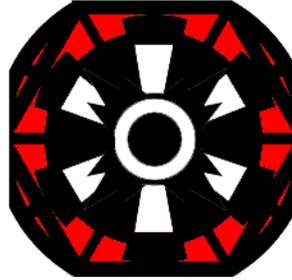


EG UNIT-217-IQ

Official Study Guide (Nov)



The purpose of this document is to prepare you as a prospect of the EG unit. The topics covered in this study guide will be on the exam. You must pass the exam to be moved to the next step in the testing progress. This is one of the most elite and prestigious units within GGN Imperial. You will provide utmost service to the Empire with this Unit. This Unit has a mandatory Serious RP mentality. Failure to exhibit this after the selection process has begun will prohibit you from joining this Unit. The following processes will be conducted over the next few days of publishment of this guide.

**ALL INFORMATION YOU GAIN FROM THIS GUIDE IS
NON-APPLICABLE IN CHARACTER UNLESS DESIGNATED BY
NITCH TO DO SO.**

1. Written Test
2. Recommendations
3. Postulation Test
4. Field Test
5. Active Unit Assessment

The following will take place in order within the next several days. Some days multiple processes may be applied.

Background Information

The EG-5 Jedi Hunter droid was a deadly droid created by the InterGalactic Banking Clan during the Clone Wars. Its sole purpose was to eliminate Jedi. Jedi Master Anakin Skywalker was the Jedi that exposed this active Unit. EG-005/02 was activated to defend the Factory from the Republic intruder. This droid was ultimately destroyed and the factory exposed. The Jedi was able to destroy the product lines of the Factory halting development of Jedi Hunter Droids. Ultimately 40,000 Jedi Hunter Droid units have been created by the factory. Bank records indicated 1,000,000 of these Units to be produced after the successful elimination of Master Jedi Fi-Ek Sirch, D'achi Miljun. Of the 40,000 produced, 4 models of droids have been created. Prototypes specially designed to withstand domestic testing from previous prototypes. Prototypes as follows.

1. Prototype 1 [EG-100-199/1-100] Elimination methods non-existent in model. Units did not have onboard communication software. Intelligence on this unit used the same processing as B1 Battle Droids.
2. Prototype 2 [EG-200-299/1-100] Droids onboard Intelligence systems easily could be overridden, causing the droids security and information to be breached.
3. Prototype 3 [EG-300-399/1-100] Droids became too intelligent to be useful in Separatist missions. Software only improved from last model.
4. Prototype 4 [EG 400-499]1-100 Software enhancements allowed Units to become self aware.

The Confederacy of Independent Systems Created 10,000 of each prototype. Of 10,000 created, 1,000 Units had been lifted to the InterGalactic Bank for security reasons. The Jedi council orders Immediate bombardment of the Factory causing 35,997 Units to be destroyed. Only 3 damaged surviving units had been recovered for Republic Intelligence.

After the Formation of the Empire, The InterGalactic Banking Clan was broken apart. Majority of Assets destroyed or lost. The Empire was able to recover 50 Units.

Clone Wars Knowledge (22-19 BBY)

The Clone Wars was the war between the Galactic Republic and Confederacy of Independent Systems. The war was named after the Republic's Clone Troopers which fought against the Separatist Battle Droids. Widespread chaos erupted over the Galaxy, creating conflicts within Rim's and Systems. Battle Droids were produced in factories, creating millions within a day. These battle droids served in multipurpose roles within the war. Different models and prototypes of these battle droids have been produced with these factories, accumulating credits from the banks. The Clone had been created on the system Kamino. Clones took far more time and effort to make. These organic troopers had been modified and cloned from the Jango Fett genotype, with genetic modification for enhancements. Clones in one service would be equivalent to 100 Battle Droids.

In total 360,000,000,000 Battle Droids had been created, and 3,600,000,000 Clone Troopers had been created.

Galactic Empire Knowledge(19-? BBY)

The Galactic Empire was formed after Clone Order 66. During order 66, General Grievous was killed on Utapau (19BBY). This was the last active Commander of the Separatist Army. With the Betrayal of the Jedi, and Systems being able to withdraw from the Republic. Emperor Palpatine (Then Chancellor Palpatine) created the Galactic Empire, a Monarchist government.

The information below is common Imperial Supply:

Imperial Stormtroopers



Imperial Ships



Venator-class Star Destroyer



Imperial I-class Star Destroyer



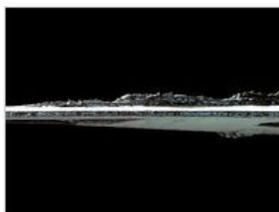
Venator-class Star Destroyer/Legends



Executor-class Star Dreadnought



Dreadnaught-class heavy cruiser



Executor-class Star Dreadnought/Legends



Acclamator-class assault ship



Imperial II-class Star Destroyer

Common Terms

Imperial Security Bureau- The Bureau of Security is the department within the Empire to handle security breaches within the Empire.

Stormtrooper- Imperial soldiers within the Imperial Army to defend the Empire.

Imperial Navy- The Primary force in troop transport and enforcement within the empire.

Inquisitor- Force sensitive beings made into hunters of surviving Jedi

Jedi- A Force sensitive being belonging to the Jedi Order

Rank Structure

=== SFC Ranks ===
Spaceman Basic (E-1)
Spaceman (E-2)
Leading Spacecraftsman (E-3)
Flight Corporal (E-4)
Flight Sergeant (E-5)
Flight Chief (E-6)
Non Commissioned Officers
Senior Flight Chief (N-1)
Warrant Officer (N-2)
Chief Warrant Officer (N-3)
Officers
Flight Officer (O-1)
Flight Lieutenant (O-2)
Flight Captain (O-3)
Squadron Leader (O-4)
Wing Commander (O-5)

=== Navy Ranks ===
Junior Crewman (E-1)
Crewman (E-2)
Able Crewman (E-3)
Petty Officer III (E-4)
Petty Officer II (E-5)
Petty Officer I (E-6)
Non Commissioned Officers
Chief Petty Officer (N-1)
Senior CPO (N-2)
Master CPO (N-3)
Officers
Midshipman (O-1)
Ensign (O-2)
Lieutenant (O-3)
Lieutenant Commander (O-4)
Commander (O-5)

=== Army Ranks ===
Private (E-1)
Lance Corporal (E-2)
Corporal (E-3)
Sergeant (E-4)
Staff Sergeant (E-5)
Master Sergeant (E-6)
Non-Commissioned Officers
Officer Cadet (N-1)
Warrant Officer II (N-1)
Warrant Officer I (N-1)
Commissioned Officers
Second Lieutenant (O-1)
Lieutenant (O-2)
Captain (O-3)
Major (O-4)
Commander (O-5)

Defcon Levels



Clearance Levels

Clearance Level 1

Clearance type: Enlisted

Locations CL1 can go: Around the ship, not allowed in any AOS areas.

Clearance Level 2

Clearance type: NCO

Locations CL2 can go: the training room when requested to train, not allowed in any AOS areas without permission.

Clearance Level 3

Clearance type: Officer

Locations CL3 can go: Brig, Engine room, Reactor room, Armory, MHB control room, THB control room, SHB control room.

Clearance Level 4

Clearance type: Commander

Locations CL4 can go: All areas of the ship except Bridge, and other battalions bunks.

Clearance Level 5

Clearance type: Security

Locations CL5 can go: All places except Bridge.

Clearance Level 6

Clearance type: High Command

Locations CL6 can go: All places on the ship

Clearance Level 7 (ISB/COMPNOR)

Clearance type: ISB/COMPNOR

Locations CL7 can go: All places on ship.

Note: you must be Level 7 clearance to access ISB areas freely.

Naval Clearance

Clearance type: Naval

Locations NC can go: All places on ship except army bunks unless requested/allowed.

EG UNIT-217-IQ COC+INFO

Inquisitorius

Imperial Security Bureau

Imperial Army/Navy (Officers)

As a Unit, your primary function is to Hunt the surviving Jedi. That is your only motive. The Inquisitorius is your highest probability to complete your goal. As such, you obey the orders of the superiors who will be the highest chance of completion of your goal. Imperial Security is a primary objective in securing a society without the peacekeepers of the Jedi order. Any that gets in the way of that goal becomes your target. You are a machine, a manufactured piece of hardware that will stop at nothing. You feel no pain, no remorse, no empathy. You go by your unit designation number, You refer to yourself as such.

Preparation

Distance yourself from RP human wants, desires, etc. You are a machine. Begin to act like a perfect Imperial. Yes sir, No sir, Saluting and speaking in the third person. Serious RP every opportunity you get. All Common knowledge on the server is expected to be on the test. Just because it was not present on the study guide does not mean it cannot be on the test. Remember, the trick to retain serious RP is to put yourself into the game. You are not someone at a computer, You are an Imperial Stormtrooper. You are not chatting with friends, you are training. You are not a human anymore, you are a machine. Ask as much as possible for training (Sims etc...). Become strong, because this Unit may only take one person at a time. Your fellow troops are now your competitors, act like a true EG Unit and do not let anyone get in your way.

Closing

I would like to thank you for reviewing this Study guide and for you taking interest within the Unit. This has been one of the oldest Units in Imperial, and has never changed command. Be diligent, you have to want it. Study hard, and keep on moving.

-Nitch (Community Director of GGN, EG-217/85.)

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