

## TIE Corps

The Emperor's Hammer TIE Corps allows people of all ages to strap on the role of an imperial pilot, participating in competitions, flying custom missions, and ultimately commanding other men. Based on the TIE Fighter, X-Wing vs. TIE Fighter, and X-Wing Alliance game platforms, we currently have 17 different wings, each with spots for 72 officers. Starting at flight member, an officer can progress through positions of responsibility eventually even reaching command of an entire Imperial-class Star Destroyer! In addition to positions, officers also receive a rank and can work themselves up to the rank of Fleet Admiral! The TIE Corps allows a very structured, fun, and interesting approach for anyone who enjoys both Multi-player or Single-player activities!

## Intelligence Division (ID)

The eyes and ears of the Emperor's Hammer in the chaotic region of the Outer Rim Territories. The ID keeps a close watch not only on our internal Fleet workings but also external threats. Individual 'Bureaus' and 'Branches' of Intel perform highly secret and critical functions for the Fleet. These can include VIP escort, infiltration, information gathering, etc. Although Fighter Missions are used by some Branches of 'Intel', purchase of a flightsim game is not needed to join Intel as WWW and IRC 'hunts' and 'black ops' are conducted as well.

Optional game platforms: TIE Fighter, TIE Fighter CD, X-Wing vs TIE Fighter, X-Wing Alliance and online 'black ops'.

## The Dark Brotherhood of Jedi

The Brotherhood of the Dark Jedi is the 'sister organization' of the Emperor's Hammer which concentrates on the mystical ways of the Dark Side of the Force. These Dark Jedi gain Force powers, Rank within their Order, the right to bear Lightsabers at EH functions, Medals, Membership/Leadership in a Dark Jedi House or Clan, and prestige as they contribute to the Brotherhood.

Game platforms: Jedi Knight, X-wing vs. TIE Fighter, X-Wing Alliance, Member-submitted fiction.

## Hammer's Fist (EH Stormtroopers)

The elite Stormtroopers of the Emperor's Hammer. These troopers consist of highly trained Imperial Stormtroopers that perform special operations for the Fleet. Feared throughout the galaxy, only the best recruits become a member of the Hammer's Fist.

Main game platforms: Dark Forces, Jedi Knight and Quake II w/ Star Wars Total Conversion.

## Corporate Division (CD)

The "slicers" and entrepreneurs of the Fleet. The individual "corporations" are responsible for new fighters, capital ships, weapons, general PC game "innovations", goods and services in the service of the Fleet. In these dangerous days after Endor and with the Emperor's Hammer Fleet spread throughout the Emperor's Hammer Territories, the Corporate Division has been given the authority to field small Picket Fleets for pirate suppression and convoy defense.

## The Bounty Hunters Guild (BHG)

In these uncertain times after the Battle of Endor, the Emperor's Hammer Strike Fleet, located far out in the Outer Rim, must use the services of less than reputable Smugglers, Bounty Hunters, and Mercenaries to keep our Imperial war machine supplied and the civilian population 'in-check'. The Guild performs primarily WWW missions, IRC and WWW 'hunts', some Fighter missions, "Star Wars casino" games (i.e. Sabacc), etc. Members of The Guild gain Imperial Credits and thus advancement in The Guild.

## The Fringe - EH Roleplaying Game (EH RPG)

The Emperor's Hammer features online Star Wars Roleplaying Games (RPGs) which rely heavily on existing West End Games Star Wars RPG (TM) Rules and Sourcebooks. So, if you are already a Star Wars RPG gamer and have stumbled across the EH RPG, be advised that the Emperor's Hammer has begun accepting "Players" in groups of 3-7, each group is led by a Gamemaster who all report to the Chief Gamemaster. The "adventures" are typically set within the EH Territories.

Game platforms: West End Games Star Wars RPG Manuals and Sourcebooks, upcoming Wizards of the Coast and LucasArts Massive Multiplayer Online RPG.

## EH Directorate (DIR)

The Emperor's Hammer Directorate is a combination of the old EH Imperial Survey Corps and the EH Civilian Command Authority (CCA), the EH DIR is the group within the EH that concentrates on system politics and fleet tactics. It houses all of the Planetary/System Governors, Moffs and remaining royalty that have fled to the Emperors Hammer Territories. The EH DIR also incorporates the duties of the former Imperial Survey Corps (ISC) which are the Scouts for the Fleet. The ISC Corvettes and survey ships continually roam the Outer Rim Territories, searching for new planetary systems for the Empire to "liberate". The ISC typically provides write-ups and maps for new Star Systems (in West End Games RPG format) to be considered for inclusion in the Systems Manual which the EH DIR is charged with maintaining.

## Imperial Senate

Although the entire Imperial Senate was officially dissolved by decree of Emperor Palpatine just prior to the destruction of the first Death Star at Yavin IV, Grand Admiral Ronin has allowed the Imperial Citizenry to reform the Imperial Senate in the Outer Rim to assist with the management of civilian resources throughout the Territories and to free the Fleet's military structure to defeating the ever-lingering Rebellion.

## Infiltrator Wing

Many former Rebellion Pilots have seen the error of their ways and returned to the New Order of the Empire. Due to the constant need of the remnants of the Imperial Navy for new starfighter pilots, these pilots have been allowed to continue flying their Rebel "alphabet" fighters and Capital Ships in the service of the Empire. The Infiltrator Wing has been an invaluable internal training tool with the existing EH TIE Fighter Corps since X-Wing vs TIE Fighter and X-Wing Alliance were released.  
Game platforms: X-Wing, X-Wing CD, X-Wing vs. TIE Fighter and X-Wing Alliance.

## EH: Star Wars CCG (EH:CCG)

In order to provide a decidedly "Imperial perspective" to the popular Star Wars Customizable Card Game (SW:CCG) produced by Decipher, Inc. the newest Subgroup has been added to the Emperor's Hammer. EH:CCG will utilize existing published cards and ones created specifically for EH Members in online, real-time CCG gameplay.

### How to contact us:

If you want to have further information, visit <http://www.emperorshammer.org>, send a mail to [FC@Emperorshammer.org](mailto:FC@Emperorshammer.org) or join us in one of our IRC Channels on undernet (us.undernet.org):  
**#Emperor's\_Hammer**  
**#Tiecorps**  
**#db**  
**#Hammer's\_Fist**

# The Emperor's Hammer Strike Fleet



With over **3,600 members**, the Emperor's Hammer is the largest organization of online computer Flight Sim players and Star Wars fans dedicated to recreating the excitement and adventure of the Star Wars saga online. The Emperor's Hammer is primarily based on the **TIE Fighter, Jedi Knight, Dark Forces, X-Wing, X-Wing vs. TIE Fighter** and **X-Wing Alliance** game platforms and takes place in the Star Wars Universe following the Battle of Endor. However, we also have several subgroups which allow interested Imperial Citizens to join our cause without owning any computer game simulations.

Fleet Commander/Founder  
Grand Admiral Ronin (GARonin@aol.com)

## How to fold it:

Print pages 1 and 2 onto a single sheet of paper (both sides). Paper weighting about 80g / m<sup>2</sup> is OK, but about 160 g - 180g /m<sup>2</sup> will produce the best results.

Turn it, so the side with the TC, ID, DB, HF, CD, BHG and Fringe faces you.

Then fold the right row (BHG and Fringe) to the inside.  
It has to cover the middle row (DB, HF and CD), but not the left one.

You should see the articles about the TC, ID, DIR and IS

Next, you have to fold the left side over the right side.

Now you should see the title on one side and the descriptions of the IW and the Star Wars CCG on the other side.

The Leaflet is ready for being read and distributed.