Reservist will hold the last rank they have had before transferring and all of their data will be still stored and kept up-to-date in the TIE Corps database. Former Admiralty members that retire in a line position may reclaim their Admiralty ranks, as long as they have completed their minimum Tour of Duty of four months in the Admiralty Position.

Trainees/Cadets 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 his position, the following military ranks are presented below to 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 (i.e. a Flight Leader who is a Lieutenant Colonel does not outrank a Squadron Commander who is a Captain). The primary use of the ranks will be to determine minimum standards for the various positions. A member may retain a rank achieved in a previous assignment to a higher command position even if his current position does not warrant a promotion to that rank. NOTE: Admiralty ranks may not be kept in line positions. Former Admiralty members that are assigned to line positions will be granted the rank of Colonel, regardless of their line rank before assignment to the Admiralty, and given that a minimum Tour of Duty of four months in the Admiralty position has been completed. 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 granted their GN rank back.

The approved ranks for the TIE Corps are as follows:

### **Line Ranks**

~~6144 (10)~~

### **Admiralty Ranks**

## **Line Ranks**

### **Cadet (CT)**

Rank given to the Trainees onboard Platform *Daedalus*. The first rank every TIE Corps pilot will have ever held.

### **Sub-Lieutenant (SL)**

This rank may be held only by Flight Members and Reservists. Given to any pilot that has successfully finished his training onboard Platform *Daedalus*.

### **Lieutenant (LT)**

Rank usually held by Flight Members, it is also the minimum rank for Flight Leaders.

### **Lieutenant Commander (LCM)**

A rank used mainly to promote exceptional Flight Members and Flight Leaders.

### **Commander (CM)**

The rank of Commander is the minimum rank for Squadron Commanders.

### **Captain (CPT)**

Rank usually given to Squadron Commanders who have proven themselves in the first months of service.

### **Major (MAJ)**

Minimum rank for a Wing Commander to hold, it will be conferred also to exceptional Squadron Commanders. It is the highest rank a Flight Member may be promoted to.

### **Lieutenant Colonel (LC)**

This rank is used to reward performance of an excelling Wing Commander or Squadron Commander.

## **Colonel (COL)**

Given to exceptional Wing Commanders and Squadron Commanders after months of intensive activity, it is also the rank that retiring members of the TIE Corps Admiralty are going to hold should they choose to join any active unit on the roster. Moreover, it is the highest rank a Flight Leader may be granted.

## **General (GN)**

The highest line rank available to TIE Corps pilots, it is reserved for all members of Elite Squadrons (currently inactive), Squadron Commanders and Wing Commanders that have served in their positions for an extended period of time and have proved their loyalty and excellence.

## **Admiralty Ranks**

### **Rear Admiral (RA)**

This is the basic rank of the admiralty in the TIE Corps and Emperor's Hammer. Any newly appointed Strategic Operations Officer, Combat Operations Officer, Dean of IWATS and Ship Commodores will be given this rank upon appointment.

### **Vice Admiral (VA)**

A promotional rank for TIE Corps Admiralty Board members and Ship Commodores who have served for some time in their positions and have showed an active stance.

### **Admiral (AD)**

The rank of full Admiral is the minimum appointment rank for a TIE Corps Commander and may be also held by other Admiralty members who have displayed loyalty and dedication to the TIE Corps. It is the highest rank a Ship Commodore may be promoted to.

### **Fleet Admiral (FA)**

Admirals who have shown consistent performance over a long period of time may be promoted to the rank of Fleet Admiral. It is the highest rank the Strategic Operations Officer, Combat Operations Officer and Dean of IWATS may be promoted to.



## **High Admiral (HA)**

This is the highest rank any TIE Corps members may be promoted to during their career. Members who are already Fleet Admirals, who have achieved almost all merit awards and who are respected by fellow Command Officers and general memberships may be granted this prestigious rank. In the TIE Corps, this rank is achievable only for the position of TIE Corps Commander.

## **Sector Admiral (SA)**

Rank exclusively used by the current Executive Officer of the Emperor's Hammer, and his eventually retired predecessors.

## **Grand Admiral (GA)**

Rank granted exclusively to the Fleet Commander of the Emperor's Hammer, and the founder of the club, GA Ronin.

## **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**

The authority to recommend a promotion is in the hands of command officers. The promotion recommendation authority starts with the lowest independent unit command position, the Squadron Commander. He may request via the database the promotion of any of his subordinates. Promotions can be only made one rank at a time. The only limitations come from the position of the recommended person and not the position of the recommender. For example, a Squadron Commander holding a rank of Major is allowed to make a direct request via the database to promote a Flight Leader holding the rank of Lieutenant Colonel. The authority to approve promotion recommendations is ultimately of the TIE Corps Commander, a task that can also be delegated to the Strategic Operations Officer, at the TCCOM's discretion.

Below, the promotional authority in the TIE Corps is shown:

<b>Promoting Officer</b>	<b>Promotion Recommendation Authority</b>
Fleet Commander (FC), Executive Officer (XO)	All members of the Emperor's Hammer
TIE Corps Commander (TCCOM)	All line members and the Ship Commodores (COM), Strategic Operations Officer (SOO), Combat Operations Officer (COO) and Dean of IWATS (DEAN)
Strategic Operations Officer (SOO), Combat Operations Officer (COO)	All line members and Ship Commodores (COM)
Ship Commodore (COM)	All ship members (excluding himself)
Wing Commander (WC) – <i>currently inactive</i>	All wing members (excluding himself)
Squadron Commander (CMDR)	All squadron members (excluding himself)

Although they are granted this authority as TC Admiralty Board members, the COO will rarely exercise it, due to the characteristics of his position.

It should also be noted that a promotion recommendation should usually come from the officer immediately above the recommended member in the Chain of Command. For example, despite the fact that the TIE Corps Commander may promote all TIE Corps members besides himself, he will rarely exercise this on people other than the members of TIE Corps Admiralty Board.

## **b. Position Requirements**

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

<b>Position</b>	<b>Minimum rank</b>	<b>Maximum rank</b>
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 Flight Member 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 (four months) in his or her new position. Should he or she fail to do so, his or her rank shall be reverted to that before the appointment.

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 his 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 shall not be stripped of his rank and 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 required minimum Tour of Duty of four months. 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-service does not entitle a member to a rank promotion.**

<b>Rank</b>	<b>Time in previous rank</b>	<b>Typical position</b>
High Admiral (HA)	Appointment (expected minimum time – 8 months)	TIE Corps Commander (TCCOM)
Fleet Admiral (FA)	Appointment (expected minimum time – 7 months)	TIE Corps Commander (TCCOM), Strategic Operations Officer (SOO), Combat Operations Officer (COO)
Admiral (AD)	6 months (SOO, COO, DEAN), 9 months (COM)	TIE Corps Commander (TCCOM), Strategic Operations Officer (SOO), Combat Operations Officer (COO), Commodore (COM)
Vice Admiral (VA)	5 months (SOO, COO, DEAN), 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)	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)	3 months (FL), 4 months (FM)	Squadron Commander (CMDR), Flight Leader (FL), Flight Member (FM)
Lieutenant Commander (LCM)	1 month (FL), 2 months (FM)	Flight Leader (FL), Flight Member (FM)
Lieutenant (LT)	Achieving one approved activity (FM)	Flight Leader (FL), Flight Member (FM)
Sub-Lieutenant (SL)	Complete training on Platform Daedalus	Flight Member (FM)
Cadet (CT)	Enlistment	Trainee (TRN)

## **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 by and for line membership are reviewed and approved by the Strategic Operations Officer, whereas the TIE Corps Commander is responsible for awarding medals for the rest of TIE Corps Admiralty Board. The final authority in awarding medals is in the Executive Officer's and Fleet Commander's hands.

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 Honour (MoH)**

The Medal of Honour is the highest medal a member of the Emperor's Hammer may be awarded. The recipients of the Medal of Honour 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 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 can 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 can 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 the 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 and Valor Extraordinaire«. Award of this medal constitutes entrance into a fraternal order as well. Recipients of this order are highly respected in all manners of Imperial functions. This medal can 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 can be awarded by any member of the TIE Corps Admiralty Board for extraordinary service and exceptional loyalty. Excelling command officers will most often be the recipients of this medal, but not necessarily. Greater than the Silver Star, it generally cannot be awarded for general activity, except in extreme circumstances.

## **Silver Star of the Empire (SS)**

The Silver Star of the Empire can be awarded by any Ship Commodore for exceptional service and loyalty. This could include expansion of an officer's area of expertise by introducing new aspects/ideas to his position. Exceptional command officers will most often be the recipients of this medal, which can also be applied to exceptional activity of any member.

## **Bronze Star of the Empire (BS)**

The Bronze Star of the Empire can be awarded by any Wing Commander to a member for extraordinary service to a particular wing. This will typically be an award for a member for aiding these officers in their duties, and for outstanding activity.

## **Palpatine Crescent (PC)**

The Palpatine Crescent can be awarded by Squadron Commanders to Flight Members and above for exceptional service. This could include help with overall management of a squadron or a member who is consistently contributing new ideas for his unit and displaying great activity.

## **Imperial Security Medal (ISM)**

The Imperial Security Medal is typically awarded by Squadron Commanders to Flight Members or Flight Leaders within their squadrons who have shown exceptional service and dedication to the squadron.

## **b. Service Medals**

### **Medal of Instruction (MoI)**

The Medal of Instruction is awarded to any pilot who personally recruits a new member to the TIE Corps (the recruit's training must be completed, as determined by the Dean of IWATS). 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 Tactical Officer 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 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 Communications Officer to members who display constant communication efforts like posting on mailing lists, posting on the Emperor's Hammer Message Boards, maintaining a high-level presence on IRC channels and other ways. The basic Medal of Communication has the Bronze Oak Cluster addition. Additional numbers of Medals of Communication may earn one of the following upgrades:

- Bronze Oak Cluster (-boc) - Standard;
- 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.

The system of awarding those upgrades is simple. Assume that the members mentioned here are very active in terms of communication every month. In the first two months of activity, members are rewarded with the Bronze Oak Clusters. In the third month they are awarded the Silver Oak Cluster instead of

a Bronze Oak Cluster. In the fourth and fifth month they are awarded yet again with Bronze Oak Clusters and in the sixth month, they shall gain a Gold Oak Cluster. This process continues until they reach Diamond Oak Cluster and then starts once again from the beginning. Therefore, members active throughout all months in a year should receive eight Bronze Oak Clusters and one of Silver, Gold, Platinum and Diamond Oak Clusters. This is not a continuous process, so if a member is somehow not active in a few months, he shall not be penalized and when he returns he will continue his progress in this "queue" as if there was no interruption.

## **Iron Star (IS)**

The Iron Star is awarded for winning a competition approved by the Dean of IWATS. Each ribbon is given dependant on the scale and scope of the competition:

<b>Name</b>	<b>Awarded For</b>	<b>Activity Type</b>
Bronze Ribbon (BR)	1st place in a competition involving at least 1 squadron, runner-up award for Silver competitions, 3rd place award for Gold competitions or 4th place/participating award in Platinum competitions	Non-flying
Bronze Wings (BW)	1st place in a competition involving at least 1 squadron, runner-up award for Silver competitions, 3rd place award for Gold competitions or 4th place/participating award in Platinum competitions	Flying
Silver Ribbon (SR)	1st place in a competition involving at least 2 squadrons, or 1 squadron in a larger scale/period, runner-up award for Gold competitions or 3rd place for Platinum competitions	Non-flying
Silver Wings (SW)	1st place in a competition involving at least 2 squadrons, or 1 squadron in a larger scale/period, runner-up award for Gold competitions or 3rd place for Platinum competitions	Flying
Gold Ribbon (GR)	1st place in a competition involving 1 or more wings, runner-up award for Platinum competitions.	Non-flying
Gold Wings (GW)	1st place in a competition involving 1 or more wings, runner-up award for Platinum competitions.	Flying
Platinum Ribbon (PR)	1st place in a TIE Corps-wide competition.	Non-flying
Platinum Wings (PW)	1st place in a TIE Corps-wide competition.	Flying



**Note:**

**The higher ribbons and wings of the Iron Star also require a given minimum participation level. The minimum participation levels will be determined by the SOO/TCCOM based on the complexity, duration and scope of the competition.**

**Repeating competitions on the Wing/Ship/TC level also have the ribbons limited depending on their time frame. Weekly Wing/Ship/TC wide competitions should not exceed the Silver level and their monthly versions shouldn't exceed the Gold versions for first places. The Platinum versions should be only for first place in TC wide yearly competitions like Ace of the TC or very complex one time competitions like Raise the Flag or TIE golf. Comparable one time competitions on the Wing/Ship level cannot exceed the Gold versions.**

**Legion of Combat (LoC)**

Awarded for participation and victory in Player vs. Player (PvP) X-wing vs. TIE Fighter (XvT), X-wing Alliance (XWA), Imperial Alliance (IA), Freeworlds, Star Conflict melees, as well as other platforms to be included, by the Combat Operations Officer. 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 (coop PvE) available platforms melees. Single player PvE does not qualify for this medal, for it is an exclusive multiplayer medal. 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.



## **Commendation of Service (CoS)**

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 then is awarded the Medal of Tactics). Although preferred, the approved storyline need not necessarily lead to an EH approved battle being released.

## **Letter of Achievement (LoA)**

The Letter of Achievement is awarded per Newsletter entry that is published in the Emperor's Hammer Dark Sentinel or TIE Corps newsletter. Letters of Achievement can be awarded by the Executive Officer, the TIE Corps Commander and the Strategic Operations Officer, who are responsible for the release of the Newsletters.

## **d. Unit Citations**

Citations can be divided into two types – credits and titles.

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

Furthermore, various 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 to the contrary by the person bestowing 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 for commanding officers to be decided.

## **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 his 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 e-mail.

### **b. Transfers**

During a pilot's career in the TIE Corps, one may happen to find himself in need of a transfer to another unit. Most of the transfers connected with appointment and restructures are done by the TIE Corps Commander without the need of any input from a pilot. However transfers between units require effort from the pilot requesting transfer.

First of all, a member should contact his direct superior officer and inform him of the desire to transfer. This is the last moment when the superior can try to know/understand the reasons for such action and persuade the member out of it, if he sees appropriate. Afterwards, the member needs to contact and gain approval for the transfer from the Commander of the squadron he is transferring to as well as the Wing Commander and Ship Commodore and, in the case of a transfer to a different Wing/Ship, also the Wing Commanders and Ship Commodores of both his current and desired Wings/Ships. Only after this is done should the TIE Corps Commander and Strategic Operations Officer be informed about the transfer. A request should never reach those two officers before all other approvals are gained.

In the case of any conflict between the member requesting transfer and any of the line officers taking part in the transfer procedure, the matter should be

brought to the attention of TIE Corps Commander and Strategic Operations Officer without a delay.

**Warning: should they occur, any and all threats will be dealt with harshly, as this not an acceptable conduct for a TIE Corps Officer. Should any of those take place, the member responsible may be a subject to punishment ranging from a formal notice, to demotion and up to expulsion from the Emperor's Hammer as determined by the Security Officer, JAG, Executive Officer or Fleet Commander based on the Code of Conduct and Articles of War. Therefore, do NOT try to blackmail and make threats to anybody.**

### **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 minimise the number of promotion and medal denials in the database.

## **IX. Fleet Commander's Honour Guard**

The Fleet Commander's Honour Guard is a special ranking system that rates pilots and officers in the TIE Corps by single player combat activity and performance using a point system. These points then determine a pilot's place in the Honour Guard. For combat activity, points are awarded for completing single player missions. For performance, pilots compete against each other for points for holding high scores for missions and battles, and for earning Iron Stars with wings from flying competitions, adding a more competitive element for pilots trying to hold a higher rank.

The Honour Guard knows the following ranking system, based on the number of points awarded:

- Grenadier (GREN) – 10 points needed;
- Lancer (LANC) – 25 points needed;
- Hussar (HUSS) – 50 points needed;
- Fusilier (FUSL) – 75 points needed;
- Dragoon (DRAG) – 100 points needed;
- Cavalier (CAVL) – 150 points needed;
- Gallant (GALL) – 200 points needed;
- Knight (KNGT) – 250 points needed;
- Paladin (PLDN) – 300 points needed;
- Legionnaire (LGNR) – 400 points needed;
- Aquilifer (AQFR) – 500 points needed;
- Decurion (DCRN) – 750 points needed;
- Tesserarius (TSRS) – 1000 points needed;
- Optio (OPTI) – 1250 points needed;
- Centurion (CNTR) – 1500 points needed;
- Executor (EXCR) – 2000 points needed;
- Gladiator (GLDR) – 2500 points needed;
- Archon (ARCN) – 3500 points needed;
- Templar (TMPR) – 4500 points needed;
- Imperator (IMPR) – 5500 points needed.

Points can be awarded for the following flight activity:

- every mission flown – 1 point;
- every Iron Star with Bronze Wings earned – 1 point;
- every Iron Star with Silver Wings earned – 3 points;
- every Iron Star with Gold Wings earned – 5 points;
- every Iron Star with Platinum Wings earned – 10 points;
- every mission high score – 2 points;
- every battle high score – 2 points x the number of missions.

The most recent ratings of the Fleet Commander's Honour Guard may be found on the TIE Corps database under the FCHG Listings section (<http://tc.emperorshammer.org/stats.php?type=FCHG>).

## **X. Combat Ratings**

TIE Corps Combat Rating is a special ranking system, similar to Fleet Commander's Honor Guard (FCHG), that rates pilots and officers in the TIE Corps by multiplayer combat activity and performance using a point system. Unlike the FCHG system, Combat Rating rates pilots only by multiplayer activity. Combat Rating ranking system was arranged mainly for TIE Corps pilots focused on multiplayer activity, considering Legions of Combat and Distinguished Flying Crosses, which FCHG doesn't take in count, to rate pilot's multiplayer performance.

The Combat Rating knows the following ranking system, based on the number of points awarded:

- Trainee – 1 point needed;
- Certified – 10 points needed;
- Marksman 4th – 25 points needed;
- Marksman 3rd – 50 points needed;
- Marksman 2nd – 75 points needed;
- Marksman 1st – 100 points needed;
- Officer 4th – 150 points needed;
- Officer 3rd – 200 points needed;
- Officer 2nd – 250 points needed;
- Officer 1st – 300 points needed;
- Veteran 4th – 375 points needed;
- Veteran 3rd – 450 points needed;
- Veteran 2nd – 525 points needed;
- Veteran 1st – 600 points needed;

- Elite 4th – 700 points needed;
- Elite 3rd – 800 points needed;
- Elite 2nd – 900 points needed;
- Elite 1st – 1000 points needed;
- Ace 4th – 1250 points needed;
- Ace 3rd – 1500 points needed;
- Ace 2nd – 1750 points needed;
- Ace 1st – 2000 points needed;
- Top Ace 4th – 2500 points needed;
- Top Ace 3rd – 3000 points needed;
- Top Ace 2nd – 3500 points needed;
- Top Ace 1st – 4000 points needed;
- Tan – 5000 points needed.

Points can be awarded for the following flight activity:

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

The most recent Combat Ratings may be found on the TIE Corps database under the CR section (



## **XI. COOP/PVE Rating**

TIE Corps COOP/PVE Rating is a special ranking system, similar to Fleet Commander's Honor Guard (FCHG), or the Combat Rating, that rates pilots and officers in the TIE Corps by multiplayer COOP and PVE activity and performance using a point system. Unlike the FCHG system, COOP/PVE Rating rates pilots only by multiplayer COOP/PVE activity.

The COOP/PVE Rating knows the following ranking system, based on the number of points awarded:

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

Points can be awarded for the following flight activity:

- every Legion of Skirmish earned – 1 point

## **XII. 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 ().

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 the TIE Corps database using the appropriate bsf function of the database. 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 un-installed 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.

## **XIII. 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. That way, 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 e-mail etiquette to only use one ID line in an e-mail, usually the one relating to the contents of the e-mail and who is to receive it, i.e.. TIE Corps ID line for TIE Corps e-mails, Dark Brotherhood ID line for Dark Brotherhood e-mails and so on.

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

**Position/Rank Member Name/Position Designation/Wing/Ship  
Medals (Highest to lowest) [FCHG ranking] [CR ranking] {IWATS  
courses completed}**

Example ID line:

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

Here is a more comprehensive example:

**TCCOM-PROF/HA Daniel Bonini/-1/ISDII Challenge  
IC/GOEx2/GSx3/SSx2/BSx4/PCx20/ISMx21/IS-2PW-27GW-49SW-  
89BW-2PR-12GR-23SR-46BR/MoI/LoC-CSx7-Rx3/DFC-Rx1/MoC-2doc-  
3poc-4goc-6soc-34boc/CoLx6/CoB/LoAx2/OV-15E [EXCR] [Officer  
3rd] {IWATS-AMP-BFM-CBX-CTW-HIST-IBX-ICQ-IIC/1-LIN-MP/1/2-  
SM/3-TM/1/3-TT-WM-WPN-XTT-XWAC-  
XWAI}**

However, it is acceptable to use only the basic ID line and discard the medals, FCHG and IWATS sections for communication purposes:

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

This way, non-official or semi-official mails will not be cluttered with unnecessary information, which should improve the clarity of the message.

## **XIV. 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 Strike**

To launch surprise attacks deep into enemy-held territory and assault locations where either:

- (A) the Strike Fleet cannot go;
- (B) the Strike Fleet can go but would be in extreme risk of destruction/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.

## **Special Insertion/Extraction**

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

## **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.

## **XV. Uniforms**

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

All of them can be rendered by Tempest's Tailoring Tool 2, available at <http://tc.emperorshammer.org/uniforms.php>. You will need a non-TIE Corps utility, POV-Ray, installed. POV-Ray is available at . Unless allowed otherwise by the Strategic Operations Officer on a case-to-case basis, all uniforms must be rendered using the Tempest's Tailoring Tool 2.

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

### **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.

Tempest's Tailoring Tool 2 renders only helmets and as such only helmets (without the flight suit) shall be accepted in the pictures uploaded to your profile.

### **b. Duty Uniform**

The duty uniform is that which 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 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 – ISD-II *Hammer* officers use grey and ISD-II *Warrior* officers use red. Members of the TC Admiralty Board and EH Command Staff use golden lining.

The rank insignia are worn on left breast, whereas position is indicated by the sleeve symbols. All medals are displayed – merit ones in full on 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 Honour and Order of the Renegade are displayed on the right breast. Fleet Commander's Honour 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, while pilots who are also Dark Brotherhood members and have attained a rank of Dark Jedi Knight or higher may have their lightsabers with themselves.

## **XVI. 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 gigantic Sovereign-class Super Star Destroyer that serves as the command centre 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.

The TIE Corps is currently using three Imperial II-class Destroyers – the *Warrior*, the *Hammer* and the *Challenge*, with the last one serving only as a command ship, where is stationed the offices of the TIE Corps Commander and Strategic Operations Officer. Also, it includes the Victory-Class Star Destroyer *Aggressor*, where the Combat Operations Officer is stationed. Those vessels are the backbone of the elite TIE Corps navy.

An important place is also Platform *Daedalus*, which houses the Daedalus Military Academy, the prime Imperial Training Centre in the Minos Cluster. Daedalus is well known to TIE Corps pilots for it hosts the Imperial Weapons and Tactics School (IWATS) in addition to numerous training facilities. All TIE Corps pilots started their careers here, under the watchful eye of the Emperor's Hammer Training Officer and various academy directors, such as the Dean of IWATS. If a pilot would ever want to improve his skills, Daedalus is the place where he should go.

## **XVII. 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:

- the main site of Emperor's Hammer;
- the main site of TIE Corps;
- the Message Boards of Emperor's Hammer;
- the main site of Tactical Office;
- the main site of Science Officer;
- the Mission Compendium of Emperor's Hammer custom missions;
- the Patch Archive containing all the patches for TIE Corps game platforms.
- the Emperor's Hammer also utilises the Internet Relay Chat, known more commonly as 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 .

The list of main TIE Corps and Emperor's Hammer channels can be found on the TIE Corps main site, at .

**Note: The regulations regarding behaviour on Emperor's Hammer IRC channels are listed in the IRC Code of Conduct at . All Emperors' Hammer members are a subject to those rules and need to abide them. Lack of knowledge of the Code of Conduct shall not be accepted as an explanation.**

## **XVIII. 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>.

## **XIX. 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 judicial system in 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 a subject to those Articles. Lack of knowledge of them shall not be accepted as an excuse.**

## **XX. Privacy Policy/Disclaimers/Copyrights**

The current Privacy Policy of the Emperor's Hammer can be found at <http://www.emperorshammer.org/page.php?page=privacy> whereas the Disclaimers and Copyrights are located at <http://www.emperorshammer.org/page.php?page=copyright>. All those documents are a necessary read for all Emperor's Hammer members.

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

### Update History:

- 2009
- 2015 HA Daniel Bonini
- 2016 FA Elwood the Brave, AD Pellaeon