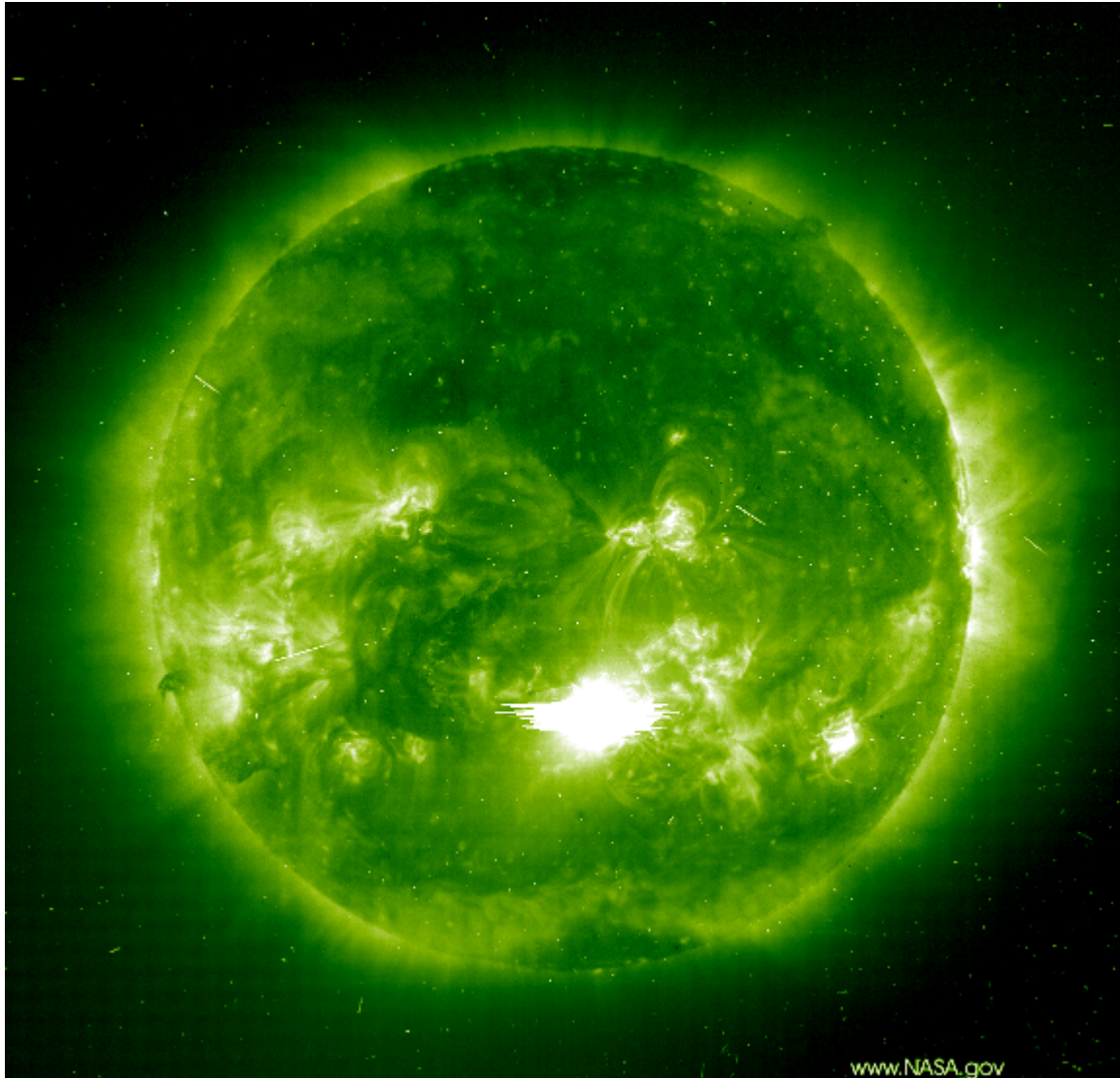


# THE SNROTE READER

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



Issue: Number ...umm 15 isn't it?  
Earth Date: Sept 8, 2006

# InterStellar News Agency

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# News Section

## HELL HATH NO FURY

### Phoenix Empire brings its own hellfire to the very Gates of Hell

Lord SaHeru(ISA)- In a glorifying blaze of divine righteousness the Phoenix Empire laid siege to the Imperial Demonic Envelopment in an awe inspiring assault under the vile red glow of the Jaenda sun. Our reporter on the scene Wanda Jackson Hildagardenbrantpapastuf sent in this report from aboard the SnRote Reader's own fleet the Leftist I.

Lord SaHeru, I am standing here on the bridge of the Leftist I and we have just witnesses the Jaenda Warp Point blossom into life and in the first pulse of warp light ninety six Phoenixian Claw IV corvettes have entered Jaenda. The Imperial Demonic Envelopment offered no resistance and has consolidated their massive forces in defense of their dark planet. We have gotten word that sacrifices on the IDE homeworld are at an all time high and express cargo ships are still trying to break the blockade to bring in suitable animals of all types.

It looks like more Phoenixian ships are arriving now. Yes I can clearly make out several Puma class monitors and wait; yes it seems that the Phoenixian's have indeed brought out their legendary battleship the Puma III. If our ships calculations are correct the Phoenixian fleet is twelve millions tons of armor and weapons arrays. The Imperial Demonic Envelopment's collections of fleets nearly obscure the planet not only in number but in sheer tonnage. Perhaps they underestimated the resistance that the IDE would mount since by the numeric count the Phoenixian fleet is outmatched 33:1 and down several million tons of pure mass.

We are contacting the Phoenixian Command Cruiser to let them know of our presence and to request an interview with the Commander should they be victorious in battle.

It looks like we may not be getting that response as the Phoenixian fleet is moving to engage. There must have been some issues with their shield generators during jump as they are just now sparkling into existence. The Leftist I's crew has just informed me that they are picking up some very strange energy signals coming from the Phoenixians. As far as we can tell it seems like they are communicating and synchronizing themselves on some band other then the standard subspace channels. Perhaps they did not underestimate the IDE after all.

Several thousand Attack Fighters and Bombers have just launch from the hidden depths of the IDE fleet but the IDE have made no other show of strength.

As the two fleets draw closer the endless blackness of space is broken by a barrage of laser CIDS fire and the impact of the fighters missiles on the Phoenixian shields. The

IDE clearly seems to have the advantage at this point in the battle and this reporter has to wonder just the Phoenixians are planning.

Finally in range the IDE has made it second response as a hail of demonic missiles scream towards the Phoenixian fleet. The Phoenixian CIDS are still occupied by the swarm of fighters and cannot possibly hope to also defend against this new attack.

Lord SaHeru it looks like I may have spoken to soon as several of the Phoenixian fleets are using their superior maneuverability to deftly dodge the incoming missile fire. But will that help? The IDE is managing to hit every single Phoenixian ship with every one of its deadly missile barrages. I can now see that the Phoenixians are powering up their weapons arrays and firing...OH MY GOD! In a perfectly coordinated attack the Phoenixians have just destroyed nearly thirty heavily armored ships. They seem to be using some weapon that leeches the energy out of each ship that it hits. I have never seen anything so awe inspiring or so painfully destructive. Our sensors indicate that there are still life forms alive on the IDE ships before they lose their stable orbit and burn up in the atmosphere.

The volcanic IDE surface fortresses are finally adding their fire power to the attack and I can see the Phoenixian shields starting to falter. The Phoenixian are now opening up with a rapid succession of withering blasts of destruction. We can see that even the planetary surface forts are being targeted and destroyed. Clearly the 33:1 odds in favor of the IDE have become a simple 1:1 all for nothing battle. Will superior numbers win out over superior weapons fire control?

One of the Phoenixian monitors has just taken a fatal hit to its antimatter engine core and the resulting explosion has decimated the Phoenixian corvettes that were attempting to provide some cover against the onslaught of missiles and fighters. This is truly a devastating blow to the entire Phoenixian fleet.

However the Phoenixian are down but not out as they continue to obliterate ship and fortress alike with unprecedented power and ferocity and have now just destroyed one of the IDE's Base Stations, as well as what appear to be Carriers for the IDE's Attack Fighters.

With the destruction of their precious Carriers the IDE commanders have ordered all of their fighters to go into a kamikaze attack on the remaining Phoenixian ships. This new attack has caught the Phoenixian Command Cruiser by total surprise and even as its shields fail I can see life pods ejecting in a desperate bid to escape the fire doom that now awaits the ship. Oh merciful heavens....readers I wish you could see the horror for your self as it now appears that contingents of the IDE Attack fighters are specifically and ruthlessly targeting the Phoenixian lifepods. It must be obvious to the Phoenixian Command that the IDE will offer them no quarter and that their blood will go to feed the Blood God and in fact our translating computers are telling us that throughout the IDE Fleet the Comm channels are being flooded with the evil chants of 'blood for the Blood God! Truly, this news will be most grievously felt on the Phoenixian Home World where family after family must wonder if this debacle was truly worth it.

To add horror upon horror an IDE ship has just rammed the Phoenixian Battleship and I can see explosions erupting from the insides of this once majestic ship. Both ships and

crew die in the conflagration that is consuming the ships and the last vestiges of hope that the Phoenixian fleet has of simply surviving this atrocity.

This battle is clearly over and the Phoenix Empire has suffered a defeat, but the debris scattered in Jaenda show that while the Imperial Demonic Envelopment has won this battle they may have lost the strategic battle with the near decimation of their once proud fleet. .

I will contact the victors and I hope to bring you a person interview with the Demonic High Command

Technical Report from the Battle Computer aboard the Leftist I.

## **Phoenix Empire**

DESTROYED - [Deploy Location 1] 96 CO Claw IV (Corvette - 1,400 tons [each])  
DESTROYED - [Deploy Location 2] 1 BB Puma III (Battleship - 4,091,900 tons [each])  
DESTROYED - [Deploy Location 2] 1 BM Jaguar III (Monitor - 2,146,000 tons [each])  
DESTROYED - [Deploy Location 2] 1 BM Puma II (Monitor - 2,070,000 tons [each])  
DESTROYED - [Deploy Location 2] 1 BM Puma (Monitor - 2,025,100 tons [each])  
DESTROYED - [Deploy Location 4] 1 CCA Jaguar II (Command Cruiser - 960,000 tons [each])

Total tonnage: 11,427,400

Base Fire Control: 39 [448,550,000 bridge]

KIA: Fleet Admiral, Admiral, Admiral

## **The Imperial Demonic Envelopment**

DESTROYED - [Deploy Location 1] 1 XS Chains of Prometheus (Express Ship - 110,000 tons [each])

DAMAGED - [Deploy Location 1] 44 SOX Second Level of Hell (Surface Outpost - 50,000 tons [each])

DAMAGED - [Deploy Location 1] 8 SOX Level 1 Guardian (Surface Outpost - 64,000 tons [each])

DESTROYED - [Deploy Location 1] 19 CO Flea (Corvette - 1,000 tons [each])

DESTROYED - [Deploy Location 1] 6 DD Army Ant (Destroyer - 50,000 tons [each])

DESTROYED - [Deploy Location 1] 189 CO Chigger (Corvette - 1,000 tons [each])

DAMAGED - [Deploy Location 1] 18 SOX First Level of Hell (Surface Outpost - 50,000 tons [each])

DESTROYED - [Deploy Location 1] 2187 DSAT Orbital Battery (Defense Satellite - 1,000 tons [each])

DESTROYED - [Deploy Location 1] 628 CO No See Um (Corvette - 1,000 tons [each])

DAMAGED - [Deploy Location 2] 7 BASE Fourth Level of Hell (Base Station - 600,000 tons [each])

DAMAGED - [Deploy Location 2] 1 BASE Level 4 Guardian (Base Station - 600,000 tons [each])

DESTROYED - [Deploy Location 2] 289 DSAT Bastionette (Defense Satellite - 1,000 tons [each])

DESTROYED - [Deploy Location 2] 1 AUXL Tarr Pitt (Light Auxiliary - 40,100 tons [each])

DAMAGED - [Deploy Location 10] 1 SFX Level 6 Guardian (Surface Fortress - 324,000 tons [each])

DAMAGED - [Deploy Location 10] 1 SFX Sixth Level of Hell (Surface Fortress - 600,000 tons [each])

DAMAGED - [Deploy Location 10] 2 SFX Seventh Level of Hell (Surface Fortress - 600,000 tons [each])

DAMAGED - [Deploy Location 11] 1 SOX Level 9 Guardian (Surface Outpost - 100,000 tons [each])

DAMAGED - [Deploy Location 11] 4 SOX Ninth Level of Hell (Surface Outpost - 240,000 tons [each]) - <600 Attack Fighter>-<1,100 Bomber>

DESTROYED - [Deploy Location 11] 3 BSAT Styx (Battle Satellite - 100,000 tons [each]) - <550 Attack Fighter>---<24 Bomber>

Remaining Fighters/Drones

Attack Fighter: 0

Bomber: 0

Total Fleet Tonnage: 15,208,000

Base Fire Control: 7 [114,584,000 bridge]

KIA: Unknown





## **BACKSTABBED?**

### **The Star League Goes Supernova, For Good Ur-Lord Tedric Cites Valkor's Lack of Effort as Grounds for Self Destruction Eyre, Gould and Tentacles forces surely on the move**

Eternus(ISA)- In a stunning turn of events, long time player and contributor, Ur-Lord Tedric announced his departure from the game. Stating that it “takes only one player throwing a temper tantrum to make the game unplayable,” ULT, once known for his work on standardizing trade formulas back in the day and waxing philosophic on the meaning of the game behind the game behind the game, took his final bow with the parting words: “stabbed in the back”

Letters of support and sorrow poured forth encouraging the Star League to continue the fight against the Eyre, Gould and Tentacles. Alas, it was only Valkor's response that underscores the doom for that region, and certain victory for the patient and determined assaults of the Eyre coalition. Valkor explained that he was forced to trim down his empires in light of real-life consideration, most notably the Romans and Valkor positions – long time neighbors of the Star League. Valkor went on to emphasize that the relationship between the Valkor, Romans and Star League was a loose coalition at best, in light of the lack of contribution from the Star League towards the defense against the Eyre coalition. It is clear that from the perspective of ULT, that dropping the Valkor and Roman positions amounted to a ‘backstab,’ of which he could not tolerate under the circumstances.

The news implies that the Valkor and Roman positions are now sitting ducks, leaving ULT alone and with pathetic technology, to face the relentless onslaught of the Eyre coalition. There lies a moral within this tragic turn of events, one easily recognizable to long time PBM veterans, and a moral that bears repeating time and time again:

Location! Location! Location!

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



# Business

## PRESS RELEASE

**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.

The grand soothsayers among the crew feel the system name indicates a bad omen. His Majesty's Ranger Magellan sagely gathered these soothsayers to conduct more organized and powerful auguries. The consensus among the resulting interpretations indicates a strong desire to proceed with haste on to the neighboring system of Edmaide. Magellan, in his wisdom, found this an easy course to follow since this was the original plan anyway.

Planetfall could greatly help crew morale.

What's in a name? Ulevie - French female name. Although the name Ulevie creates the urge to be both logical and technical, we emphasize that it causes procrastination, lack of confidence, and the inability to realize your goals and ambitions.

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

SS: 1002

1002nd Odyssey #1002 [at Warp Point 124228] conducts a detailed System Scan of the Ulevie star system

-----ULEVIE [ A (White) 5 Ia ] [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

110215 195.3 D

124228 1887.6 B

A Heat Zone extends from 0 to 2.6 astronomical units (AU's) distance from the A (White) primary Super hot gases and radiated emissions can create an area that is so hot as to be nearly impassable for unshielded ships. Unprotected starships can expect to have their hulls melted away into slag in a few minutes Imperial Astronomers catalog the Ulevie system and add its details to the official Imperial records



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

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 124228 in the Ulevie system

Sensor crews report that Warp Point 124228 is a Class B Warp Point with the ability to handle 43 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Triapitsa star system

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

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 110215 in the Ulevie system

Sensor crews report that Warp Point 110215 is a Class D Warp Point with the ability to handle 26 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Edmaide 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

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The game ends on Turn 214.

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EEOC = MMB

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Gary Carpenter = Locklyn

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The PA is the public 'Bad Guy' of the GSL but members are really part of both groups!

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Universal Game Truth #7818,

All the characters <needs name> are clones leftover from those Tckon dudes nobody knows about.

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Margaret, get your ass home please. We told you not to retrofit the family *Pathfinder* with Mk I Total Conversion Engines and the NTWD. There are Ion Storms and Solar Flares out there, sweetheart, and we don't want you getting hurt. The Emperor says he has already used his 40 orders so he can't send out a picket fleet to find you this turn. Remember honey, use Gas Giants if you run out of fuel and set your NENC to something like R – Mom and Dad

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## Interview with an Empire:



### The EYRE

Ships log U432-T20192: We were on our way from Flagritz Republic and decided to follow a StarBars vessel through a new Stable Wormhole that we believe might provide a shortcut through GGT space on our way to a new story lead involving the Hellenic League. Our engines suddenly went silent and the emergency power fluttered on amidst the flashing red lights and sirens indicating something had gone terribly wrong. Before I could approach my floater-vase, the door flew open and standing before me was a lavish man, clad in the finest linens I have ever seen. The devilish grin, could only match that seen on Wanted! Posters across the galaxy. Before he could bow and announce himself, I knew at last I was in the presence of Commander Hawksblood of the infamous Eyre Empire.

**HAWKSBLOOD:** Greetings blathering plant, I imagine you want my interview?

**JOURNALIST:** You've violated several treaties in arranging this meeting of ours, I'll have you know and I'm on a very tight schedule, and if any of our crew is injured, I'll be sure to let the Admiral....

(One of his bodyguards draws a blade.....)

**HAWKSBLOOD:** Save the blade, Grady, I believe a shot of Round-Up would do him.

**JOURNALIST** (over the sneers and chuckles of Hawksblood's gang) So be it, Commander. Allow me my console.

**HAWKSBLOOD:** Of course.

**JOURNALIST:** Shall we skip the introduction?

**HAWKSBLOOD:** Good God I think we're too late for that anyway.

**JOURNALIST:** Fair enough. Okay, the basics. Commander Hawksblood, how long have you been in control?

**HAWKSBLOOD:** (Swinging down from the doorway onto a storage bin) On and off since turn the very beginning (turn one.) I took a vacation (9 months) when I started getting death threat emails and then joined back up basically the turn before the Roman/Valkor attack.

**JOURNALIST:** Death threats?

**HAWKSBLOOD:** (sighing) Yes. Seriously. I'd rather not talk about it.

**JOURNALIST:** Oh. Well, who....(one of his gang members steps closer) I mean, what is the concept behind the Eyre?

**HAWKSBLOOD:** The Eyre represent the Pirates of Tortuga, an old favorite of ours. The game was designed as a space combat game no matter how much we want it to be an economic game. Without some "bad" guys the game gets dull. Wouldn't you agree?

**JOURNALIST:** Completely. How did you handle the "big" Roman battle?

**HAWKSBLOOD:** While it was one of the biggest recorded battles it now seems small. The funny part is that we were moving into Roman space the same turn. We were waiting for a NTWD ship to arrive and so the Roman alliance attacked first. Amazing sequence.

**JOURNALIST:** What about the Roman/Valkor war?

**HAWKSBLOOD:** Well there are always two sides to every story. Valkor (who also plays the Romans) and I linked up post GSL days. We agreed on a mutual border and I provided him a map of that region. We had some parameters as to communication etc... and then Valkor went incommunicado. We emailed for 7-9 turns (remember the first battles were non NTWD ships and the combat ship had to get there) and then the war started. That's the basics in a nutshell. I'm sure we will hear all about aggressions and so on but the gist of the war is that one player stopped communication and the other player responded. And this is supposed to be fun...

**JOURNALIST:** And what about the Romans?

**HAWKSBLOOD:** As I've said, Valkor plays the Romans, too. Whether he picked up a dropped position or if he started that empire I do not know but where there is war with one....you can fill in the rest.

**JOURNALIST:** How is the table for war set these days? Who is fighting who?

**HAWKSBLOOD:** Well, Valkor and Romans and the Star League are facing the Gou'ld, the Eyre and the Tentacles. It's harder on our side since all the Empires on our side were started by different players and it makes communication a bit difficult.

**JOURNALIST:** We guessed right!

**HAWKSBLOOD** (pulls a cookie out of his pocket) Can you eat these?

**JOURNALIST:** Fine. What about your history with the GSL?

**HAWKSLBOOD:** The old GSL? Those were fun days at the start of the game. The Eyre were never members but the Colony was. When I joined the GSL I always said the Eyre was separate. The GSL started to fall apart when it got to big. It was started by 4 or 5 (maybe more) core empires and there was a HUGE transfer of information. Then it went from that size to 15+. It went from a confederation to an attempt to create a bureaucracy...I then quit.

**JOURNALIST:** Wow....so why do they blame you for breaking up the old GSL?

**HAWKSBLOOD:** (laughing) I wish it was that simple, weedy-one. Most of the players forget their history. A bunch of ministers were appointed including a minister of security – see what I meant about bureaucracy? He asked for all the core systems information and then dropped the GSL after he received them.

**JOURNALIST:** Oh my.

**HAWKSBLOOD:** Most of the players forget these events. It turns out that the Minister of Security was a PA plant (kudos to the PA for that). At that point it was getting idiotic (my words) with huge measures and proposals and motions to ratify a Galactic Constitution. <BORING> - and no I'm not talking about that little circus your Admiral started. The GSL Constitution.

**JOURNALIST:** Hmmm that doesn't explain why they blamed YOU really...but...what made you join the PA afterwards?

**HAWKSBLOOD:** The PA are actually a great bunch of people who were much better organized than the GSL in terms of communications etc... I ended up dropping the PA when I quit the game. We went through a trading empire rig-a-marol between several players and that caused a huge amount of angst (funny it's actually some of the players who traded empires who got mad) and so we undid the debacle. This was for my Colony position. At this time I got some really disturbing emails from an anonymous source (discussed with Pete and Russ on several occasions) and just decided that if people were actually talking this game so seriously as to send those emails then I had better things to do...so I dropped (this also coincided with starting a business and a move so it worked out).

**JOURNALIST:** Do you enjoy your current Empire, the Eyre?

**HAWKSBLOOD:** It's a fun empire. I play the Eyre and a turtle empire and I enjoy the

turtle empire a lot more in terms of what it can do. If I had to restart the Eyre I would go about it differently (so would most core empires).

**JOURNALIST:** What differentiates the Eyre and other core Empires?

**HAWKSBLOOD:** I saved over 2000 points. I just ran out a few months ago. In fact I had forgotten about the starting points since I was on much higher generation stuff and then I slotted Type A Cloaking in slot one and BOOM done in a turn (laughing)....

**JOURNALIST:** I'm sure that does give you quite a tech advantage.

**HAWKSBLOOD:** (Checking his wristband and speaking into a small microphone) How many tons? .....Excellent.....We're on our way.....No marines? Even better.

**JOURNALIST:** I see you are on the run.

**HAWKSBLOOD:** On the prowl, weedy-one, there is quite the difference.

**JOURNALIST:** Any last words of wisdom for us?

**HAWKSBLOOD:** It's a game. Enjoy it.

In a flash, Commander Hawkblood and his crew were gone, leaving behind a donation of 10,000 Mineral Fertilizers for our consumption as a gift for inconveniencing our travel itinerary. We began moving the fertilizers to the storage compartments, and I couldn't help noticing the stamps on the outside of his gift: *"Property of The Bush Administration, Please Contact Len Lorek if Lost in Transit"*



# 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:** You stated recently in this column that in the case of fighter / drone combat, certain units with electronic warfare value can aid in drone / fighter survivability. The Wild Weasel Drone ANZ states pretty explicitly that they behave in this way. Do Hummers have similar characteristics? How about any other drone or fighter types?

**Pete:** Wild Weasel Drones tend to be chosen as point defense targets over other drone or fighter types; the longer a fight goes, the more likely they will be targeted (in short battles, by pure chance, it is possible that they will not be selected at all). Hummers and other similar drones/fighters do not operate in the same fashion, but do add other things to a battle – ECM, point defense for the CIDS umbrella and so forth. Drones have the Wild Weasel as a potential tech advances while Fighters tend to have multi-role options spread through their tech branches.

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**Question:** Which weapon types are degraded by firing through an atmosphere? And, is the effect the same for firing up from a surface fortress as for firing down at that fortress from space?

**Pete:** Currently, atmospheric degradation is disabled, but I would like to re-enable it (most specifically to grant missiles, torpedos, fighters and drones an edge in planetary battles over other systems to counter what can be devastating point defense fire from fixed installations).

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**Question:** Is there anything in the game that degrades the enemies systems prior to them being used? I am thinking of something like jammers or something that would degrade the effectiveness of bridge systems and thereby reduce the FC rating, or perhaps some sort of interfering field that would reduce the effectiveness of a particular defensive system. This would go hand in hand with the cloaking devices which are supposed to degrade to enemies' ability to detect them prior to being detected

**Pete:** There are systems that do this, but they are fairly rare in the tech tree. There are quite a few tech advances of various types (not just in this category) that have tech branches that simply have not been opened up by anyone yet.

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**Question:** Pete, are you running a position or two or twelve? If so, how do you handle encounters with other players?

**Pete:** Yes, I run several test positions set up in a very secluded section of space. This prevents them from taking up what might otherwise be a good homeworld setup location. I can move my ships anywhere I like by manipulating the database directly, but otherwise they follow the same rules as anyone else, which is very helpful in testing. The main program has code that prevents my ships from being spotted or being pulled into combats, but they can still see yours. This allows me to place ships in key locations and test ship sighting code (cloaking devices comes to mind) or anything else that I might need to test without actually interacting with players. I run test battles on a backup of the main game database so that it doesn't impact on the real thing, and use actual player fleets for those. I recall running a test battle pitting two player homeworld defense forces against one another (which couldn't actually happen since they included significant fixed defenses on two homeworlds) - one employed massive numbers of screens while the other had only a hundred or so fortresses designed as very heavily armored weapons platforms along with powerful fire control. That was interesting to watch ;)



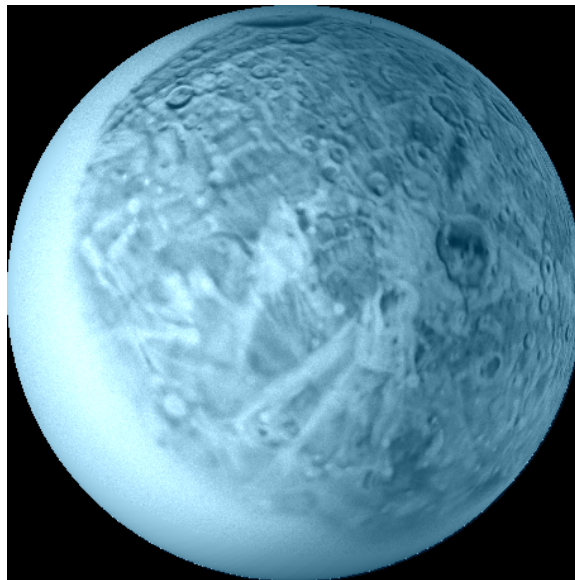
**Question:** How do you handle pressure from players demanding updates to the game. Does it ever get to you or do you just keep trucking and try the best you can?

**Pete:** There's always pressure from one faction or another to make changes to the game. Sometimes I'm able to add a new feature without adversely impacting anybody (combining cargo into the fleet section and having leaders show up there as well, for example). Whenever something would have a big impact on the game I tend to shy away from it – nothing in SNROTE happens quickly, so an important change could be very detrimental to some players who might have spent a very long time building up their positions based on a then-outdated rules set. On occasion a change is necessary and must be made, but I do try to avoid that whenever possible. Examples of big decisions might include targeting – sure, I could change the targeting code to emphasize ignoring otherwise unimportant junk screens. Unfortunately, a fair number of players have invested heavily in that type of defense, and it's not my position to invalidate their strategies by fiat. There are economic loopholes as well that can be taken advantage of, but I am similarly loathe to make changes there. I leave it to the playerbase as a whole to find its own answers to these problems. As it happens, there are answers to mass screen strategies that are right in front of you, and some that haven't been found yet. This is true of economic considerations and other issues as well. All in all I'm pretty happy with the balance of the game, and armed with the knowledge that you guys will find all sorts of devious ways to blow each other up no matter what clever strategies or advantages your enemies employ, you can solve your own problems without me being forced to interfere.

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**Question:** We have heard that the 2008 WorldCon gaming convention will be held here in Denver. Will RollingThunder be making an appearance?

**Pete:** I had not heard where the 2008 WorldCon would be (the 2006 LA WorldCon just concluded, right?). We would definitely consider attending – I have no idea what booth costs would be, or we could just show up for a player gathering over beer and pizza ;)



## 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.