



Imperial Navy College of Space Warfare

IMPERIAL NAVY PILOT HANDBOOK

Revision A

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1. Welcome to the Imperial Navy

Welcome to the Imperial Navy Pilot Handbook, this is the essential guide to life in the Imperial Navy covering Ranks, Specialisms and Basic and Advanced Training. This Handbook will prove invaluable to you as you progress within the ranks of the Imperial Navy as a Pilot and will give you the foundations to become one of the best.

Note: The CoC and any other sensitive information contained herein are classified and should not be distributed or discussed with anyone with exception of members of your own Group and Navy Command. Failure to do so places you under a risk of penalty as foreseen by Imperial Law.

2. Imperial Navy Ranks

High Command and Command Ranks		
Level	Rank	Abbreviation
HC-3	Lord Admiral	LADM
HC-2	Grand Admiral	GADM
C-5	Fleet Admiral	FADM
C-4	Admiral	ADM
C-3	Vice Admiral	VADM
C-2	Rear Admiral	RADM
C-1	Commodore	CDRE

Officer and Enlisted Ranks		
Level	Rank	Abbreviation
O-6	Captain	CAPT
O-5	Commander	CMDR
O-4	Lieutenant Commander	LTCMDR
O-3	Lieutenant	LT
O-2	Lieutenant Junior-Grade	LTJG
O-1	Ensign	ENS
E-6	Command Flight Sergeant	CFSGT
E-5	Master Flight Sergeant	MFSGT
E-4	Flight Sergeant	FSGT
E-3	Flight Corporal	FCPL
E-2	Crewman	CMN

Enlisted: Enlisted are the Core of the Imperial Navy, broken up into Junior Enlisted which are in-experienced pilots ranging from Crewman E-2 to Flight Sergeant E-4 to the Senior Enlisted from Master Flight Sergeant E-5 to Command Flight Sergeant E-6.

Officers: Officers are the first level of leadership responsibilities. Junior Officers at the rank of Ensign O-1 to Lieutenant O-3 taking basic leadership responsibilities within a unit to Senior Officers at Lieutenant Commander O-4 to Captain O-6 taking more responsibilities within a unit such as involvement in the Group Command structure with postings as Group Commanding Officer or Executive Officer.

Command Officers: Command Officers are often involved within leadership roles, taking responsibilities such as Group Command as well as Fleet Commands and also including roles within Navy Command, they are commonly the key figure within unit chain of commands.

High Command: The High Command ranks of the Imperial Navy consist of a Grand Admiral which is a rank reserved only for a Fleet Commanding Officer who is selected for this rank in a time of specific circumstances by the throne and is under direct command of the Emperor. The Highest rank in the Imperial Navy, Lord Admiral is the rank reserved solely for the Navy Commanding Officer who is responsible for the leadership and direction of the entire Imperial Navy as part of the Imperial High Command.

3. Imperial Navy Divisions

The Imperial Navy has various divisions within its structure for specialities a pilot can choose to follow in his or her career. The two main divisions within the Imperial Navy are **Capital Command** and **Imperial Navy Starfighter Corps**, both of which are further segregated internally by regular and elite pilots depending on their skills and abilities which can be found on the Imperial Skill Requirements (SR-1) on the Imperial Document Library. Attached below is the roles of the Divisions within the Imperial Navy.

Imperial Navy Capital Command

Capital Command (CAPCOM) is the capital vessel warfare Division of the Imperial Navy. Using state of the art technologies, CAPCOM is characterized by the use of a range of capital ships that maintain a plethora of mission roles and capabilities such as the Lancer-class Frigate with its escort role, through to the massive Super Star Destroyers in their Fleet Flagship role. Depending on ship type, CAPCOM may also be responsible for transporting and assisting in the deployment of both INSC and Imperial Army elements to their respective battlefields, as part of the Combined Arms doctrine of the Imperial Military.

Imperial Navy Starfighter Command

The Imperial Navy Starfighter Corps (INSC) is the space-based fighter warfare Division of the Imperial Navy. Maintaining an impressive battlefield record, the INSC selects only the best pilots from throughout the Empire for its mission to fly, fight, and dominate the starfighter spectrum of warfare. Advanced technology developed and used by the Empire such as the TIE/in Interceptor and TIE/sa Bomber ensures that the INSC has the power to out-maneuver hostile forces and strike quickly without warning. Maximizing the efficiency of onboard resources within the design of starfighters, most Imperial starfighters lack hyperdrives which makes the INSC fully reliant on larger vessels for transportation and deployment between systems.

4. Imperial Navy Structure

The Imperial Navy is lead by the Lord Admiral who is the Navy Commanding Officer and responsible for the general direction of the Imperial Navy and the completion of objectives set by the Throne as part of the Imperial High Command. Assisting the Lord Admiral in leading the Navy is the Navy Executive Officer as well as Navy Command which are Senior Officers and Command Officers responsible for leading individual areas of the Imperial Navy:

Navy Logistics Officer (NLO) – The Navy Logistics Officer is responsible for the allocation of personnel to Fleets alongside the distribution and supply of equipment within the Imperial Navy.

Navy Signals Officer (NSO) – The Navy Signals Officer is responsible for maintaining administration and communication elements within the Imperial Navy and its Fleets via Fleet Signals Officers.

Navy Training Officer (NTO) – The Navy Training Officer is responsible for the development of pilots and officers within the Imperial Navy alongside developing the abilities of the Fleets and individual groups.

The Imperial Navy consists of 6 Fleets, each of which are assigned to one of the 6 Imperial Sectors with the responsibility of defending the sovereign territory of the Empire and upholding the New Order. A Fleet is lead by a Fleet Commanding Officer (FCO) which is usually a Command Officer who is charged with ensuring the protection of his assigned sector in liaison with the Sector Moff and the completion of objectives set by Navy Command. Each Fleet is broken down further into Groups which are specialized units that are outfitted to carry out specific tasks:

Recon Group (RG) – Recon Groups are units specially outfitted for rapid response and are usually the first units to respond to a event. The main role of recon groups is the detection of enemy forces and ascertaining intelligence in relation to the enemy forces disposition.

Assault Group (AG) – Assault Groups are standard combat units that are specifically outfitted for engagements with enemy forces. They are designed to use a mixture of speed and firepower to ensure a swift response to enemy forces when detected.

Heavy Assault Group (HAG) – Heavy Assault Groups are the pinnacle of firepower, specifically outfitted to provide maximum firepower and damage to enemy forces, there is little that can stand in the way of a Heavy Assault Group.

Each Group has its own specific chain of command within to ensure maximum communication and effectiveness within Groups to ensure that each Fleet is a more than capable combat force:

Group Commanding Officer (GCO) – The Group Commanding Officer is the figurehead of the Groups leadership, part of Fleet Command the GCO is responsible for ensuring the Group is combat effective and sets orders within the Group to complete objectives set by the Fleet Commanding Officer.

Group Executive Officer (GXO) – The Group Executive Officer is the 2nd in Command of the Unit and is the next in the line of succession if anything happened to the Group Commanding Officer, he or she is responsible for assisting the GCO in his duties leading the unit.

5. Pilot Basic Training

Now that you have entered your service in the Imperial Navy, there are some important skills you will need to learn to become an effective pilot and member of your unit. This manual will help to ensure you are ready to serve to your fullest capacity and to ensure that your knowledge as a pilot is at the required standards. This manual will cover the bulk of these skills in an explanatory and simple manner to help you as you become acclimated to the Empire, and the Star Wars Combine.

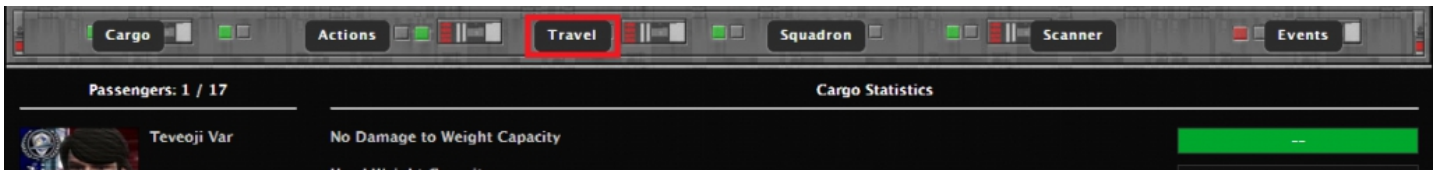
5.a. Sub-light Travel

Using Sub-light Travel, or system travel, is one of the most basic functions of piloting a starship. This brief tutorial will teach you to use this very important function. This tutorial will assume you are already on board a starship of some sort and in the cockpit area.

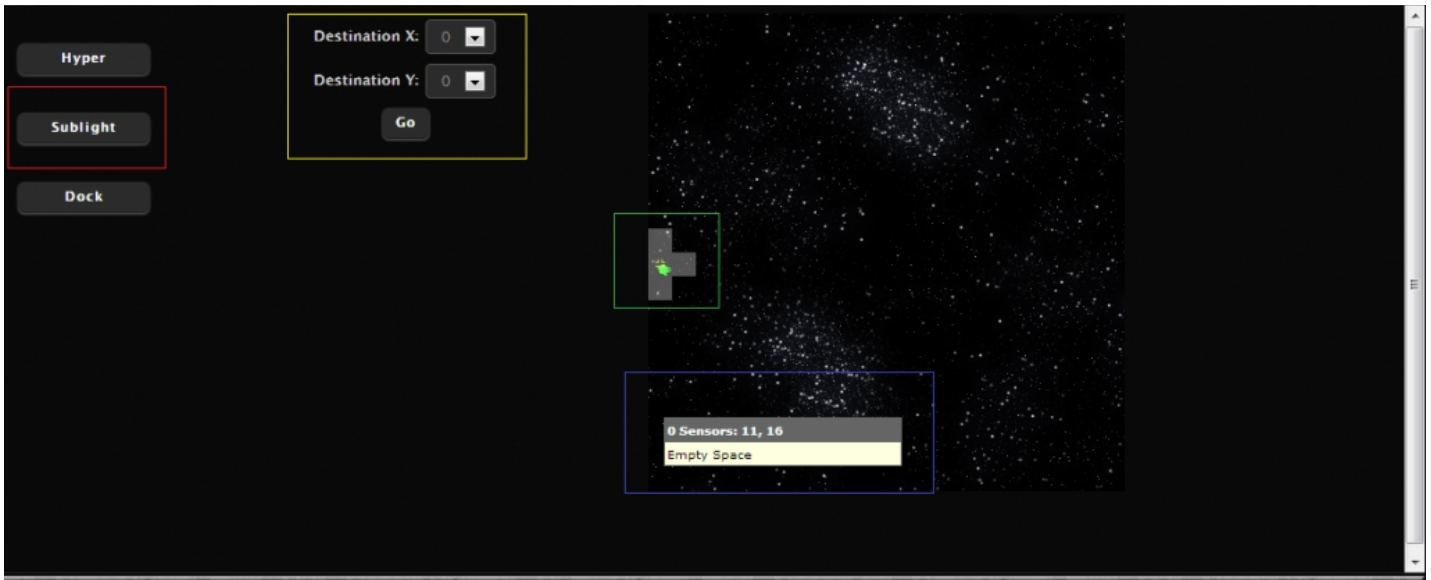
First thing you need to click on is the button "Ship Controls". This menu is found on the right side of your screen



At the bottom of your screen, you should see something like this. Hit the travel button that has been highlighted in red.



This next part is very important. The screen you will be using will appear at the BOTTOM, do not use the screen up top, that is your scanning screen.



Let us go over this screen.

First, before you do anything, make sure you always hit the sub-light button (highlighted in red) if your starship has hyperspace capabilities. If it can't use hyperspace, that is the default screen that pops up.

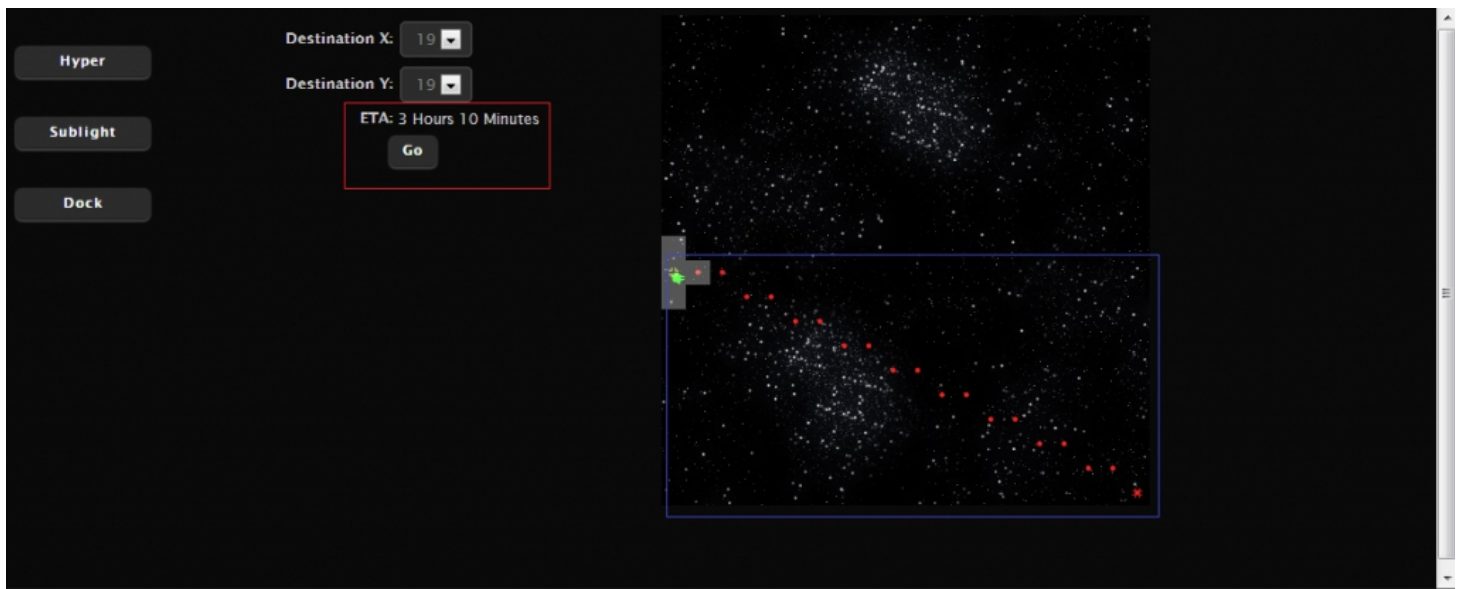
The green square represents where you are. Notice the yellow square to show where you are, indicating you are at that location. That's the best way to tell where you are, because when there are multiple ships around the icons don't really show you which one is yours, and who else is just a friendly ship.

The blue square is what pops up when you hover your mouse over a location. It shows an info box of the coordinates, how many sensor power at that location, and what is in it, whether a planet, ship, asteroid, or a star. This is the normal way to travel, just choose a square, and left-click on it. We'll go over more steps later.

The yellow square is good if you've already been given coordinates. If someone tells you, "head to 9,9 and dock with the ship" you can just put in the numbers without trying to find it on your map.

Whichever way you choose to select coordinates, this next screen will pop up.

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The red box will pop up when you make a selection, telling you how long it will take to get there, and give you the button to go. The map will show you the route taken to get to the location. Once you hit go, you are on your journey. Congratulations on learning to fly!

NOTE: DO NOT FLY INTO A STAR! It may sound funny, but yes you can select a star, and fly into it. You will die, destroying yourself, and Imperial property.

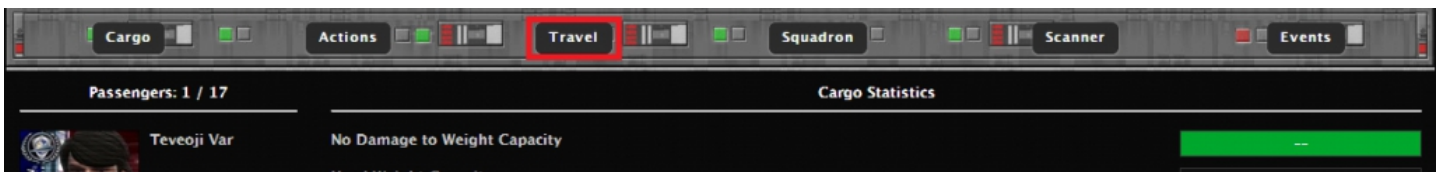
5.b. Hyperspace Travel

A Hyperdrive is the only way to get around the galaxy. All capitals and freighters, and some starfighters have a hyperdrive installed and can use this function. This brief tutorial will teach you to use these functions. We will assume you are already on board a ship with hyperspace capabilities and in the cockpit area.

First things first, click on the ship controls option on the far right side of your screen.

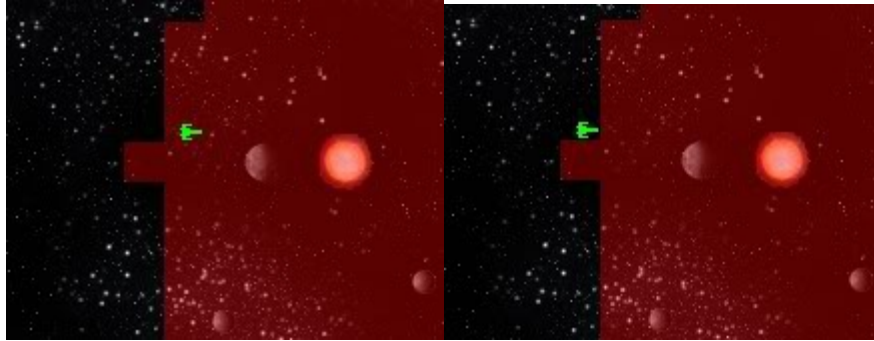


Next, you'll notice a box with 2 bars on it on the bottom of your screen, the top row has the button we're looking for. Click the Travel Button, highlighted in red.

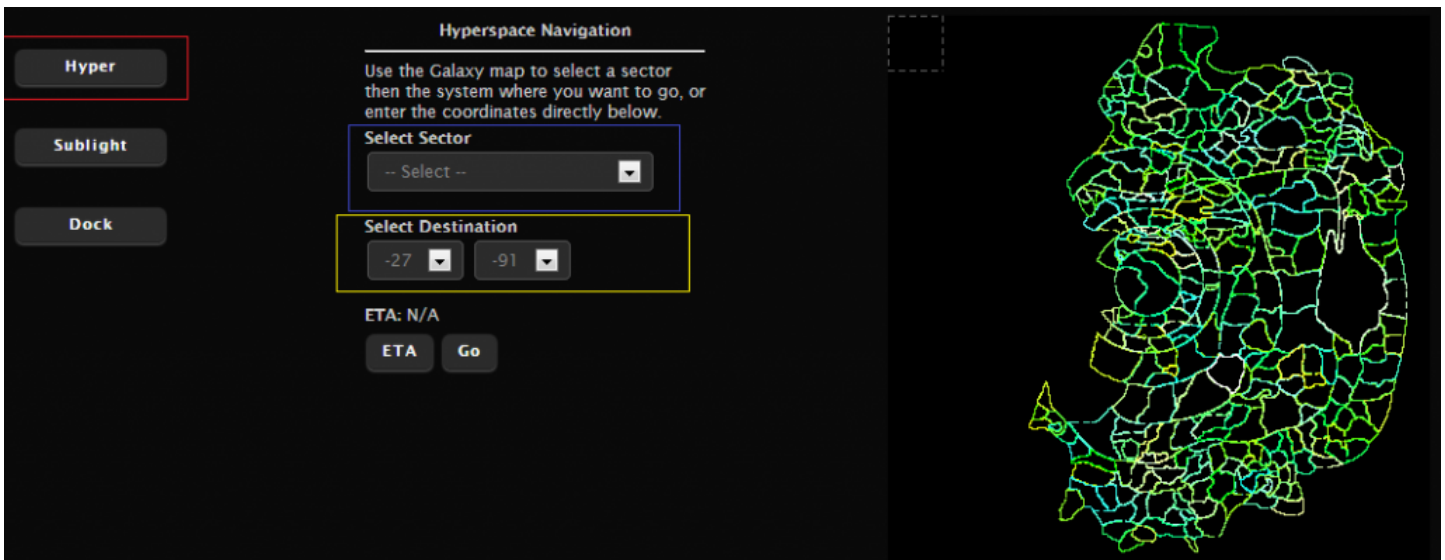


Now, you have a couple options from here. First, we need to make sure you aren't in a gravity well. The first thing we need to do is open up your sub-light screen. To do this, click on the "sub-light" option after you have clicked Travel. It will bring up a screen like this.



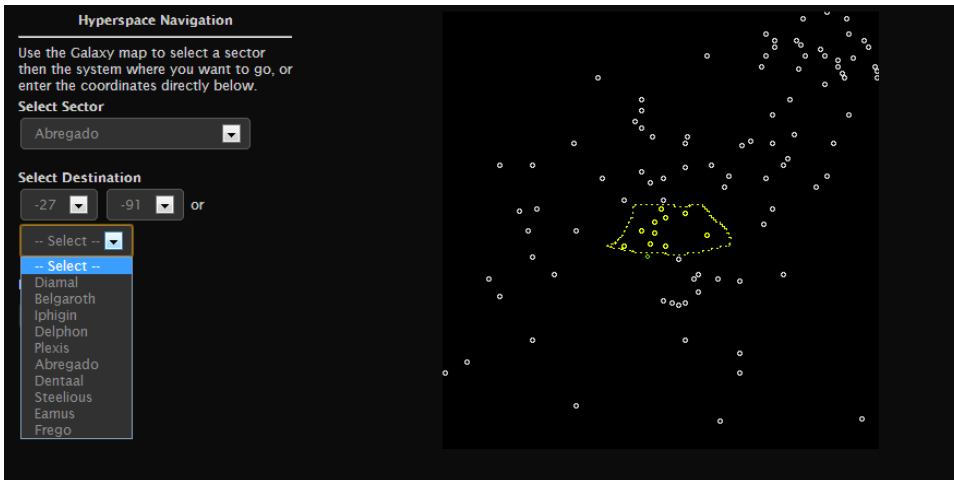


The first picture shows a ship inside of a gravity well. You can't jump to hyperspace if you are inside of a gravity well. You need to navigate out of it, using sub-light engines. The second picture shows a ship outside of the gravity well, and can use his hyperdrive. Your next step is to click on the hyperspace option on the left. On the picture below, it is highlighted in red.



You have two options to select your destination. We will go over both in depth. But first, notice the map on the right side, there is a box that has a white outline. DO NOT GO THERE! EVER! This is where the developers of Combine test things, and they don't like people snooping around up there. Repeat violators will be dealt with seriously, up to and including a short ban. Unless a developer or your CO (usually told by a developer) tell you to go there, don't bother.

Now the first option, highlighted in blue, allows you to choose a sector. For this tutorial, we're going to Abregado.



You can either select the sector from the large galaxy map or you can find it from the drop down sector box once you have selected it, the map zooms in on that sector, and shows another drop box below the coordinate's boxes. From that box, you can select any system within that sector. Once you've done so, it shows you an ETA to your destination, and allows you to hit go to begin your journey.

The second option for space flight is to just input custom coordinates, highlighted in yellow on our picture further up. If you receive orders like "Rendezvous with the fleet at (x,y) so we can engage the enemy all at once" then this is the easier option. Or if you know the exact coordinates of the system you are trying to reach, this option may be faster. Most custom coordinates you will receive that don't have a system attached to them, have nothing but empty space, or maybe there will be a hidden space station, or an undiscovered system!

Congratulations! You now know how to use your ship's hyperdrive!

NOTE: DO NOT ABORT A HYPERSPACE JUMP! This is very dangerous, and not worth it. Please double and triple check your orders before you begin a journey, but if you do head to the wrong place, never abort the jump. If you do, there is a chance of hitting a star and killing you, based on how many planets/suns/comets/moons/asteroids are in the system you are in when you aborted. It is not worth the risk, and it will kill you and destroy the Empire's property. If you do make a wrong jump, just inform your CO and let him know you'll be later than expected. No one will be mad that you aren't going to kill yourself needlessly.

5.c. Hailing

Why use hailing?

Hailing is used when direct contact to a ship's pilot is needed. Scan information only displays a vessel's owner who often isn't piloting the ship, but direct action / contact may be necessary.

Also, hailing shows pilots, that they are being watched and that a possible violation of Imperial law or area restrictions will be notified. This improves security within an Imperial system.

Another, often unknown aspect of hailing is, that it reveals a ships ID number, which is an unchangeable mark and helps tracking a vessel. While a ship can be renamed without any

Limitation, the ID cannot be changed, so Intelligence will be able to track movement of ships and avoid being deceived by different names.

How to hail?

Hailing is quite easy. Simply load your ships cockpit screen, select "Scanner" and then scroll down to the vessel you want to hail. Hit the "hail"-button and then type (or copy & paste) your message.

To read your own message and other ships answers, select "Events". All message will be displayed there, also you will find the ID number of your contact there.

What to send?

Often, standard messages are being used to contact vessels in certain situations. Those messages are then ordered to make sure that all pilots ask for / inform about the same information. Check your latest orders (or this document) to find specific message templates.

If there are no messages specified, you may use own texts or the example below.

Examples

Standard message text for non-Imperial vessels entering a GE-controlled system:

Attention Unauthorized Vessel "XXX", this is XXX.

You are entering restricted space of the Galactic Empire,

Hold position and state your clearance, name and intentions

and await further instruction.

5.d. Scanning

A staple role of any pilot is providing vital intelligence on Non-Imperial Vessels so we have as much intelligence on our enemies and threats as possible giving us the edge against our opponents. Ensuring that we collate this information effectively is a must for all pilots.

As it stands we do not accept XML files as scanning reports due to the fact that the information is tedious to collate from as well as the fact it lacks a majority of the information we are necessarily looking for, instead we use the following hand typed format to ensure that we get all the information required as well as in an easily transferable document:

Ship Name: Lion II
Ship ID: 31
Ship Type: YV-666 (Capital Class)
Owner: Dave Lioness
IFF: Enemy
Damaged: No Damage
Location: (0,0) Coruscant System , Coruscant Sector
Spotter: CMDR James Adama
Time and Date Spotted: 15:01 – 12/12/2011
Comments: Strangely Patrolling the System
Cargo: None Detecting

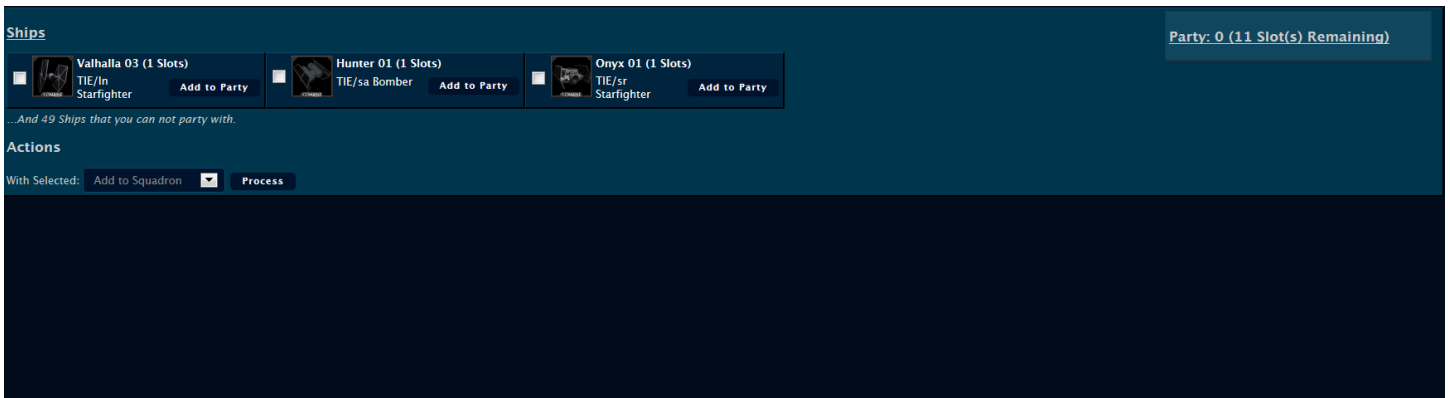
5.e. Squadding

Each ship has a stat called “Party Slot Size.” A single squadron can contain up to 12 total party slots. The larger the ship, the more slots it consumes. Fighters are typically one slot, allowing for up to 12 in a squadron, while capital ships have party slot size of 12, meaning they cannot be squadded with any other entities.

While in the cockpit of your ship, you can access the squad module from the top bar of command buttons:



This will bring up the following display in the lower cockpit area:



On the left side is a list of all the ships that can be added to your squadron. On the right is your current party, as well as the number of slots remaining. In this case, since the pilot is in a single TIE/sr, there are 11 slots remaining in the party.

To add ships to your party, check the boxes next to them and select “Add to Squadron” from the drop down menu, and click on Process.

Conversely, to remove ships from your party, you can either click the Kick from Party button, or select Kick from Squadron from the Actions drop down and click Process.

You must be assigned as the pilot of all vessels you wish to squad together. While squadded, the ships in your squadron will travel together at the slowest speed of the group. For example, if a Lambda Shuttle with Sublight speed of 50 MGLT and Hyper rating of 6 is squadded with an Alpha-class Xg-1 Star Wing of sub-light 40 MGLT and Hyper 5, the squadron would fly at 40 MGLT and Hyper 5.

5.f. Loading and Unloading

When your ship has a hangar bay, it is possible to move ships in and out of it without having to pilot those individual ships and use the docking functions. However, you must still be assigned as the pilot to load or unload a vessel from the holder. This task is performed from the appropriate section of the ship controls menus, namely, Ships or Vehicles, which can be found on the lower row of buttons.



Clicking on the ships button will bring up the following display:

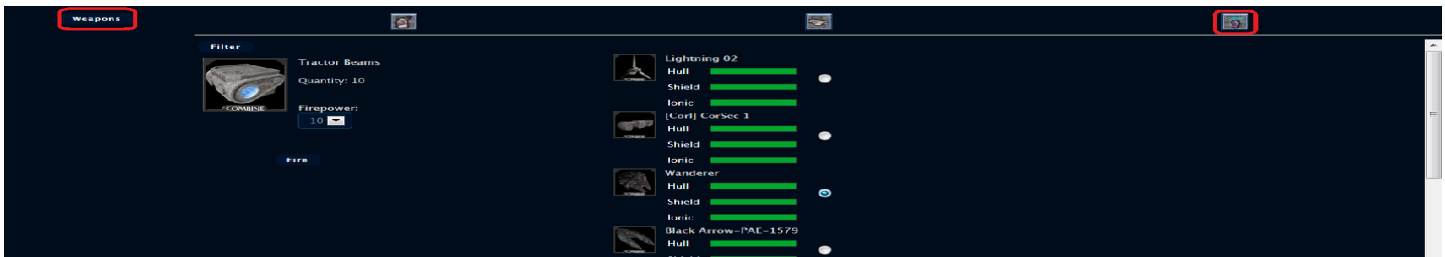


On the left side, we can either load or unload the listed vessels. Simply check the box next to the entity or entities, choose the destination, and select unload or load as appropriate.

Another way to pull ships into a vessel is with the tractor beams, if they are equipped on your vessel. They are accessed from the Actions area of the ship controls.



In the display, ensure that Weapons is selected on the left, and select the tractor beam on the top list.



Then merely select the ship you wish to tractor and click Fire. The ship will now be on your vessel and this can be verified on the Ship area of the Ship Controls, as we did before for loading and unloading. Currently, to tractor a vessel, you must be assigned as its pilot; however, this is expected to change once ship combat becomes enabled.

6. Pilot Advanced Training Concepts

There are also some advanced training concepts that is recommended you should learn if you are asked to perform tasks that are considered more skilled as well as concepts that reduce the amount of time it takes to travel. It is strongly advised that you study Advanced Training Concepts.

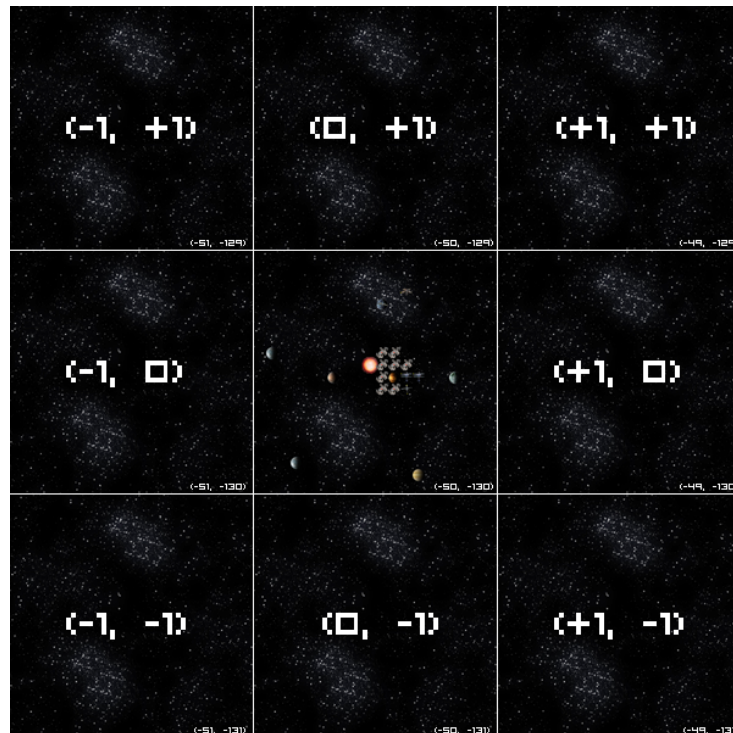
6.a. Micro-jumping

To move from one side of a system to the other via sub-light can take anywhere from 45 minutes to 8 hours depending on ship type and piloting skill. For the sake of this guide, we'll assume that, regardless of ship type and piloting skill, it takes approximately 6 hours in sub-light to move from (0,9) to (19,9) in a given system. We'll assume that it takes 15 minutes to jump to any neighboring system grid.

In order to speed this up, you would make one hyper jump to the grid just past the side of the system you're trying to get to. In Figure 1.1, you'll see that your current grid is (-50,-130). Since we're moving from the left side of the system to the right, we want to hyper to the system grid to the right of our current system. To do that we'll modify our current coordinates by (+1,0). That will set our hyper destination to (-49,-130). For convenience, a Micro-jumping calculator is available at the following link: [Micro Jump Calculator](#)

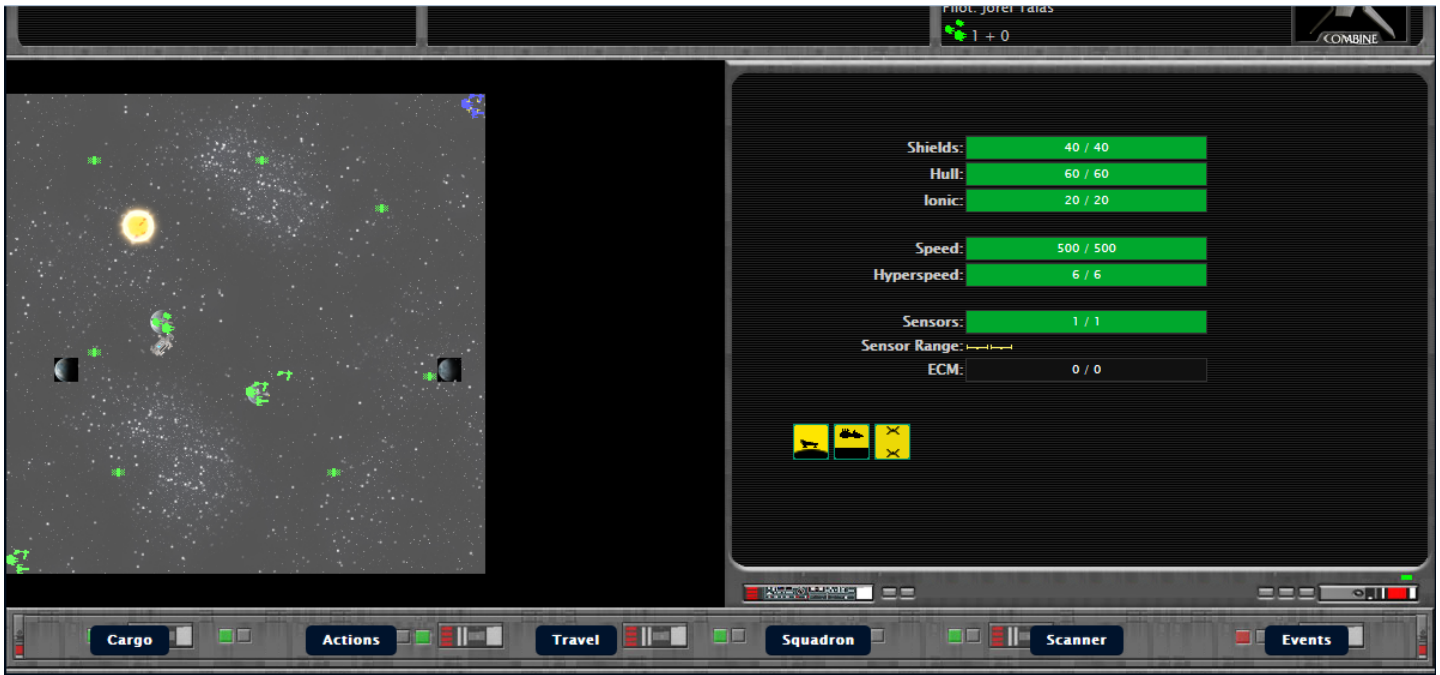
Once you arrive at that system grid, you'll make another hyper jump back to your original coordinates.

Upon returning to sub-light, you'll be at the opposite side of the system. Using this method, you'll condense a 6 hour trip to approximately 30 minutes.



6.b. Satellite Network Installation

This section covers the most efficient procedures for installing a new satellite network or filling in missing coverage in existing networks. First, let's look at how sensor sharing works in the Darkness interface. From the cockpit of a vessel you are assigned as pilot of, you can view the current sensor coverage for your location. See the figure below:



When you are not in hyperspace or inside the atmosphere of a planet, moon, or asteroid, the left-hand portion of your main cockpit display will show the current system view, including sensor coverage. Grids that appear lighter in color are covered by sensors either from your ship or from a ship, satellite, or station that is currently sharing its sensors with you.

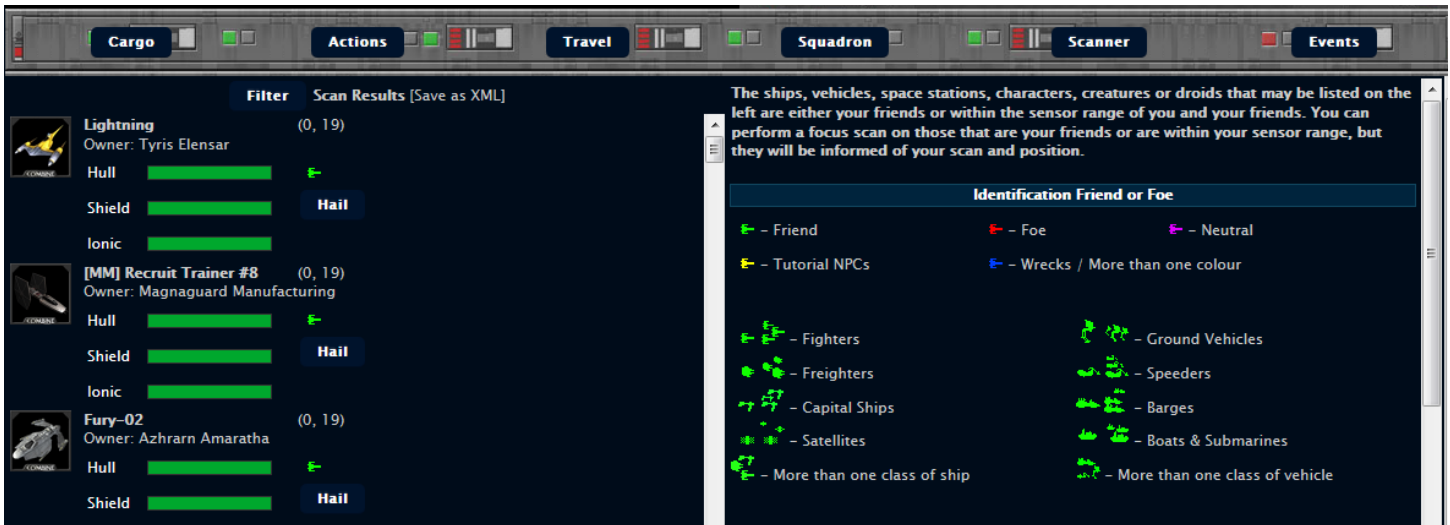
NOTE:

There is currently a known glitch affecting planetary orbits. You will notice that the image above shows the 2 planets are not covered by sensors. This is not the case. Ships on those grids will be visible on scanner information despite the image showing differently.

For additional scanner information, you can click the Scanner button on the command bar, shown below:



This button generates the list of all entities currently in your shared sensor range in the lower left panel, and a key for interpreting the IFF color coding in the image from the top display in the lower right.

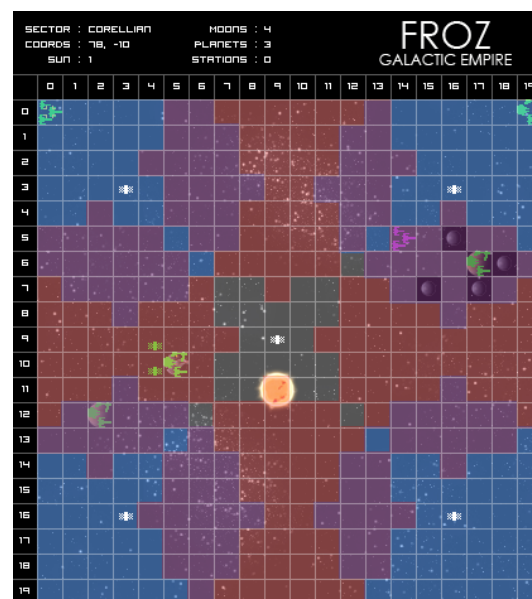
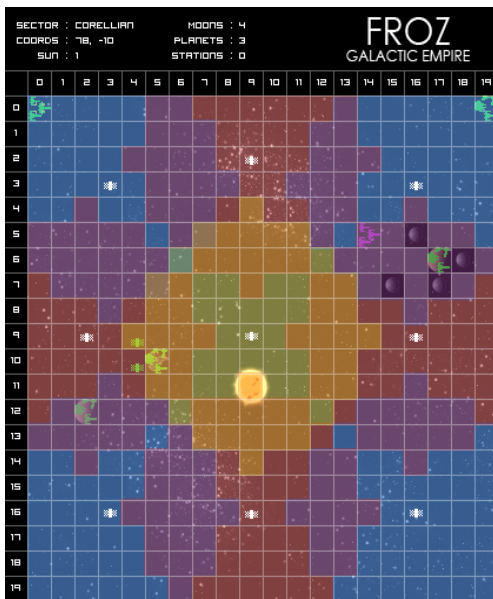
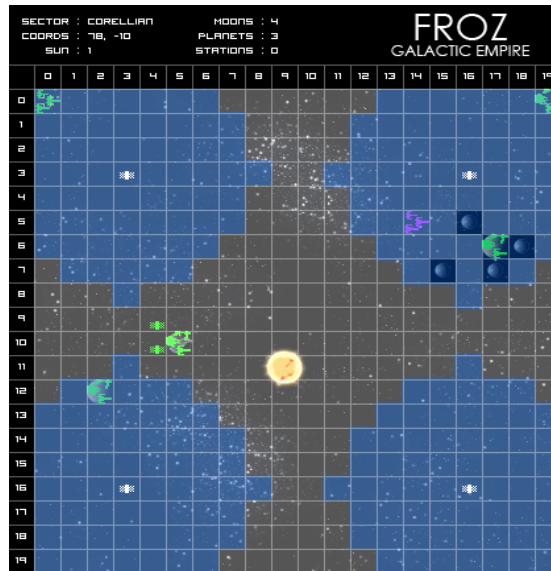


Ideally, all Imperial-owned systems should contain a fully operational satellite network. However, with time and resources, this may not be the case and it may fall to your unit to determine the required number of satellites and install them as needed.

The first step is to recon each system that needs to be checked. There are several possible conditions and thus a few key things to remember when doing the recon:

1. Satellites are not the only things that provide sensor coverage. Many stations provide even more sensors than satellites (for example, Golan II stations have 21 sensors compared to a Sysat-24 with 8 sensors). However, ships should not be counted in sensor coverage as they are not stationary.
2. The system may have a full satellite network in place. Just be sure to check the source of the sensors, look for sensor-heavy stations and satellites. If there are ships in what would normally be uncovered areas, they must be supplemented with sats for the possibility of their likely departure from the system.
3. Partial sensor coverage from stations in the system may alter the normal grid pattern for sensors. In these type of systems, your best estimate of the required satellites will be enough to start from, but it is better to err on the more conservative number to ensure there are enough present in system to complete the network.
4. Stars, planets, moons, and asteroids all create a sensor "shadow" on the side opposite the sensor source. This may also alter the ideal grid pattern to compensate for the shadow effect.
5. The simplest method to determine the required number of satellites for a basic system is to subtract the number of current satellites from 9. This will change for systems with stations, but it is a useful rule of thumb to start from.

Here is a sensor layer breakdown of ideal satellite placement to ensure full coverage for the Froz system:



With this placement of 9 satellites, the system is completely blanketed in sensors. Notice that the layers overlap; this is important to boost sensor levels in these areas. As you move away from a sensor source, the number of sensor coverage at that point decreases. When two sources overlap, the coverage is added together, boosting the total coverage.

When it comes time to deploy new satellites, one method is to use a Star Destroyer to pack the bulk of the satellites, then drop the needed number in each system before moving on, while an approve-for-Imperial-use Horizon Star Yacht or Minstrel-class Space Yacht follows behind to move the satellites into their network position.

It is important to remember that in order to load the satellites into a ship, the pilot of the ship loading them must also be assigned as the pilot of the satellite.

Always remember to verify that the full system is sensor-covered after the new satellites have been placed.

6.c. Searching for Hidden Cities

Searching for hidden cities is a tiresome, time consuming job. Traveling to every square of a planetary grid is a waste of time and you are not paid to waste Navy's time. So here is what to do:

- 1) Descend to surface coordinates (1,1). From here you can travel to 8 other squares neighboring (1,1), allowing you to search 9 squares in a short time.
- 2) To search a neighboring square, you must first travel to the edge of the city you're in. Then you can initiate cross-terrain travel. You will only be able to cross-terrain travel to grids adjacent to the edge you are currently located at. Using corners will speed the process compared to edges.
- 3) Once you start traveling to a neighboring square, you get one of the two screens in your Darkness menu. You see both below:



First image is the one you get when you're traveling to a square that's occupied by a city. Notice the city picture in your cockpit view and also notice the writing on your ETA panel. "Reaching Tarothon Prime at 3,2".

Now let's take a look at the second image. This is the image you see when you're traveling to an empty square. Notice the terrain picture (which will change depending on the terrain. this one is for rocky terrain) and the writing on your ETA panel. "Reaching surface of Tarothillon at 4,3".



And so there's the difference between a city and empty terrain. When traveling to a city you see a city image and the name of the city. When traveling to empty terrain you get a terrain image and a different message.

4) Now that you saw what you needed to see, you don't have to complete your cross-terrain travel. Abort your travel and you'll be back on the city and ground position you started traveling. Choose another neighboring square and initiate cross-terrain travel, again checking for hidden cities and aborting once you note if it's a hidden or not.

That's all. Remember to report any hidden cities you find and scan the cities you find. Good luck.

Steps to know the owner of a city

No need to exit from your ship if you are in a city to know the owner of it. Now is safer to get that info:

- 1.- You must be at the surface position inside a city, in any location.
- 2.- Go to the "Room Travel" option in the "Control Menu" below your character information in Darkness.
- 2.- Move to the "Exit/Entrance" room, if your ship has more than one room (i.e. Cockpit is in a different place).
- 3.- Hit "Board", and the info of the city will appear.

6.d. Emergency City Slabbing

This section is for those who have been given a mission creating new city slabs. This manual will describe how you should choose and travel to the best place to build a new city slab and how to set-up a new slab and if necessary request a build permission from the planet's government. The manual assumes you already know how to fly within the system, in hyperspace and how to land on a planet's surface so I will skip these details and only explain the specifics of slab creation. It also assumes that you have been given the appropriate faction privilege (Facility Privilege Level 2) for the mission.

Step One:

On entering the atmosphere of a planet you will be displayed a map of the entire planet. There are some important things to remember before you choose where you wish start your descent and build.

First: No city may currently reside in the construction spot.

Second: The Terrain must be other than lava.

Third: There is a cost for each different terrain you choose to build on. Assuming you have received no direct coordinates or specifics to where and on what terrain the city slab must be created, then the choice is yours and the best choice would be to keep cost down for the GE.

Note that the price to build a Hidden City is doubled. Hidden Cities are hidden unless a character is flying in atmosphere above the city, or if the character is inside the city. Cities built on caves are automatically hidden.

The prices are as follows:

Terrain	Normal Price	Hidden Price
Desert	1.5 Million	3 Million
Grass	1.5 Million	3 Million
Rock	1.5 Million	3 Million
Forest	1.5 Million	3 Million
Jungle	1.8 Million	3.6 Million
Swamp	1.8 Million	3.6 Million
Mountain	1.8 Million	3.6 Million
Crater	1.8 Million	3.6 Million
Glacier	1.8 Million	3.6 Million
Water	2.1 Million	4.2 Million
Gas	2.5 Million	5 Million
Cave		3.6 Million

So the cheapest choices would be to select Desert ,Grass, Rock or Forest.

Find out the different types of terrain by running your cursor over the grid. Below I have chosen that the grass at 0,3 is my best choice.



So select the coordinates for your ground position and start your decent.

Once you enter the planet's atmosphere and you are over the place you wish to create your city slab you will need to descend once more to ground level, the exact ground position you land at on the city slab is irrelevant, you can start city creation at any ground location.

Step Two:

Note: You do not need to exit your ship to start city creation.

Now you need to click "**City Creation**" under "**Production**" on the bottom of your right-side control panel called "**Members Menu**".



You will be given this form (obviously your details will vary slightly from mine):

City creation

Conditions to build a city on

- You must be on a planet.
- The selected terrain must be different than volcanic.
- You (or your faction) must own enough credits.
- You must receive the planetary government permission.

Reset process

Enter City name:

X Coordinates: 0

Y Coordinates: 7

Select owner: You

Select visibility: visible

Cities built on caves are automatically hidden.

Start process

First: You will need to enter a name for your city. If you haven't been given a name from your mission Commander I suggest you use the name of the planet and the coordinates of the city, i.e., Coruscant 0,7.

Second: You need to change the owner from "You" to "Galactic Empire"

Third: The city must remain "visible", unless you have orders otherwise.

Your form should now look like this:

City creation

Conditions to build a city on

- You must be on a planet.
- The selected terrain must be different than volcanic.
- You (or your faction) must own enough credits.
- You must receive the planetary government permission.

Reset process

Enter City name: Coruscant 0,7

X Coordinates: 0

Y Coordinates: 7

Select owner: Galactic Empire

Select visibility: visible

Cities built on caves are automatically hidden.

Start process

Now click "**Start Process**" And everything should be completed.

Now on some planets (those not governed directly by the GE) you will have to request build permission, after clicking "**Start Process**" you will given a message something like this:

City creation

Conditions to build a city on

- You must be on a planet.
- The selected terrain must be different than volcanic.
- You (or your faction) must own enough credits.
- You must receive the planetary government permission.

Enter City name:

X Coordinates: 0

Y Coordinates: 7

Select owner:

Select visibility:

Cities built on caves are automatically hidden.

Required price: 1,500,000 credits.

Permission Denied:
the local government, has not granted you permission to build here. You will need to send a request to do so.

Click "**Send Request**" And everything should be completed.

Step 3:

So you have finished creating a slab on this planet. Congratulations! Now exit the planet and move onto your next location, or if that was the last slab you were ordered to do then write a report to the person who gave you the mission explaining that you have finished, where you have created the slab and remember to CC the report to Fleet Command.

Please note all places, planets and locations used on this manual are examples and city slabs may or may not exist on them, they have just been used as an example for the benefit of this manual. Details have also been removed from screenshots for security reasons.

6.e. Detection of ECM-Based Vessels

ECM, short for **E**lectronic **C**ounter**m**asures allow a ship to avoid detection despite being in sensor range. For each level of ECM a ship has, the number of sensors required to see the ship increases by the same amount. For example, a ship with ECM 3 would be invisible on any grid with less than sensors 4.

The best method for combating ECM is to overlap sensors. As explained in detail in the SWC rules on vision (<http://www.swcombine.com/rules/?Vision>), sensors diminish as you move away from the source. However, shared sensors are added together on a grid-by-grid basis.

When the two sensor sources overlap, they increase the total sensor coverage for those grids. To search for ECM entities, a trio of TIE/sr scouts is a sufficient method. At the center of their coverage, the three ships combine for 24 total sensors. The drawback however is that to ensure a thorough search, each and every grid of a system must be visited to ensure that the sensor coverage exceeds ECM, since even 1 grid away, this total drops to 12.

7. Additional Resources

Your Fleet Training Officer's office holds a wealth of information for you in the Training Office. Be sure to review the materials linked there, as well as in the Public Documents area of the Imperial Holosite.

Your fellow pilots are another excellent resource. The only stupid question is the one that goes unasked.

As you participate in new assignments and find that additional information may need to be included in this manual for future, talk to your Training Officer to help improve the overall training program.

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