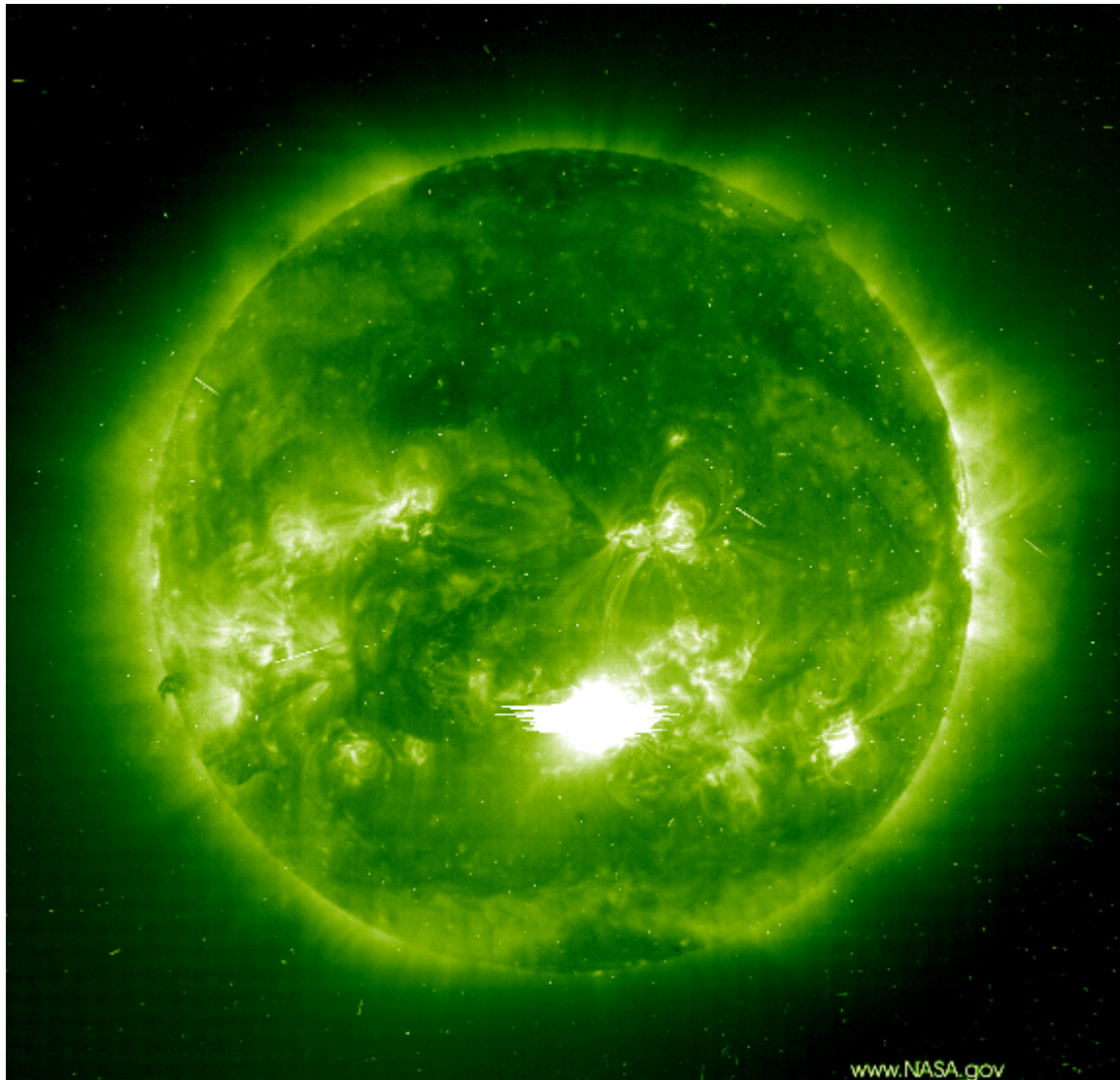


# THE SNROTE READER

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



Issue: Number Two  
Earth Date: December 16, 2005

# InterStellar News Agency

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# News Section

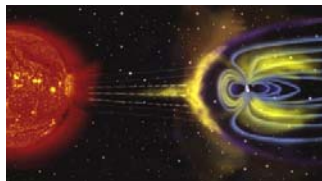


## **VALKOR-ROMAN FORCES USURP EYRE-GO'ALD FORCES IN SHAI**

**Roman Homeworld Saved – *Tuetenberg Forest* Destroyed**

Eternus (ISNA) The Roman High Command issued a battle summary announcing victory against The Eyre and Go'ald Empires. The battle took place in the Shai system, widely-believed by most to contain the Roman Homeworld. The Valkor Star Kingdom arrived in the final hour to assist the Roman Homeworld defenses against an impressive Eyre-Go'ald invasion force. Military reports from the Romans suggest that screen ship were the vital factor in overcoming unfavorable ratios of 1:5 in integrity and 3:5 in firepower, when compared to the respective integrity and firepower of the Eyre-Go'ald invasion force. Most notably, the Eyre's Dreadnaught class *Tuetenberg Forest*, an 11,000,000 ton carrier-type assault ship, eventually met destruction as it struggled to penetrate the defending screens. No official responses have been made by either The Eyre or the Go'ald Empires.

**Would you like to know more?**



## **Communication Lost with Strattoflorian Air Displacement Homeworld...**

Eternus (ISNA) We received a report that all communications with the legendary Strattoflorian homeworld has been severed. News crews are on the way, but strange Solar storms have reduced all space traffic in the region.

# Business

## Rumor Mill

Sha'thar growls. "...and I don't care who you are. Referring to Gosht Kohr embassies as "cat houses" will get you eaten."

At last I have it, now I do herby claim the title of Primus of Yamal. All who follow Yamal will hear my call and Follow my lead  
-----Primus of Yamal

To the folk in the Draconis region of space Be warned. Someone is selling your information to the highest bidder

THE ORB. I HAVE FOUND THE ORB

The existence, of a direction of time, can be traced to an asymmetry of causation. We know more about the past, because the elements of the past are causes for the effect, which is that of our perception. We feel we can't affect the past, and can affect the future, because we cannot affect the past, and can affect the future.

-- Philosopher Lord: Daedal  
Metaphysical Thought Experiment #4774

oaCoaC oaC oaC oaCoaC oaCoaC oaCoaC oaC oaC oaCoaC oaC oaC

Pirates are overrated.

Warp Point number one has been found with no sight of the Bastablon system on either side, however, we did find a sign that reads: "If you've done six impossible things this morning, why not round it off with breakfast at Milliways, the Restaurant at the End of the Universe?"



# Lifestyles

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

By Paul Hughes

**Acastus:** In Greek Mythology, **Acastus** was one of the men who sailed with Jason and the Argonauts. His father was Pelias, then king of Ioklos who was later killed thanks to a trick by **Medea**. In revenge, Acastus drove Jason and Medea into exile, and so became king of the country himself.

Acastus purified Peleus of the murder of King Eurytion of Phthia. Then, Peleus lost a wrestling match in the funeral games of Pelias to Atalanta. Astydameia, Acastus' wife, fell in love with Peleus but he scorned her. Bitter, she sent a messenger to **Antigone**, Peleus' wife and daughter of Eurytion, to tell her that Peleus was to marry Acastus' daughter, Steropes; Antigone hanged herself.

Astydamia then told Acastus that Peleus had tried to rape her. Acastus took Peleus on a hunting trip and hid his sword, then abandoned him right before a group of centaurs attacked. Chiron, the wise centaur, returned Peleus' sword and Peleus managed to escape. He pillaged Ioklos, sometimes said to have been helped by Jason and the Dioscuri, and dismembered Astydameia, then marched his army between the pieces. Acastus and Astydameia were dead, and the kingdom fell to Jason's son Thessalus.

Retrieved from <http://en.wikipedia.org/wiki/Acastus>



**Medea:** In Greek mythology **Medea** was the daughter of King Aeetes of Colchis (now a territory of modern Georgia) and niece of Circe, and later wife to Jason.

**Antigone:** There were two women named **Antigone** ("like her ancestors") in Greek mythology.

Peleus and Telamon, his brother, killed their half-brother Phocus and fled Aegina to escape punishment. In Phthia, Peleus was purified by Eurytion and married Antigone, Eurytion's daughter. Peleus accidentally killed Eurytion during the hunt for the Calydonian Boar and fled Phthia.

**Noache:** A derivation of Noah.

**Novotnoi:** Russian period name; peasant.

**Pebbles:** Pete has shown an outstanding breadth of myths and legends for system names, and this is no exception. Pebbles the daughter of Fred Flintstone, cuddly and cute, Pebbles is the apple of her parents' eyes, and an enduring soulmate to Bamm-Bamm. She weighed 6 pounds, 12 ounces, and her favourite phrase is “Abba-Gabba-Goo!”.



**Ingeld:** Lord of the Heathobards, from the story of Beowulf. Son of Froda, who is engaged to Hrothgar's daughter, Freawaru. The Heathobards who were probably later subsumed with the Saxons. There existed an ancient feud between Hrothgar's Danes and Froda's Heathobards. Froda has been killed in some sort of fight with the Danes; Hrothgar attempts to buy peace by marrying his daughter to Froda's son, Ingeld. Beowulf declares himself sceptical as the likely success of this plan. In due course Ingeld revives the feud during a visit to his father-in-law and is there killed.

**Hwfa:** Welsh Christian name meaning Hova.

**Mellela:** Female name (from Greek) meaning ‘sweet as honey’.

**Wyrttun:** Male name (from English) meaning ‘from the vegetable farm’.

## Interview with an Empire:



### The Sabeli Ekok

**Journalist [ Everlasting Spawn]:** Quite a place you have here and the refreshments are amazing. Thank you for your time. I know you are a busy, busy [looks at the Sabeli in front of him] mammal, so I'll get to the quick of it. Please introduce yourself.

**Sabeli Ekok:** Sabeli Ekok, a founding member of the Holy Brotherhood of Brewmasters, CEO of StarBar enterprises and a long-time visitor to the boards. My handle there is Kurassier.

**Journalist:** Quite an emblem there. Reminds me a bit of home. What does it signify?

**Sabeli Ekok:** *'Yellow Sun Rising Against An Azure Horizon, Over A Calm Ocean With Yellow and Orange Rays Striking The Water'*

Water is an important part of our world, thus the ocean and the rising sun represents a new beginning and the future.

**Journalist:** Pardon my staring, but I can't help thinking your appearance reminds me of an aquatic mammal species on my own homeworld.

**Sabeli Ekok:** No bother. I'm sure many here in the room with me haven't seen a talking aquatic sunflower either. Our appearance is: *A small stocky humanoid covered in a fine layer of fur. Facial features of a sea otter.*

In truth, the Sabeli are actually two similar races that have become one over time. The first, the Sabeli, are humanoids descended from Sea Otters while the Ekok are humanoids descended from River Otters. The Sea Otters or the Sabeli represent about 70% of the Sabeli Ekok. They are so close that very few now can tell the difference, in fact, many families include both bloodlines such that there are probably very few 'pure' blood Sabeli or Ekok, thus Sabeli Ekok. Many now go by 'Sabeli' for short, regardless of their bloodline, because it just doesn't matter today.

Oh yes, and we can be long winded at times.

**Journalist:** Can't we all, can't we all. What is your fundamental outlook toward other empires?

**Sabeli Ekok:** Curiosity....we are basically a friendly race, but can be guarded. Our trust must be earned and not given away freely. We have currently met 7 other races, 3 we consider allies, 2 trading partners and the one, well, let's just say they have 'voluntarily' joined the Sabeli Ekok empire. The last we are at war with, apparently they just don't like Beer! huh!

After all, we are the founders of the Holy Brotherhood of Beer and StarBars, who could dislike us??!?!?!?

**Journalist:** They say the universe is a big place. Big enough, I suppose for those who seek the end of all fermented products, perhaps? What's the best thing that has happened to your empire to date?

**Sabeli Ekok:** Finding an ally close by.

**Journalist:** The worst?

**Sabeli Ekok:** Nothing terrible, but I'd say two things, having a ship be destroyed by accident that was carrying a Ranger (but Pete replaced him)...and, let's see....wasting time researching Type A and B Universal Translators thinking diplomacy might be important.

**Journalist:** The funniest?

**Sabeli Ekok:** Being threatened by a bunch of cows.

**Journalist:** What's so funny about being threatened by a herd of vicious, sentient cows?

**Sabeli Ekok:** Well, first of all, they may be 'sentient' but not by much. To borrow a Terran analogy (a race we ran into) it's kind of like being threatened by your lunch. 'Hey! I'm going to squirt all over you' says the ketchup; 'I'm going to give you heart disease' says the plump thick juicy char-grilled burger, while it's sitting next to a pint of our finest. After all, my beer would never threaten me, well, at least I hope not!!!

**Journalist:** (chuckling)...about your beer. Some consider you as the Mogul of Marketing, what is your future vision for StarBars?

**Sabeli Ekok:** I will not rest until every system has a StarBars! The benefits to the Sabeli economy and the locals are excellent. We are considering a StarBars Express concept for those systems without planets, or limited population. We are continually listening to the needs of our consumers and incorporating the good input we receive. We also take criticisms quite seriously, but fortunately, there is little of that.

**Journalist:** It sounds like you have quite a network of people you are working with! How would you advise new players to build their own networks from scratch?

**Sabeli Ekok:** Well, first and foremost if you want to have a close ally, CHECK your fleet settings! If you blow up the first ship you run into, that race is not likely to trust you easily. Also, don't give your trust too easily either. Early on I ran into 2 aliens and worked out 'non-aggression' pacts and established a 'neutral zone' between us. Of course I then put several warships just outside of the warzone, just in case! They honored the neutral zone (as did I of course) and now I am Total allies with both.

IN addition, early on, build explorer ships and develop at least Mk III Jump Survey Sensors (I'd go to at least Mk IV personally) and SS/SURV/WARP in all directions.



Much better to find aliens 6 or 7 wp's away than 2, especially if they aren't so trustworthy.

There is a lot more but I don't want to take up the entire issue, and newbies can feel free to email me and I'll see what I can do to answer their questions (tpalcorn@yahoo.com)

**Journalist:** Whats the most important thing that other empires should know about your own?

**Sabeli Ekok:** We will never be the one who would break a pact, but if betrayed, we Sabeli can pack a mean punch.

**Journalist:** What one piece of advice would you give to a new empire?

**Sabeli Ekok:** There is so much advice one could give, but I would say, play your race the way you want and have fun. The heck with what everybody else wants you to do. I get plenty of advice from friends and comrades on how to do things (most of it good advice) but I ultimately will run my empire the way I think the Sabeli Ekok would do it.

**Journalist:** What single improvement would you like to see in the game?

**Sabeli Ekok:** Some type of true diplomacy/alliance system in play. Twenty percent of my characters are diplomats (which fits the Sabeli Ekok role as I designed them) and it would be nice to see them do something besides boost productions. Also goes back to my prior statement, the Revolution order was implemented, but we refuse to use it (did I mention we are also stubborn?) as it is just not a Sabeli thing to do.

**Journalist:** I must say, you are quite the opposite of our last interview. With all the combat going about, do you at all feel bored playing the role of 'nice guy'?

**Sabeli Ekok:** Well, I practice combat on the 'sentient' cows... but I designed my race to be intelligent, scientific, and diplomatic. I enjoy 'building' my empire and exploring. I also enjoy learning from other peoples' mistakes, better on the economy! I know my time will come when I'm at war with someone more intelligent than the Bovines and I hope to have a tech and industrial advantage when that time comes.

[Several marketing Sabeli urgently gesture to the interviewee, pointing at their timepieces]

**Sabeli Ekok:** Anything else?

**Journalist:** Nope. That will do it. I look forward to watching your continued success and on behalf of the universe, thank you for your time.

**Sabeli Ekok:** My pleasure. Feel free to stay at the StarBar for as long as you like and safe travels to you, sunflower.

[End of interview]

# 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 do neutral populations begin growing? When first discovered by a player empire? Or have they been growing from turn zer

**Pete:** Once controlled by a player.

=====

**Question:** What function do religious installations serve? Any word on when/how religion points might be utilized?

**Pete:** They add to the points you receive when your religious leaders pray; no eta on when the religious favor will be converted into something useful :(

=====

**Question:** In reviewing the updated Naval Combat Primer, how many drones/fighters are destroyed in each of the following scenarios (Questioner's guesses are in parentheses.)

**Scenario I:** a drone/fighter fleet v. an orbital with zero mobility, zero point defense and no CIDS; (zero?)

**Pete:** And zero defending fighters/drones with point defense ratings, or any ships designed with any items that happen to have point defense ratings - then zero losses.

**Scenario II:** a drone/fighter fleet v. a very large ship with a very tiny maneuverability rating, zero PD and zero CIDS.  
(maneuverability only reduces amount of damage from d/f but fails to destroy any of them?)

**Pete:** Zero again, though absolute answers of "you won't lose any" make me skittish - call it virtually no losses and that's a safer answer, to cover the unexpected ;) If you're up against somebody who has poor or no point defenses, and no fighters or drones, and hasn't designed his ships with any items that have built-in point defense capabilities, your losses should be as close to zero as might be hoped for.

=====

**Question:** Does Santa plan to have any SRPs in his sleigh this year?

**Pete:** He already arrived, heh - he comes early, in September, to celebrate each year's anniversary of SNROTE coming out. He'll definitely be coming back next year - Santa's schedule is like clockwork. He even delivers gifts for empires that have been bad....

=====

Thanks again Pete!

# Entertainment

## The M.. Word: A Lobster's Quiz



### Answers to Last Week's Quiz

We received guesses on last week's quiz and have a winner!

**Winning Guess:** The "M" word is obviously "margarine," since it would be an outrageous offense to cook them using anything but butter. Right, Sakarissa?

**The answer was “Mayonnaise”** and we agreed that Michael Curtis's guess of 'Margarine' was the closest to earn him a slightly reduced award of 10 Trillion Megacredits! (Will be paid over installments for tax purposes, of course.)

These fine guesses were made by Philosopher Lord: Daedal:

1. Molting - the process of when a lobster discards its old shell, and begins the formation of a new one.
2. Mature – the term referring to a sufficiently advanced state of the species development to be considered as ethically edible.
3. Market Size – the definition in both mass and volume that, is considered worth keeping after being caught (trapped).

**Other guesses:** Mollusk, Maine,

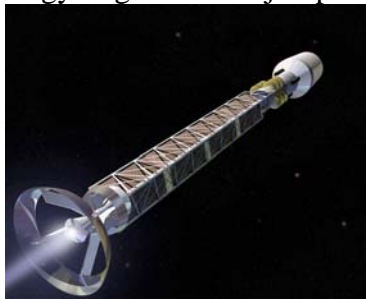


# Science

## ANTIMATTER TRANSWARP DRIVES COMPLETED

### Anonymous Report Discusses Implication of Advance

Eternus (ISNA) We received an anonymous announcement of the first known completion of an Antimatter Transwarp Drive. According to the source, “nothing amazing really happened upon testing and we don’t expect the new technology to change the current implementation of Transwarp devices. However, they are more efficient to build than their predecessor prototypes.” The research team is pressing forward. “The antimatter devices are old hat. We’re moving forward. We look forward to the completion of Mk II Antimatter Jump Drives in hopes of finding a breakthrough in warp technology.” Physicists of all sentient races are insistent that Stable Wormholes are possible and many surmise the path to such technology might include jump drives.

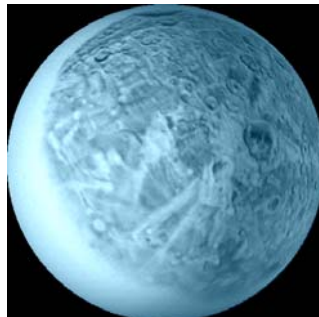


[Picture courtesy of NASA](#)

# Classified

WANTED: 20,000 Mk I Inversion Field Generators. WTT Design spec for ‘Type A Planetary Shield Generator’. Will provide shipping, if you provide coordinates.  
Response Number: 7891

FOR RENT: Do you have an enemy homeworld to conquer or just need a little extra muscle? Rent spare troops from the Beulah Trade Company. We have 200 Units in stock now!!! Contact the Corporate office on the Tachyon Communication Grid at [BeulahTradeCompany@yahoo.com](mailto:BeulahTradeCompany@yahoo.com)



## Disclaimer

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### 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.