

Introduction To The Galactic Empire

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Course Writer's Note:

Introduction to The Galactic Empire is a multi-part course. Only certain chapters are relevant to certain levels of the course. Level I is covered in Chapters One, Two, and Three; Level II is covered in Chapters Four, Five, Six, and Seven.

Questions or comments may, as usual, be directed to the Commandant of the Imperial Academy.

Introduction

Being an introduction to an introduction, you might not expect to find very much here, and alas, those who think so are absolutely and unerringly right. In any event, I do wish to point out one slightly-obvious-yet-easily-missed fact: you are taking this course with the intent to learn more about the way The Galactic Empire works, what it does, and why it does it.

It should be clearly pointed out from the start that this course is designed for newer (if not the newest) members. More experienced members should be able to cruise through the materials faster than Luke Skywalker through a big metal trench (therefore, those of you considering yourself experienced had better do well!). Because of this, I will be spending a great deal of time on the basics; in effect, you will be introduced to The Galactic Empire as it is today (or as of this writing, but I'm rather leaning on our esteemed Supreme Commander not changing anything until the next major revision of this course is needed :-P). When you're done, you should have an idea of how the complex puzzle of the GE fits together. Along with a few weeks of experience, you'll be right at home, ready to begin a successful career in The Galactic Empire.

And now, on with the show.

Chapter 1: Imperial Law

It's deep, it's bold, it's kept in a highly unorganized PHP script which really needs to be revised by that old codemonkey, and it's what The Galactic Empire bases itself on. Yes, I speak of none other than Imperial Law, the core documents of The Galactic Empire. You can almost hear the angels playing trumpets in the background.

Before we go on, I'm going to tell you where to find it, because I think knowing where all four documents of Imperial Law is might actually be useful when reading this section. Head over to <http://empirereborn.net/docs.php?page=root> (as of this writing) and you'll see the links. Mind you, there's other stuff on this page, but only the stuff under "Imperial Law" is (of course), Imperial Law.

So what's the point of Imperial Law? Well, imagine a country without laws, or a group without regulations, or the silly Jedi without their Jedi Code. What would you have? In short, anarchy. Granted, there are people who like anarchy, but most in the GE would rather not. So the purpose of Imperial Law is to provide order for The Galactic Empire.

It does this in a number of ways. Law tells us who is Supreme Commander, what to do if we see an inappropriate conduct, how to carry on a court-martial, where the server for the holonet site is hosted, and why the GE exists at all. It is, as you may have noticed, the who-what-when-where-why of The Galactic Empire. It is, therefore, to be taken seriously. Let it be known now: breaches of any article of Imperial Law are highly looked down upon, and may very well get you into some deep trouble. It has happened

before and it will happen again. The message: don't break Imperial Law (which boils down to something like "don't be stupid").

With that slightly negative yet crucial message said, let's break down the four documents of Imperial Law.

The Imperial Charter

Probably the most relevant document to you as a GEer (how original a term, I know, but that's what stuck) is the Imperial Charter. The document itself actually does a nice job with this part. As excerpted from the Charter:

The Imperial Charter is a document of membership policies that apply to all members of The Galactic Empire...

To say it another way, the Imperial Charter is what tells you what rights you have as a member of The Galactic Empire, proper conduct expected, ownership of the GE, and all other such things. It's actually one of the few GE documents that get into "real-life" (RL) matters, and as such, it's quite important. This, of course, means you need to read it. So if you were smart, you should just be able to task switch over to your browser (goodness forbid it's Internet Explorer, but that's another story for another day) right now and start browsing. Make sure to read the sections on Member Conduct, Member Privacy, Termination/Refusal of GE Membership, and Basic Activity Requirements. These four are the big ones you want to know and check up on every so often. Member conduct is especially important, because having a member walk into another club's IRC channel and slander them has actually happened, and we really do not need it to happen again. (Again, for those interested, the court-martial for that one would have been quite humiliating to undergo, had it actually happened -- the officer in question wisely resigned before it ever got that far).

With that said, it's now on to...

GE:ER Legal Terms and Notices

Yet another "RL-based" document, this is also perhaps the most mundane to read. It does have a purpose, however! This document protects the GE by recognizing trademarks, defining submission ownership, what you may and may not do with the empirereborn.net website, and a host of other things. Essentially things like that are located here. There really isn't much more to say.

GE Articles of War

Personally my favorite document, the Articles of War lay out with suprising simplicity and efficiency the internal legal system of The Galactic Empire. All those court-martials I've mentioned thus far? This is how they are gone about. Again, a nice little blurb from the page details what it's all about.

The Galactic Empire Articles of War details the Imperial military judicial system, to which all fully instated officers of the Empire are subject.

I'm not going to go into a fully detailed summary of how the whole things is set up -- frankly, I've never actually had to read this document for anything official in my long years in The Galactic Empire. However, you really should read Article 15.11.2004: IV: 1.a -- that's section four, chapter one, article A, if you didn't comprehend what was just said (and most don't). It lists essentially tells how an officer goes about reporting what that officer views as breaches of the Articles of War to the Imperial Security Bureau. You might also want to look over the possible sentences, because they are rather amusing as long as you don't get one slapped on you personally.

Trust me, though, you don't want that. Again, the key to that is not being too outrageous or far out. But, I digress, and we shall move on to the fourth and final document of Imperial Law...

GE IRC Page

Winning the award for the most painfully obviously named document goes to The Galactic Empire's IRC regulations. Why? Because it is just that: the full set of the GE's IRC regulations. IRC, by the way, is Internet Relay Chat, and has been around for longer than most other chat facilities. More on this is below in the proper section.

I'm not going to get into the specifics of IRC here, because it's beyond the scope of Imperial Law, but the four sections you'll want to make sure to read are Overview, Getting Connected, GE IRC Policies, and Webchat. You might also want to read GE IRC Meetings, as well. These sections give you an idea of what IRC is, how to use it, what is considered proper IRC etiquette, and so on. GE IRC Policies is the big one, so read up on that after Overview.

If you want to get connected to IRC right now, go here:

<http://empirereborn.net/docs.php?page=irc#Webchat>

Just fill in the form (select #galactic_empire as the channel) and push "Connect to Undernet!"

Chapter 2: Communications

Communication is an essential part of everyone's life. We learn to speak from an early age, read shortly thereafter, and so on. Some people talk too much, others not enough (and others *just* right...). The point is, communication is an integral part of life, and thus, The Galactic Empire. *Nothing* can be done without speaking, emailing, or chatting in some way, shape, or form. And here, when I say nothing, I do mean nothing. Never let yourself fall into the trap of communicating too little. Too little, by the way, is waiting more than three or four days to talk to your superior and/or unit via email, minimum. You must always be doing this. If you haven't emailed your superior in the past three or four days, even just to (literally) say "Hi, I am here", then you aren't communicating enough.

Here's a basic list of all the various forms of communication in The Galactic Empire.

- Email
- AOL Instant Messenger
- Internet Relay Chat
- Message Boards
- Simulation Review

The last one is not really a form of communication, because it's only a review. However, it is being included because an officer should know how to use it and it functions in a similar fashion to a message board.

The purpose here is to show how to use each of the forms of communication listed above. Pay attention, because these are all highly critical.

Email

Email is easily the most important and useful way to communicate. Not only that, but it is formally listed as being the only official communications method in The Galactic Empire. Thus, the big thing about email is that you use it, and you use it often.

So let's take a look at what a *real* email looks like. By "real", I mean one which shows every important part which should be there. Below is a sample email. The red text is not part of the email; it shows the parts of the email. Ignore it when writing your own emails.

TO: LT La Forge / Gamma 1-1 / ISD Chimaera / Imperial Navy {Header1} FROM: EN Newbie / Gamma 3-3 / ISD Chimaera / Imperial Navy {Header2}
Lieutenant: {Address}
{Body Begin} Greetings, sir! Reporting in as I usually do this time of week. I

know I mail a lot, but I like to keep tradition going. :-)

In any event, I have flown quite a few missions in the past few days. Attached are the pilot files for ERS-21, ERS-23, and ERS-52! They were quite fun; I'll finish the entire Combat Chamber soon enough!

I also received your orders regarding IRC. I will begin using it as soon as I can. Hopefully we can make Gamma Squadron the most active squadron on the channel.

Talk to you later, sir. Can't wait to see my mission completions on my profile! **{Body End}**

Respectfully, **{Closing}**

Ensign Newbie **{Signature}**

EN Newbie / Gamma 3-3 / ISD Chimaera / Imperial Navy
[MoM] [MoC]

Sample Email

Okay, so let's take a look at what makes this email decent. First, you'll notice the header. It starts with "TO:" and ends with "FROM:". All this does is show the reader who the email is going to. It's nice, especially in mails like this, because then your CO doesn't have to scroll all the way down to see who sent him/her an email. Make this part a mandatory section of your emails.

Next, the address. Use "sir" if you're unsure of rank, and if you are going for a more formal feel. Using the rank of a superior is generally less formal and should only be used on such occasions. Of course, use rank if you are addressing a peer (officer of equal rank) or a subordinate.

The body is the meat of the message. Make sure to be clear, concise, and say everything you want. Sending 3 mails about the same topic just because you forgot something is not good practice (trust me). Always reread your body to make sure it follows the above guidelines. Your commanding officers will love you for this, I promise.

To close, use something like "Respectfully" or "Respectfully yours". Skip a line, then add your name, go down one, and add your ID Line. If you want to be fancy, you can add your medals line. Always a nice addition, if you have one.

And that is the author's personal recipe for a perfect email to a superior. When writing to others in your squadron or those who do not outrank you, you can be more lax, but when contacting those who have a bigger rank plaque, the method above is really a good way to go about it.

AOL Instant Messenger

AOL Instant Messenger: The GE's official IM platform. If you use AIM, that's fine. If you don't, then don't worry about it. However, for those who do, I'd recommend visiting the following page.

<http://empirereborn.net/aim.php>

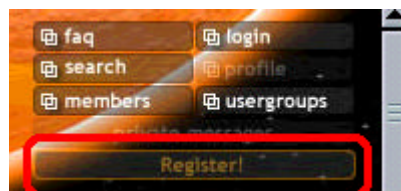
This page contains basic information regarding the GE's use of AOL Instant Messenger, and also contains some nifty Buddy Icons, some of which are really great.

Message Boards

The message boards are arguably the most important source of mass communication you could ever use. Meeting logs are posted there, announcements from the High Command are posted there, and lots of conversations are, again, posted there. The second point should be reason enough to visit the boards often, but they are also a great source of fun and debate.

So, how do you get to them? As of this writing, if you load up your web browser and visit <http://www.empirereborn.net/holonet>, that will take you right to them.

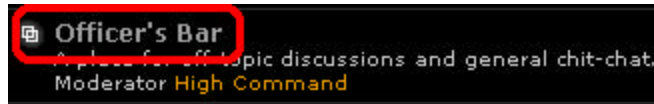
To begin using the message boards (referred to as the "MBs" for short), you need to register. This is a simple process. All you need to do is find the register button in the upper right corner of the message boards (see figure below). It is a bit dark, but still there, nonetheless. Follow the link and fill out the form and submit it; it is rather lengthy, but you will have a newly created profile once you are done and it is well worth your time. Once you've registered, follow all the instructions to active your account, then head back to the message boards and login. You're set!



Register button on the Message Boards

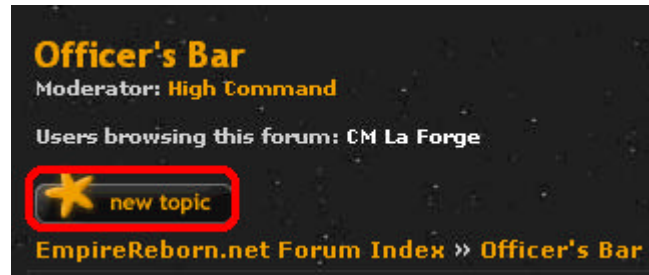
Posting is quite simple, but it requires a bit of thought. You must not only know what you want to say, but also where it needs to go. There are many forums on the message boards (forums are areas of a message board devoted to a particular subject or area), each with their own topic. Some discuss Navy matters, other Army, others are for general discussion, and still others are for the High Command and other specialty groups only (you won't be able to see these, so don't bother looking).

What you are going to do is post a simple "hello!" message. To start, find the forum called "Officer's Bar". As of this writing, it is near the bottom of the message boards.



Officer's Bar forum on the Message Boards

Follow the link circled in red in the figure above. Your browser will show you the forum as it loads. You will then want to look for a button labeled "New Topic". As of this writing, it looks something like this.



"New Topic" button

Push this button. It will bring up a form in which you can type your new post. The form looks something like this:

Message Board post form

You first need to fill in the subject line (marked with a red "(a)"). Because you are new to the Empire and this is your first post, use something similar to "New to the Empire!" or "Just arrived".

In the body (the "(b)"), do *not* just write "Hi, I'm new here", and be done. Talk about how you found the Empire, or your career goals, or what kinds of Star Wars games you play. Remember that one-word posts are looked down upon. You don't need to write much, but write something *content*.

After you're done typing, push "Submit down below". You can play with the text formatting later; for now, just learn how to post.

Congrats! You just posted your first message board post. Remember that you can also create replies to other people's posts by clicking on their thread (a thread is a particular line of posts in a forum) and pushing "Reply", next to "New Topic". Replying works

exactly the same way as posting a new topic; same form and everything. You don't need a new topic for a reply, and most people leave that field (the red "(a)") blank. Just make sure when you post that you've read the entire thread at least once and that you have something relevant to say. "Spam" posts will be deleted by a moderator!

Questions about the Message Boards can be directed to your commanding officer or the High Command.

Imperial Relay Chat

At last we come to what the author considers to be the most important form of communication in the Empire. Why? Because IRC is a multiperson, 24/7, always live facility to chat. It's similar to AIM's "Buddy Chat" feature, except that it is composed primarily of channels. Chatting one-on-one with someone else is secondary.

What is IRC? Most properly, it means Internet Relay Chat. Here's an excerpt from that wonderful GE IRC Page you learned about above.

If you are not familiar with IRC: it most correctly stands for Internet Relay Chat.... There are a variety of IRC Networks on the Internet, most of which may be freely connected to, and some of which host thousands of channels (rooms).

The Galactic Empire's IRC Channel is named #Galactic_Empire, and is hosted by the Undernet IRC Network.... Its primary purpose is to act as a conference room for official GE meetings & scheduled events; however it is considered open for general chat at all other times. GE officers, allies, and Imperial & neutral citizens alike are welcomed.

An IRC network is a group of IRC servers, all of which are connected in real-time. This means that it doesn't matter what server you're on; a client connected to a US server can talk with a client on an EU (or Russian, or Japanese) server.

As stated above, IRC networks are composed of channels. To talk to someone, you must join a channel. There are two different methods for doing this. The first is using a downloaded IRC client, and the second is using the GE's Webchat form.

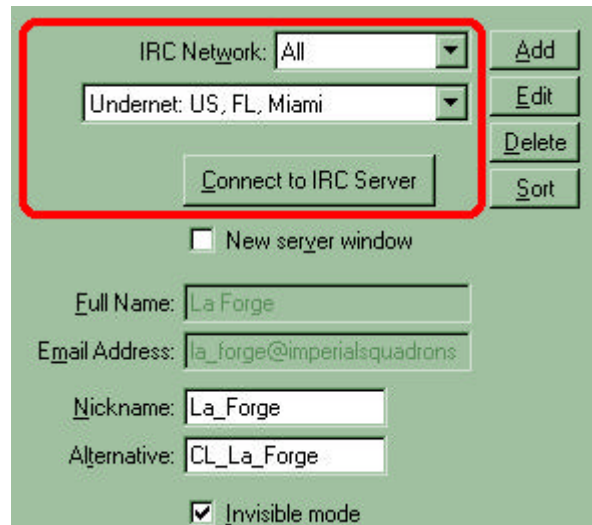
IRC Client

The first step to using a client is to download one from the Internet. You can find the most popular Windows-based client at <http://www.mirc.com>. mIRC, as it is known, is what the GE officially supports, though you may use any client you find (of course). However, the Imperial Academy and most officers are only familiar with the mIRC client.

So, you've downloaded and installed mIRC? Good! When you start up mIRC for the time, you'll be prompted to enter some information, such as your email address and "real

name". A note about the "real name": Don't enter that. Pick a funny one-liner, or better yet, the name you signed up with in the Empire. Don't give out personal information, because it can be viewed by all. Your Nickname should be your Imperial name you enlisted with, and set invisible mode (check the box as of this writing).

Once you've filled in that information, you can connect. In the area above the information you just put in, find the area for server selection. It looks like this (circled in red):

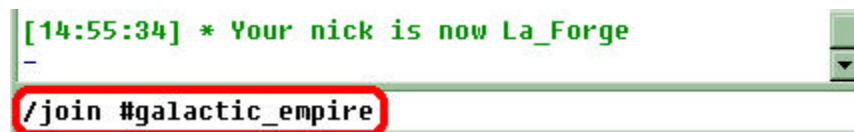


Connect dialog box

Note that it is sitting right above where you input your email, etc, and you never had to close the dialog box yet.

In the drop down menu labeled "IRC network", find Undernet. In the drop down menu below that, pick the IRC server closest to you geographically. Then, all you have to do is push "Connect to IRC Server", and you're set.

The last thing you need to do, after waiting for the connection to be made, is to type the following: `/join #galactic_empire` in the typing field. Do it as shown.



Joining the GE's IRC channel

Push enter and it will connect you with the channel. You've made it!

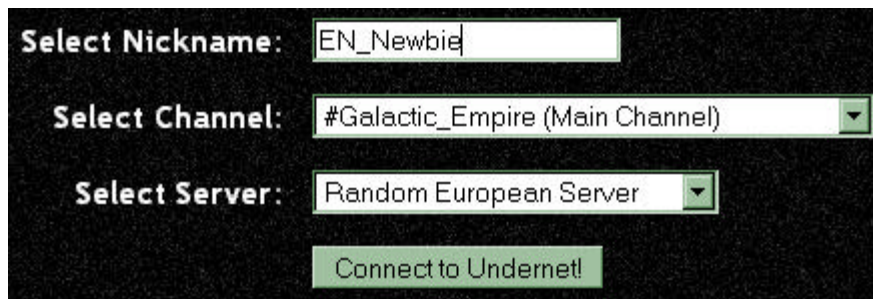
A note: when you close and restart mIRC, it will remember the server you used last, and connect you automatically, if you select that option.

Webchat Form

What is Webchat? Simply put, it is the internet-based client for IRC that the GE makes available for use. Why use it? Simply put, if you lack a computer with a client and are unable to install one, or you just want to join quickly, this is for you. However, it is recommended that you use a normal IRC client over Webchat.

Webchat is, as of this writing, located at <http://empirereborn.net/docs.php?page=irc#Webchat>. A link should be posted on the website of the Empire, in the navigation menu. Look for it, you'll find it.

Once you get to this page, it is a simple matter to connect. Fill in your nickname (should be your rank abbreviation plus your name *with no spaces*, such as EN_Newbie), select the channel (keep it at #galactic_empire), and the server (use the server closest to you geographically). This is the ideal set up, below.



The image shows a screenshot of the GE Webchat form. It has a dark background with white text. There are three input fields: 'Select Nickname:' with the text 'EN_Newbie' entered; 'Select Channel:' with a dropdown menu showing '#Galactic_Empire (Main Channel)'; and 'Select Server:' with a dropdown menu showing 'Random European Server'. Below these fields is a green button with the text 'Connect to Undernet!'.

GE Webchat form

Push "Connect to Undernet", and it'll do everything for you. You're now connected.

A note: You must allow the Java Applet to activate when the security dialog appears. Denying this security prompt will cause the client to not function.

The notice above is why a normal client like mIRC is much, much better.

Again, if you have problems or questions, ask your commanding officer.

Simulation Reviews

Ah yes, simulation reviews... what are they? The name is a bit obvious, of course: Simulation reviews are critiques of a mission in the GE's database, filed by officers.

When thinking of filing a review, make sure you fit the following two criteria:

- You did not create the simulation in question, and
- You have completed the simulation and received credit for it

The Galactic Empire server will check both of these points before submitting your review to the database.

So, to submit a review, simply head over to the simulation's data sheet. This can be found by visiting (as of this writing) <http://www.empirereborn.net/cc.php?page=detail&id=SIMID>, where SIMID is the ID of the simulation (such as 20, or 97, or whatnot). Look for a link along the lines of "Submit a Review" and push it... it will look as follows.

Creator(s)	Mission 1: Nebel
High Scores	Overall: 136850 - La Forge
Reviews	View Reviews Submit a Review
Average Rating	No ratings submitted!

"Submit a Review" link

Following that link will bring you to a page asking for review information. You will need to input your PIN, your Authcode, a rating, and some comments. The former two can be found by looking at your profile and using the "Retrieve Authcode" link (shown below). When you fill the rating, make sure you choose what you honestly think the mission deserves; remember, these are used by officers when they want to find something good to play! Following that, type in a sentence or two about why you gave the simulation the rating you did. Keep it short and to the point!

PIN:

Authcode:

[Retrieve Authcode](#)

Rating:

0 represents the lowest rating;

5 the highest rating

Comments:

Comments are required for all reviews

Review submission form

When all your data is in, push Submit, and you're done. Remember that everything you enter may be reviewed by the appropriate authority at any time for content. Do NOT flame a mission or it's creator using this facility, and do NOT spam this facility with multiple posts. One review per mission, and keep it clean and organized!

Chapter 3: Military Etiquette

Saluting

Saluting is one of the basic principles of military etiquette in The Galactic Empire, and all officers, regardless of rank, are expected to comply with it. Luckily, there is very little to it, and so it's an easy (but good!) habit to get into.

There are two basic rules for the use of the salute in the Empire. First, one always salutes when beginning and ending a conversation/email/communication with an officer of higher rank. This is simply a show of respect for the higher rank, which generally designates a longer service to the Empire or greater achievements.

As an example, consider Ensign Newbie, who is joining the GE's IRC channel. Admiral Kardock is currently on the channel. The following is what the first couple lines of conversation between them might (and should) look like.

```
*EN_Newbie has joined #galactic_empire
*EN_Newbie salutes the room
*AD_Kardock returns the salute
<AD_Kardock> Welcome, Ensign!
<EN_Newbie> Thank you, sir!
```

Sample of proper saluting etiquette

Notice that when Ensign Newbie entered the channel, the first thing he did was "salute the room". This means he is saluting all the officers who carry a higher rank. You don't have to "salute the room", but it's faster than saluting every officer who outranks you one by one.

Note that a similar series of events would happen when EN_Newbie left the channel. He would salute the room, wait a few seconds for officers to return the salute, and then leave.

If Admiral Kardock were to have announced his intention to leave the channel, then Ensign Newbie should salute him before he goes. It would look something like this.

```
<AD_Kardock> Time for me to go, everyone.
<EN_Newbie> Good night, sir!
* EN_Newbie salutes AD_Kardock
* AD_Kardock returns the salute
* AD_Kardock as quit IRC
```

Sample 2 of proper saluting etiquette

On to the second rule. If an officer of lower or equal rank salutes you (or "the room", on IRC), return the salute. It looks like the above examples, really, but the roles are reversed. Remember that you, as an officer of the Empire, will gain ranks too, and you should be sure to be courteous to those who are both superior and subordinate to you.

Forms of Address

Forms of address is another simple thing to learn, but it is also rather important. Higher ranking officers generally will get annoyed if new or subordinate officers continually use their name in a stand-alone fashion. This brings us to the first rule of Forms of Address:

1. Never use a superior officer's first name in any communications facility without prior consent.

Therefore, if you write an email, this is the *incorrect* way to go about it.

```
TO: AD Kardock / SecGroup 3 SG-FO / ISD Demolition / Navy
FROM: EN Newbie / Gamma 3-3 / ISD Chimaera / Navy

Kardock:

{body, etc}
```

INCORRECT method of addressing a superior officer

The same goes for IRC, AIM, the message boards, and anything else. When chatting, never call a superior by their first name.

So what to use? Well, when in doubt, go with "sir". It's short, it's always right, and it won't cause any problems. If you know the rank of the superior officer you're speaking to, then you can also use their rank. For instance:

- "Greetings, Admiral Kardock", or
- "Colonel, could I have a word?"

"Sir" is generally preferred, but either of these options will do fine.

As a side note, when addressing an officer of equal or lesser rank, just use their rank. You *could* use their names here without any titles, etc, but that's just considered sloppy in most regards. Try not to do it.

Language Usage

"Language usage", you ask, "why do we need that?" Quite simply, The Galactic Empire, like a number of other online groups, has a tendency to attract those who don't follow proper English spelling, grammar, and mechanics conventions. Sometimes this isn't a big deal, but there are moments when it just isn't tolerated. Therefore, this section is here to help you new officers avoid getting in trouble because no one could understand your latest message board post.

Grammar

This isn't going to be a repeat of your freshman English course, but remember the following when typing, chatting, or sending an email.

- Capitalize the first letter in a new sentence, and use two spaces between sentences.
- Do not use ALL CAPS or all lowercase when typing.
- Spell properly! Very few people can stand reading a message board post where the author manages to spell every other word, including his name, wrong. When in doubt, <http://www.dictionary.com>.
- Do not use long run on sentences or incredibly short fragments, unless there is a sound reason to (fragments can be used effectively, for instance).

Keeping these in mind when chatting or posting on the message boards will ensure that everyone has a good time.

Conventional language

Conventional language means a few different things, in actuality. First, recognize that English is the official language of The Galactic Empire, and all official (and 99% of non-official) communications are done using it. That doesn't mean you can't chat on IRC using German or Spanish, but you should keep in mind that some people may ask you to stop.

Furthermore, by "conventional" English, everyday English is meant. This means one important thing for an Internet organization such as the Empire: **No 1337-speak.**

You will find very quickly if you are one of those people who uses this "style" of communications that a very, very large portion of the GE does not like it. In fact, there have been incidents of people getting banned from the IRC channel because of excessive use of 1337-speak. The following two points are examples of what I'm talking about, if you do not know what "1337-speak" is.

- OMG, OMG! S|<00l si t3h su><><0rz!!!!111
- 7h15 15 1337 5p34k. 4ny0n3 u51ng 1337 5h0ld 83 5h07

You can easily see why this is frustrating for everyone: No one can understand! Essentially, whenever you're talking/posting on a public facility that others can read/see, just use normal English.

Other Notes Concerning Communications

There are a few other tips for good communications etiquette in the GE. First, if you're using AIM and you see a person you would like to speak to, but that person is away, leave them *one* message and allow them to get back to you. Do *not* continue to message them over and over. They will not respond (they're away, obviously), and it's rude.

Lastly, remember to be yourself when you chat or post. You don't need post 100 messages on the message boards in your first week to be noticed. Try to keep your conversations relevant, fun, and clean. If you do this, you'll quickly learn to love the GE's message boards and chat facilities.

Chapter 4: Possible Activities

This list was directly taken from The Imperial Navy Main Concourse and modified as required.

1. Contact your commanding officer and keep in regular contact with them!
2. Visit the Empire Reborn domain regularly; keep abreast with GE news & developments through the GE Main Page, and its linked news sources.
3. Aside from knowing your own commanding officers, familiarize yourself with the GE High Command and your Division Command members.... Each one performs specific duties for the entirety of your division, or Galactic Empire itself. You will need to get in touch with command officers at least periodically during your career.
4. Finish reading the GE Imperial Officer's Manual (ZIP Download) and GE Official Guide to Medals & Awards.... These detail the workings of the Galactic Empire & your division, as well as the various honors available to you as an Imperial officer.
5. Become combat-certified for all supported game platforms of your division owned and complete all non-combat certifications.
6. Obtain the Officer's Certification for your division (i.e. Imperial Navy Officer's Certification).... This is optional for all officers, but often required in order to gain promotions above the starting rank!
7. Participate in any running competitions for an excellent way to gain recognition.... Medals are often awarded to the overall winners!
8. Get in better contact with your fellow officers by visiting (and posting on) the GE HoloNet Message Boards and ImperialSquadrons.net Message Boards regularly.
9. Get in better contact with your fellow officers by registering for AOL Instant Messenger (built-in to your software if you're an AOL member), MSN Messenger or Skype. If you have an account, be sure to use GE Administration to register it into your Officer Profile
10. Get in better contact with your fellow officers by attending the Galactic Empire's official Imperial Relay Chat meetings, or simply visit the GE IRC Channel (#Galactic_Empire on Undernet) at any time for open chat.... More information is available at the GE IRC Page. Should you wish to try out IRC before downloading & installing a client, simply visit GE Webchat.
11. Download and fly custom simulations from the Galactic Empire Combat Chamber.... Rewarded with the Medal of Combat and possible placement in the roll of Elite

Pilots/Soldiers! (Please see the your division's section of the Imperial Officer's Manual for guidelines and more information.)

12. If you own a multi-player platform, sign up for the GE Combat Ladders.... All victories count toward Combat Ratings, and the opportunity to earn medal awards!
13. Create custom missions for TIE Fighter, X-Wing vs. TIE Fighter, Balance of Power, X-Wing Alliance, or any other platform the Tactical Coordinator is accepting custom missions of and submit them to the Galactic Empire Tactical Coordinator for review and inclusion in the Combat Chamber... Good working missions are rewarded with the Medal of Tactics! (Please see the Imperial Officer's Manual for guidelines and more information.)
14. Recruit members into the service of the Empire by having them sign up at the GE Recruiting Office. This is one of the most highly praised services, and will be rewarded with the Medal of Expansion after the successful graduation of your recruits!

Chapter 5: Galactic Empire Administration

Purpose

The first question everyone asks when they hear about Administration is "huh?" Allow me to give a rundown of just what it is. GE Administration is a web-based system the Empire uses to manage the Imperial database. Using it, officers can update, add, or delete certain information, depending on their access. The idea is that officers should be able to file paperwork quickly and easily; furthermore, officers should be able to update certain user-related items, such as elements of your personal profile.

All officers have different access levels to Administration. These are all based on rank, with the exception of certain High Command positions, which generally have a higher access than most and are based on position of the officer. As an example, an Imperial Navy ensign will have a lower access than an Imperial Navy Lieutenant, who in turn will have a lower access than, say, the Senior Fleet Officer.

Because you are new, do not expect to have access to many items. As of this writing, there are over 25 different database modules in existence, but as a new officer, you might be able to access only seven or so. This is normal and you will be able to do more as you progress in rank.

Location

GE Administration is currently located at <http://admin.empirereborn.net>. However, this may be subject to change in the future, and one should use the link on the navigation menu to visit Administration if one is ever in doubt.



Administration in navigation menu

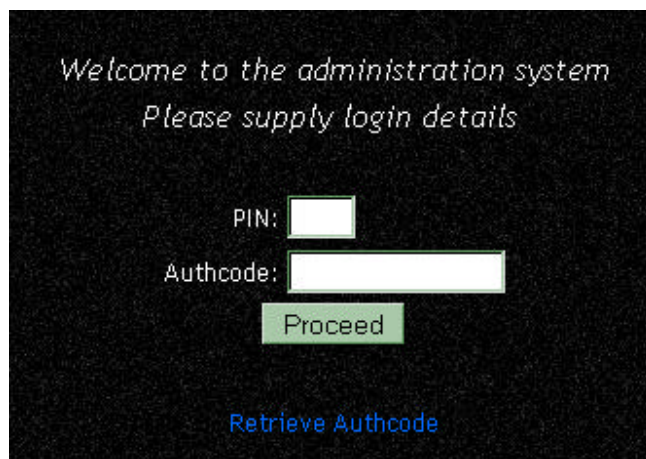
Logging into Administration

(Excerpted from "GE Administration I course materials".)

Right, so you want to use GE Administration. As the system is web-based, you'll need to load up your favorite browser. As of this writing and for the foreseeable future, Administration is located at the following link, as mentioned above:

<http://admin.empirereborn.net/>

Follow the link and -- viola! -- Administration appears. You'll be presented with the following page (or something similar, in the event the login script undergoes revision). The part we're interested is right here:



The login page

"Please supply login details." If you know what to enter here, nice work. If not, pay attention closely, as you will need to remember this information for future use.

First, your PIN. Your PIN is your unique identification number throughout the Empire. For example, Fleet Admiral Polanski's PIN is 46. Your PIN can be found by accessing the email you were sent on stationing to an active unit of the Empire. You should see a web address similar to the following:

<http://www.empirereborn.net/profile.php?pin=wxyz>

"WXYZ" will be a number; this number is your PIN. Enter it into the

field labeled PIN.

Alternatively, if you still have the email you were sent when you accepted into the Imperial Academy, your PIN is pointed out clearly in that email.

The only other piece of information you'll need to supply is your AuthCode. This is your unique password within the Empire's database, and it is used to access all administrative functions (as well as other facilities). To retrieve your AuthCode, follow the link on the bottom of the page. Enter in your PIN and check your email; your AuthCode should arrive!

Now to put it all together. Enter in both your PIN and your AuthCode, then push Proceed. Administration will evaluate your AuthCode and PIN, and if the information is correct, you will be logged in. An index page will appear, giving general security notices, a brief overview of Administration, and other information depending on your clearance level.

Chapter 6: Online Resources

Online resources: these are the meat and potatoes of the Empire's website. They encompass everything and anything you would ever have to find, use, download, or reference in regards to the Empire. Learn and know these well; they will be invaluable later on. You do not want to have to spend fifteen minutes searching the Empire's HoloNet site simply because you could not find the Combat Chamber. Trust me on this one; I've been there.

Online

Online resources are those resources that are based fully on the HoloNet site and can be used fully from there.

Galactic Empire Officer's Manual

As of this writing, the Galactic Empire Officer's Manual is located at the following location:

<http://empirereborn.net/erom/>

Containing almost all the information an officer needs to know about the operations of the Empire, it is an invaluable resource. As a new officer, you really should read the sections regarding your division and those items which are GE-specific. Don't worry about the Command Procedures for now; you'll get the chance to read them later, when you get a command of your own.

Roster Search

Ah yes, the roster search. This most amazing facility will be your best friend during your time with the Empire. It can be used to find any officer that has ever served with the Empire (within reason), both current and former.

The current HoloNet address of the roster search is <http://empirereborn.net/psearch.php>. There are links to it from the main roster page, from all profile pages, and other informational pages.

If you know the PIN of the officer you are looking for, just punch that in and go. If not, complete as much of the information as you can and search. Most of the time, simply searching for a name will give you what you want.

Unit Command Openings

Unit Command Openings is exactly what it sounds like. Contained therein is a listing of all open command positions. If you're interested in moving up the rank ladder, you should take a look at those positions which relate to your current type of unit. For instance, if you're a new Ensign in the Imperial Navy, take a look at the Squadron Flight Leader positions.

Unit Command Openings is located, as of this writing, at <http://empirereborn.net/openpositions.php>.

Central Imperial File Database

The Central Imperial File Database is a collection of all GE-produced software created. *Furthermore*, it contains software created outside of the Empire that GE officers may find helpful, such as pilot file viewers. Certain mission editors, conversion programs, and the Empire's Uniform Creation Program are currently located here, as well.

As of this writing, it is located at <http://empirereborn.net/filedatabase.php>.

Official Guide to Medals and Awards

Containing information regarding the GE's official medals and awards, the OGMA is a good supplement to the Officer's Manual. Its current location is as such:

<http://www.empirereborn.net/ogma.php>

The Official Guide to Medals and Awards is described as follows (excerpt from OGMA):
"[The OGMA] serves as the sole, central repository of information on Galactic Empire honours."

Combat

Combat resources will more often than not be your best friend on the Empire's HoloNet site. As the Empire is a gaming organization, these pages will further that goal by providing its officers with places to play, utilities to help command officers with single player files, and a repository of custom single-player missions.

Ladders

The GE combat ladders are a "consistently operational multi-player facility" for officers who own multi-player capable games. A ladder is a competition based around a specific platform in which points are earned by competing in multi-player matches against another officer.

Pilot Viewer

As of this writing, the online pilot viewer is located at:
<http://empirereborn.net/tfr.php>.

It is only capable of reviewing TIE Fighter pilot files, but as the GE supports TIE greatly, you can find great use for it. While squadron leaders will be the most frequent user of this facility, all officers are open to use it.

Combat Chamber

As of this writing, the Combat Chamber is located at:
<http://empirereborn.net/cc.php>.

The Combat Chamber is the Empire's repository for all official and unofficial mission downloads for the various platforms in use. As of this writing, all missions in the chamber are playable for official credit.

To use a mission, download it to your computer, then use the instructions link on the simulation's data sheet. For the most part, installation is little more than putting files into the right folders, but occasionally it becomes more than that.

The Combat Chamber should be one of your goals as a new officer. Try to complete as much of it as you can!

Rosters

As of this writing, the rosters are located at:
<http://empirereborn.net/roster.php>.

The Imperial rosters are the sole public tally of the membership of The Galactic Empire. They can be used to display any major Division of the Empire, as well as any unit.

Chapter 7: Operations

Transfers

If for any reason you feel that your current assignment is not right, you may request a transfer to another unit. However, before you begin the process, it is a recommended courtesy to email both your current commanding officer and the commanding officer of the unit you wish to transfer into. Once you have confirmed neither have any objection, email your division's Personnel Officer with the request, *CCing all your commanding officers up to your division commander*. CCing is important to keep everyone "on the same page", if you will.

If the transfer is approved, the appropriate officer will make changes to the roster within 72 hours.

Reasons for a denial are few, but may arise if the unit you are in has only a handful of members, or is otherwise in danger of losing membership in the near future. You may also be denied a transfer if you have a court-martial pending against you, or some other problem has arisen between you and a relevant officer.

See the The Galactic Empire: An Empire Reborn Officer's Manual for more information (Command Procedures -> Transfers).

Playing your first GE simulation

So you want to start doing what you joined to do, game? Excellent, then!

As you read above, the Combat Chamber is currently located at:

<http://empirereborn.net/cc.php>

Head over to that particular page. You should see number of platforms listed... if your "primary game platform" (or any other platform you own!) is in the list, go ahead and view the listings. If not, then inquire to your commanding officer about how you can game with your primary platform... multiplayer options are the most likely route.

In the listings, go ahead and select a simulation, any will do. A data sheet for the sim will appear when you click on the title of the sim in the listings page... it is here that you view information about the selected simulation.

Near the bottom of the page should be a "Download" link; just click on it and away you go!



Download Simulation link on a simulation data sheet

After you have finished downloading, click the "Installation Instructions" link to view just how to play your simulation. Most of the time it will just be copying files to certain folders, but some platforms might be more complicated.

Competitions

While most officers can find things to do on their own, commanding officers generally will take the time to set up periodic competitions for portions of the Empire under their command. Simply pay attention to emails and the message boards for information. And, when the are scheduled, *participate!*

How to have fun (this is the important one!)

Congrats, Imperial! You've made it through this course material and are ready for a fulfilling career as an Imperial officer.

The trick to having fun in the Empire simple; so simple, in fact, that it is often overlooked. Here's what it is: communication! If you regularly use the message boards, IRC, and email your fellow Imperials in your unit, you'll have a great time. Comradeship is very important, and getting to know others is the only way to achieve that. Legends of

past units are told where such a bond existed between all the members that few would ever want to leave those units. Participation is key; remember, at the end of the day, that The Galactic Empire is a "fan club", and socializing with other fans of George Lucas' incredible universe is the best way to have a great time.

Welcome to the Empire!