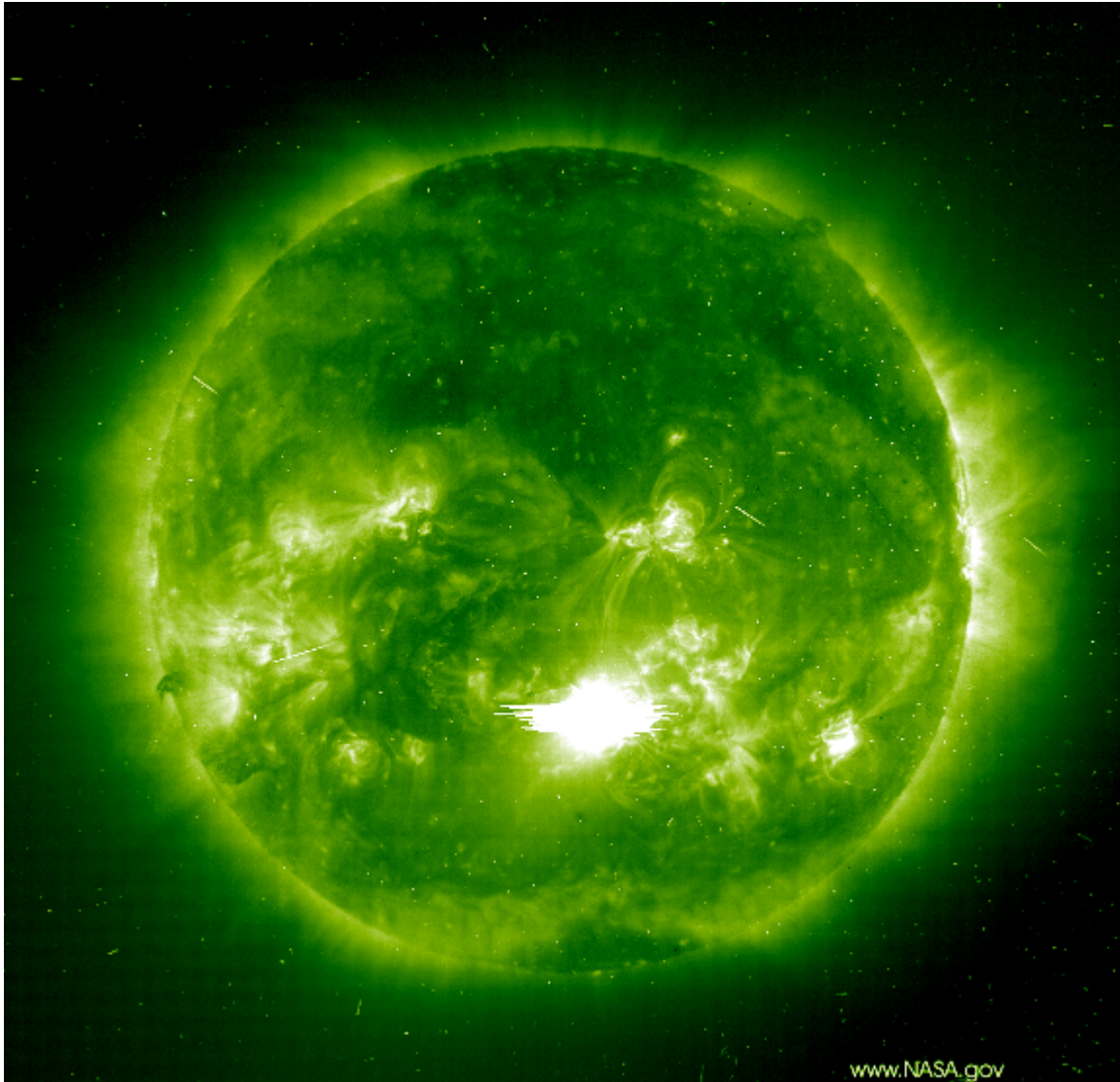


# THE SNROTE READER

A player-supported gaming newsletter for RTG's "Supernova: Rise of the Empire"



[www.nasa.gov](http://www.nasa.gov)

Issue: Number Five  
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# InterStellar News Agency

## Sections

### News

News Reports  
Battle Reports

### Business

Rumors  
Propaganda  
Most Wanted  
Stellar Claims

### Lifestyle

What's in a Name  
Stories  
Artwork/Comics  
Interview with an Empire

### Opinion

Ask Pete  
Articles/Game Advice  
Advice Columnist Q&A

### Entertainment

### Science

The ANZ Pile

### Classified

Classified Ads

### Disclaimer

# News Section

## **WARNING: PEACE HAS ITS CONSEQUENCES --- Lack of Battle Reports Disturbing to Economists, Exobiologists**



Eternus/Anonymous (ISNA) Is too much peace a bad thing? The panel on Galactic Aggression Balance met for the first time last week to discuss the long term implications of peace. The GAB consists of scientists from across the galaxy, most of which are exobiologists, who grow concerned about the blanket of peace that stretches across most of the galaxy.

“Let’s be honest here. Aside from the bi-monthly tyrant or Homeworld standoff, the galaxy is at total peace.” Says MK-13, a technoid from an undisclosed empire. “There are fundamental biological and quantum forces at work that cannot be ignored forever.” Mk-13’s views represent a growing paranoia among GAB members that warfare is necessary to balance the galaxy and to promote natural selection on the large scale. Many of their discussions were couched in pseudoscience such as the Gaia/Universe Hypothesis, Unity Theory and Quantum Connectivity while others simply cited natural selection.

“So many empires merely *talk* of going to war, in fact, our internal polls suggest that several empires are willing to pull the plug on peace but are holding back for some reason,” MK-13 explained. Three reasons are cited for the slump in warfare:

- 1) **Confidence:** many empires simply lack the confidence to engage in war. Several empires cite a disparity in strategic expectations, and many more cite a lack of powerful technology.
- 2) **Politics:** many empires value the prospects of trade above that of conquering an extra Homeworld or two of production. Personal alliances and relationships also restrain many from engaging in war out of loyalty and kinship. Some of the alliances have grown to such a magnitude, that several empires don’t have a neighbor they could target (without breaking their alliance.)

Cont. Next Page

3) **Altruism:** a surprising and vocal minority of empires refuse to engage in war on principles of justice and peace.

A conquered Homeworld yields tremendous gain. But clearly, the cost of warfare isn't easily justified in the current climate. "I believe the climate will change with a few key developments in technology. Biological balance dictates that an empire cannot sit on their hands building screen ships forever and hope to survive down the road," Mk-13 warns, "conquering a Homeworld is more than doubling production, its also removing a neighbor at the same time, thereby ensuring a larger economic base and buffer zone against aggressive empires who might have the technology to cripple you." GAB members are fond of discussing Homeworld sieges and the effects it has on demoralizing empires.

Mk-13 also points out the dangers of making too many friends, "What are friends really good for? Sure, trade items. Aside from that, you are never safe from betrayal and trading networks aren't the same thing as expanding your economic base. Oh sure, you stretch your technological base, but unless you use the expanded technological base to conquer a Homeworld, you're spinning your wheels. Some here believe you're actually going backwards when you put in the costs of setting up trade routes, especially if time is an issue with a more aggressive neighbor. Traders are merely revisiting the same galactic garage sale, but with shinier items every once in a while. An empire with two or more Homeworld's is arguably more dangerous than the two trade partners who haven't conquered anybody."

Mk-13 thinks the luckiest empires are those that have found the best of both worlds – quite literally. Many empires have found 'dropped' Homeworlds with little or no defenses, doubling and sometimes tripling their economies with a simple removal of a Bastion Surface Fortress and delivery of a dozen or so troops. Dropped Homeworlds are also great targets because they don't directly infringe upon local or alliance politics. But what happens when the all the dropped Homeworlds in a region are gobbled up and an empire has nothing but allies and neighbors within 20+ systems?

The traders smile at this response, predicting mad profits, further prosperity and a chance for greater technological growth. Mk-13 and his friends at GAB suggest that profiteering is a short-term solution. "The only way to ensure the survival of your species is to ultimately wage war upon your neighbors and conquering their Homeworlds."

The fine minds at GAB are now discussing methods, short of actual warfare, to achieve similar gains in exo-balance.



## **MIGRATION!**

### **Pioneer Movement Flourishes across Galaxy**

Eternus (ISNA) Rising real estate prices and the promise of greater opportunity have driven millions of private citizens to the stars. “Last month’s figures are astounding,” remarks Galop Meknarr of the Fifth Consortium, a census group based in the core of the galaxy. “Thousands of families have literally fled to the colonies within their empire’s space. These are numbers that dwarf previous immigration patterns.”

Imperial census reports received a new message format to alert them of the promising new trend:

“Population Group # 99999 on System-5 realizes private civilian immigration of 2 population units--this is a popular world, probably because of some of the facilities present there! (If a Homeworld, this growth represents civilians moving into cities from the countryside)

Perhaps the most surprising trend in the new migration is relocation to asteroid belts. Belt Miner Chaz Mason, a humanoid of the Black Hole Dynasty Empire had this to say: “I’ve been on these rocks going on 80 years and I ain’t ever seen whole families wanting to live up here in this cold, dizzy hellhole. Not quite sure what’s got into them.” Experts are just as baffled as Chaz and have no immediate explanation for the migration patterns. “There is no sign of slowing,” Galop warns, “the Pioneer Movement is here to stay.”

### **WOULD YOU LIKE TO KNOW MORE?**



# Business

## A Small Mathematical Problem

By JF Briel

I have a 195 yield for a certain resource on my Homeworld and a 400 yield for the same resource on a colony in my home system. Below what attrition rate will it be more profitable to build mines on the colony rather than on my Homeworld?

You may send personal responses to: [rotor911@hotmail.com](mailto:rotor911@hotmail.com)  
Or to [SNROTENEWS@yahoo.com](mailto:SNROTENEWS@yahoo.com) for publication in next week's issue.

## Rumor Mill

.....camera pans in on Field Marshal Sitting Bull, a hulking figure, standing over Uriel the Enlightened who is only slightly dishonored. Uriel is shivering violently as the ceremony takes place in the coldest freezer unit found in the capital city of Trilox while the Field Marshal seems to be quite comfortable. The ceremony continues as Uriel kneels before Field Marshal Sitting Bull. Sitting Bull is playing with a very small looking ceremonial sword while a translator drones on about the future of the populace that are now under a new government. Finally the translator becomes silent and a hush falls on those present. It is a classic scene of the victor standing over the vanquished. Time seems to stand still as Sitting Bull grasps the small ceremonial sword in two massive hands and slowly bends it to the breaking point. With his own blood dripping on the freezer floor he slowly draws a truly immense sword from his shoulder scabbard and with a single stroke, Uriel the Enlightened is deprived of his head. "It Is Done!" squawks the translator. Cameras pan out while Field Marshal Sitting Bull calmly cleans his sword on the once proud flag of the Eruditum Animi Empire....

Family's that play together should pray together.

The Auturian War Machine cannot be invoked. Please, no more killing!

It is time.

AJ

Junior Ambassador Tstiinlii was the highest ranking government official on hand to transfer the keys of government to Field Marshal Patton. This bloodless transfer of power was seen as the inevitable result of the continued decline of the royal family. When Honored One Perota passed on, the Imperial family line of the Fethra Dynasty ended. As is the custom, after the death of the ruler, all senior officials offered themselves to the gods.

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BUG RACE seeking Large, Photosynthetic, Low Breeding, Telepathic, Treelike species for a cup of nectar, preferably near the Greeglax System. No leftover SRPS required. NO AQUATICS.

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## Lifestyles

### What's in a system's name?

By Paul Hughes

The Editors just want to say thanks again to the wonderful contributions of Paul Hughes.

**Delius** (January 29, 1862 – June 10, 1934) An English composer born in Bradford. He was of German origin, and spent most of his life outside England.

**Catalin** Brand name for a thermosetting plastic popular in the 1940s. Chemically, it's a phenol formaldehyde resin almost identical to Bakelite, but because of its different manufacturing process (without using fillers such as sawdust or carbon black), it's transparent or milky white rather than brown, so unlike Bakelite it can be dyed bright colors or even marbled. This made it more popular than Bakelite, which it quickly replaced for consumer goods.

**Caswell** Several place names in both the US and UK. But also the name of a fort: The original fort, completed in 1836 at a cost of \$473,402, was fortified with both brick walls and large earthworks in a pentagonal design. Fortified with over 61 gun emplacements, it guarded the mouth of the Cape Fear River, and was a key in the defense of Wilmington an important port 50 miles upriver and, at the time, the state's largest city. When the issue of secession was debated in 1861, it was seized twice by a group called the "Cape Fear Minutemen", who were subsequently ordered by Governor John Willis Ellis to return it to the keeper of the fort, the only man stationed there by the U.S. Army at the time. When the state finally seceded, the new Confederate Army made it, along with nearby Fort Fisher, the key to arguably the most elaborate defensive system in the world at the time (Fort Fisher guarded the other inlet to the Cape Fear River).



**Benes** Czech surname, male, meaning blessed

**Hector** In Greek mythology, **Hector** ("holding fast"), or **Hektor**, was a Trojan prince and one of the greatest fighters in the Trojan War, equal to Ajax and surpassed only by Achilles.

He was the son of Priam and Hecuba, his younger brother being the less brave Paris. With his wife, Andromache, he fathered Astyanax. He had a horse named Lampos and friends named Misenus and Poludamas. His charioteer was Cebriones, his half-brother.

**Cebriones** The son of King Priam of Troy and a slave. In the [*Iliad*] he was the half-brother of Hektor and his final charioteer during the Trojan War. Along with Hektor and Paris he was the leader of the division that finally breached the Argive wall. He was Patroklos last kill.

**Independence** This is full autonomous self-government of a nation or state by its residents and population, generally exercising sovereignty. The term *independence* is used in contrast to *subjugation*, which refers to a region as a "territory" —subject to the political and military control of an external government. The word is sometimes used in a weaker sense to contrast with hegemony, the indirect control of one nation by another, more powerful nation. Independence can be the initial status of an *emerging nation* (often filling a political void), but is often an *emancipation* from some dominating power. It can be argued that independence is a negative definition: the state of not being controlled by another power through colonialism or imperialism. Independence may be obtained by decolonization, or by separation or dismemberment.

**Huneric** was King of the Vandals (477 – 484) and the oldest son of Geiseric. He dropped the imperial politics of his father and concentrated mainly on internal affairs. He was married to Eudocia, daughter of western Roman Emperor Valentinian III (419–455), but she left him probably in 472. Despite his adherence to Arian Christianity, at the beginning of his reign Huneric allowed the election of a new Catholic bishop of Carthage and persecuted the Manichaean sect. Then he started persecuting Catholics: he punished all Catholic Vandals.

**Vandal** The **Vandals** were an East Germanic tribe that entered the late Roman Empire during the 5th century and created a state in North Africa, centered on the city of Carthage. The Vandals may have given their name to the province of Andalusia (originally, *Vandalusia*, then Arabic *Al-Andalus*), in the south of Spain, where they temporarily settled before pushing on to Africa. The Goth Theodoric the Great, king of the Ostrogoths and regent of the Visigoths, was allied by marriage with the Vandals, as well as with the Burgundians and the Franks under Clovis I.



**Vulcan** **Vulcan**, in Roman mythology, is the son of Jupiter and Juno, and husband of Maia and Venus. He was god of fire and volcanoes, and the manufacturer of art, arms, iron, and armor for gods and heroes. Vulcan's analogue in Greek mythology is the god Hephaestus. He is also called Mulciber ("softener") in Roman mythology and Sethlans in Etruscan mythology.

His smithy was believed to be situated underneath Mount Aetna in Sicily. At the Vulcanalia festival, which was held on August 23, fish and small animals were thrown into a fire.

Vulcan's shrine in the Forum Romanum, called the *Volcanal*, appears to have played an important role in the civic rituals of the archaic Roman Kingdom. Vulcan was the father of Caeculus. A statue of Vulcan located in Birmingham, Alabama is the largest cast iron statue in the world. To punish mankind for stealing the secrets of fire, Jupiter ordered the other gods to make a poisoned gift for man. Vulcan's contribution to the beautiful and foolish Pandora, was to mold her from clay and to give her form. He also made the thrones for the other gods on Mt. Olympus.

**Maine** A state of the United States. It is probably named after the French province of Maine. Another possibility for the name "Maine" is that the people living on islands along the coast of Maine used to speak of going to the mainland as "going over to the Main." Its U.S. postal abbreviation is **ME**. Four U.S. Navy ships were named USS *Maine* in honor of the state. The state experiences a continental climate, much more so in the southern part of the state, with temperatures dipping into the 20s and 10s in the winter and 70s and 80s in the summer.

**USS *Maine* (ACR-1)**, the first ship of the United States Navy to be named for the state of Maine, was a 6682-ton second-class pre-dreadnought battleship originally designated as Armored Cruiser #1. Congress authorized her construction on August 3, 1886, and her keel was laid down on October 17, 1888, at the New York Navy Yard. She was launched on November 18, 1889, sponsored by Miss Alice Tracey Wilmerding (granddaughter of Secretary Benjamin F. Tracy), and commissioned on September 17, 1895, under the command of Captain A.S. Crowninshield.

Her active career was spent operating along the U.S. east coast and in the Caribbean area. In January 1898, Maine was sent to Havana, Cuba, to protect U.S. interests during a time of local insurrection and civil disturbances. Three weeks later, at 9:40 on the evening of February 15, a terrible explosion on board Maine shattered the stillness in Havana Harbor. Later investigations revealed that more than five tons of powder charges for the vessel's six and ten-inch guns ignited, virtually obliterating the forward third of the ship. The remaining wreckage rapidly settled to the bottom of the harbor. Most of Maine's crew were sleeping or resting in the enlisted quarters in the forward part of the ship when the explosion occurred. Two hundred and sixty-six men lost their lives as a result of the disaster: 260 died in the explosion or shortly thereafter, and six more died later from injuries. Captain Sigsbee and most of

the officers survived because their quarters were in the aft portion of the ship. On March 28, the US Naval Court of Inquiry declared that a naval mine caused the explosion.

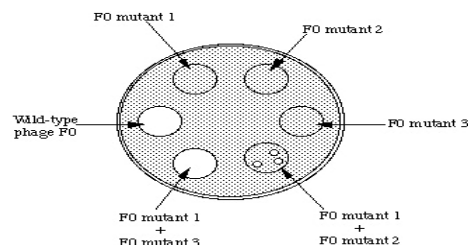
The tragedy was a precipitating cause of the Spanish-American War that began in April 1898 and which used the rallying cry, "Remember the Maine." At the time, it was used as pretext for war by those who were already inclined to go to war with Spain.

**Maximus** a name formed from the Latin term for "great" or "large." Therefore, it is both a proper noun and common noun, both in the ancient, medieval, and modern world. **Maximus Decimus Meridius** is the fictional character of ancient Rome who is the hero of the 2000 movie *Gladiator* played by Russell Crowe. Maximus was based on four people:

- Spartacus, the gladiator-turned-general;
- Narcissus, Commodus' wrestling partner and trainer who actually killed Commodus, by strangling him in his sleep (in the original script, Maximus' name was "Narcissus")
- Paulinus Gaius Maximus, a fictional Roman general who was the main character in Wallace Breen's book, *Eagle in the Snow*;
- Cincinnatus, the Roman Republican general and dictator who wanted nothing more than to return to his home following completion of his military services for Rome.

**Lysis** (Greek *lusis* from *luein* = to separate). For easily disrupted cells such as insect and mammalian cells grown in culture media, a mild method for cell disruption (lysis) is commonly used. Quite frequently, simply lowering the ionic strength of the media will cause the cells to swell and burst. In some cases it is also desirable to add a mild surfactant and some mild mechanical agitation or sonication to completely disassociate the cellular components. Due to the cost and relative effort to grow these cells, there is often only a small quantity of cells to be processed, and preferred methods for cell disruption tend to be a manual mechanical homogenizer, nitrogen burst methods, or ultrasound with a small probe. Because these methods are performed under very mild conditions, they are often used for subcellular fractionation studies.

For cells that are more difficult to disrupt, such as bacteria, yeast, and algae, hypotonic shock alone generally is insufficient to open the cell and stronger methods must be used. These organisms have cell walls that must be broken to allow access to intracellular components



## Interview with an Empire:



### Beulah Trade Company

**Journalist [Everlasting Spawn]:** Chairman Kezar Stanyan, thank you so much for agreeing to meet us. Your hospitality has been wonderful but was all that legal paperwork really necessary? I just needed to use the bathroom [laugh]

**Chairman:** Yes, well we cannot have you suing us for any accidental mishaps you may or may not have while on your way to or from the aforementioned location. Nor can we be held for accountable for any accidents in or resulting from the complete voluntary use our facilities. By the way, congratulations your urine test came back negative for narcotics or parasites.

**Journalist:** My what?...came back negative...never mind...ummm, Chairman tell us a little about your Empire.

**Chairman:** First of all, I am pretty sure my lawyers will argue calling our Company an Empire. But in away I suppose the Beulah Trade Company is the pre-eminent trade organization in this sector of the Galaxy.

**Lawyer 1:** Sir, I am not sure we approve of these open ended questions. I can provide you with the required waivers if you would like to continue.

**Journalist:** Ummm...so what exactly does your emblem signify about your Corporation? Is THAT specific enough?

**Chairman:** [Glances at the twelve Lawyers hovering behind him] *The Silver Horse Circling A Gold Wire Globe* is actually two symbols. The gold wire globe symbolizes the planet-wide articles of incorporation and the golden renaissance that the Corporations made possible. The silver horse was the original symbol of the Beulah Trade Cartel. After the merger with the previous, and now defunct corporation, the two symbolize were

combined. [The Chairman taps his ear “Linda, after this interview would you please escort the reports to the Corporate Gift shop and make sure they a copy of our latest fact-finding book ‘The Beulah Trade Company: For a Better Galaxy – For a Better You.’ “]

**Journalist:** Thank you, I don’t know what to say but I look forward to reading such a non-biased book. Chairman can you tell us a little about the fundamental outlook the Company has towards other empires or space-faring species?

**Chairman:** It is our firm belief that every empire and race will benefit from Trade and to that end the Corporation want to bring Trade to the farthest flung reaches of the Galaxy. Everyone should know the joy and salvation that is Trade! By the way, we are having a blow-out sale on last year’s model of Fuel Shuttles.

**Journalist:** Chairman it sounds like things are going very well for the Corporation. Since your..ummm..merger, what stands out as the best thing to occur?

[The twelve lawyers all gently tap their ears and begin whispering. The Chairman’s eyes glaze over as if in deep concentration.]

**Chairman:** Our Lawyers advise me to take the 5<sup>th</sup>, article 652, paragraph 410, sub-paragraph 40, on that question.

**Journalist:** [Looking at the Lawyers] Ok then, how about the worst or perhaps the funniest?

**Chairman:** Early on I took a short 10 cycle vacation and apparently the Board of Directors took that to mean that we should stop producing all advanced goods and only produce raw resources. Needless to say when I returned we were up to our eyeballs in the stuff. It all worked out in the end and I was amazed at how fast our Improved Industrial Complexes ran thought it.

Now as for the funniest, well, let us just say that we are very, very proud of our Spy Master.

**Journalist:** Guess that must be an inside joke?

**Chairman:** The Mega-Alliance it refers to isn’t too Mega these days [Evil Smirk]

**Journalist:** That is a great segue into my next question. So, Chairman, in your most esteemed opinion what is the most important thing that other Empires should about the Beulah Trading Company?

**Chairman:** That would simply have to be that if your Empire wants it, we will sell it. You need troops to squish invading Vegetarians; they are yours for a price. Then again say you simply want to irradiate some back-talking plants, all from the safety of Orbit.

Our factories will be happy to load you up with the latest and greatest in Planet Cracking technology.

**Journalist:** I only have a few more questions for you Sir. New races and Empires are appearing in our Universe all the time. What one piece of advice would you give them?

**Chairman:** Beyond only buying official Beulah Trade Company products, I would have to say: Specialize do not Diversify. People will be amazed at some of the interesting technology breakthroughs that happen when you only traverse down one or two technology paths. After all, if you can't make it, then buy it!

**Journalist:** If you could request any one change in how the Universe runs what would it be?

**Chairman:** That is an interesting question and I think I would like have the ability to un-build some of my mistakes. There is no use for two million Improved Timber, but being able to convert it back into Timber or plain lumber would be great. I'd also take a 2:1 or 3:1 conversion for going to advanced goods if that was allowed. For fair play, I'd say finished good cannot be exchanged, so no turning old Nuclear Transwarp Drives into their swanky new Antimatter version.

**Journalist:** I'd like to thank you for your time do you have any last comments you would like to make?

**Lawyers 1 to 12 [in unison]** No further comment and pursuant to Article 10, paragraph 978, sub-paragraph 1048 of Article 464 of the Media Relations Information Act, we ask that you submit all information either written, electronic, mental, emotional and physical or in any form that may be construed as a copy for inspections and possible sanitization.



# Opinion

## ASK PETE

Each week, I'll submit around 5 questions to Pete that will be published in the newsletter. Feel free to continue to forward any questions to SNROTENEWS @yahoo.com to have your questions answered here! A tremendous thumb up to Pete for making this section possible!

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**Question:** When a Transwarp Drive is combined with non-TWDs to reduce the warp bubble size, will that effect carry on to the second and subsequent warp jumps or only apply to the first? (i.e.-does the TWD do all of the work for the jumps until the others are fired up for an actual assault?)

**Pete:** All warp bubble reduction is cumulative, so it would carry over to subsequent warp jumps.

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**Question:** when two empires send fleets through the same Warp Point, on the same order pulse, in the same direction, do they interfere with each other as regards the number of ship-equivalents that can pass through in each naval combat round?

**Pete:** A naval combat is executed after all normal orders have been processed for an order pulse, at which point the Warp Point is examined. Thus, those fleets would interfere with each other for warp assault purposes.

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**Question:** Repairing damage: Right now, I guess it sounds like damage "heals over time". However, are there ways to speed the healing process up? What kind of time elapse will heal what kind of damage? What are the "degrees of damage" a ship/fleet can have?

**Pete:** Damage control parties exist on all ships and repair damage over time. At this time the only way to speed up this process, which is actually pretty fast, would be to scrap and rebuild the ship at a shipyard.

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**Question:** In regards to the Naval Combat Primer: 1) Are the changes being made in defensive systems? 2) When can we look at the Naval Combat Primer as a finished document?

**Pete:** Defensive systems already act as divisors to incoming damage. Improvements are being made to their efficiency; no ETA at this time.

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**Question:** Yarrrrrrr! How best me maties come aboard ye? Are there boarding rules in place? How best to loot a frig?

**Pete:** Boarding actions are subject to abuse, and thus must be very difficult to predict. There is no way to guarantee that you will capture enemy ships. Frigs cannot be looted. However, figs, which are rumored to grow on remote tropical islands on Old Earthe, can be looted simply by reaching out with one's lateral pseudopod and picking them gently from their filonborgs.

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**Question:** Aren't screen forts overpowered, especially if built out of high tech armor?

**Pete:** I'm glad you asked :) It is possible to build a lot of 1,000 ton Surface Outposts for planetary defense. By utilizing high tech armor such as Tckon 68, such a unit might reach a structural integrity value of close to 9 million because surface fortresses receive a very favourable 9 x multiplier on integrity. This can make them very difficult to destroy, and if an empire were to build a lot of them, backed up by heavy firepower and fire control, it might be able to decimate an enemy fleet without suffering much damage in return. One counter to this is to simply develop very powerful weapons with which to bombard the pesky SOX's into submission. High tech armour, such as Tckon 68, or very high tech shield generators, do cap out on their generous integrity or shield factors. Some weapon lines, however, cap out at a much higher level. For example, a typical 7th generation weapon such as a *Siege Fusion Blaster* has a firepower-to-tonnage ratio of 64. To kill single heavily-armored SOX with 9 million integrity, one would need 140,625 tons of *Siege Fusion Blasters*. This would kill one fort every time those weapons fired. That's not a favourable tonnage ratio, because you'd need a huge number of them to kill what is probably a large array of SOX's, with +1 fire control for each 140,625 tons of *Siege Fusion Blasters*. This adds up to too much tonnage, and the defender would likely win out. 7th generation weapons just don't cut it against this kind of stiff defence. How about 10th generation weapons? You bet they exist. A typical 10th generation weapon might boast a firepower-to-tonnage ratio of 512 - eight times as efficient as those clunky old 7th gen peashooters. This reduces the weapon tonnage requirement to only about 18,000 tons per SOX destroyed. That could be cut in half, and in half again, for each weapon system generation after 10th. Fire control must be added for each battery added so that many SOX's could be destroyed during each weapon firing pass. With decent fire control systems and some leaders, you might need 20-25,000 tons per kill just in weapons and bridge systems - more when you include Fuel Tankage, armour of your own, engines and so forth to make up the rest of your ship. This might seem like a lot as you are only destroying a single 1000 ton fort per battery, but those forts are pretty high tech in their own right (Tckon 68, for instance, is 7th generation armour), they are immobile (the ship equivalent to screen forts are almost immobile, since they are too small to mount Transwarp Drives, and thus have almost no strategic mobility) and therefore represent zero offensive threat, they are totally unarmed, their tonnage gets in the way of planetary defences fire control, and each one took up a shipyard slip during construction - that's not inconsequential as every slip eats up a whopping 50,000 construction materials (which could have been in the form of, say, 100 Stripmining Complexes, for 100,000 Raw Resources lost forever for *each* fort built,



in addition to the fort itself once it is destroyed [ie 1,000 armour = 5,000 adv steel = 15,000 iron = 150,000 Raw, plus another 100,000 Raw for the opportunity cost of the shipyard slip, giving 1,000 ton screens a significantly higher resource cost than larger ships]). Forts are tough and a staunch defender could conceivably "turtle up" and make himself into a very tough nut to crack, but even that can be beaten.

All of the same principles apply to the loudly touted "screen ship" strategy, except that ships don't receive the awesome 9 x multiplier on integrity. This makes all weapon systems used against them nine times as efficient at killing them when compared to knocking off those irritating forts. That's just over three generations of advances saved on weapons tech. There is a range of technological advancement where screen ships or screen forts are king against an unprepared enemy. Then there is a "sweet spot" where weapons become so powerful that even heavily-armoured screen ships or forts can be taken out by a determined attacker. After that, weapons can become so awesome that a large tonnage advantage is no longer mandatory, and an attacker can add substantial fire control to heavy, fast warships. At that point, screens might be considered a mere annoyance and tonnage to be destroyed at virtually no cost. As usual, it all depends where you land in that range. The defender always has the edge, especially when surface fortresses are brought into play, but eventually the popular screen strategy starts to show its age. The issues of near-zero strategic mobility and huge vulnerability in the case of an unplanned warp assault are other issues that make screens of any sort risky. They can be king - they can be killed.

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Thanks again Pete!



Dear Miss Manners,

We have since captured a small being that wears solid patterned clothing and a strange little 'A' shape on its tight fitting shirt, who claims to have traveled here under the tutelage of someone known, surprisingly, as "The Traveler" from a planet on Dorvan V. He claims to be on his way back to Starfleet Academy to resume his training. What should we do with him?

Sincerely,

We Have Wesley Crusher and We Don't Know What to do with Him.

Dear We Have Wesley Crusher and We Don't Know What to do with Him,  
Please shove him into an airlock and eject him into space at once.

-- Miss Manners

# Entertainment Science Classified

In our never-ending pursuit of knowledge, the CUE-P has encountered yet another (and not overly surprising) paradox...

The more we discover, the more we have yet to learn - paradox!

The more we learn, the more we have yet to discover - paradox!

Although we do realize, that nobody is capable of exploring like an explorer can... We have come to understand that sharing knowledge with different species, has led us to understand the galaxy around us, even more profoundly than we could have managed on our own ( in the same relevant time, and space – of course).

Therefore, our most enlightened emperor, “Philosopher Lord: Daedal”, has ordained a call, to other enlightened galactic civilizations, who also have a desire to escape the dark obscurity of ignorance...

We are in the process of assembling and compiling a tome (repository) of knowledge, regarding different aspects of the game SN:ROTE, by RTG.

Our current efforts; involve a revision of our catalogue of ANZ and INST reports - as well as - a comprehensive study on the aspects of planetary exploration.

If your emperor, would be interested in participating in such efforts with the CUE-P (and its associated empires), then please contact “Philosopher Lord: Daedal” at:

[cue-paradox@sympatico.ca](mailto:cue-paradox@sympatico.ca)

Cont. Next Page

[Consilient Universology Explorers - Paradox](#)  
Empire # 1579

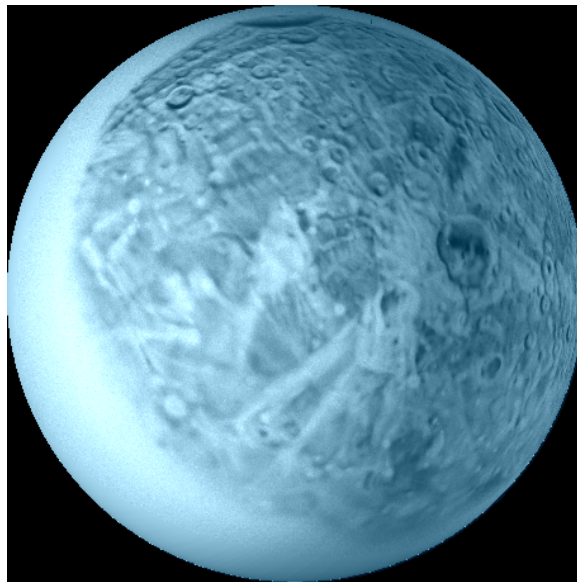
Take your "CUE", and become part of the great galactic link.

(Newer, and/or start-up empires, are welcome.)

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Notice: The Keeper of the Galactic Directory is now taking system name submissions for the next update of the Galactic Directory. To submit them for addition to the list you can either post them to the RTG board, send them to Hobknob, Keeper of the Galactic Directory in a PM or in a separate email. My current email is listed on my posts. The rules are fairly simple. Post any system you want along with the name of the empire that is making the post. If you have a board handle I also put that in the list for ease of contact.

-- Keeper of the Galactic Directory



## Disclaimer

DISCLAIMER: This is a player supported newsletter completely independent from official material created by Rolling Thunder Games. This newsletter by no means precludes RTG's reserved rights and copyrights to SuperNova: Rise of the Empire.

### SUBMISSION GUIDELINES

"The SNROTE Reader" is now accepting materials for its bimonthly printing.

Submission EMAIL: SNROTENEWS@yahoo.com

Distribution: PDF or Word through a link in the forums and/or by direct email

Formats accepted: Any and all. No reason to reject any contributions at this juncture, the newsletter can be any size.

Photos and artwork might be cropped for formatting issues.

Authorship: Please include how you want to be credited for your work. Feel free to use, board names, empire names, character names or real names...or even anonymous.

Deadline for Submissions: The day after turns are due. The next deadline will be December 15,

Publication Times: MST Thursday night/Friday mornings.

### Categories:

1) News Reports. The equivalent of the AP Press for the newsletter will be the ISNA (InterStellar News Agency) Feel free to stay within the flavor of newsprint journalism for such submissions

2) Battle Reports. You can submit with, or without commentary. I might summarize the report in two sentences as a header, or better yet, use yours

3) Rumors. One or two-sentence blurbs. Have fun with it. List a source if you wish, otherwise, it will be listed as from "interstellar noise" through subspace communication.

4) Stories: Something short preferred. If you have something more epic, we could work out a way to chop it up over a few issues.

5) Artwork/Comics: this would be awesome. Anything at all would work.

6) Articles/Game Advice: Many of you already have material. Feel free to submit it all!

7) Ask Pete: I'd prefer to contact Pete and see if he could put together a few Q&As he gets from email on this subject. I'll call him next week and see how it works out best for him.

8) Interview with an Empire: I put together a stock of questions for an empire to answer. We have room for several of these a week, so don't be shy. Feel free to write your own Q&A.

9) Classified Ads: The Newsletter will have a few regular advertisers to add some flavor to the pages. Feel free to advertise your alliances, trade associations or local pirate

10) Propaganda: This can take on any form you see fit. Classified Ads are but one example.

11) Most Wanted: Nominate your local bully with a brief description of the infraction (battle-no details needed) Heck, even nominate yourself LOL Include systems, or not. The veracity of this section is of course, suspect, but I imagine there will be some half-truths submitted. If an empire denies a claim (from either end), I will insert [DENIED by ....] after each such entry. Each undenied claim will carry with it a reward of fake cash [yes! in Megacredits! LOL] Cash stakes go up depending on the nature of the claim.

12) The ANZ Pile: submit 'em and I'll post 'em. If you have an entire guide you want posted, I can write up a brief review on it and simply make it an appendix to the newsletter.

13) Advice Columnist Q&A Format: Any volunteers? Silly or over-the-top personalities encouraged. We could have several.

14) Stellar Claims: Hobknobs document is the best place to make such claims but I see no reason why to exclude them from the newsletter. I'll be sure to mention the location of the Galactic Directory each time somebody submits a claim to a system.

Categories are subject to expansion/retraction as participation dictates.

The newsletter will be as good as we make it, so let's see how the first few turn out. I won't be adding much more than a fluff item, and perhaps an article every once in a while, so the bulk of the newsletter is really all up to you. So, get your beaks, tentacles, digits, globs, legs, arms, claws or whatever to grab your writing instrument of choice and get to work! Thank you in advance to those who contribute.