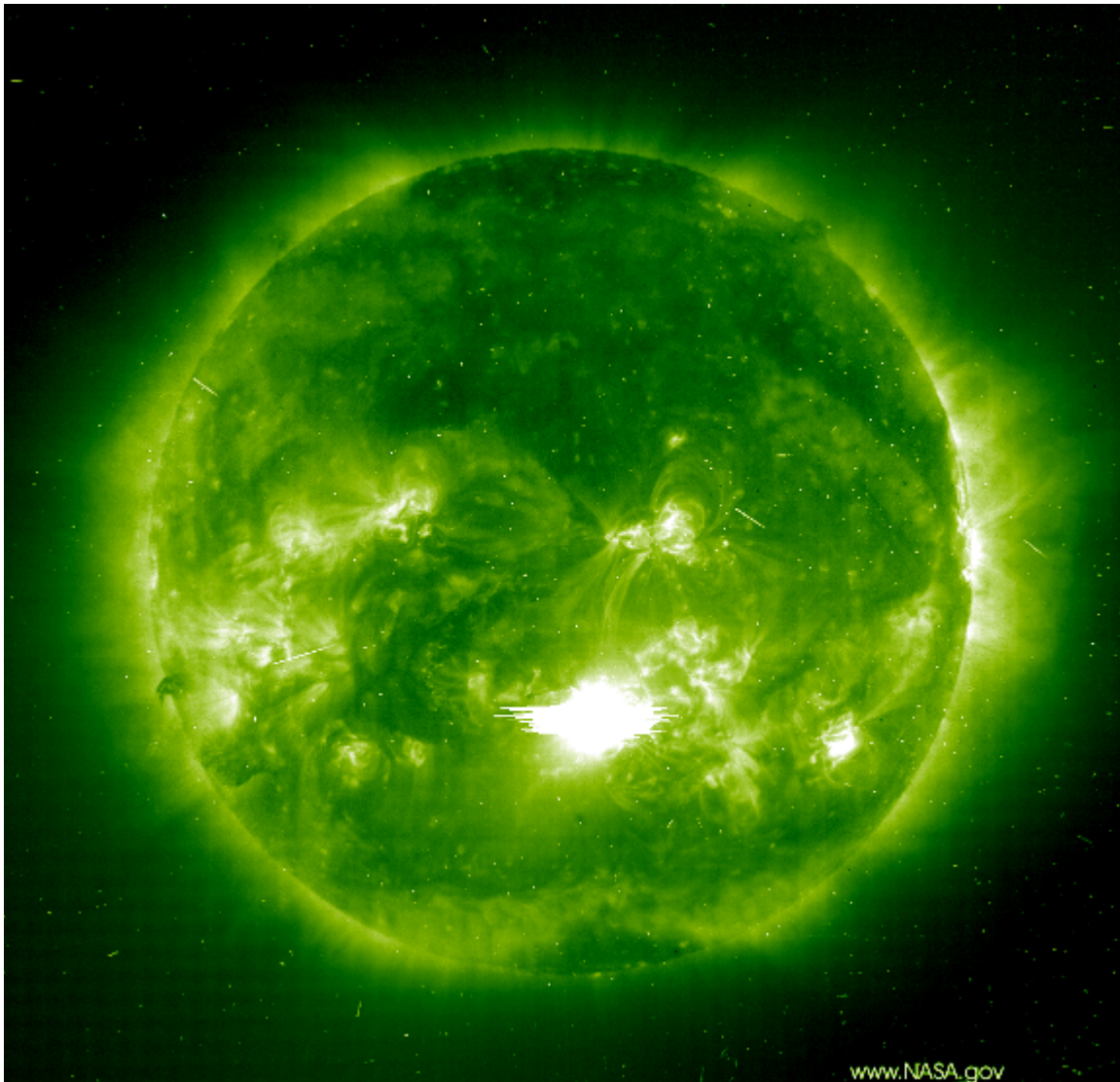


# THE SNROTE READER

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



Issue: Number 8  
Earth Date: March 24, 2006

# InterStellar News Agency

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# News Section

Eternus(ISA) – With our policy of ‘No news is Bad news’ we bring you an excerpt from an interesting read..

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It was time.

“Initiate.”

There was a delay, the trifling seconds for Stone’s order to be obeyed and to have the readied jump engines goosed to their threshold levels, then the universe collapsed into nothingness for a timeless moment.

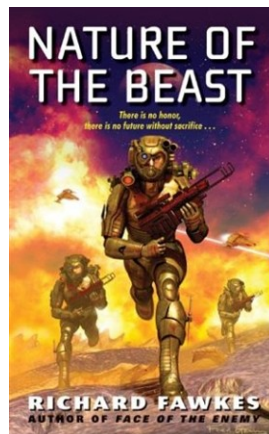
No clouded night, no sealed bunker, not even a deep driven mine could match the darkness that enfolded a soul during transit. Some said it was death that one experienced. Some claimed to have quiet chats with God, other with the devil. Scientists argued that there was no experience at all just a subjective attempt on the part of an overwhelmed mind to cast the instant of transition across light-years of space into something approaching understandability. Who knew the truth of it?

One truth of transit was that before the engines reached peak field one existed in a certain part of space and time, and afterwards one existed in another part of space with, to all appearances, no elapsed time.

Another truth was that neither human or human-made machines handled transit without complaint.

The stars returned. Their grandeur was as breathtaking as ever, just spinning in a different configurations. By the sounds on comms, several people were greeting them with the remains of their last meal.

An Excerpt from ‘Nature of the Beast’ by Richard Fawkes



# Business

To the BEU The Beulah Trading Company # 691 'Silver Horse Circling A Gold Wire Globe':

Sirs:

It has come to the attention of Apshai environmental authorities that your fleet, the UPS Carrier I, consisting of 1 TA Exxon Fuel Spill I (Tanker - 794,700 tons), has been seen in the [REDACTED] system. Apshai environmental inspectors in the area have reported several disturbing items to this agency concerning this ship. Specifically:

- 1) On four occasions the ship has discharged various substances into space in violation of galactic regulations.
- 2) On two occasions the ship appears to have run aground on asteroids in the system. This is even more amazing in that [REDACTED] is a warp nexus lacking planetary bodies or organized asteroid fields. But this ship has managed to find something several times.
- 3) On one occasion the Captain was seen being towed on a cable behind the ship in an apparent attempt to "ski" in space. Transmissions were overheard where, in somewhat incoherent speech, the Captain urged the ship to go faster as he was not getting enough action in the waves.
- 4) On one occasion whoever was in charge of the ship attempted to back the ship into a warp point.

It is apparent to this agency that the command and control structure required for proper ship operations is sorely deficient on this ship. We respectfully request you take actions to correct this so as to prevent what appears to be a disaster waiting to happen.

Director Krk-zcz-Krec  
Apshai Environmental Agency  
Spacial Investigations Unit



## Rumor Mill

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We the followers of Grandillion, the one true God, issue this warning to the species that has entered our space – Leave or you will be destroyed!

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Bad Blood runs deep for the offenders

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TACOS!!! <Image included>

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A note from the Editors: All we can say is WOW! Ours readers are some strange folk, but at least we can all agree on our love of Zim.

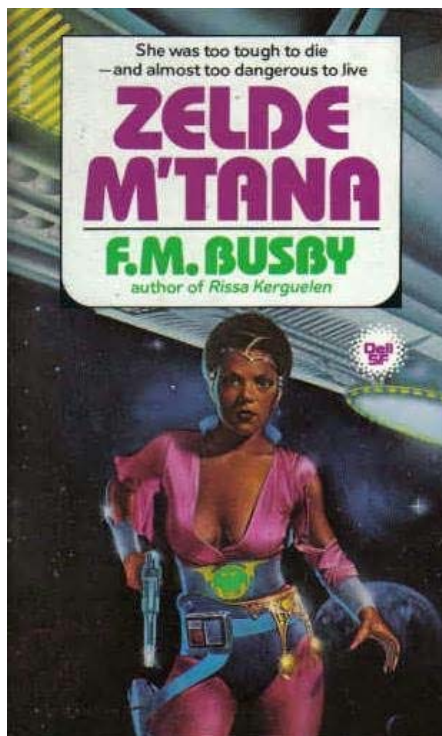
# Lifestyles

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

By Paul Hughes

**Zeenet** Greek (Female) Christian name.

**Zelde** Yiddish (girls' name) name meaning "happiness".



**Ymanya** Feminine old English name from around 1200.

**Wudoweard** An English boys Christian name, no longer commonly in use. Meaning: "Forester".

**Verity** English female Christian name meaning "Truth".

**ver·i·ty** (vēr'ī-tē)

*n. pl. ver·i·ties*

1. The quality or condition of being true, factual, or real.

2. Something, such as a statement, principle, or belief, that is true, especially an enduring truth: *"The mind once suddenly aware of a verity for the first time immediately invents it again"* Agnes Sligh Turnbull.

**Vertiger** Derivative of **Vortigern**, (also spelled Vortiger and Vortigen) was a 5th century Brython warlord, whose existence is considered likely though information about him is clouded by legend. He is traditionally said to have invited the Anglo-Saxons to settle in Britain as mercenaries, only to



see them revolt and establish their own kingdoms. This earned him a poor reputation in later legend, where he was eventually remembered as one of the worst Kings of the Britons.

The inscription on the Pillar of Eliseg, a mid-9th century stone cross, gives the Brythonic variant of Vortigern: **Guorthigern**, a name similar to Vortigern, or Gildas' 'superbus tyrannus'. The pillar also states that he was married to Sevira, and gave a line of descent leading to the royal family of Powys, who erected the cross. It has been suggested that Vortigern is a title rather than a name. The Brythonic word "tigern" (kingly) would seem to be etymologically related, thus "Vor-tigern" would mean something like 'high lord', which looks suspiciously alike to "overlord". However, this does not mean that Vortigern was a High King (as popularly suggested), a function that is not established outside Ireland for this time. Further, it is possible he assumed late in life a meaningful name that was intended to signal a new career: compare Augustus, Atatürk, or Stalin.

## **Braun**

**Braun** can have a number of meanings. There is a large number of people called Braun, originating from the German word for the colour brown. The name is the 22nd most common family name in Germany. Many German emigrants to the United States also changed their name to *Brown*.

**Wernher Magnus Maximilian Freiherr von Braun** (March 23, 1912 – June 16, 1977) was one of the leading figures in the development of rocket technology in Germany and the United States. Originally a German scientist who led Germany's rocket development program before and during World War II, he entered the United States at the end of the war through the then-secret Operation Paperclip. He became a naturalized U.S. citizen and worked on the American ICBM program before joining NASA, where he served as Director. He is generally regarded as the father of the United States space program.

Wernher von Braun was born in Wirsitz, Province of Posen (now Poland). Upon his Lutheran confirmation his mother gave him a telescope, and he discovered a passion for astronomy and the realm of space, but at first von Braun did not do well in physics and mathematics until he acquired a copy of the book *Die Rakete zu den Planetenräumen* (*The Rocket into Interplanetary Space*) by rocket pioneer Hermann Oberth. From then on he applied himself at school in order to understand physics and mathematics. In 1930 von Braun attended the Berlin Institute of Technology where he joined the *Verein für Raumschiffahrt* (VfR, the "Spaceflight Society") and assisted Oberth in liquid-fuelled rocket motor tests. After receiving his degree he commenced postgraduate studies at Berlin University, earning a doctorate in physics in 1934 (compilers note: a degree and doctorate in 5 years- now *that's* quick)



Apollo program director Sam Phillips was quoted as saying that he did not think that America would have reached the moon as quickly as it did without von Braun's help. Later, after discussing it with colleagues, he amended this to say that he did not believe America would have reached the moon at all.

### **Brown**

The colour is produced by mixing complementary colors, such as red and green, orange and blue, or yellow and purple. Different qualities of brown can be produced by mixing different compliments; naturally, a brown produced by mixing yellow and purple will be lighter than one produced by mixing blue and orange. Brown can therefore be an extremely versatile color in art, as different qualities of brown can be produced to harmonize with different color schemes.

### **Bradley**

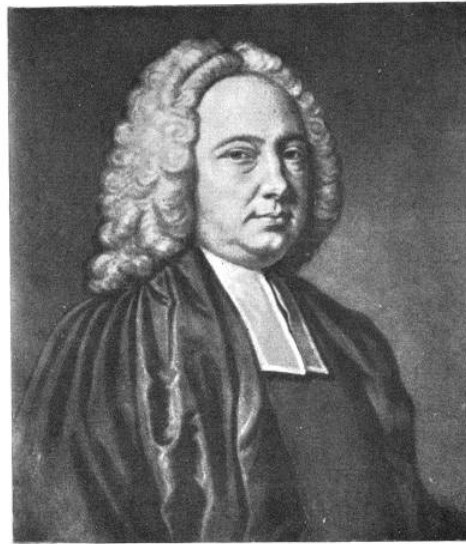
Meaning: name is derived from 'Broad Ley', the Old English (Anglo Saxon) meaning 'broad wood or clearing'.

The Bradley, named after WWII General Omar Bradley, is a replacement for the M113 family of APCs and consists of two types of vehicles, the M2 Infantry Fighting Vehicle and the M3 Cavalry Fighting Vehicle. The M3 CFV was originally going to be named after General Jacob L. Devers, but it was decided the Bradley name would apply to both. Since both vehicles are based on the same chassis, they differ in only some details. The M2 carries a crew of three and a six-man infantry squad. The M3 on the other hand carries only a two-man scout team and additional radios, TOW and Dragon or Javelin missiles. Since entering service with the U. S. Army in 1981, 6,724 Bradleys have been produced. (4,641 M2s and 2,083 M3s) They are produced by BAE Systems Land and Armaments, formerly United Defense, L.P.



During the Gulf War, the Bradleys destroyed more Iraqi armour than the M1 Abrams. 20 Bradleys were lost; 3 during combat and 17 due to friendly fire accidents. To remedy some problems that were identified as contributing factors in the friendly fire incidents, infrared identification panels and other marking/identification measures were added to the Bradleys.

**James Bradley** (March 1693 – July 13, 1762) was an English astronomer, Astronomer Royal from 1742. He is best known for discovering the aberration of light: (also referred to as **astronomical aberration** or **stellar aberration**) is an astronomical phenomenon which produces an apparent motion of celestial objects. It is caused by the twin facts that the speed of light is finite, and that an observer on Earth is moving in an inertial frame.



JAMES BRADLEY.  
(From the painting by Hudson.)

**Blu42huthuthike** Really? A system has this name? Wow! No idea as to the meaning. Pete? Definitely one for the 'Ask Pete Section'!

**Belcher** Although the family name of Belcher is a prominent one in English and American history, it is actually Old French in origin. The ancestor of the Belcher family came to England from France, as part of William the Conqueror's army that came to England in the Norman Conquest of 1066 A.D. This Belcher ancestor's name, as listed on "The Roll of the Battle Abbey" (the original list of those who came to England with William the Conqueror), was *Belesur*. Belesur is believed to have come from Bellasis (near Paris, France). Belesur's name can be defined from the meanings of the words that comprise it:

*bel* beautiful or fine

*sur* sir; a man of authority; a master or lord

Therefore, the surname (family name) of Belcher has its roots in medieval England, and, before that, in France. The name Belcher is composed of two syllables: "Bel" and "cher". In Old French, *Bel* meant "beautiful or fine". The Middle English word *cher* (also derived from the Old French) meant an "an expression on the face"; in Middle English, this word was also spelled *chere* (as in Richard Belechere). A person's mood, especially gladness or joyfulness, as expressed on a person's countenance or face, was called *chere* or *cher*, the word we know today as *cheer*. *Cheer* denotes gladness or joy. *Cheer* was also spelled *schere*, *shere*, or *chire* (which is very similar to some of the variant spellings of *sir* or *sur*, as in Belesur). When spelled *cher* or *chere*, the word also referred to good hospitality (such as one would find on the estate of a *sir*, knight, or gentleman). Thus, the Belcher name refers to a beautiful or fine expression on the face, hospitality, or, in summary, "*good cheer*".

**Sir Edward Belcher** (27th February, 1799 – 18th March, 1877) was a British naval officer and explorer. He is the great-grandson of Governor Jonathan Belcher. Belcher was born in Halifax, Nova Scotia and entered the royal navy in 1812. In 1825 he accompanied Frederick William Beechey's expedition to the Pacific and Bering Strait, as a surveyor. He subsequently commanded a surveying ship on the north and west coasts of Africa and in the British seas, and in 1836 took up the work which Beechey left unfinished on the Pacific coast of South America. This was on board the bomb vessel HMS *Sulphur*, which was ordered to return to England in 1839 by the Trans-Pacific route. Belcher made various observations at a number of islands which he visited, was delayed by being despatched to take part in the war in China in 1840 - 1841, and reached home only in 1842. In 1841 the then Commander Belcher landed on Possession Point at the north shore Hong Kong Island and made the first British survey of Hong Kong harbour. He is commemorated in Hong Kong through Belcher's Street and Belcher Bay in Kennedy Town.

Finally, it should perhaps be noted that the family name of Belcher has no connection to the word "belch", which is derived from the Anglo-Saxon word *bealcan*. The word "belch" has an entirely different meaning, and is composed of just one, undivided syllable: "belch". (The Saxons were a Germanic people that invaded and moved to England several hundred years before the Norman Conquest and Belesur's arrival in England). Therefore, etymologically speaking, there is no connection between the family name "Bel-cher" and the Saxon-derived word "belch".

## Interview with an Empire:



**Journalist [ Everlasting Spawn]:** This feature is ready for a new volunteer! If you are interested in some role-playing fun, we will be happy to feature your empire through an interview. Simply provide answers to the following list of questions and I will follow up with some touch-up questions. It's easy to do and fun to read!

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### Interview with an Empire Standard Questions

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Once finished, please submit them to **SNROTENEWS@yahoo.com** or for those with no email - mail them in with your turns and Pete and Russ will get them to us, even if we have to pick them up ourselves.

1. What is the name of your empire? Do you frequent the boards? If so, would you care to share your handle?
2. What exactly does your emblem signify about your empire?
3. What is your fundamental outlook toward other empires?
4. What's the best thing that has happened to your empire to date?
5. The worst?
6. The funniest?
7. What's the most important thing that other empires should know about your own?
8. What one piece of advice would you give to a new empire?
9. What single improvement would you like to see in the game?
10. Any last comments?

Thanks!

=====

# 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:** Currently we have Deep Core Surveyors that seem to operate very efficiently, but we are never told the results. The only way to find out what they did is to GEO the planet in question every time you get an increase and compare numbers to see where the change is/was. Is there some reason why the report could not specify what the gain is?

**Pete:** The one turn delay to execute the GEO is a small price to pay for the fantastic efficiency of thing things....and unless you're trying to fine-tune the # of mines you have on site, even the GEO isn't critical every turn...

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**Question:** What % of damage are the following: light, minor, heavy, moderate, crippled,

**Pete:** They are damage ranges, roughly about 10 to 15% per category.

---

**Question** Is the defensive bonus due to DepLoc range in effect and will we know what those numbers are for fleet planning?

**Pete:** That has been effect since the game began. Roughly 5 % per deploc.

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**Question:** How does Strength differ from Size for lifeform bonuses in ground combat?

**Pete:** Not too much difference for ground combat, but their bonuses stack. They also have some effect on other things such as EXPL missions and durability versus (the unthinkable) bombardment.

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**Question:** The question of Aesthetics vs. Game Mechanics has been a recent topic on the boards. As the game designer how do you feel these seemingly incompatible concepts mesh in the game?

**Pete:** I actually think that aesthetics plays an important role in how you might develop your empire. If you have a feeling for how you want your research to develop, and stick with it, that can pay off by the sheer force of determination. You might end up running down some dead ends or inferior research paths, but you may well be one of the few who try. For example, I fully expect that some research paths will never see the light of day because most players head down the obvious "power" picks. That's ok with me - there might only be one player who discovered something very unusual, or it might remain undiscovered forever. Without an aesthetic feel, everybody would just head down the "only" good choices.

On another note, SNROTE has a ton of research paths, but (for those few of you who might remember an ancient General magazine issue from Avalon Hill), the game cannot be "It"...though it does try ;)



Dear Miss Manners,

There is, like this guy, and I like love him, but my parents are like totally against people with tentacles and I like totally don't care, cus I love him. So umm, like they won't let me see him but I totally just sneak out and we meet at the local StarBar®. But I am not totally legal but I tell my boyfriend that I am, cus I love him so much and I want us to be together for like ever. But like my parents, like make me so mad that I could like kill them and stuff. So like what should I do?

Totally like in love n stuff

Dear Totally <del> in love and stuff,

It is seldom that I read a letter that brings me to tears and yours was one such letter. In fact, I am still a little weepy just having it in my office. So deary, here is my sagely advice (bulleted for simpler reading)

- Run to your nearest Free Clinic and I am sure you know where it is. Once there please ask them to have you immediately sterilized. This sounds harsh at first but trust me it will help your love flourish. It will also undoubtedly make your parents and the rest of us very, very happy.
- Never, never pick up a writing pad again. Your special linguistic skills should be saved for those of us who do not read.
- Since you will not be writing again I will not ask you to pickup the books "Run on sentences and U" or "You keep using that word. I do not think it means what you think it means."
- In case you missed it the first time, Never, never pick up a writing pad again!

-- Miss Manners

P.S. Dear Loyal readers – I must apologize for that this issues letter. I have fired my staff and had them all disintegrated for even putting it in front of me, but this is what we get on a slow week.

# Science

Eternus(ISA) – For those of you new to the game or with a few cycles already under your belt. Arcane Services Inc. courteously presents a handy listing of most commonly found early weapons technologies

Weapon Type	Weapon Sub-Type	Specific	Strength	Mass (Tons)
Missile	Standard Missile	Mk I	Poor	200
		Mk II	Fair	300
		Mk III	Adequate	400
		Mk IV	Good	500
Interceptor Missile		Mk I	Poor	200
		Mk II	Fair	200
		Mk III	Adequate	200
Heavy Missile		Mk I	Fair	600
		Mk II	Adequate	1,000
		Mk III	Good	1,500
Pursuit Missile		Mk I	Fair	400
		Mk II	Adequate	500
		Mk III	Good	600
Standoff Missile		Mk I	Adequate	400
		Mk II	Good	400
Bombardment		Mk I	Good	4,000
Short Range Torpedo		Mk I	Poor	400
		Mk II	Fair	400
		Mk III	Adequate	500
		Mk IV	Good	500
Standard Torpedo		Mk I	Fair	600
		Mk II	Adequate	600
Heavy Torpedo		Mk I	Fair	800
		Mk II	Adequate	1,600
		Mk III	Good	3,200
Long Lance Torpedo		Mk I	Fair	600
		Mk II	Adequate	700
		Mk III	Good	800
Bore Torpedo		Mk I	Fair	600
		Mk II	Adequate	800



Weapon Type	Weapon Sub-Type	Specific	Strength	Mass (Tons)
Slug Thrower	Autocannon	10cm	Poor	100
		20cm	Fair	200
		30cm	Adequate	300
		40cm	Good	400
	Gauss Gun	10cm	Fair	200
		20cm	Adequate	400
		30cm	Good	800
	Chain Gun	2.5cm	Fair	10
		3cm	Adequate	20
		5cm	Good	30
	Needler	2.5cm	Adequate	10
		3cm	Good	20
Particle	Blast Cannon	Light	Adequate	500
		Medium	Good	1,000
		Heavy	Superior	2,000
		Siege	Impressive	4,000
	Fusion Blaster	Light	Good	200
Plasma	Thermal Lance	Light	Poor	200
		Medium	Fair	400
		Heavy	Adequate	1,000
	P-Cannon	Light	Fair	500
		Medium	Adequate	1,000
		Heavy	Good	2,000
	Plasma Hellbore	Light	Adequate	900
		Medium	Good	4,500
Plasma Torpedo	Plasma Torpedo	Type A	Good	10,000
		Type B	Superior	25,000
Coherent Beam	Beam Laser	Light	Poor	200
		Medium	Fair	600
		Heavy	Adequate	1,500
		Siege	Good	4,000
	Pulse Laser	Light	Fair	600
		Medium	Adequate	1,200
		Heavy	Good	3,600

Weapon Type	Weapon Sub-Type	Specific	Strength	Mass (Tons)
	X-ray Laser	Light	Adequate	1,000
		Medium	Good	2,000
	Graser	Light	Good	1,300
<b>Cold</b>	Frost Cannon	N/A	Poor	200
	Condenser Beam	N/A	Adequate	500
	Crystalizer	N/A	Good	1,000
	Blacklight Cannon	N/A	Superior	2,000
	Disruptor Bolt			
	Generator	N/A	Impressive	8,000
<b>Energy Drain</b>	Energy Sapper Torpedo		Poor	400
	ESAP Beam	Light	Fair	300
		Medium	Adequate	600
	Energy Web Projector	Type A	Adequate	2,500
<b>Drone</b>	Conventional	Light	Poor	100
		Standard	Fair	200
		Heavy	Adequate	300
		Bombardment	Good	500
	Picket	N/A	Adequate	100
	Wild Weasel	N/A	N/A	100
	Science	N/A	N/A	100
	System Probe	N/A	N/A	5,000
<b>Energy Disruption</b>	Energy Disruptor	Mk I	Good	200
<b>Fighter</b>	Fighter	Interceptor	Poor	100
		Fighter	Fair	100
		Strike Fighter	Adequate	100
		Attack Fighter	Good	100
	Hummer		N/A	100
	Patrol	Patrol Craft	Good	500
	Bomber	Bomber	Superior	200
	Ground Attack	Ground	N/A	100

Weapon Type	Weapon Sub-Type	Specific	Strength	Mass (Tons)
	Gunboat	SWAC	Impressive +	500
		Combat	Impressive	500
		Police	N/A (2*)	500
		Attack	Impressive)	500
<b>Mine</b>	Mine Rack	Space	Fair	100
		Burst	Adequate	100
		Mauler	Good	100
<b>Gravitic</b>	Magnetic Grapple	Light	Poor	200
		Medium	Fair	700
		Heavy	Adequate	3,500
	Tractor Beam	Light	Fair	100
		Medium	Adequate	200
		Heavy	Good	400
	Pressor Beam	Light	Adequate	200
		Medium	Good	400
	Shaker Beam	Light	Good	300
		Medium	Superior	1,500
	Phase Shaker	Light	Superior	200
<b>Sonic</b>	Stun Beam	Light	Poor	100
		Medium	Fair	200
		Heavy	Adequate	300
	Sonic Distruptor	Light	Fair	200
		Medium	Adequate	400
		Heavy	Good	800
	Sonic Disintegrator	Light	Adequate	1,400
		Medium	Good	70,000
	Fusion Bolt	Light	Good	200
<b>Energy Discharge</b>	Lightning Arc Generator	Mk I	Fair	500
		Mk II	Adequate	1,000
		Mk III	Good	2,000
	Thuderbolt Arc Generator	Mk I	Adequate	500
		Mk II	Good	1,000

## Explore!

Eternus (ISA) - Ever wonder what you might find on all those desolate planets? The SnRote Reader is proud to present a small section of interesting scientific discoveries just waiting to be uncovered by your intrepid scientist.

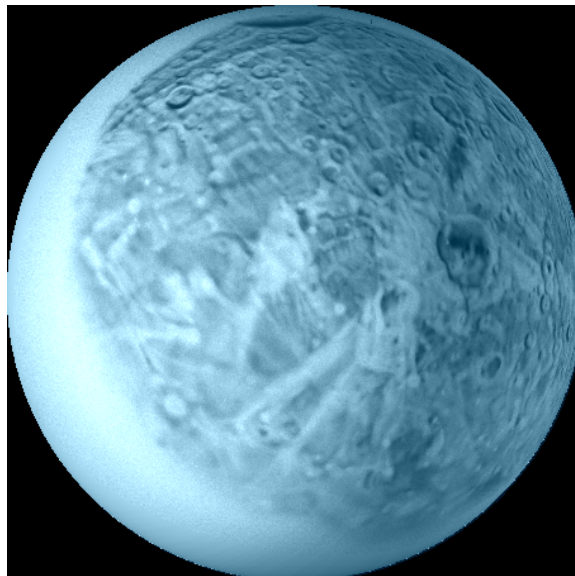
100cm Spinal Rail Gun  
1st Generation Android Technology  
Acoustic Mine  
Antimatter Bomb  
Antimatter Power Complex  
Antimatter Transwarp Drive  
Badger Tunneler Tank  
Battle Armor  
Battle Blaster  
Battle Disruptor  
Battle Maser  
Battle Sled  
Behemoth Assault Gun  
Bioscanner  
Black Mist Generator  
Cloning Center  
Cobalt Fusion Bomb  
Colossus Drone  
Condenser Bomb  
Cooler Bomb  
Defender Counterbattery  
Disruptor Bolt Generator  
Dragon ATGM  
Dyson Sphere Construction  
Earth Burner  
Earth Fusion Generator  
Earthquake Bomb  
Electron Bolt Generator  
Energized Phase Seal  
Enforcer Pulse Cannon  
FCS-2 Aegis Fire Control  
FCS-3 Artemis Fire Control  
Fusion Blaster CIDS  
Gamma-Ray Laser Mine Rack  
Gamma-Ray Laser Rifle  
Genocidal Biological Munitions  
Gravitic Mine Rack  
Heavy Plasma Discharger  
Hedgehog Gravedigger Tank  
Hellfire Generator  
Holographic Battle Display  
Holographic Generator  
Holographic Neural-Feed Battle Grid  
Hovercraft

Mk I Matter Transporter  
Mk I Phase Converter  
Mk I Planetary Cargo Gate  
Mk I Total Conversion Engine  
Mk I Total Conversion Jump Drive  
Mk I Total Conversion Pulse Engine  
Mk I Universal Gate  
Mk II Personnel Transporter  
Mk II Planetary Cargo Gate  
Mk IX Force Shield  
Monofilament Blade  
Multiple Rocket Launcher System  
Negative-Nova Bomb  
Neuronic Whip  
Neutralite Armor  
Neutron Bomb  
Neutronium Armor  
Nova Bomb  
Nuclear Damper  
NW-88 Skyhammer  
NWTX-63b Anti-Matter Bore  
NWTX-4000 Planetcracker  
Particle Projector Cannon  
Planetary Shield Generator  
Plektonite Armor  
Point Mass Device  
Psychotic Inducer  
Ring World Construction  
RXT-34 Fusion Burner  
Skimmer  
Solar Fusion Generator  
Stable Wormhole Construction  
Statis Field Generator  
Tachyon Communications Gear  
T'ckon Great Sword  
T'ckon Imperial Assault Boat  
T'ckon Imperial Assault Tank  
T'ckon Imperial Blaster Pistol  
T'ckon Imperial Powered Assault  
Armor  
TDK-82 Hellburner  
Terminator Pulse Cannon  
Terraforming Station  
Tethys Medium Range Sonar  
Thermal Typhoon

Hovertank	Titan Drone
Imperial Courthouse	Tornado Generator
Imperial Intelligence Service Complex	Total Conversion Bomb
Imperial Secret Police Facility	Total Conversion Transwarp Drive
Imperial University	Transdimensional Shifter
Inertial Dampening Station	Tri-Cobalt Fusion Bomb
Integrated Dimensional Field Stabilizer	Type A Planetary Field Distorter
Integrated Energy-Phase Inverters	Type A Planetary Shield Generator
Integrated Molecular Pattern Stabilizer	Type A Spinal Incinerator
Light Nova Cannon	Type A Spinal Meson Accelerator
Light Tachyon Blaster	Type A Spinal Starbore
Meteor Mobile Tacticle Guided Missile	Type A Stasis Field Generator
Mk I Gravitic Pulse Engine	Weather Control Station
Mk I Gravitic Thruster	ZB-22 Nova Inducer

As the knowledgeable reader that you are, you may be asking yourself what are some of these dust covered oddities? So we put the SnRote Reader's best scientist to the task and here is what they had to say:

"Well, some of these discoveries are very, very fascinating. Take a look at this pristine example of a legendary 'Earth Burner'. Do you notice all those blinking lights and that panel that looks very much like it is counting down, as I said very interesting. Now here we have a slightly damaged Spinal Starbore. What we notice right off the bat was all of these poky, stick-like thingy-madoos. We would demonstrate how it works but I don't want to bore the readers with my techno-jargon, but as we have stated in our reports we have learned much concerning these doohickey-mabobs"



## 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.