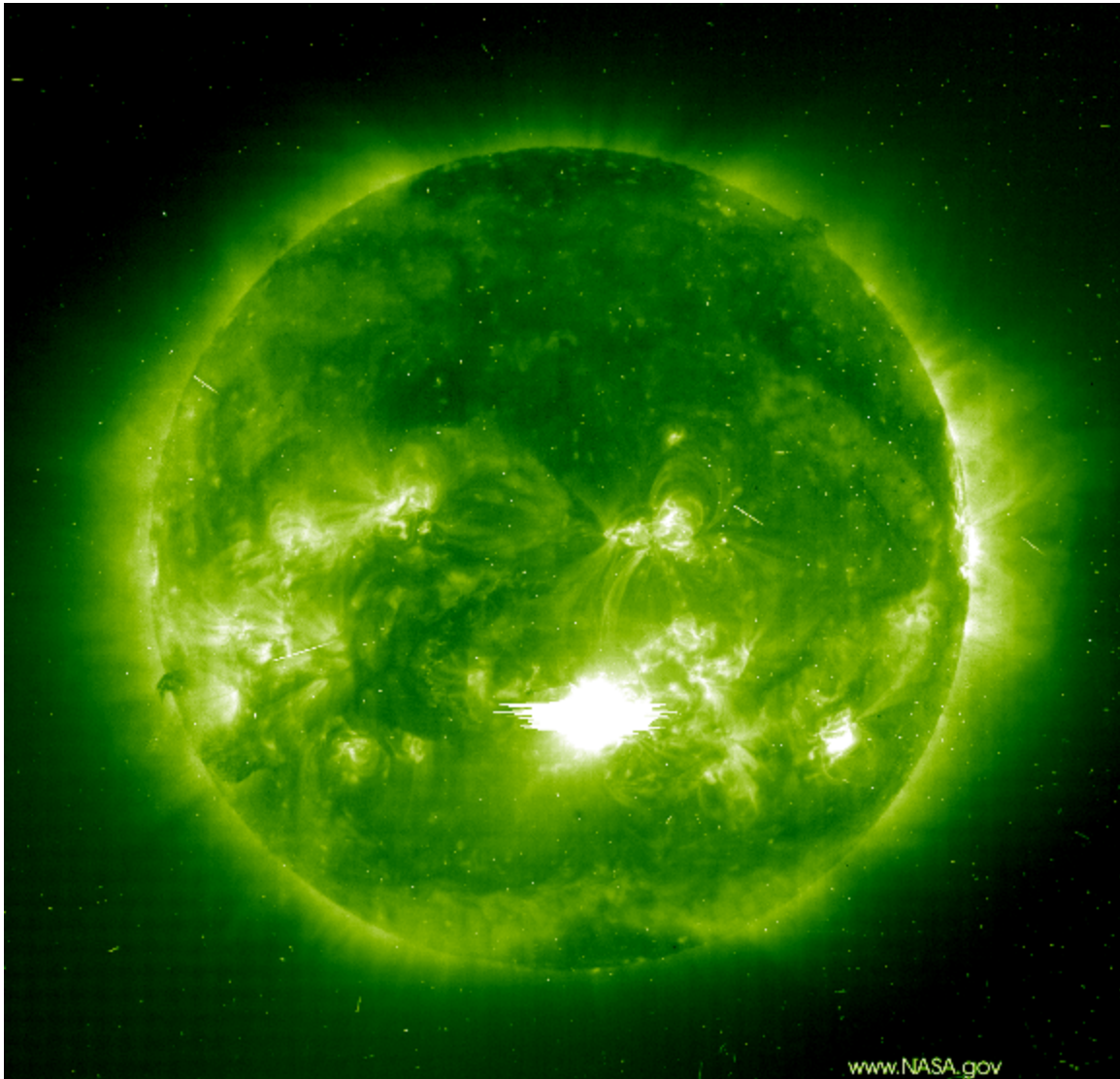
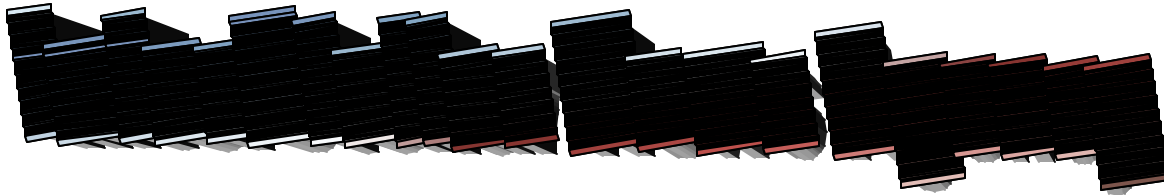


THE SNROTE READER

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



Issue: Number 12
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News Section

VIETARMIS DECLARES UPON HELLENIC LEAGUE

GGT Border ships ordered to destroy The Hellenic League

BobBob(ISA)- The deckhands aboard the *Remington* Strike Cruiser of The Black Hole Dynasty have been accustomed to staring out into the void preparing for local trouble. The Boos have been gracious neighbors, and rarely seen. In summary, space has been quiet for The Black Hole Dynasty, but now there is considerable rumor that things are to change.

Public transmissions from the Hellenic League clearly indicate tension between themselves and the GGT, notoriously known as Gremloids. There was even mention of tensions between The Boo and The Hellenic League, much to the surprise of Admiral Wes Riggs who hasn't seen an active Boo ship of war for many cycles.

In response, the Vietarmis Council listed their reasons for authorizing the GGT to engage the Hellenic League in outright war. The Hellenes have cried betrayal, while the Boo remain silent. The extent and details of the betrayal given include the release of sensitive information, viewed as confidential by the Hellenes, and as mere inspections by the Vietarmis Council.

The Black Hole Dynasty has readied their defenses and withdrawn their outermost warships in response to the public declarations of its neighbors and the outermost survey ships have been warned to take extra precaution. The SNROTE Reader will provide details of anticipated engagements as they are received, or as witnessed by The Black Hole Dynasty.

[WOULD YOU LIKE TO KNOW MORE?](#)

VALKOR WITHSTANDS MORE ATTACKS

Eyre, Tentacle and Go'ald Forces Continue to Press

Eternus(ISA)- Casualties continue in the most heavily documented war to date as Valkor traded tonnage with the relentless efforts of the Eyre-Tentacale-Go'ald contingent. These reports indicate an unyielding dedication of production to warships by all parties involved and experts predict sustained fighting for several cycles to come. The precise locations of these engagements remain unknown, however it has been confirmed that most of the battles have taken place in and around what Valkor calls "allied space." The largest crews to meet their Maker were those of the Valkor's Monitor Class *Ark Royal* (2.1 million tons) and The Eyre's Battleship Class *Aquilonia* (3.1 million tons). The Tentacles lost another troop transport despite its escort of destroyers, begging the question to many military minds: why are so many relatively defenseless troop berthings traveling through hostile territory? The galaxy holds its breath for the next series of results.

[WOULD YOU LIKE TO KNOW MORE?](#)

STARBARS™ GOODS CITED IN BORDER DISPUTE

The Flock's *Hawk III* Converts to Party Barge Waerberg and Beall Systems in Dispute

Eternus(ISA)- If you ask the crew aboard The Flock's *Hawk III*, they'll tell you they were just doing their job; but if you ask the pilot of the Starbars™ vessel sent to deliver over two thousand cases of their Seasonal Lager, you'll be told quite a different story.

The Flock publicly announced control of the Waerberg and Beall Systems in response to the arrival of the 5,000,000 ton Battleship class *O Positive*, carrying the emblem of the Megachiroptera Empire that jumped from Beall to Waerberg last cycle. Detection was made by the Flock's monitor class *Hawk III* and battleship class *Borderguard*. The *O Positivee* detected the presence of a smaller vessel at the warp point, delivering Starbars™ goods to the *Hawk III*. The delivery pilot, who wished to remain anonymous was available for interview.

"Who owns the Waerberg and Buell Systems?" the delivery pilot responded, "I'll tell ya', me, as far as I'm concerned." When asked to explain, he told us the following:

"Ya' see I been flyin' these parts for years now, me and this trusty ice-bucket corporate calls a *Runner*. The very first order I had in these parts was from an Army Group stationed under the banner House of Faringian. Those guys were funny as all get out. They always had a joke and a comfortable stay ready for me when I came to deliver if you know what I mean. Oh and the dames. I really miss those guys. Well anyways, I never saw those guys again because they were killed. By who I don't know, but killed is killed. I start recognizing other Faringian people by their clothes and I could tell they were probably runnin' from some war nearby. Sales were down and then another empire shows up, The Flock. I couldn't understand their orders at first and once I asked 'What The Flock?' they got all mad and thought I was cussin'. Corp ordered me to come home and chill for a while. When I went back there were these guys called the Atlantians, no Realm of Atlantis. They were more down to planet and I had some good orders with those guys for a while. Kind of weird, had to drop everything off in water-resistant boxes. Time passed and then I heard that Faringian and the Atlantis crews were dismantled by The Flock's *Hawk III*. Corp told me to start dealing with The Flock again and after negotiating a lower price because of my poor communication the first time I met 'em, The Flock was ready to deal. So, the *Hawk III* has been partying pretty hard for a while now. Bunch of grizzled vets those guys, they are always talking about action and some group called The Phoenix Arisen, I'm pretty sure they're members. Anyways, I get a transmission from one of the Faringian kids that they have a new protectorate in town and to reroute some goods to 'em through the Megachiracatacarara Empire or some such. I can't say those alien names. So you see, no matter who comes through here and gets killed, me and this *Runner* are always busy. As far as me and corporate is concerned, these parts belong to me. Can I interest you in some Gremloid Schnapps?"

[WOULD YOU LIKE TO KNOW MORE?](#)

COLLECTORS COLLECTED?

Gosht Kohr and Fury of Gjor'haan Set For Showdown in Vodomal

Eternus(ISA)- The mention of either the Collectors and the Fury of Gjor'haan remind many of us the epic battles fought in the Chadwik system disclosed on public channels. The tonnage lost at Chadwik was the most impressive display of war ever revealed to the public, until the recent publication of the Valkor battle reports. The Collectors have since vanished publicly and it now appears the tables have turned: Fury of Gjor'haan fleets claim to be poised to strike the Collectors homeworld this time around.

This information was obtained in response to a public announcement by Sha'thar of the Gosht Kohr claiming that the Collectors were now under her control. It was first thought that Gosht Kohr military prowess managed to deftly conquer the Collectors beneath the nose of the prophetic Gjor'haan. However, it now appears that such control was granted administratively through a torn Collectors regime. It seems the announcement touched a nerve of the Prophet for Gjo'jaol, as he responded with a declaration of war against the Gosht Kohr. Many are troubled by the concept that it appears Gjorhaan's intentions are to 'eradicate' the populace rather than conquer the homeworld or work out an arrangement with the Gosht Kohr to receive Collector technology.

In reading past accounts of the wars in that area, there is little news to what happened to the massive Bon Bon Kings fleet that was in the Fury of Gjorhaan's home system. The reported presence of 'millions' of Gjorhaan ships indicate it was either removed, or in alliance with The Fury of Gjor'haan from the outset.

[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 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.

The systems we have visited in this region of space have all been disappointingly barren of planets. A few unshielded grumblings can be sensed in the dining lounges as the reconstituted food is becoming a bit stale. Planet fall would allow a much needed restocking of our mineral supply.

However, crew morale remains high as we anticipate wondrous new discoveries to come!

What's in a name? Triapitsa - Try a pizza with pepperoni and mushrooms! -Otherwise- A Russian male name.

=====

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

SS: 1002

1002nd Odyssey #1002 [at Warp Point 8621] conducts a detailed System Scan of the Triapitsa star system

-----TRIAPITSA [G (Yellow) 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

8621 2588.5 A

50039 2524.5 A

Imperial Astronomers catalog the Triapitsa 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 8621 in the Triapitsa system Sensor crews report that Warp Point 8621 is a Class A Warp Point with the ability to handle 49 ships jumping at the same instant under combat conditions The destination of this Warp Point lies in the Lomoshko star system

=====

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

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 50039 in the Triapitsa system Sensor crews report that Warp Point 50039 is a Class A Warp Point with

the ability to handle 51 ships jumping at the same
instant under combat conditions

The destination of this Warp Point lies in the Ulevie 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/batkings23/>

Dragon blessings on all!

The Hellenic Conflict (Part III)

Prose From the Realm of Gremloids

“Attention all hands, all decks, all ships, all fleets of Hellenic Border Sector. This is Grand Admiral Paulette DeVries speaking. The following communiqué has arrived from the Council” All around the fleets halted in their duties as screens lit to life with the fleet wide announcement. Some watched eagerly and with anticipation, those with more experience were already fatigued with the awareness of the days to come and the toll that would be asked of them. Screens all over flared as the symbol and motto of the Council showed slowly transitioning into an image of the gathered 13 council members and then to the current chair of the council, Emperor Sam Walton of the Builders of Brotherhood.

“This is communiqué is transmitted to all fleets, garrisons and colonial headquarters in all sectors wherein members of the Vietarmis reign. When the VC was formed, The Genesian Gremloid Technocracy informed the other sovereign members of the VC of their connection to the Hellenic League. It was discussed at that time whether or not the HL should be attacked and destroyed considering its close ties with the self reputed Pirate and terrorist empire, The Eyre and its associates the Gouald and the Tentacled horrors. These three have come to represent an axis of evil that work closely with the HL and its associate Empires and there was growing concern that once the HL would connect with these that the same troubles that had troubled other regions of space would come to plague our region as well. The GGT and its councillor stood in defence of the HL and offered to set aside a vast amount of its fleet resources as a border patrol near HL space to ensure good behaviour and to take the first brunt of any attacks that could come. As time passed, it became clear both by the behaviour of the associate Empires of the HL that they were striving to connect with the axis of evil, possibly to supply them with the MDDs that intelligence resources have shown the HL to posses in great numbers. Intelligence also showed that information that was tagged and passed through the GGT to HL later appeared in both PA and other hands. With this in hand the Council has vehemently argued over the last cycles how to handle the HL. The GGT has asked that they’ve been given time to prove their sincerity by sharing intelligence on those terrorist empires that they claim not are their allies. They have not been forthcoming in this. Nor have the HL allowed inspections of their suspected MDD sites and have constantly worked to hinder any progress while more and more intelligence reports are showing that the mad leadership especially clear in the ramblings about “evil miasma” and “ancient Tckon Bombs”, yes the Dictator of the HL has constantly abused the civil rights of their people. The GGT has been asked to present evidence that the HL has been cooperating with them in the joint liberation of a anarchist world but apparently the ships of the HL that the GGT were expecting must have gotten lost during several cycles.

Thus it came to pass that this last cycle that the Council, fearing for the peace and stability of the region as well as the safety and democratic liberties of the HL decided to vote on whether to proceed in securing the control of the HL, liberating the populace and ensuring that the threat from MDD trade to or from the axis of evil would never come to pass. The vote was taken and passed with a majority for the VC taking military action.

It is never an easy thing as a leader to order others into combat, it is never easy to justify the deaths of sons and daughters of many eggsacks and hatchlings on all sides but in this case while many still not deem this a just war we deem it a necessary one. Necessary for the future peace, growth and stability of the Vietarmis region. Thus the VC has declared War against the HL and the axis of evil. Troops and ships are moving in to secure and liberate former HL systems. A new government will be installed from the people for the people once stability and security has been returned to the region. Hellenes in exile that have repeatedly been abused and persecuted over the years by the HL are standing by to ease the transition of power. The GGT ships that were on border patrol have been ordered into action and elements of the RDFs around the SWC network are moving to the TOC. Trade allies or other allies of the HL in the region need not fear, this conflict does not involve them, unless they wish to involve themselves.

Long live the Vietarmis Council, Long Live The Free People of the New Hellenic Republic!"

With the conclusion of the council message Paulettes face now filled the same screens and the waiting enlisted and officers of the VC fleets. "Now hear this, we are at war, we have trained for this, we are prepared and we are willing to do what needs be done to come home and hold our heads high in the knowledge that our duty has been done! Some of you of fear but let not that fear make you shirk from your duty. You are all the finest naval crews I have had the pleasure of serving with and By the Maker, we shall prevail! All hands report to battle stations, we are now at war with the Hellenic League. Commanders, activate "Rolling Thunder" and may the Maker shield and hold us all.

Rolling Thunder was an advanced invasion plan devised at the highest echelons of the Octagon back on the homeworld. It spanned twenty systems and almost 30 different fleets including elements of the Rapid Deployment Fleet sitting in the GGT homeworld system. It was an advanced redeployment of picket fleets, officers, intelligence officers, troop transports and colonial services fleets into one massive attack fleet that would clear the way for bomber fleets and the follow up invasion fleets. It had been the brainchild of retired Supreme Admiral Middleton and had worked like a charm in theory and simulations. Now it would be put to the real test where more than 65 million tons of shipping, 1,2 million naval crew and groundpounders would stake their lives on it. Paulette straightened, looked ascertive and confident as she entered the Flag Bridge and met the gazes of her flag crew. For this campaign, the Fleet would trust in her as if she was the Maker himself, so by the Blood Moons of Chai, she would at least look the part.

And so it began...The Hellenic War...

Even though the assault fleet was only at 50% of its intended strength Grand Admiral Paulette knew that the time to strike was now. The SWC lattice was overworked by the constant stream of ships of the line passing through it but logistical problems as well as the fact that the GGT was active on more than one front meant that Paulette would have to make do with what she had now even though the majority of her ships were old and relatively unarmed, more designed for police and picket duty than actual invasion but it would have to do to gain the surprise they would have to move with speed before the enemy pickets realised that hit them. She could almost pity those pickets, unaware of the

colossus that was slowly materialising around her command ship like a hungry beast ready to devour any and all in its path.

“Engage” a simple one sentence word and the killing began...

Rumor Mill

Belated Memorial Day tribute -- To our RTG/SNROTE military players overseas: we wish you the best and for a safe return to your families!

Universal Game Truth #131,

If you ever accidentally make millions of a worthless item like Improved Timber, the best coping mechanism known to date is to JETT them into space so you aren't constantly reminded of your painful mistake every time you look at your Imperial Stockpiles.

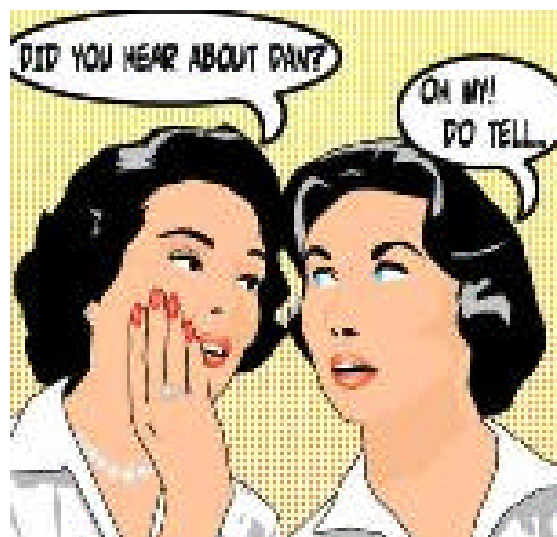
Many leaders have chosen to adjust the setting on their Nike-Hercules SAM systems to KOS the SRP Santa this summer. The 'Mad Alien Disease' is believed to be the root of such abnormal behavior and doctors are working around the clock in their Mk III Field Hospitals to find a cure.

This is a teeeeeny tiiiiny chance of not being able to spot a fleet even though you pass through them. The percentages for a missed warp jump are about the same according to most experts.

Valkor and the Eyre are just testing the naval combat system and their ship designs. They are really golf buddies.

Ok – we've seen another reference to Stable Wormhole Technology (but no proof) How many other scientists are close to this monumental discovery?

Dropped positions 'erase' fleets to make their homeworld harder to find



Lifestyles

What's in a system's name?

By Paul Hughes

Clayhorn Male name (Teutonic); meaning 'Mortal'.

Clayborne Claybourne: male name (Teutonic) meaning 'from the Clay Bank'.

Chuka **Movie** with Rod Taylor, Ernest Borgnine, and John Mills: While Indians besiege a U.S. Army fort in 1876, residents of the fort, a gunfighter, a stagecoach driver, two Mexican women, and a motley company of soldiers try to come to terms with their pasts.

Long dried Japanese noodles made from wheat flour or buckwheat and wheat flour that are combined into a web of intertwined noodles. They have a mild flavour and are fine textured. Most often packaged in brick form, similar to ramen noodles, chuka soba noodles are much lower in fat than ramen noodles because they are not fried in oil as ramen noodles are before they are dried. However, they are often used as a substitute for ramen noodles. Chuka soba noodles cook quickly and are often used in soups, main dishes and stir fried dishes.

Numerically small compared to their historically hostile neighbours, the Bantu-speaking **Chuka** of the east slopes of Mount Kenya have rarely had the luxury of deciding their own future. Before the colonial period, they were constantly being harassed and chased by more powerful tribes such as the Meru and Embu, and during the colonial occupation were unable to resist the almost total destruction of their society and culture by the British.

As a result, the Chuka are today almost wholly 'westernized' as well as poor. The vast majority (perhaps all the population) are now Christian, and there is little trace remaining of any of the older ways.

The Chuka are agriculturalists, and use the favourable soil and climate of the eastern slopes of Mount Kenya to full advantage with their painstakingly terraced crop plantations. The market centre of Chuka Town is their main focus, which sprawls out either side of the Embu-Meru road. Famine is nonetheless a recurrent feature of life, albeit less frequently experienced than by the neighbouring Embu and Chuka.

In Kenya, the Chuka were known primarily for their skill at drumming, and the acrobatic prowess by which they are played; the long thin drums are 'ridden' hobby-horse style whilst the drummers dance, but this tradition almost completely disappeared several decades ago. The only exception is a group of "Chuka Drummers" who play at the

touristic Mount Kenya Safari Club over on the northwest of the mountain, which is actually in Kikuyu terrain.



Chace

Jonathan Chace (July 22, 1829 - June 30, 1917) was a United States Representative and Senator from Rhode Island. Born at Fall River, Massachusetts, he attended the public schools and Friends' School at Providence. He moved to Central Falls and engaged in cotton manufacturing; he was a member of the Rhode Island Senate in 1876-1877 and was elected as a Republican to the Forty-seventh and Forty-eighth Congresses and served from March 4, 1881, to January 26, 1885, when he resigned.

Chace was elected as a Republican to the U.S. Senate to fill the vacancy caused by the death of Henry B. Anthony; he was reelected in 1888 and served from January 20, 1885, to April 9, 1889, when he resigned. While in the Senate he was chairman of the Committee on Civil Service and Retrenchment (Fiftieth and Fifty-first Congresses). He was president of the Phoenix National Bank of Providence, R.I., and was interested in several manufacturing enterprises. Chace died in Providence in 1917; interment was in the North Burial Ground.

Cesaro

Ernesto Cesàro (March 12, 1859 - September 12, 1906) was an Italian mathematician who worked on differential geometry. He is known also for his 'averaging' method for the summation of divergent series, known as the Cesàro mean.

In mathematics, the **Cesàro means** (also called **Cesàro averages**) of a sequence (a_n) are the terms of the sequence (c_n) , where

$$c_n = (a_1 + a_2 + \dots + a_n)/n$$

is the arithmetic mean of the first n elements of (a_n) .

Cesàro means are often applied to Fourier series, since the means (applied to the trigonometric polynomials making up the symmetric partial sums) are more powerful in summing such series than pointwise convergence. The kernel that corresponds is the Fejér kernel, replacing

the Dirichlet kernel; it is positive, while the Dirichlet kernel takes both positive and negative values. This accounts for the superior properties of Cesàro means for summing Fourier series, according to the general theory of approximate identities. A generalization of the Cesàro mean is the Stolz-Cesàro theorem.

Retrieved from "http://en.wikipedia.org/wiki/Ces%C3%A0ro_mean"

Cena

John Felix-Anthony Cena, Jr. (born April 23, 1977 in West Newbury, Massachusetts), is an Italian-American professional wrestler and part-time hip hop artist who currently performs for World Wrestling Entertainment (WWE) on the *RAW* brand, where he is the current WWE Champion. Cena brought the once *SmackDown!*-exclusive WWE Championship belt to *RAW* on June 6, 2005 when he was drafted to *RAW* during the 2005 Draft. Cena has released a music CD, *You Can't See Me*, with real life cousin Tha Trademarc, and has performed live concerts with Tha Trademarc and Bumpy Knuckles. Before his professional wrestling career, John Cena was a bodybuilder, college football player, a team captain and All-American center for Division III at Springfield College. While at Springfield, he earned a degree in exercise physiology

Air traffic control is a recent activity, which has developed since the fifties. The use of the radar, in the sixties, constituted an important stage, followed by the arrival of the first computers. Within the Direction de la navigation aérienne (DNA), the **CENA**, Centre des **E**tudes de la **N**avigation **a**érienne, had played then a pionner role with the development of the first generation of the French system of assistance to control: the CAUTRA. It was already one of the more in advanced in the world.

Carvey

Celebrity impersonations include John McLaughlin, Charles Grodin, Woody Allen, and Johnny Carson. Brother of Brad Carvey. Impersonations include George Bush, Jimmy Carter, Ross Perot, and Walter Mondale on "Saturday Night Live" (1975).

Formerly worked as a busboy at a Holiday Inn. Recently had a cameo in Moby's video for the song, "We Are All Made of Stars". Underwent open-heart surgery for a blocked artery in 1997 but had the wrong artery operated on. Later sued for medical malpractice and was awarded an amount less than \$1 million. He's had to undergo five operations in total to correct his heart problem. His older brother Mark was his assistant for "Wayne's World 2".

Carmichail

Male name (Gaelic); meaning 'the one who saved St. Micheal'.

Calbert

Male name (Anglo-Saxon origin) means: Herdsman. Nicknames for Calvert are Calbert.

Calbert Nathaniel Cheaney (born July 17, 1971 in Evansville, Indiana) is a veteran basketball player in the NBA currently playing for the Golden State Warriors. He was selected 6th overall by the Washington Bullets in the 1993 NBA Draft.

He played high school ball in Evansville and was selected to the 1989 Indiana All-Star team. Cheaney was a high school stand-out, but few would have predicted he would capture the Naismith Award. Indiana University teammate Pat Graham was selected as the 1989 Mr. Basketball, and future Hoosier Greg Graham was regarded just as highly as Cheaney. Todd Leary was signed in an attempt to lure high school All-American teammate Eric Montross - Montross signed with perennial power North Carolina, which won the 1993 NCAA Championship.

Condaf Male name (Welsh) or Cyndaf: meaning obscured, but is thought to be involved in the Grail Quests.

Collin Male name:
(English) Variant of Colin; Of a triumphant people; young boy
(Gaelic) Child
(Irish) Virile
(French) Abbreviation of Nicholas; people's victory

Frank Joseph Collin (born November 3, 1944) was the leader of the National Socialist Party of America ("US Nazi Party"), whose plans to march in the then-predominantly Jewish Chicago suburb of Skokie, Illinois were the centrepiece of a major US Supreme Court ruling on freedom of speech and expression.

Collin joined George Lincoln Rockwell's American Nazi Party in the 1960s but broke with Rockwell's successor in 1970 to form the National Socialist Party of America. His Chicago based party was obscure until 1977 when it announced plans to march through Skokie prompting an important legal battle with the village on the issue of the First Amendment.

When it was discovered that his father had been Jewish, he fell out of favour among other Nazis. His father, whose original family name was Cohn (or Cohen) may have been an inmate at Dachau concentration camp. A psychiatrist who interviewed Collin when he was a Nazi concluded that he was consumed by hatred for his father which may have influenced him to reject him **in extremis** by becoming a Nazi and anti-Semite.

Cyrinus

Several martyrs by the name of **Quirinus** are mentioned in the "Martyrologium Hieronymianum" and in the historical Martyrologies of the early Middle Ages, and the feasts of these saints are still to be found in the catalogue of saints of the Roman Church.

According to the legendary Acts of the martyrs St. Maris and St. Martha, a Roman martyr Quirinus (**Cyrinus**) was buried in the Catacomb of Pope Pontian. However, the Itineraries to the graves of the Roman martyrs do not mention him. His feast is celebrated on March 25. Perhaps this Quirinus is meant by the expression "Romæ sancti Cyri" found in the "Martyrologium Hieronymianum" of March 24. In the eighth century the relics of the martyr were translated to the Benedictine abbey of Tegernsee in Bavaria.

Another Roman martyr named Quirinus was buried in the Catacomb of Prætextatus on the Via Appia. Both the name and the place of burial are mentioned in the "Martyrologium Hieronymianum", as also in the Itineraries to the graves of the Roman martyrs. His name undoubtedly appeared in the catalogue of Roman martyrs of the fourth century under date of April 30, which is the day that the Martyrology of Jerome assigns him. He is introduced into the legendary Acts of Sts. Alexander and Balbina, where it is said he was a tribune. Ado took the name from these Acts and put it in his Martyrology under date of March 30, on which day it is now also found in the Roman Martyrology. In 1050 the relics of Quirinus were given by Leo IX to his sister Gepa, Abbess of Neuss. In this way the relics came to the Romanesque Church of St. Quirinus at Neuss which still exists.

Interview with an Empire:

We want YOU in the spotlight! Have some fun and elaborate on your empire. Take the chance to take center stage and expound upon your galactic creed (or lack thereof) and tell us why you are here!

=====
Interview with an Empire Standard Questions
=====

Once finished, please submit them to SNROTENEWS@yahoo.com or through EternusIV board message system. If I have time, I'll submit some follow up Q&A to add some depth.

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. Whats 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!

Question: Many weapon descriptions talk about short range, slow firing speed, poor accuracy, excellent accuracy but slow firing rate etc. etc. Does this text actually have any game play or is it just fluff that can be ignored? If it does mean something, then what is it?

Pete: As with all games, descriptions are a mix of fluff and tidbits of data. There are so many different tech types that it's impossible to answer with any sort of detail. Most players simply use the raw firepower and tonnage figures along with the type of damage dealt, and ignore everything else – certainly they can't go wrong there.

Question: If all weapons have the same level:ton damage potential, for the most part anyway, then what difference does it make if the description says that it is slow firing?

Pete: Combat "rounds" are not necessarily an orderly progression of firepower bouncing back and forth between the two sides.

Question: Is the Energy Creature actually a part of the game and has anybody actually ever found an energy sapper creature to get knowledge from?

Pete: They exist along with other similar things – just because you haven't found one doesn't mean somebody else hasn't.....

Question: What constitutes a suggestion to a game mod that is likely to be implemented as compared to one that won't. Recently the fleet report was modified at the suggestion of a player. This mod was not something that was even on the horizon as far as I was concerned, but there have been tons of other suggestions that have never seen the light of day. Is there anyway to summarize what types of things are worth suggesting and what is not.

Pete: I just try to get what I can into the game. The fleet report was something that I'd been trying to get working for a long time, and managed to get it done. Everything is worth suggesting- a good idea might be easier than expected. Of late I've been trying to get things into the game that make it easier to do your turns, with major mechanics changes being far less likely. The only idea not worth suggesting is no idea at all.

Question: I know quite a few players who have not been able to change PAP's and this has eventually led to unintended battles and loss of shipping to allies or neutral neighbors. What exactly is the process for changing a PAP and does it work as described?

Pete: PAP's should override whatever existing PAP you have with the target empire currently. As far as I know it works fine now.

Question: Are we any closer to having some way to repair fleets on the move with mobile yards?

Pete: Nope.

Question: If I have 100 CA's of the same design in a fleet and I know that some of them have been damaged in combat, how can I ever select those out to be repaired without scrapping/repairing all 100 CA's?

Pete: You can't. What if you had 1,000 CA's, or 10,000, with a variety of damage levels? There are ways I could display it, but SNROTE just isn't made for it. If your ships get damaged, they'll repair themselves over time. Perhaps some day we'll design a space game that deals with individual ships and keeps the numbers way down – SNROTE can get very big, and isn't meant to deal with individual units that might have anything from a scratch on their paint to a starboard nacelle blown off.

Question: How can we see the cumulative damage to a ship when the ships are not in combat?

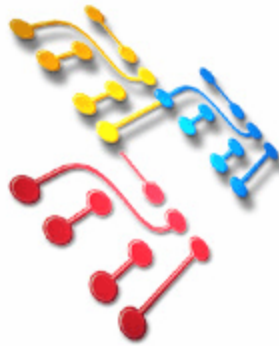
Pete: As above – you just have to let the ships repair themselves, or drop them into a shipyard to be rebuilt in perfect condition. Fortunately, serious damage is pretty rare, so the whole issue of repairing ships is largely a moot point. Minor damage is almost always trivial. Large fleet engagements tend to see ships vaporized entirely. Those ships that do see damage repair themselves over time.

Question: Are new techs ever added to the game?

Pete: Yep.

Thanks again Pete!

Classified



Introducing our product line:

We offer a full range of products, and are committed to continued development of the entire line through massive research efforts.

A full suite of ship sensors, coming in all ranges from the high resolution Mk IV Short Range Sensor to the powerful Mk II Long Range Sensor anchors our product line. The multi-ranged FPS-1 Fleet Patrol Sensor will be added soon.

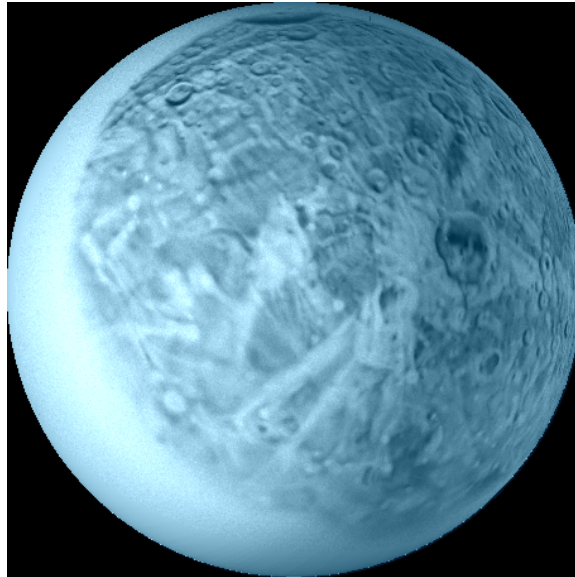
More in-depth intelligence can be gathered with the SLY-1 Intelligence Sensor. This is useful for detecting communications and other energetic emanations.

We have the FFS-1 Fleet Formation Scanner for target acquisition and tracking. This advanced information gathering and display system allows fleet commanders to simultaneously track dozens of targets.

We fill out the line with extras such as Type B Science Labs, Type A Universal Translators, and Picket Drones, useful for wide phased array scanning techniques.

Our fleets are standing picket duty at warp points across our empire, waiting to make contact with you. Contact one of our fleets today for additional details!

The Creator's Kingdom of Slith
Empire 4698



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SUBMISSION GUIDELINES

"The SNROTE Reader" is now accepting materials for its bimonthly printing.

Submission EMAIL: SNROTENEWS@yahoo.com

Distribution: PDF or Word through a link in the forums and/or by direct email

Formats accepted: Any and all. No reason to reject any contributions at this juncture, the newsletter can be any size.

Photos and artwork might be cropped for formatting issues.

Authorship: Please include how you want to be credited for your work. Feel free to use, board names, empire names, character names or real names...or even anonymous.

Deadline for Submissions: The day after turns are due. The next deadline will be December 15,

Publication Times: MST Thursday night/Friday mornings.

Categories:

1) News Reports. The equivalent of the AP Press for the newsletter will be the ISNA (InterStellar News Agency) Feel free to stay within the flavor of newsprint journalism for such submissions

- 2) Battle Reports. You can submit with, or without commentary. I might summarize the report in two sentences as a header, or better yet, use yours
- 3) Rumors. One or two-sentence blurbs. Have fun with it. List a source if you wish, otherwise, it will be listed as from "interstellar noise" through subspace communication.
- 4) Stories: Something short preferred. If you have something more epic, we could work out a way to chop it up over a few issues.
- 5) Artwork/Comics: this would be awesome. Anything at all would work.
- 6) Articles/Game Advice: Many of you already have material. Feel free to submit it all!
- 7) Ask Pete: I'd prefer to contact Pete and see if he could put together a few Q&As he gets from email on this subject. I'll call him next week and see how it works out best for him.
- 8) Interview with an Empire: I put together a stock of questions for an empire to answer. We have room for several of these a week, so don't be shy. Feel free to write your own Q&A.
- 9) Classified Ads: The Newsletter will have a few regular advertisers to add some flavor to the pages. Feel free to advertise your alliances, trade associations or local pirate
- 10) Propaganda: This can take on any form you see fit. Classified Ads are but one example.
- 11) Most Wanted: Nominate your local bully with a brief description of the infraction (battle-no details needed) Heck, even nominate yourself LOL Include systems, or not. The veracity of this section is of course, suspect, but I imagine there will be some half-truths submitted. If an empire denies a claim (from either end), I will insert [DENIED by] after each such entry. Each undenied claim will carry with it a reward of fake cash [yes! in Megacredits! LOL] Cash stakes go up depending on the nature of the claim.
- 12) The ANZ Pile: submit 'em and I'll post 'em. If you have an entire guide you want posted, I can write up a brief review on it and simply make it an appendix to the newsletter.
- 13) Advice Columnist Q&A Format: Any volunteers? Silly or over-the-top personalities encouraged. We could have several.
- 14) Stellar Claims: Hobknobs document is the best place to make such claims but I see no reason why to exclude them from the newsletter. I'll be sure to mention the location of the Galactic Directory each time somebody submits a claim to a system.

Categories are subject to expansion/retraction as participation dictates.

The newsletter will be as good as we make it, so let's see how the first few turn out. I won't be adding much more than a fluff item, and perhaps an article every once in a while, so the bulk of the newsletter is really all up to you. So, get your beaks, tentacles, digits, globs, legs, arms, claws or whatever to grab your writing instrument of choice and get to work! Thank you in advance to those who contribute.