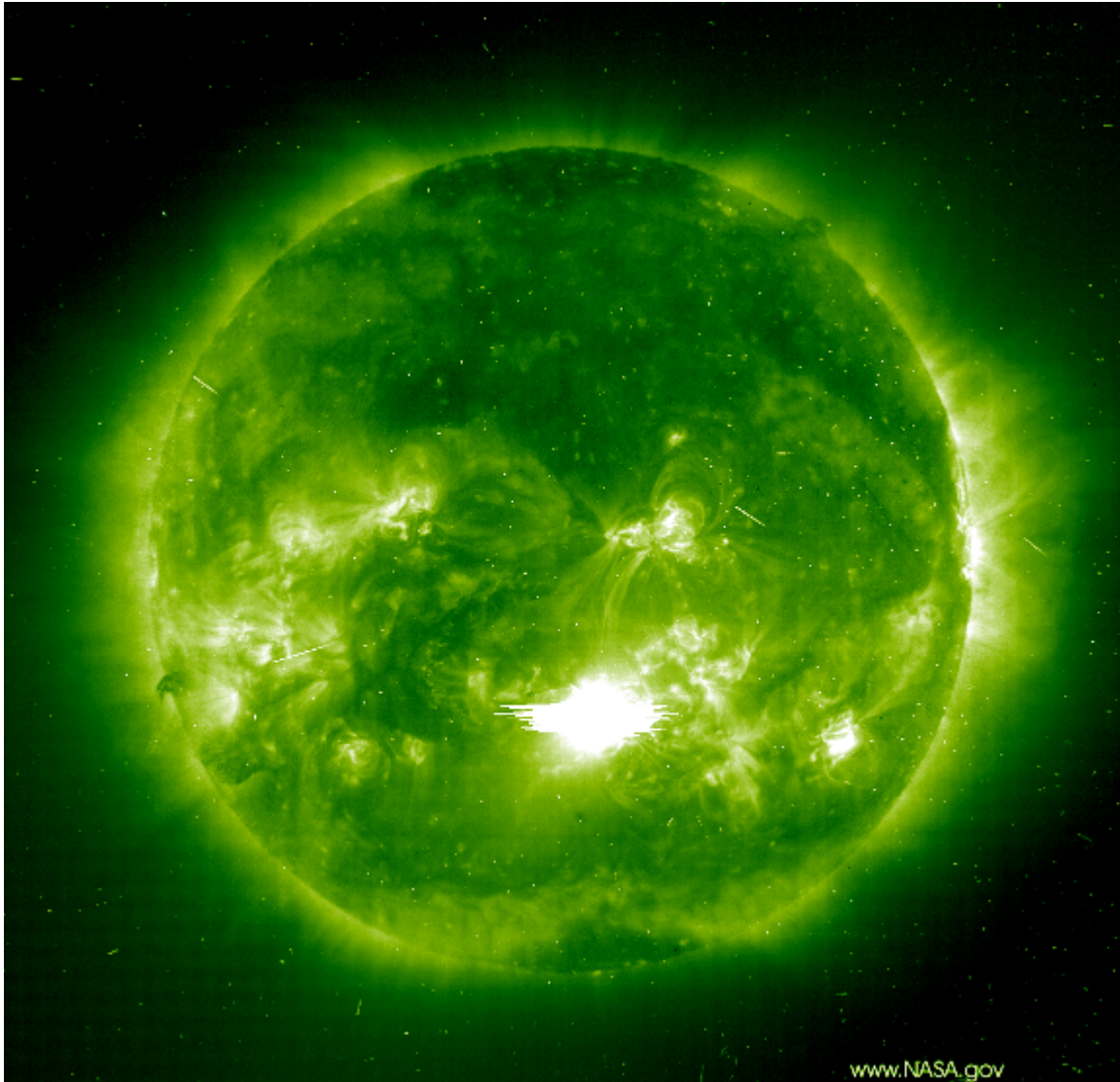


THE SNROTE READER

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



Issue: Number One
Earth Date: December 2, 2005

INTERSTELLAR NEWS AGENCY BORN!!

Eternus (ISNA) The veil of interstellar silence has been lifted and the efforts of several backyard astronomers of all shapes and sizes have laid the foundations of the Interstellar News Agency! (ISNA) A tremendous thanks to those who have contributed to the first, of what we hope will be many, newsletters of its kind! Submission Guidelines have been included at the foot of this newsletter. A special thanks to Pete and Russ, as always, for making any of the foregoing silliness remotely possible.

FURY OF GJORHAAN REJECTS BROKEN COLLECTOR INVASION...Bon-Bon Kings Fail to Arrive



Eternus (ISNA) The largest reported screen battle in history resolved in the Chadwik system, resulting in what appears to be a complete annihilation of the invading Collector forces and sizeable screen damage for the defending Fury of Gjorhaan. Reports indicate a second, and equally impressive Bon Bon Kings invasion fleet, is still at large in the Chadwik system. Experts can only surmise the outcome of the “Second Battle of Chadwik” had the Bon Bon King’s fleets arrived as planned.

In an ISNA news conference last week, the Collectors reported that the second assault fleet failed to arrive due to “[an] error made in the routing of this vital order and a lonely survey ship many, many jumps away received an encrypted priority alpha directive to immediately conduct a scan; a scan of a system which in fact was most definitely not Chadwik, the home system of the vile Gjorhaanians.”

No official word has been received from the Bon-Bon Kings. The Fury of Gjor’haan claims absolute victory, as usual, implicating the destruction of a troop transport, but has failed to disclose the entire battle report to verify such claims.

[Would you like to know more?](#)

BEACON HALL UPS DEFENSE REQUEST

By Whip Lash

Valkor (ISNA) The Valkor High Command submitted a \$500 billion request for increased spending. Military headquarters at Beacon Hall announced the action after Marshal U.S. Grant, Chief of the Valkor Joint Staff, personally delivered the request to the King. It is significant that Marshal Grant presented the request during a two-hour meeting with the King, rather than moving the measure through parliament.

Many believe that Marshal Grant is seeking to impress upon the King the seriousness of more defense spending. Coupled with rumors of enemy fleet movements out of Military Intelligence this week, the public here has growing anxiety over empire security. A recent ISNA poll shows that an overwhelming 71% of Valkor supports increased spending for warships to combat the Phoenix Arisen empires. Additionally, 73% of respondents believe Valkor must continue to help the Roman Empire, leaving little room for unilateral peace initiatives proposed by Valkor's minority Socialist Party. There is little doubt among the public that Valkor will stand beside its Roman allies until the war is won.

When asked where the increased spending would go, Marshal Grant reportedly said, "The new BBX-class of battle line ships has been a Beacon Hall priority since early this year. I think it's high time to lay down some keels and start pushing the enemy back. We've got to have these warships if we're ever going to secure alliance territory." ISNA was denied clearance to view the Acazia and Locklyn's Deep Shipyard Complexes. Apparently the fleet is denying all information about future warships.

TRISKELLIAN FORCES ON THE VERGE OF ELIMINATING THE GOLDEN CLOVERS

Eternus (ISNA) The largest allied invasion in reported history is on the verge of eliminating the Golden Clovers homeworld in the Alleman system. An allied fleet exceeding Thirty-three million tons swept aside all Clover Warp Point defenses and quickly dislodged the Golden Clovers Orbital defenses. Experts underscore the lack of sufficient screens and technology on the side of the Clovers as a potential cause of their expedient destruction.

Clover troops are preparing on the eve of what could be a prolonged ground war: "Dirty plant eating scum. Our glorious defenders will fight on even with your 8th Generation technology verses our 4th Generation. I see it takes three of you cowards, even with the obvious tech advantage to be brave enough to attack a position that was dropped for almost a year."

[Would you like to know more?](#)

Recurring Feature: What's in a system's name?

By Paul Hughes

Eglah: Hebrew meaning 'a heifer'. Wife of David and Mother of Ithream

Myfanwy: (A story I know quite well). Myfanwy was the daughter of the Earl of Arundel, and lived in Castell Dinas Bran. She was meant to be the most beautiful women in Powys, and unfortunately was extremely vain. Many men went to the castle to court her, but she had nothing but disdain for any of them because they couldn't compose a poem or sing in such a fashion to reflect her beauty! A bard from the valley below, Hywel ap Einion, who was regarded to have the talent required, composed a poem and recited it for her. She appeared to be spell bound and Hywel thought she was in love with him. Unfortunately, a wealthier man then came along and married her, and Hywel dedicated a poem to his lost love.

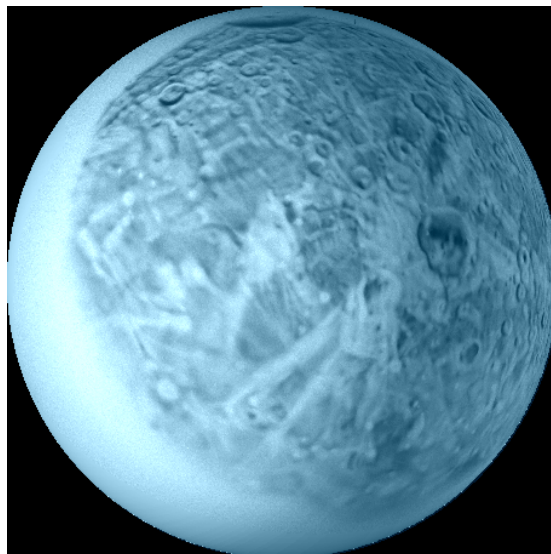
Also there are few things better than hearing a massed male voice choir singing 'Myfanwy'.

Clarugge: Originally a surname (C12th-C14th), but now a female Christian name. Derived from Clarus (bright, shining).

Cyngen: King Cadell Ddyrnllug's son, who Gildas accuses in his *De Excidio Brianniae* of causing civil war in Britian. Remembered for his patronage of the arts and Saints.

Brathir: Celtic (Old Irish) form of Brother.

Wahtsake: Male Osage name meaning Eagle.



The M.. Word: A Lobster's Quiz



The M... word banned!

Once again, Overlord Rotor convened a public conference to reiterate his banning of the M... word in the galaxy.

"We're peaceful crustaceans" declared the Overlord, "but certain things can't be said and stay unpunished. Call us Uber PC, call us zealots if you want, but any empire which uses the M... word in a public declaration will have a war on its hands. It's a fact".

But, will you ask, what is this M... word and why it is such a sacrilege?

Well, since no citizen of Lobster City can even form a mental image of the word, much less pronounce it, we don't know. Future diplomats will probably have avoided any word beginning by M, just in case. Overlord Rotor frankly admitted too that he had no clue about the origin of the taboo. "Some distinct racial memory whose factual details are entirely lost but who's feeling of angst and anger it provokes is unparalleled in its intensity" was all that he could say. Looks like Herr Doktor Jung could have found the inhabitants of Lobster City fascinating, isn't it?

From Lobster City, ISNA desk 1451.

Quizz: Help the cause of peace in the galaxy and win Megacredits:

Find out what comes after this M?

The Redaction offers Ten Trillion Megacredits to the person or persons identifying the M... word.

Send all responses to SNROTENEWS@yahoo.com to forward your answers!

Rumor Mill

It appears that everyone's favorite backstabbing pirate, Mad Martin, is not dropped from the game. Eyre fleet movements have been detected by allied pickets. So why is he so quiet for the first time in recorded history?

Wormholes are very small at first.

Gjor'haan wears yellow sweat-pants

Dateline stardate 20051202. Low flying ships of the Bene Gesserit are spreading the good word on a Golden Clover world in the Alleman system. A second fleet of ships loaded with Roundup are on standby just in case.

There is neither honor, nor glory, when dog eats her pups. We are not impressed.
– Pheonix Arisen

The BonBons are on their way to the Collectors Homeworld.

A ghost ship has been sighted in the Samelia system. Standard tap transmission reveals: I...D...E Repeat. I...D...E. And so on. All trade ships are advised to pursue alternative routes.



Interview with an Empire:



The Fury of Gjo'haan

Gjo'haan: Thank you for visiting me personally. I rather enjoy these visits. Do you need a small jar of water, sunflower? I apologize for the dark, for you see, I am blind.

Journalist [Everlasting Spawn]: No thanks. I'm running short of time here and must be going soon to another interview in a system 20 jumps away. Brief formality here, what is the name of your empire?

Gjo'haan: Fury of Gjo'haan, most call me "Gjo'haan" for short.

Journalist: What exactly does your emblem signify about your empire?

Gjo'haan: "Blazing Fist Rising From Cauldron of Blood"

The Cauldron of Blood is a spiritual metaphor symbolizing those sacrificed for Gjo'jaol. The Cauldron contains both the blood of our own and of our enemy. Someone joked at Temple Mass the other day how the Cauldron might need to be emptied (in reference to the last Collectors invasion, of course.)

The Blazing Fist represents our rise from bondage and slavery. We were once slaves, since risen, using auguries from the Gjo'haan bloodline. Divine connection to Gjo'jaol enabled us to smash our enemies and predict their every movement. The Sight of Gjo'jaol, glorious and supreme, liberates all who turn to him to escape the blind ways of the plodding present. The fist 'blazes' because we are still in sacrifice until we are all Delivered from the Great Folding.

Journalist: "Great Folding?" Do you guys have a lot of laundry or something?

[Unmoving Gjo'haan fails to respond]

Journalist: What is your fundamental outlook toward other empires?

Gjo'haan: We cherish all life. Through Gjo'jaol, we are able to see the end of all things. We must work together to prevent dimension collapse. This is our ultimate message. Sadly, other empires lack the Sight of Gjo'jaol and pursue meaningless ambitions.

Journalist: What's the best thing that has happened to your empire to date?

Gjo'haan: Victories against formidable Collector fleets.

Journalist: The worst?

Gjor'haan: Long ago, our industry failed for an entire cycle.

Journalist: The funniest?

Gjor'haan: Gjo'jaol's intervention in preventing the Bon Bon Fleet from approaching our defenses.

Journalist: What is the most important thing that other empires should know about your own?

Gjor'haan: We make better <<cough>> allies than enemies. I have shown mercy on one occasion, and I'm certain it won't be the last.

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

Gjor'haan: Foresake your present 'gods' and turn to Gjo'jaol, of course. Oh, and don't underestimate the power of industrial technology.

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

Gjor'haan: Espionage.

Journalist: Just for the record, I want to ask some questions about your species appearance and abilities XX
XXXXXXXXXX psychic XX
XXXXXXXXXXXXXXXXXXXXXXXXXXXX large eyes XX
Claws than fingernails XXXXXXXXXXXXXXXXXXXXXXXX frightening?

REDACTED

Journalist: Any last comments?

Gjor'haan: Please choose your method of execution, weed. You are saved only if your 'Admiral' claims Gjo'jaol as sole protector of your entire race and swears fealty to me. My scribe has copied and translated our brief session. The interview will be properly edited and transmitted.

**** END OF INTERVIEW****

[and interviewer, apparently :o – ed. Reminder: it is perfectly fine to include your own questions, in fact, the entire dialogue, for future interviews. A little back and forth will usually take place though – ed.]

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 thumbs up to Pete for making this section possible :D

Question: How are the various army ratings stacked up against each other? An example: 2 races with identical technology and species design are at war! The attacker sweeps in with a single Imperial Heavy Infantry unit (Values in: close combat, heavy weapons and small arms) and the defender has a single Imperial Heavy Armor unit (Values in: Armor and Open Terrain) What happens?

Pete: Ground battles inflict casualties on each side based on the modified odds. Every division counts as the same for base odds calculations (a Heavy Armor division counts as 1, and a Medical division counts as 1; Fortresses count as 10). However, the Tactical ratings play a huge role in modifying the base odds, as do the GCM ratings. If you do not possess any medical ground technologies, the Medical division won't gain much of a benefit in the TAC areas (no benefit at all if you possess no technologies in areas where the Medical division spreads its firepower). Such a division would still be worth "1" division for base firepower/odds calculations, but wouldn't do anything for the critical TAC areas. If a division applied its firepower over two areas - say, Intelligence and Medical - but you have no technological advances in either Intelligence or Medical, that division would provide no TAC bonuses. You should have built a different division, or conducted research into Intelligence or Medical areas. TAC bonuses apply as odds shifts. In the case of 1 division against 1 division, if one side has 10 TAC bonuses and the other had none, the odds would not be 1 to 1, but instead would be modified to 2 to 1. This assumes no GCM bonuses on either side. For loss purposes, the DEF values can make a huge difference. For an average human-type race, you might see a DEF value of 1, meaning each division counts as 1 during the casualty phase. For instance, if the modified odds calculation resulted in your side losing 10 divisions, you'd lose 10 divisions in that combat round. If you had designed your race as the classic blob (what I like to call a BIAJ, or Brain In A Jar), your DEF value might result in your divisions being worth 0.1 each. That's not good - you'd lose not 10 divisions, but 100. In such cases, you'd better modify the odds to be *greatly* in your favor, so that you lose almost no divisions....because each division that you lose in that calculation will end up being 10 divisions

Here's a basic breakdown of how ground combats work: figure base odds based on # of divisions on each side - apply GCM bonuses for both sides to modify those odds - figure TAC bonuses for both sides - apply odds shifts at a rate of +1 odds column for each 10 TAC bonuses - apply losses, using the DEF of each side to determine how many divisions each division "counts" as for loss purposes. Leaders and other factors work in as well, but that's the basic routine.

Question: Do you have any estimate when Cloaking Devices will be fully operational?

Pete: No estimate; working on it.

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Question: Do large fleets emerge in 'pulses' through warp points? Or do large fleets show up 'all at once'? [Note: I think the question implies something about warp bubbles and warp point sizes and if that mechanism is working properly -- BL]

Pete: The warp bubble for each ship makes that ship count as more than 1 ship for warp assault purposes. It's working as far as I can tell.

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Question: Is there a formula for determining the probability of successfully 'stealing' a ship? i.e. A proper ratio between stun weapons and tug weapons in relation to tonnage?

Pete: There's a formula....low chances.

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Question: Does a SS order change in relation to technology? In other words, if I equip my ship with highly advanced sensors, is there a chance to see more warp points leading out of the system than before?

Pete: There are technologies that might reveal more about a system than inferior technologies.

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CLASSIFIED ADS

WANTED: 10,000 Mk II Antimatter Engines. WTT 500 Type B Plasma Torpedoes.
Will provide shipping, if you provide coordinates. Response Number: 3311

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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.