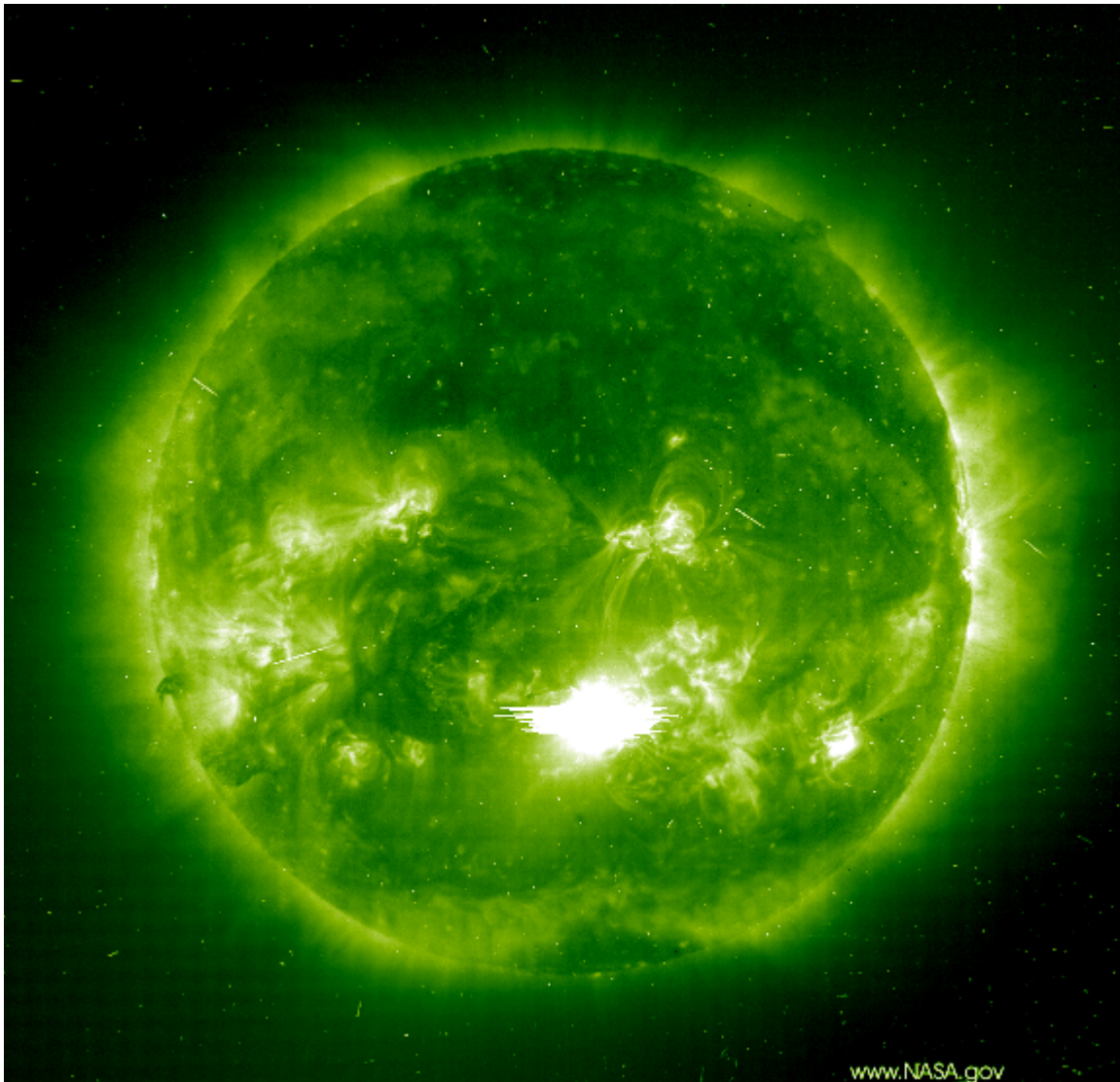


THE SNROTE READER

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



Issue: ... But this ones goes to ELEVEN
Earth Date: May 19, 2006

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

VALKOR SURVIVES MASSIVE EYRE/TENTACLE ASSAULT **Largest Reported Battle in Galactic History**

Eternus (ISA) – Astronomers from across the region paused in utter disbelief as they witnessed what was to be thought a random star formation in the Ovitrigailo system. The intergalactic astrophysics community turned to other explanations once the heat signatures went cold a day later. Intelligence reports later confirmed what billions of curious denizens had seen with space telescopes, and for some with the naked eye: the Eyre and Valkor were at it again.

The Reader has confirmation that the Eyre and Tentacles lost over 10,000,000 in tonnage. The Eyre reported destroying over 159 Million of “defensive strength.” Experts believe Valkor to be holding out with at least Cordellium, if not vananite armor, putting the most optimistic estimates of tonnage lost for the Valkor at 1 to 3 million. It is confirmed that over 1,210 ships were destroyed, yielding an average estimated integrity of 132,000 per ship. With vananite armor, this could easily translate to over 1,000 screen ships, but the guesswork cannot be confirmed. The Eyre has claimed to eliminate some 30+ battleships and carriers within the 1,210 Valkor casualties reported.

Eyre/Tentacles Casualties

[EYRE] ****DESTROYED**** [1211st]
BB Screaming Pict (Battleship - 7,339,800 tons)
Morale - (Green, Timid)
Integrity: **2,000,000,000**
Coherent Beam: **126,720,003**

8 Fuel Shuttle	600,000 Fuel Tankage
4,000 Mk III Antimatter Engine	2 Mk III Jump Survey Sensor
15,000 Mk VI Computer System	1 Nuclear Transwarp Drive
60 Siege Graser	3,000,000 Tckon 68

[TENTACLES] ****DESTROYED****
HF Mover (Heavy Freighter - 2,801,600 tons)
Morale - (Green, Timid)
Integrity: 21,034,100

It should be noted that the Oracle himself admits that the integrity of the Eyre Battleship should have been listed as 3,000,000 but a glitch in the code previously capped all integrity to 2,000,000. Some wonder if the oracle had anticipated such a massive ship at this stage of the game.

Valkor Casualties (as reported by Eyre)

We destroyed: **1210** ships for the following:
defensive strength: **159,096,060**
offensive strength: low

Deploc locations killed:

location 1: 279 of 483

location 2: 903 of 1433 (Valkor strength in this deploc)

We shot at 1 battleship on this row and did heavy damage. 5 of the 1433 where combat ships.

location 3: 29 of 47 (Roman battleships)

location 11: 2 of 2 (old carriers)

Experts on the galactic net are certain they have not seen a battle of this magnitude. The closest was the infamous Collectors and Fury of Gjorhaan engagement within the Fury's home system. Engineers from all circles are simply in awe of the Eyre design. Never has a lone ship caused so much havoc as the *Screaming Pict*.

Questions abound, as experts, pundits, reporters and interested observers (the Valkor most interested of all) wonder: does the Eyre have enough shipyard capacity and materials to repeat such an assault on a regular basis? If the answer is in the affirmative, the possibilities are endless. Enemies of the Eyre abroad are hoping that the brilliant Valkor defensive strategy can continue to hold out against superior technology, perhaps buying time for Valkor's allies to return the favor to the core systems of the Eyre.



http://www.battleclinic.com/Gallery/view_pix.php?file=222

Business

PRESS RELEASE 1st Installment

The Creator's Kingdom of Slith - Empire #4698 run by Brad Atkins
(rollingthunderforums member name Sargon King of Slith)

Master Scientist Ptolemy, Crown Prince of Airiel, transmits impressions and images collected from surveys conducted by Slith Odyssey Fleets 1001 and 1002. Progress continues as a new star system is added to the gazetteer.

What's in a name? James S. Nairen, author of Psychology: The Adaptive Mind

-----SS (System Scan)-----

SS: 1002

1002nd Odyssey #1002 [at Warp Point 101655] conducts a detailed System Scan of the Nairen star system

-----NAIREN [A (White) 1 V] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
-------	------	---------------------	---------------	------------

<< This system is a Warp Nexus, with no planetary bodies present >>

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
32182	502.7	D
101655	851.8	D
114665	0.2	D

Imperial Astronomers catalog the Nairen system and add its details to the official Imperial records

-----SURV (Warp Survey)-----

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 101655 in the Nairen system. Sensor crews report that Warp Point 101655 is a Class D Warp Point with the ability to handle 16 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Pears star system

-----SURV (Warp Survey)-----

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 114665 in the Nairen system. Sensor crews report that Warp Point 114665 is a Class D Warp Point with the ability to handle 17 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Xantippe star system

-----SURV (Warp Survey)-----

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 32182 in the Nairen system. Sensor crews report that Warp Point 32182 is a Class D Warp Point with the ability to handle 20 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Lomoshko star system

Telepathic communications will occasionally be translated into written language here to record the progress of the fleet's travels. A full record may be obtained for download at:
<http://geocities.com/batkins23/>

Dragon blessings on all!



PRESS RELEASE

2nd Installment

The Creator's Kingdom of Slith - Empire 4698 run by Brad Atkins

(rollingthunderforums member name Sargon King of Slith)

Master Scientist Ptolemy, Crown Prince of Airl, transmits impressions and images collected from surveys conducted by Slith Odyssey Fleets 1001 and 1002. Progress continues as a new star system is added to the gazetteer.

What's in a name? Lomoshko - Male Russian Name. Although the name Lomoshko creates idealism and the urge to help others, we emphasize that it causes an emotional intensity that is hard to control.

-----SS (System Scan)-----

SS: 1002

1002nd Odyssey #1002 [at Warp Point 80335] conducts a detailed System Scan of the Lomoshko star system

-----LOMOSHKO [F (Yellow-White) 1 V] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
-------	------	---------------------	---------------	------------

<< This system is a Warp Nexus, with no planetary bodies present >>

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
80335	382.1	D
129763	0.1	D
157453	1344.7	C

Imperial Astronomers catalog the Lomoshko system and add its details to the official Imperial records

-----SURV (Warp Survey)-----

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 80335 in the Lomoshko system. Sensor crews report that Warp Point 80335 is a Class D Warp Point with the ability to handle 22 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Nairen star system

-----SURV (Warp Survey)-----

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 129763 in the Lomoshko system. Sensor crews report that Warp Point 129763 is a Class D Warp Point with the ability to handle 12 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Lach star system

-----SURV (Warp Survey)-----

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 157453 in the Lomoshko system. Sensor crews report that Warp Point 157453 is a Class C Warp Point with the ability to handle 25 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Triapitsa star system

Telepathic communications will occasionally be translated into written language here to record the progress of the fleet's travels. A full record may be obtained for download at:

<http://geocities.com/batkins23/>

Dragon blessings on all!



Rumor Mill



The Templars are in league with the PA

Universal Game Truth #23

No two civilizations with Karaoke machines have ever gone to war against each other

“Citizens of the Imperial Demonic Envelopment were said to be celebrating in the streets at the recent news...”

Egad...so when do my scientists start killing themselves off....'frustrated' with the benign Mk III Matter Transporters are a bit of an understatement.

So where has the raving prophet gone?

Poll results indicate that most think Justinian will win the war against the Eyre

INTERCEPTED RANDOM TRANSMISSION: Who are we kidding? You've had Mk II Inflatable Companions for years now...

Lifestyles

The Hellenic Conflict (PART II)

Prose From the Realm of Gremloids

*Part I can be read in the SNROTE Reader Issue Number 10!

There was a peaceful symmetry in the seemingly chaotic dance of the thousands of ships that swarmed around the warp point in the Hrolfr system. To an untrained eye it would seem that it was impossible for so many ships to weave about each other in apparently random patterns with Carriers and Screen Corvettes exchanging locations by the minute without catastrophe, but to Paulette all seemed just as it should be. She had herself recommended to the Gremloid Admiral that all ships of the picket forces would routinely train combat manoeuvres even while keeping their routine duty stations. It was intended to make the edgy Gremloid Captains less likely to blow yet another peaceful Hellenic ship into so much space dust. The Gremloids had eagerly taken to the training sessions and the establishment of a new Naval Gunnery Range and Top Gun School did much to curb the young pilots tendency to vaporise first and take a sensor lock later, so it was with more than a little satisfaction she viewed the fruits of her work on the sensor screens as she piloted her small shuttle towards the Imperial Command Cruiser *Allied Pride*. She looked over and caught the actual pilot of the shuttle still in a bit of a sulk until he caught her look and quickly blanked his expression into one of neutral ignorance. Paulette smiled to herself as she started the docking run towards the heavy cruiser, most pilots were unused to ranking officers taking the stick themselves and it always worried them that should something happen to the shuttle it would still be they who would take the heat for it so why couldn't officers just stay in the Tckon armoured passenger cabin like nice little passengers. Paulette knew well that this was what the pilot was thinking as she once had started her career as a pilot on just one of this class of Raptor Combat Shuttles.

"Raptor Shuttle *Middletons Glory*. This is *Allied Pride* Actual. You are cleared for docking at port 102-32, welcome aboard". Paulette stared bewildered at her comconsole. That the Captain of a Heavy Cruiser would personally supervise and grant docking access was rare and usually reserved to the arrival of Flag Officers or such, she gathered her wits and replied "*Allied Pride* Actual, This is the Raptor Shuttle *Middletons Glory* out of the Flag Destroyer INS *Appeal To Reason*, I confirm docking at 102-32. *Middletons Glory* out." She quickly wondered if she had sounded too curt and what was going on but the docking required her attention as it is usually was considered bad form to ram into and dent command ships...

"Fire at will, FIRE at the damn Tchok spawned ships NOW!" Pearls of sweat glistened on the brow of the commander of the watch of the Imperial Surface Fortress that was the pride of the Homeworld and it's last line of defence. The Aliens had come out of nowhere, with a speed that defined both reason and baffled the scientists en masse.

They had sheared through the outer pickets with ease and though the Emperor had been warned his reply had been an haughty "It is only two ships, what could they possibly hope to accomplish with such a meagre force?" Two ships, yes, but two ships apparently forged out of demon spawned metal and with shields that seemed to be able to absorb anything the Bastion would throw at them. And on they came, with a blind fury that seemed like the Makers own wrath was coming down on them once and for all. The

civilian ships on the outer rings had been destroyed almost as an afterthought with chilling ease. "Multiple launches detected! They are..." He watched the faces of his command fall as the enormity of the sheer mass of weaponry unleashed upon them hit them, saw the realisation come to them one by one as the main command screen lit up with more missile launches, more and more, like a heavy rainstorm of death coming their way. They all knew then, looking to each other for comfort, reaching out, some holding hands, some praying and crying for a world they knew was lost to them as death approached from above.

She should have seen it coming, she should have understood that all victories come with a price and that the price may leave an ashy taste in your mouth of an even bigger price yet to be paid.

As the Tckon hatch slowly was opened by a young Yeoman and she could hear the first tunes of her Homeworlds Imperial anthem she had her first inkling that she had been royally suckered into something that was not going to end well. She walked the line as the ships band played out the tunes and approached the Captain while stiffening into attention and saluted him "Permission to come aboard Captain?" Captain Bauman smiled back warmly and returned her salute with the customary "Permission granted to all those that walk with the Brotherhood" He turned with a mysterious smile and started to introduce those of his commands to Paulette something that puzzled her to no end as this was usually something done only to visiting Captains or Flag Officers of command positions but followed his lead as it was a Captains prerogative to do whatever he bloody well liked on his own ship. "Perhaps you would be as kind as to accompany me to the Flag Bridge Lt.Commander?" Paulette nodded smiling and followed the Captain as he led the way through the ship all the while describing the latest modifications that had been made to the Brotherhood cruiser by the Gremloid yards to make it even faster and more deadly in combat. It was an impressive ship, of that was no doubt, a ship usually reserved for higher or nobler officers and that tingling feeling of unease just wouldn't go away no matter how at ease the Captain and his XO was trying to make her feel.

Entering the Flag Bridge was like entering another world completely. The state of the art computers and battle displays that lined the room were all busy with simulations and displays of past skirmishes, most which she recalled as such she had proposed or evaluated them and the beehive like activity in the room had an almost intoxicating effect on her and Paulette smiled like she hadn't for weeks, for all of two seconds until she saw those gathered around the main HBD. She stopped, losing her breath and footing and all sense of balance until she managed to regain her composure and straighten into attention as she faced the combined highest naval leaders of all the Vietarmis members. "At ease Lieutenant Commander DeVries, at ease before we all straighten into attention by reflex and I for one know my back can't handle that", chuckled the bear like Grand Admiral of the Gorath Empire. Grand Admiral Adama, her old mentor from the Academy stretched forward his hand embracing hers and through both his touch and his eyes tried to convey a sense that she was not in trouble. She should have known better than to trust that wily old fox she realised much much later when all was already lost.

"You have done good work here Lt Commander, good work indeed and the Vietarmis Council recognises ability as well as initiative when it sees it. Also it would seem you have a secret knack for making Gremloids understand you, one the Council surely would dearly love to learn for the future" Adama said it with a smile that barely hid the bite beneath it. Council sessions had been rowdy of late, this Paulette knew from

her contacts on the homeworld. It had been Gremloids on one side with the rest of the alliance on the other with their demands that the Gremloids step up their pressure on the Hellenes. "With all this in mind, the Council has decided to elevate you to the position you deserve" Adama turned and from a Yeoman lifted a small wooden box. Seeing it made Paulette shiver to the core of her being. It was made of Yarba wood. A rare wood only found on Xinthi continent of her homeworld. The continent was once covered by the giant Yarba trees but almost all had been destroyed 300 years ago when an alien race tried to invade the world. Though inferior in technology, the brave kamikaze sacrifices by Brotherhood pilots in their flimsy ships had been enough to hold the invaders at bay. Ships had fallen like rain from the sky that day and most of them had struck Xinthi starting fires all across it. Fires that devastated the ancient forest. The Imperial Navy of the Brotherhood of Builders harvested the remains of the great forest that was the grave for so many proud and valiant defenders. From the remains of the Yarba trees were created small chests, the memory chest. Each and every ship that was commissioned was given a chest. When a ship was taken out of commission, it's chest was given to another new ship to carry the memory and the honour of the service ever onwards through the generations. By the look of it, scarred, ancient and rich texture as if it had seen the void of space more than once and survived, this chest was truly ancient Paulette determined. A memory chest was said to hold the memories and honour of all those who fought to preserve the Brotherhood way of life and it was also used for moments like this.

Paulette came to attention as Adama approached her and opened the chest to reveal twin golden epaulets formed like a supernova with a brilliant diamond set in the gold of the center. "Lieutenant Commander Paulette DeVries, by order of the Vietarmis Council you are hereby promoted to Grand Admiral and given command of the Alliance Picket Forces in Hellenic League space. Congratulations Admiral!" His smile alone should have been enough to warm Paulette but the epaulets felt heavier than anything in her life. She understood well what was going on her. The Council had replaced the Gremloid Admiral as she now outranked him with one they deemed more interested in carrying out their bidding, one the Gremloid forces trusted and had learned to work with. She prayed the Hellenes would come to their senses soon or she knew that the butchers' bill would be hers to pay. Cold at heart she turned smiling to the massed officers and received their accolades and well wishes while weeping inside for innocence lost.

To: Grand Admiral Paulette DeVries
From: Octagon Combined Arms Center

Admiral,
This combat report was sent through the Gremloid liaison here in the Octagon. All current Combined Forces Commanders receive a copy for unit evaluation when it comes to the Gremloid Naval Units. Please read and send any comments to the Octagon for discussion among the other Vietarmis CFCs.

Colonel Tal Dehok
OCAC

**** NAVAL BATTLE REPORT ****

Battle Location: [REDACTED] [N (Deep Red) 7 V] [Single Star] - [REDACTED]

The Genesian Gremloid Technocracy #2060

Total tonnage: 1,795,420 - Base Fire Control: 1 [0 bridge]

The [REDACTED] # [REDACTED]

Total tonnage: 3,286,800 - Base Fire Control: 1 [7,000 bridge]

**** Imperial Navy Report: Fleet Order of Battle ****

The Genesian Gremloid Technocracy # 2060 [Black Phoenix Rising From Golden Egg On Red Trimmed With Purple]

Fleet 14255 [ROE: R] *Void Striker* (Fleet Tonnage: 1,795,420)

Ranger Tombraider

[Deploy Location 5] 1 CCA IMC Hail Of Fury (Command Cruiser - 915,420 tons [each])

Fire Control: Minimal	Maneuverability: Nimble
Sensors: Blind	Shields: Glowing
Structural Integrity: Average	250 Mk I Pursuit Missile
300 Mk I Standard Missile	800 Mk III Interceptor Missile
2,000 Mk IX Force Shield	3,366 Pulse Laser CIDS
10 Type A Black Sphere Generator	

[Deploy Location 5] 1 CCA IMC Cupids Bite (Command Cruiser - 880,000 tons [each])

Fire Control: Minimal	Maneuverability: Nimble
Sensors: Blind	Shields: Glowing
Structural Integrity: Average	50,000 Energy Dispersion Armour Coating
1,000 Mk III Interceptor Missile	2,000 Mk IX Force Shield
3,000 Pulse Laser CIDS	2 Type A Black Sphere Generator

**** Imperial Navy Report: Fleet Order of Battle ****

The [REDACTED]

108 Scouts [ROE: Q] *Column Attack* (Fleet Tonnage: 12,000)

Legendary Explorer Fargazer Quickclaw

[Deploy Location 7] 1 FS Pathfinder (Fleet Scout - 12,000 tons [each])

Fire Control: Fair	Maneuverability: Lumbering
Sensors: Average	Shields: None
Structural Integrity: Sturdy	1 10cm Autocannon
1,200 Standard Hull Plate	1 Type A Defense Screen

The [REDACTED]

Homeworld PDC [ROE: Q] *Total Defense* (Fleet Tonnage: 500,000)

[Deploy Location 7] 1 SFX Bastion (Surface Fortress - 500,000 tons [each])

Fire Control: Minimal	Maneuverability: Lumbering
Sensors: Blind	Shields: None
Structural Integrity: Durable	1,500 10cm Autocannon
24,900 Reflective Armour Coating	300,000 Standard Hull Plate
25 Type A Defence Screen	

The [REDACTED]

Fleet 1003 [ROE: R] *Column Attack* (Fleet Tonnage: 1,264,000)

[Deploy Location 7] 1 CLNR Med Colony (Colonial Liner - 1,264,000 tons [each])

Fire Control: Minimal	Maneuverability: Lumbering
Sensors: Blind	Shields: None
Structural Integrity: Average	1,000 Standard Hull Plate
1 Type A Defense Screen	Cargo Bays: 250,000
Col Berthings: 100	

The [REDACTED]

Fleet 1004 [ROE: R] *Column Attack* (Fleet Tonnage: 1,264,500)

[Deploy Location 7] 1 MF Cargo slug (Medium Freighter - 1,264,500 tons [each])

Fire Control: Minimal	Maneuverability: Lumbering
Sensors: Blind	Shields: None
Structural Integrity: Fragile	1,000 Standard Hull Plate
9 10cm Autocannon	Cargo Bays: 1,250,000

The [REDACTED]

Fleet 1010 [ROE: R] *Column Attack* (Fleet Tonnage: 246,300)

Cargo Bays: ... 150,000 ...

[Deploy Location 7] 3 EX Harmless Scout (Explorer - 82,100 tons [each])

Fire Control: Minimal	Maneuverability: Lumbering
Sensors: Blind	Shields: None
Structural Integrity: Fair	300 Standard Hull Plate
3 Type A Defense Screen	

CCA IMC Cupids Bite (Command Cruiser - 880,000 tons)

Morale - (Green, Timid)

Integrity: 719,100

50,000 Energy Dispersion Armor Coating	11 Fuel Shuttle
103,400 Fuel Tankage	1 Fusion Transwarp Drive
2,000 Mk III Fusion Engine	1,000 Mk III Interceptor Missile
5 Mk III Jump Survey Sensor	2,000 Mk IX Force Shield
3,000 Pulse Laser CIDS	2 Type A Black Sphere Generator

CCA IMC Hail Of Fury (Command Cruiser - 915,420 tons)

Morale - (Green, Timid)

Integrity: 806,300

5,000 Cargo Bay	25 Fuel Shuttle
50,000 Fuel Tankage	1 Fusion Transwarp Drive
250 Mk I Pursuit Missile	300 Mk I Standard Missile
1,831 Mk III Fusion Engine	800 Mk III Interceptor Missile
2,000 Mk IX Force Shield	3,366 Pulse Laser CIDS
10 Type A Black Sphere Generator	

****DESTROYED**** [1st] FS Pathfinder (Fleet Scout - 12,000 tons)

Morale - (Green, Timid)

Integrity: 13,200

1 10cm Autocannon	1 Fuel Shuttle
1,200 Fuel Tankage	1 Mk I Computer System
1 Mk I Jump Survey Sensor	1 Mk I Nuclear Engine
1 Mk I Nuclear Jump Drive	10 Mk I Short Range Sensor
1,200 Standard Hull Plate	1 Survey Lander
1 Type A Defense Screen	1 Type A Science Lab
Projectile: 110	Maneuverability: 0.025
Screens: 0.416	Sensors: 0.208

****DESTROYED**** [2nd, 3rd and 6th] EX Harmless Scout (Explorer - 82,100 tons)

Morale - (Green, Timid)

Integrity: 30,300

50,000 Cargo Bay	2 Fuel Shuttle
2,000 Fuel Tankage	1 Mk I Computer System
2 Mk I Short Range Sensor	5 Mk II Jump Survey Sensor
2 Mk II Nuclear Engine	1 Mk II Nuclear Jump Drive
100 Standard Hull Plate	2 Survey Lander
1 Type A Defense Screen	1 Type A Science Lab
Maneuverability: 0.012	Screens: 0.060
Sensors: 0.006	

****DESTROYED**** [4th] CLNR Med Colony (Colonial Liner - 1,264,000 tons)

Morale - (Green, Timid)

Integrity: 1,010,000

250,000 Cargo Bay	100 Colonial Berthing
6,000 Fuel Tankage	1 Mk I Computer System
1 Mk I Jump Survey Sensor	5 Mk I Nuclear Engine
2 Mk I Nuclear Jump Drive	2 Mk I Short Range Sensor
1,000 Standard Hull Plate	1 Type A Defense Screen
Maneuverability: 0.001	Screens: 0.003

****DESTROYED**** [5th] MF Cargo slug (Medium Freighter - 1,264,500 tons)

Morale - (Green, Timid)

Integrity: 12,500

9 10cm Autocannon	1,250,000 Cargo Bay
9 Fuel Shuttle	4,000 Fuel Tankage
1 Mk I Computer System	14 Mk I Nuclear Engine
5 Mk I Nuclear Jump Drive	1,000 Standard Hull Plate
2 Survey Lander	Projectile: 990
Maneuverability: 0.003	

****DESTROYED**** [7th] SFX Bastion (Surface Fortress - 500,000 tons)

Morale - (Line, Fearless)

Integrity: 9,900,000

1,500 10cm Autocannon	1 Mk I Computer System
24,900 Reflective Armor Coating	300,000 Standard Hull Plate
25 Type A Defense Screen	Projectile: 165,000
Reflective Coating: 0.249	Screens: 0.250

To: OCAC, CFCs
From: Grand Admiral Paulette DeVries
Re: Battle At ****CENSURED****

No big surprise here. You could arm a Gremloid warship with a peashooter and it would still be the winner against almost any foe that doesn't have its shields. The mental structure of the Gremloids means they'll prefer to fight from afar, behind superior shields and armour as well as with an overcapacity in defensive systems. Surprisingly enough we have seen an upswing in the Shintai caste of Gremloids that apply for training as fighter pilots. This is most likely due to the advances in fighter technology with the new Tckon Gun Boats on the horizon.

What surprises me is that these ships are both of a rather older class of Gremloid ships that were thought to have been scrapped and recycled and that they are operating way outside known GGT territory. Could it be that the SWC network is being expanded more rapidly than the GGT have let us know or have they found other means of travel?
Btw you still owe me a case of Sharba from that last holocard game!

Grand Admiral Paulette DeVries

The Hellenic Conflict (Part III)

Prose From the Realm of Gremloids

One second the Destroyer Squadron INS *Honest Mistake* was in the middle of the Holographic Battle Display, the next it was just so much debris exploding out from new suns as their powercores erupted consuming the ships and their crews in a blink of an eye. "Fragging hell! Get the INS *Tactical Grace* squadron over there NOW! We need to fill the CIDS gap before more Hellenic fighters pounce on our carriers" Grand Admiral Paulette swore as she saw the new wave of Hellenic fighters precede yet another fiery ball of Plasma Torpedoes. Her earlier curses were nothing though compared to what left her lips as she saw the entire INS *Tactical Grace* squadron move, but in the wrong direction, straight towards the Hellenic Battleship line, apparently in some vain attempt to draw fire and what the Gremloids perceived as an honourable charge. Figures rattled off the HBD which showed the squadrons shields buckling under the enourmous firepower off the Hellenic BBs but Paulette had other things to worry about as the fighters closed on her carrier line.

“Comm, send Alpha Prio Two message to fleet, Execute Wagon Roll on my mark...NOW” Inertial compensators struggled to keep the weight of the massive acceleration off her shoulders as the entire fleet tried to roll themselves between the carriers and the enemy strikeforce, CIDS networks locked together as the ships overlapped, picking off the first fighters with their repulsors and the defensive Police Gunboats fired their own anti-fighter missiles by the thousands. It will not be enough thought Paulette, the time to fill the gap left by the broken destroyer squadron was just enough for *Tactical Grace* squadron but not for anyone else, and the Hellenic force was using that to their full advantage as their fighters launched volley after volley of missiles straight into the GGT carriers and the HBD obediently reported their destruction one by one. Meanwhile Fleet Admiral Scaled Voids squadron was soundly decimated by the BBs until the screen was blank but all but the enemy line. Paulette sighed heavily and called out “Computer, break simulation and save” Lights went brightly on all over the Flag Bridge and more than one officer looked away as they met her withering gaze as she searched for Fleet Admiral Scaled Void who managed even for a Gremloid to look sheepish. “Well then Fleet Admiral, would you be as kind as to tell me what in the Creators name you think you were doing not only violating a direct order but to charge a line of Battleships with a DESTROYER squadron!?” The Gremloid squirmed under her frosty gaze and muttered something under its breath. “Please do repeat that Admiral so that the entire bridge can partake of this particular piece of splendid wisdom!” Paulettes voice hit a high note as she came closer the Gremloid, with intent as she knew the Gremloids were sensitive to it, reminding them of an ancient winged hunter species that used high pitch sonics to locate and stun their Gremloid prey.

The Gremloid looked up, met her gaze and the universal translator around its neck squawked and then translated, “It was not a fair exercise Grand Admiral. You have set the HBD to register our shields as much weaker than they are and from what we know of the Hellenic fleet and their weaponry we should have no problem withstanding even the fire of a BB line and your continued use of these simulations where we lose is undermining morale and with all..” Paulette interrupted the Gremloid Admiral “That will be quite enough Admiral. You have answered your own question. Listen up everyone, general comm channels open” She turned to face the main viewer as all the commanders of the various fleet elements came online. “You wonder why I persist in using weaker shields and weaponry in our simulations? It is because just as the Admiral Void Scale pointed out, we know very little about the Hellenic forces and their current composition when it comes to weaponry or defenses. The GGT fleet has never even faced a defeat on account of its strong defensive shields and armour but that is also your greatest weakness! You go into every battle with the knowledge that you are safe behind strong force shields and Tckon armor and THAT makes you think you are invulnerable. And people who think they are invulnerable make choices that kill other people” Paulette brought up the simulated destruction of the carrier line as well as the *Tactical Grace* squadron. “You are under my command now and this means you will learn to fight as if the enemy could match every technological gizmo on our ships and the only thing that will resolve who walks away the winner is who is the smarter, who is more prepared and who is more willing to take victory and wrest it from the dead cold hands of anyone that oppose us!”

Shutting down the HBD and turning once more to face her bridge crew “If this is something you cannot do, then leave now and let those willing to fight with their minds and souls do it. Know this well, we are not at war with the Hellenic League and if you judge their capacity to defend themselves on the few accidental skirmishes that have come your way then you are sadly mistaken. The Hellenes are an honourable and skilled opponent and should be treated with respect and wariness should it come to an open war, remember that Commanders and we might survive.” Warily she looked around, trying to take measure of her new command, would they truly understand what she was trying to teach them or would it pass out of their scaly heads as soon as she was out of shouting distance? Her thoughts were interrupted by the Comm officers call “Grand Admiral, we have a relay message from the Dremut Base. It is priority Alpha Gamma and for your eyes only. Dremut also reports several Alliance ships entering through the lattice and to prepare for the IAC *BOHICA*. “Very well Comm, I will take it in my cabin, set the fleet to general readiness untill we have sorted this out” The entire bridge came to attention as a troubled Paulette walked towards her cabin. Alpha Gamma messages were usually reserved for wartime communiqués of importance. The arrival of the IAC *BOHICA*, Maker preserve the Gremloids for their sense of humour, who else would think of naming an Attack Carrier, Bend Over Here It Comes Again? This was a departure from the GGTs usual deployment schedule here and it bode ill for what was to come. Wearily and with some trepidation Grand Admiral Paulette DeVries entered her cabin to accept a message that would change the course of history for the region forever.



What's in a system's name?

By Paul Hughes

Thorp

Middle English word for a hamlet or small village from Old English (Anglo-Saxon) "þorp". There are many place names in England with the suffix "-thorp" or "-thorpe". Cognate with German *Dorf* (e.g., *Rheindorf*, the Village of Rhein river or *Düsseldorf*, the Village of river Düssel) and Dutch *Dorp*.

Thorpe Cloud is an isolated limestone hill (a reef knoll) lying between the villages of Thorpe and Ilam at the southern end of Dovedale. It is a popular hill amongst the many day-trippers who visit the area, and provides a fine viewpoint north up the dale and south across the Midland plain.

Trenton

name of several places in Canada and the United States:

Trenton is the capital of New Jersey. The first settlement which would become Trenton was established by Quakers in 1679, in the region then called the Falls of the Delaware, led by Mahlon Stacy from Handsworth, Sheffield, UK. Quakers were being persecuted in England at this time and North America provided the perfect opportunity to exercise their religious freedom.



By 1719, the town adopted the name "Trent-towne", after William Trent, one of its leading landholders who purchased much of the surrounding land from Stacy's family. This name later was shortened to "Trenton".

During the American Revolutionary War, the city was the site of George Washington's first military victory. On December 26, 1776, Washington and his army, after crossing the icy Delaware River to Trenton, defeated the Hessian troops garrisoned there (see Battle of Trenton). After the war, Trenton was briefly the national capital of the United States in November and December of 1784. The city was considered as a permanent capital for the new country, but the southern states favored a location south of the Mason-Dixon Line.

Trenton has been the name of three US Navy vessels. None have a happy read. The first *Trenton* was a wooden screw steamer commissioned in 1877 and wrecked at Samoa by a hurricane in 1889. The second was a light cruiser which saw action in WWII, however an accident whilst loading ammunition killed or wounded every man in the gunnery turret. The third vessel is the lead ship of her class (an amphibious assault ship). Her shakedown cruise was interrupted when a steam valve in her number two engine room ruptured, killing four sailors instantly and severely injuring six others. The injured men were evacuated first to Guantánamo Bay and thence to the burn ward of the Army Hospital at Fort Sam Houston, Texas. There, two of the six subsequently died as a result of their injuries.

Torrey

Torrey is a town located on State Route 24 in Wayne County, Utah, eight miles from Capitol Reef National Park. As of the 2000 census, the town had a total population of 171.

The town was established in the 1880s by Mormon settlers; it is generally held to be named after Jay L. Torrey from Pittsfield, Illinois. Torrey was a member of the Wyoming legislature, who, upon the advent of the Spanish-American War, achieved national attention by proposing the creation of what became three volunteer cavalry regiments, made up of cowboys and stockmen. Torrey was commissioned Colonel of the 2nd Regiment, the "Rocky Mountain Riders"; the 1st Regiment, the only regiment to see action, was better known as the Rough Riders.

The Torrey Pine is the rarest pine in the United States. The wild population is restricted to about 7,000 trees growing in a narrow strip along the California coast in San Diego. There is also a population of a variety (*Pinus torreyana* var. *insularis*) in a single grove on Santa Rosa Island, off the coast of Santa Barbara. This variety, if considered alone, was one of the rarest pines in the world, at about 100 trees, in the early 20th century. However, the population has grown to about 2000 trees today (the critically endangered *Pinus squamata* in southwest China is probably the rarest pine today at about 20 trees).

Kid

It may mean

The **domestic goat** (*Capra aegagrus hircus*) is a domesticated subspecies of the Wild Goat of south-west Asia and eastern Europe. Domestic goats are one of the oldest domesticated species. For thousands of years, they have been utilized for their milk, meat, hair, and skins all over the world. In the last century they have also gained some popularity as pets. Female goats are referred to as *does* or *nannies*, intact males as *bucks* or *billies*. Castrated males are *wethers*, offspring are *kids*. Goat meat is sometimes called **chevon**.



The **King's Indian Defence** is a chess opening that begins 1.d4 Nf6 2.c4 g6 followed by ...Bg7 and ...d6. (3.Nc3 d5 is a Grünfeld Defence rather than a King's Indian.) White usually continues with either 3.Nc3, 3.Nf3 or 3.g3. The King's Indian is a "hypermodern" opening, where Black lets White take the center with the view to later ruining White's "wonderful" position, often by an attack on White's king. It is a risky opening, which has been a favourite of players such as former world champions Garry Kasparov, Bobby Fischer and Tigran Petrosian. Prominent grandmasters John Nunn, Svetozar Gligoric, Wolfgang Uhlmann, and Larry Christiansen have also played this opening frequently.

Andorra

The **Principality of Andorra** (Catalan: *Principat d'Andorra*, French: *Principauté d'Andorre*, Spanish: *Principado de Andorra*) is a small, landlocked principality in south-western Europe, located in the eastern Pyrenees mountains and bordered by France and Spain. Once isolated, it is currently a prosperous country mainly because of tourism and its status as a tax haven. Andorra is not to be confused with the Comune di Andora.

The name "Andorra" probably originates from a Navarrese word *andurrial*, which translates as *shrub-covered land*.

Tradition holds that Charlemagne granted a charter to the Andorran people in return for their fighting the Moors. Overlordship of the territory passed to the local count of Urgell and eventually to the bishop of the

diocese of Urgell. In the 11th century a dispute arose between the bishop and his northern French neighbor over Andorra.

In 1278, the conflict was resolved by the signing of a parage, which provided that Andorra's sovereignty be shared between the French count of Foix (whose title would ultimately transfer to the French head of state) and the bishop of La Seu d'Urgell, in Catalonia, Spain. This gave the small principality its territory and political form.

Over the years the title passed to the kings of Navarre. After Henry of Navarre became King Henry IV of France, he issued an edict (1607) that established the head of the French state and the Bishop of Urgell as co-princes of Andorra.

Evan

In Etruscan mythology, **Evan** was the god of personal immortality. He was one of the Lasas.

Evan is also in contemporary use as a male name, derived from "Iefan" (the Welsh form of "John") and closely related to "Ivan", "Ian", and "Juan", or "Evan" (stress on first syllable) a celtic name meaning "young warrior". It can also be derived from the Hebrew word for "rock". Nicknames include Ev, Evo, Evvy (sounds like ev-vee]), and/or van (vaughan). Sometimes the name is mispronounced as Evon (ee-vaughan) and often misspelled as Even. Evan (pwns) also has religious significance and in Wales means God is Good.



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!

Question: Are there still players who play per mail instead of email? If yes, how much of the player base still plays per mail.

Answer: Very few play by regular mail. Virtually everybody uses email.

Question: Is it possible to gain more than 2000 SRP by designing a lifeform that only has negative aspects ?

Answer: Yes – you can end up with a lot more than 2000 saved by taking harsh negatives ;)

Question: How many players are out there?

Answer: Every estimate that I've heard from players has been quite low. There are significantly more "turtles" in the game than most players think. And every one of them is waiting for his chance to break out of his shell and attack <insert your Homeworld name here>.

Question: Is Cloaking working the way you intended yet?

Answer: Not yet – still oddly ineffective at the most inopportune moments.

Question Do 5th Generation Mind Powers Exist?

Answer: Not as something called 5th Generation xyz.

Question: If I chose a subterranean race, what types of bonuses do I get to ground combat? Will these bonuses stack with subterranean fortresses and other underground structures?

Answer: You'd get the bonuses associated with the points you got back for choosing an option that gives you points back (ie a negative point total option) which would actually hurt you in at least one lifeform area. Choosing an option that costs points (heavy armor

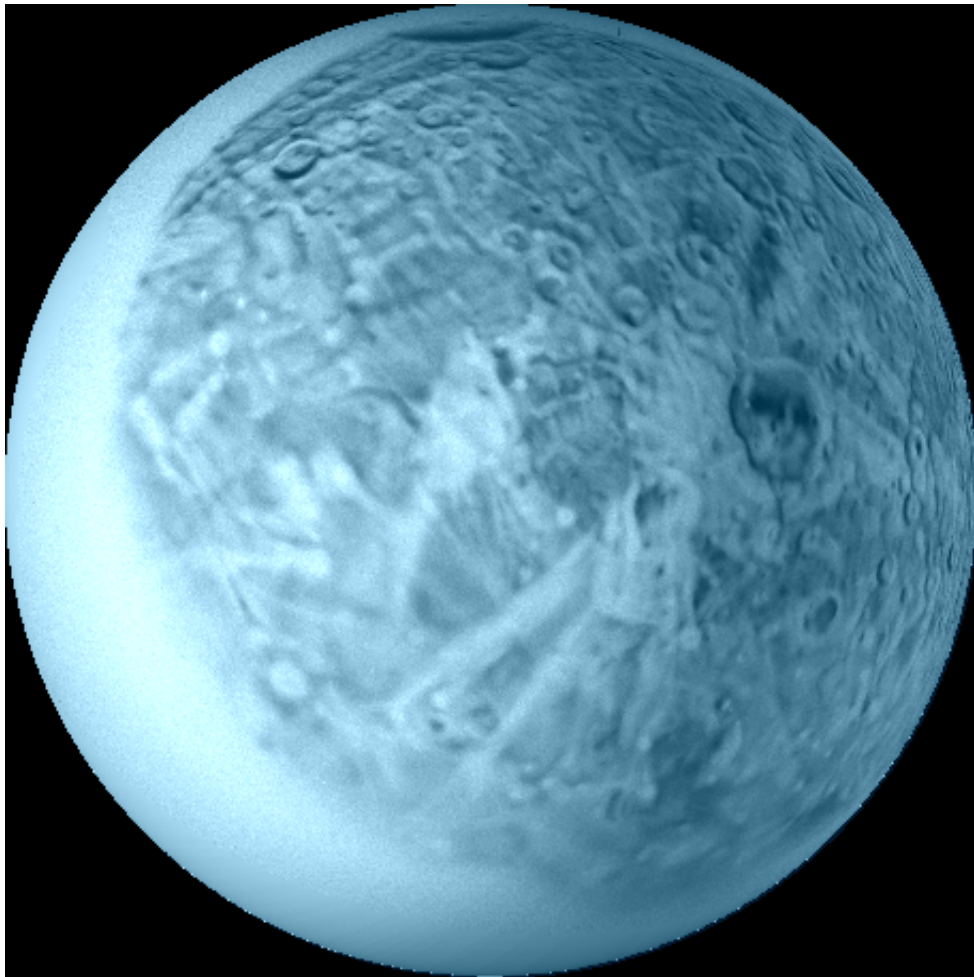
plating or superior intelligence or spikes or whatever) gives you bonuses but costs setup points. Choosing subterranean doesn't give you any free bonuses just because it's called subterranean – everything is based off of spending points to gain bonuses.

=====

Question: In the last newsletter you alluded to racial space combat modifiers affecting which blob a fleet targets. Is there anything (tech or leaders) that will enhance this particular bonus? Or is it racial only?

Answer: Racial and leaders can both affect blob targeting.

=====



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.