

EMPEROR'S HAMMER TIE CORPS PILOT MANUAL

STRATEGIC OPERATIONS OFFICE
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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 most useful.

Strategic Operations Officer

II. Chain of Command

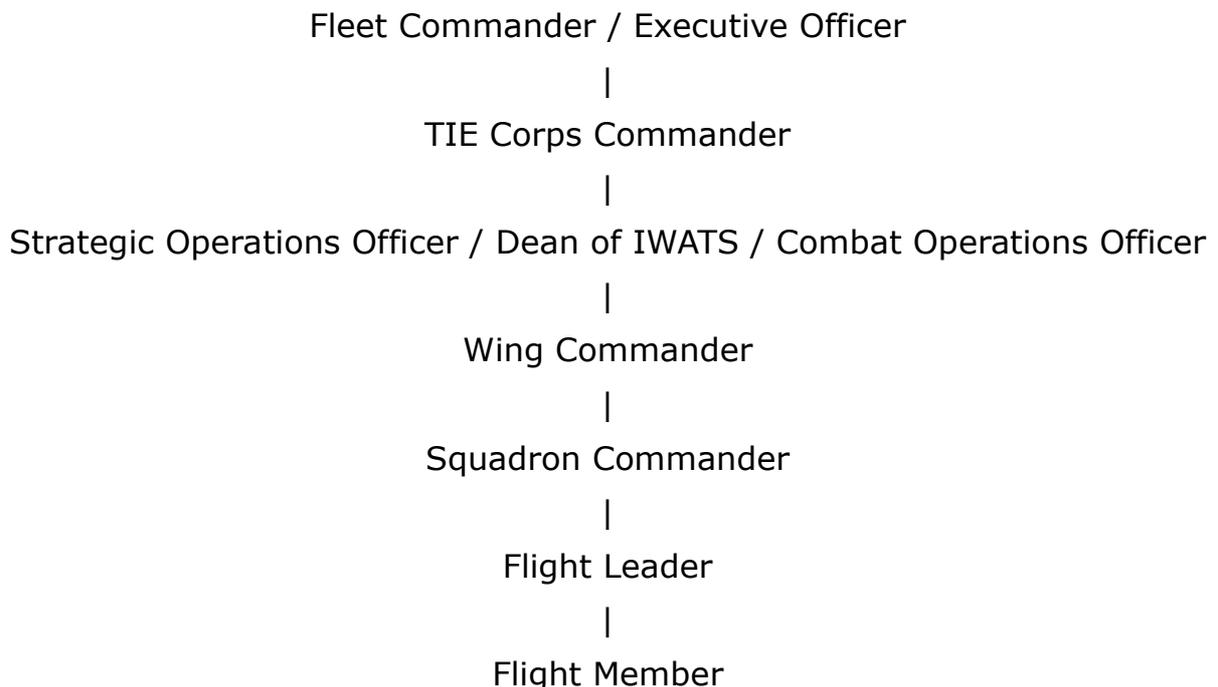
"You know what the chain of command is ? It's the chain I go get and beat you with 'til you understand who's in ruttin' command here !"

- Jayne Cobb, a freelance mercenary

The TIE Corps is a military dictatorship and as such, it also 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:



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.

A wing is usually stationed onboard 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 that is currently not chosen from TIE Corps members. Several such battlegroups may be assigned to a Task Force.

On top of the TIE Corps there is the TIE Corps Admiralty Board, officially part of the Emperor's Hammer Strike Fleet's command structure. It is a group of four officers that are in direct command of the entire TIE Corps. The Admiralty Board includes the Strategic Operations Officer, Combat Operations Officer and the Dean of Imperial Weapons And Tactics School, 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 organisation. 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: Persons 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.

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 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 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;
- Keeping in contact with his Flight Leaders and Flight members;
- Making medal and rank promotion recommendations and reporting them to the Wing Commander;
- Reviewing and possibly answering questions from the squadron;
- Completing Battle Submission Forms (BSF) for 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.);
- 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.

Wing Commander (WC)

Position Description: The Wing Commander is in charge of at least two squadrons which comprise a standard TIE Corps wing. The Wing Commander serves as an exchange between his Squadron Commanders and the TIE Corps Admiralty Board. The Wing Commander is usually given the freedom to appoint Squadron Commanders, as well as mediate disputes between squadrons.

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;
- Completing Battle Submission Forms (BSF) for their Squadron Commanders;

Wing Commander (WC) – continued

Responsibilities:

- Creating competitions for the wing;
- Informing the wing of important events;
- Forwarding e-mails from superior officers to the wing, when appropriate;
- Being familiar with primary reference materials (TIE Corps Pilot Manual, Emperor's Hammer Training Manual, etc.);
- 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.

b. TIE Corps Admiralty Board

Combat Operations Officer (COO)

Position Description: The Combat Operations Officer is in charge of all multiplayer activities throughout the TIE Corps and is responsible for organising multiplayer events both within the TIE Corps and with other outside organisations 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;
- Overseeing multiplayer activities throughout the TIE Corps;
- Creating and hosting multiplayer events;
- Awarding Legions of Combat and Distinguished Flying Crosses for multiplayer activities;
- Attending online meetings.

Contact Requirements: Very high. Most of Combat Operations Officer's work is connected with online activities and therefore a high online presence is required.

Dean of Imperial Weapons and Tactics School (DEAN)

Position Description: The Dean is responsible for maintaining the Imperial Weapons and Tactics School (IWATS). He appoints Course Professors and oversees their work as well as approves any new courses and changes made to the already existing ones. Moreover, he is responsible for the training of Trainees on Platform *Daedalus* and is in charge of approving competitions throughout the TIE Corps.

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

Responsibilities:

- Writing weekly reports;
- Maintaining the IWATS;
- Approving new courses;
- Approving any and all changes to the courses;
- Overseeing Course Professors;

Dean of Imperial Weapons and Tactics School (DEAN)–continued

Responsibilities:

- Training of Trainees onboard Platform *Daedalus*;
- Approving competitions from the entire TIE Corps;
- Attending online meetings.

Contact Requirements: Moderate. A Dean will spend most of his time responding to various inquiries via e-mail from his Professors and Trainees, as well as maintaining numerous IWATS courses. Response time should not exceed 24 hours.

Strategic Operations Officer (SOO)

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 Wing Evaluations (MWE);
- Reviewing and approving medal recommendations and promotion requests;
- Approving individual uniforms;
- Maintaining the TIE Corps Pilot Manual;
- Answering any queries regarding the TIE Corps;
- Attending online meetings and hosting them when necessary.

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)

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 website 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;

TIE Corps Commander (TCCOM)–continued

Responsibilities:

- Maintaining the online roster updated;
- Attending and hosting online meetings;

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) 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.

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. 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.

The approved ranks for the TIE Corps are as follows:

Line Ranks

Cadet (CT)
Sub-Lieutenant (SL)
Lieutenant (LT)
Lieutenant Commander (LCM)
Commander (CM)
Captain (CPT)
Major (MAJ)
Lieutenant Colonel (LC)
Colonel (COL)
General (GN)

Command Ranks

Rear Admiral (RA)
Vice Admiral (VA)
Admiral (AD)
Fleet Admiral (FA)
High Admiral (HA)

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 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 appointed.

General (GN)

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

Rear Admiral (RA)

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

Vice Admiral (VA)

A promotional rank for TIE Corps Admiralty Board members 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 Board members who have displayed loyalty and dedication to the TIE Corps.

Fleet Admiral (FA)

Admirals who have shown consistent performance over a long period of time may be promoted to the rank of Fleet Admiral.

High Admiral (HA)

This is the highest rank a TIE Corps members may be promoted to during his 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. This rank is reserved only for the position of TIE Corps Commander.

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 IX. Procedures.

a. Promotional Authority

The authority to promote various members is in the hands of command officers. The promotional authority starts with the lowest leadership 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 may easily make a direct request via the database to promote his pilot holding the rank of Lieutenant Colonel, which was not possible under the old system.

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

Promoting Officer	Promotional Authority
Fleet Commander (FC), Executive Officer (XO)	All members
TIE Corps Commander (TCCOM)	All line members, the Strategic Operations Officer (SOO), the Dean of IWATS (DEAN)
Strategic Operations Officer (SOO), Dean of IWATS (DEAN), Combat Operations Officer (COO)	All line members
Wing Commander (WC)	All wing members (excluding the Wing Commander)
Squadron Commander (CMDR)	All squadron members (excluding the Commander)

It should be noted that despite the fact that, for example, 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. A recommendation should always come from the officer closest to the recommended member.

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)
Dean of IWATS (DEAN)	Rear Admiral (RA)	Fleet Admiral (FA)
Combat Operations Officer	Rear Admiral (RA)	Fleet Admiral (FA)
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.

It should be noted, that the Maximum Rank should not be used in regards to officers that are either coming back from the Reserves or were on a higher position directly before being appointed to the new one. 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 a position in the TIE Corps Admiralty Board or the Emperor's Hammer Command Staff will be appointed the rank of Colonel, without regard for their ranks before their ascendancy to the admiralty.

c. Rank requirements

Almost all of the promotions will be reviewed on a case-to-case basis. The only exceptions are the promotions to Sub-Lieutenant rank which take place automatically and the promotions to Lieutenant rank, which are dependant on the following requirements:

- complete at least one free mission or battle from the Mission Compendium, make a graphics, create a fiction or show any other kind of activity in the TIE Corps;
- complete the original seven battles from TIE Fighter (available for all platforms through installation of the Emperor's Hammer Ship Patch)

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.

Rank	Time in previous rank	Typical position
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), Dean of IWATS (DEAN), Combat Operations Officer (COO)
Admiral (AD)	6 months (SOO, DEAN, COO)	TIE Corps Commander (TCCOM), Strategic Operations Officer (SOO), Dean of IWATS (DEAN), Combat Operations Officer (COO)
Vice Admiral (VA)	5 months (SOO, DEAN, COO)	Strategic Operations Officer (SOO), Dean of IWATS (DEAN), Combat Operations Officer (COO)
Rear Admiral (RA)	Appointment	Strategic Operations Officer (SOO), Dean of IWATS (DEAN), Combat Operations Officer (COO)
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)	Complete LT promotion requirements	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 are 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. Examples of such service would include sacrifice of one's pilot in the line of duty while saving others or personally introducing an aspect to the Fleet which 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 cannot be awarded for general activity.

Silver Star of the Empire (SS)

The Silver Star of the Empire can be awarded by any member of the TIE Corps Admiralty Board 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.

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.

Palpatine Crescent (PC)

The Palpatine Crescent can be awarded by Wing Commanders to Flight Members and above for exceptional service to the ship or wing. This could include help with overall management of a squadron or wing or a member who is consistently contributing new ideas for the ship or wing.

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 an EH Battle Center approved battle or free mission for use in the Emperor's Hammer. Battle creations are rewarded with a Red Hammer (-rh), free mission creations are rewarded with a Green Hammer (-gh) and members who perform authorized and supervised correction on official battles and free missions and those under review for official status by the Tactical Office are awarded with a Blue Hammer(-bh).

- 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 nothing has happened.

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:

Name	Awarded For	Activity Type
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, 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, runner-up award for Gold competitions or 3rd place for Platinum competitions	Flying
Gold Ribbon (GR)	1st place in a competition involving 2 or more wings, runner-up award for Platinum competitions.	Non-flying
Gold Wings (GW)	1st place in a competition involving 2 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

Legion of Combat (LoC)

Awarded for participation and victory in X-wing vs. TIE Fighter (XvT), X-wing Alliance (XWA) and Imperial Alliance (IA) melees by the Combat Operations Officer or his Assistants. 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 or his assistants for being declared the Top Winning member in a Combat Operations Officer-approved multiplayer competition. Additional awards of the Distinguished Flying Cross are the:

- Bronze Wings - Awarded for receiving the Distinguished Flying Cross five times;
- Silver Wings - Awarded for receiving the Distinguished Flying Cross ten times;
- Gold Wings - Awarded for receiving the Distinguished Flying Cross 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 in the Emperor's Hammer, the Order with Second Echelon [OV-2E] is granted for two, and the Third Echelon [OV-3E] is awarded for three years of membership and thus continues on upwards. This is the only medal that is awarded automatically by the database to all members of the TIE Corps.

c. Commendations

Commendation of Bravery (CoB)

The Commendation of Bravery is awarded to a member who has showed consistent dedication in combat. This can be awarded by a Wing Commander to a pilot that has completed at least 30 missions or online combat engagements (or a combination of both). This commendation can only be awarded once.

Commendation of Excellence (CoE)

The Commendation of Excellence is awarded by the Internet Officer for consistent support, maintenance and creation of official Emperor's Hammer web pages and websites.

Commendation of Loyalty (CoL)

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 7) and the Grand Admiral Ronin's Birthday (August 21) of each Standard Imperial Year.

Commendation of Service (CoS)

The Commendation of Service is awarded by the Tactical Officer to members who submit an approved plotline for a Campaign, Combined Arms Battle, or Battle.

Letter of Achievement (LoA)

The Letter of Achievement is awarded per Newsletter entry that is published in the Emperor's Hammer Dark Sentinel newsletter. Letters of Achievement can only be awarded by the Executive Officer.

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 has completed, thus earning a Squadron Citation. The citations achieved by a squadron can be viewed at the Squadron Battleboard (<http://tc.emperorshammer.org/battleboard.php>) on the main site of the TIE Corps.

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 person specified in the application. All applications are then reviewed by this person and possibly 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 manually by 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 first of all 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. Afterwards, the member needs to contact and gain approval for the transfer from the Commander of the squadron he is transferring to and, in the case of a transfer to a different Wing, also the Wing Commanders of both his current and desired wings. 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.

Note: Objections made without any legitimate arguments supporting them, as well as any and all threats will be frowned upon by the Admiralty Board members. 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. 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 or the Strategic Operations Officer. This is done 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 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 flying and completing missions or winning online combat engagements. For performance, pilots compete against each other for points for holding high scores for missions and battles, 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) – 1500 points needed;
- Centurion (CNTR) – 2000 points needed;
- Executor (EXCR) – 2500 points needed;
- Gladiator (GLDR) – 3000 points needed;
- Archon (ARCN) – 4000 points needed;
- Templar (TMPR) – 5000 points needed;
- Imperator (IMPR) – 6000 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;
- every Legion of Combat earned – 1 point.

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

X. Playing Custom Missions

a. Emperor's Hammer Battle Launcher

Playing custom missions made by Emperor's Hammer members for TIE Fighter 95 (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.

As the first step you should download the Emperor's Hammer Battle Launcher, the one and only program that allows you to play custom mission made by Emperor's Hammer members. The link can be found on the start page of TIE Corps Battle Center (<http://tc.emperorshammer.org/battlecenter.php>), after logging in.

After installation of the above program, it should be started. Under "Files -> Directories" the directories to your games need to be set. If you do not possess a certain game, just leave its field empty.

Then, you need to choose a mission from the Mission Compendium (<http://tc.emperorshammer.org/battlecenter.php?id=types>)

Note: All downloaded missions and battles should have the extension *.ehm. Should your files have *.zip extensions, just rename them to *.ehm. If you will not do this, you will not be able to play the custom battle/mission !

Now, either double click on the Battle file or run the Battle Launcher and select the file through "File -> Load Battle". The Battle's name will appear under the picture representing the game it was created for. Read carefully the readme that should appear before you, it may contain tips about the missions or a list of patches needed to play them. Now, just click the start button for the appropriate game; the game should start up. Complete all of the custom missions from the battle and quit the game.

Then, go into your game folder and rename your pilot file (PilotName.plt for XvT, BoP and XWA, PilotName.tfr for TIE) into the following format:
Pin Number_Rank and Name_Platform_Type of battle_Number of battle

For example, Vice Admiral Viper "Vip" Pred after flying TIE TC #200 should name his pilot file as follows:

11573_VA_Vip_TIE_TC_200.tfr

Afterwards, send the file through mail to your direct superior in order to gain credit for completing the battle. Don't forget to state the Battle's type and number in the mail itself.

The latest TIE Corps Cheating Policy can be found at the following address - <http://tac.emperorshammer.org/cheatingpolicy.php>

b. Emperor's Hammer Ship Patcher

Since more and more of Emperor's Hammer's missions use custom ship patches, the Science Officer has created the Emperor's Hammer Ship Patcher, a utility similar to the Emperor's Hammer Battle Launcher. The Patcher is a tool with which patches can be quickly and easily installed or removed.

Firstly, make sure to acquire the Ship Patcher from the bottom link at the Patch Archive (<http://tc.emperorshammer.org/patcharchive.php>). After downloading, install it and run. The first time you turn it on, the program shall ask you for directories to all of your platforms (leave a blank field if you don't possess one or more of them) and the folder where your ship patches are located. It is good to create a separate folder somewhere on your hard drive, so that the patches are easily accessible. After you fill in all the information, the program is ready for work.

The basic patch for each platform is the Emperor's Hammer Ship Patch, available under the 'General' category in the Patch Archive. It adds extra ships and features to each game and is necessary should you want to install any loose patches. Be sure to download the Ship Patch and install it before playing.

Note: All downloaded patches should have the extension *.ehf. Should your files have *.zip extensions, just rename them to *.ehf. If you will not do this, you will not be able to install the patch !

Afterwards, just select the game that you want to install patch to from the available tabs, double click on the patch you want to install and wait for the progress bar at the bottom of EHSP to complete and go back to 'Idle'. The patch will now be marked with 'Installed' as its status. To read a patch's readme you select it (by clicking once on its name) and click the 'View Patch Readme' button at the bottom. To uninstall the patch, double click it again and wait for the progress bar to complete.

When you are done patching, you can turn off the Ship Patcher and proceed to playing custom missions as usual, through the Emperor's Hammer Battle Launcher.

Be sure to remove any patch (except for the Ship Patches) you have installed after finishing the battle by double clicking on it in the Ship Patcher.

XI. 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 business and e-mails. That way, other members will know who you are and you will know who they are. 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/Ship
Medals/Highest to lowest [FCHG ranking] {IWATS courses completed}**

Example ID line:

**FM/LT Joe/Alpha 3-4/Wing VI/ISD Warrior
PC/ISM/CoB [GALL] {IWATS}**

Here is a more comprehensive example:

**SOO/VA Viper Pred/SSSD Sovereign
GS/BSx3/PCx5/ISMx3/IS-3GW-2SW-3BW-1GR-2SR-5BR/MoI/MoC-
2doc-2poc-2goc-2soc-15boc/CoLx4/CoB/OV-4E [TSRS]
{IWATS-AIM-BFM-BX-CBX-FWT-HIST-IBX-ICQ-IIC/1/2/3-LIN-M/1/2-
MCBS-MP/1-SM/3-TLN-TT-WIKI-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:

SOO/VA Viper Pred/SSSD Sovereign

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

XII. 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 counterfire.

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 unfriendly fire.

Heavy Assault

Same as for Assault, but if they cannot perform their primary objectives (i.e. assist in capture) then they are to destroy their target(s).

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 Interdiction, 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 massed fighter defences); or to provide point-blank bombing support against heavily shielded targets (or those with minimal fighter defences).

Pacification

This squadron's mission is perhaps the hardest one to define, as it does not always operate within the bounds of known Imperial law. 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. If they are not successful in their mission, then more drastic measures might be taken (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 people.

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.

XIII. 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, 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://so.emperorshammer.org/TTT.zip> . You will need a non-TIE Corps utility, POV-Ray, installed. POV-Ray is available at <http://www.povray.org> . 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 *Warrior* officers use red, ISD-II *Challenge* blue, ISD-II *Subjugator* violet whereas the MC-80B *Redemption* members have green lining. Members of the elite Praetorian Squadron use silver lining and all members of the Admiralty Board and 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.

XIV. 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 TIE Corps and Emperor's Hammer Strike Fleet. The *Sovereign* is home not only to the finest officers and pilots, but also the entire Admiralty Board and 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 *Subjugator* and the *Challenge* along with a Mon Calamari Cruiser *Redemption*. Those vessels are the backbone of the navy and a place where almost all TIE Corps pilots serve and live on.

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.

The Military Academy features all courses and certificates that are not directly linked to any of the Emperor's Hammer groups, such as unit management and designing websites. The courses directly linked to a group can be found at the given group's Academy (IWATS in case of TIE Corps) and only members of this group may take them. Therefore only TIE Corps pilots may pass the Basic Flight Manoeuvres, while the Snowtrooper certification is restricted to Hammer's Fist troopers.

XV. 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://eh.stryfe.net> – the Message Boards of Emperor's Hammer;

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

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

<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;

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. 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 IRC channels are listed in the IRC Code of Conduct at <http://www.emperorshammer.org/irc.htm>. All Emperor's 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.

XVI. Bylaws

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

XVII. 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/aow.htm>.

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

XVIII. Privacy Policy/Disclaimers/Copyrights

The current Privacy Policy of the Emperor's Hammer can be found at <http://emperorshammer.org/cms/index.php?privacy> whereas the Disclaimers and Copyrights are located at <http://www.emperorshammer.org/disclaim.htm>. 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 treated as an excuse.