

# SuperNova: Rise of the Empire

Rules Package Modifications Notes [Notes v250.pdf]

Version 2.50

Previous Version 2.00

04/07/03

## Rules [SN Rules v250.pdf]

- 1) [Chapter 1 - Introduction](#)  
Standing Orders chart – Addition

XCTRN and XSKIM orders added to Standing Orders chart

- 2) [Chapter 11 – Lifeform Design](#)  
Saved Setup Points

Reworded to include note that Research Group # 1 is the recipient of saved setup points

## Orders Supplement [SN Orders Supplement v250.pdf]

- 1) Order Supplement Index Chart – Redone

The Order Supplement index chart is redone to add in new FUEL order and incorporate “Standing Order Use” and “Convoy Route Use” columns.

- 2) EB – Edit Build order  
Order description – Addition  
[Item Name variable option] Addition

“Optionally, you may use the key words “CLEAR ALL” in the “Item Name” field if you wish to clear (eliminate) every build for a given Population Group’s Production Queue (i.e. wipe the slate clean with a single order so you can redo the entire Production Queue from scratch).” added to the order description.

“Note: Use the key words “CLEAR ALL” to eliminate every build for a given Population Group’s Production Queue.” added

- 3) ED – Eliminate Design order  
Order description – Addition

“Note: Do **not** use the ED order on designs that have existing ships either in fleets or shipyards.” added

- 4) DECF – Decommission Fleet order  
[Fleet # variable option] – Addition

“You may also use the key word “ALL” in the DECF order in place of a Fleet # - a DECF, ALL order will eliminate all of your fleets that have no ships currently assigned in a single order.” added to the order description and an additional example provided.

- 5) FUEL – Fuel Transfer order – Addition

The FUEL transfer order is added to the Orders Supplement

- 6) NUD – Naval Unit Design order  
[Design Name variable description] – Addition

“Note: Do **not** use single quotation marks in a design name.” added

- 7) RN – Reorganize Naval order  
[Quantity # 24 variable option] – Addition

The “FUEL” option for the last field of the RN order (the Quantity #24 variable) is detailed and a new example provided

- 8) SRP – Set Research Priority order  
Order description – Addition

“Note: Research Group # 1 is the most likely group to receive saved setup points (expediting research in that group) so use Research Group # 1 for your highest priority research at first.” added to order description

- 9) SUPP – Resupply Duty order  
Order description – Redone

The order description for the SUPP order redone in accordance with its expanded capabilities.

- 10) TR – Transfer Items order  
[Item # 1 variable description] – Typo  
[Items # 2-24 variable description] – Typo  
[Quantities # 2-24 variable description] – Typo

“scuttle” replaced with “transfer”

- 11) TR – Transfer Items order  
[Quantity # 1 variable description] – Addition

“Note: If you use a quantity larger than that available, the quantity will be adjusted to match available stockpiles.” added

## **Installation Supplement [SN Installation Supplement v250.pdf]**

No changes

## **Warp Point Survey Supplement [SN Warp Point Survey Supplement v250.pdf]**

No changes

## **Convoy Route Supplement [SN Convoy Route Supplement v250.pdf]**

- 1) Legal Convoy Route Orders  
Order Chart – Addition

“FUEL – Fuel Transfer” order added

- 2) Creating New Convoy Routes  
Rule – Addition

“Note that the word “NONE” is a reserved key word and can not be used as the name of a new Convoy Route.” added

- 3) Removing Fleets From Convoy Route Duty  
Rule – Addition

“To take a Fleet off of a Convoy Route, issue a CONV order with the key word “NONE” as the name of the Convoy Route (and, btw, you can’t create a new Convoy Route named NONE).” Added

- 4) Convoy Route Examples  
OC order notes – Added

“Note that the use of the “ALL” option will offload any FUEL aboard the fleet as well so only use this option on in-system convoy routes.” added to the OC orders.

- 5) Multiple System Convoy Route Example With Warps  
OC order notes - Added

“Note: Do not use the “ALL” option here as you will offload all of your FUEL as well.” added to the OC orders on the cross system example (example order code rewritten as well).

Rules Package Modifications Notes  
Version 2.00  
Previous Version 1.12  
11/15/02

**Rules [SNRU200.pdf]**

**Chapter 1 - Introduction**

a) Addition

- How can I play this game
- PayPal payment option added.

b) Clarification

- Processing Fees
- Several minor changes to clarify processing fees and average expected cost per month.

c) Clarification

- Standing Orders
- Clarification that Standing Orders do not count as orders for charging purposes.

d) Addition [Important]

- Auto Turns
- Auto Turn rules added. Will go into effect on December 5th, 2002 turn cycle.

**Chapter 4 - Economics**

e) Addition [Important]

- Resource Production Notes
- Notes on Resource Production mechanics added.

f) Addition [Important]

- Production Sequence Notes
- Notes on Production Sequence mechanics added.

**Chapter 5 - The Space Fleet**

g) Correction [Important]

- Fleet Commanders
- Paragraph redone. Legendary Characters are assigned to Fleets, not individual ships.

h) Addition [Important]

- Action Points
- Colonial Survey (CSV) order added to chart. 1 Action Pt req
- Orbital Bombardment (BOMB) order added to chart. 1 Action Pt req

---New Fleet and Decommission Fleet orders removed from chart for now. Both orders still take 0 action pts.

i) Correction

-----Action Points

---Load Ground Unit order corrected to "Embark Army Force" order on chart

### Chapter 9 - Colonization

j) Typo

-----The Minimum Possible Colony

---"with Build Installation orders" corrected to "with Construct Installation orders".

### Chapter 10 - Diplomacy

k) Correction

-----World Status Chart

---Member World - "This is the third highest level" corrected to "This is the highest level"

<b>Orders Supplement [SNOS200.pdf]</b>
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a) Correction

-----Build Item order

---New order mechanics for the Edit Build order make it extremely unadvisable to use the same priority values for a production queue in the same population group. "Build Priority" text reworded to take this into account.

b) Clarification

-----Fleet Mission orders

---Action Pt requirement statements added to the following orders:

-BOMB - Orbital Bombardment

-COLB - Colonial Beacon

-CSV - Colonial Attrition Survey

-DECF - Decommission Fleet

-DIP - Diplomacy

-EAF - Embark Army Force

-EXPL - Exploration

-GEO - Geological Survey

-JETT - Jettison Cargo

-LC - Load Cargo

-LFE - Live Fire Exercise

-MOVE - Move to Warp Point

-NEWF - New Fleet

-NM - Naval Movement

-OC - Offload Cargo

- ORB - Orbital Reconnaissance
- PMAP - Planet Map
- RN - Reorganize Naval
- SCUT - Scuttle Ship
- SENS - Sensor Sweep
- SKIM - Skim Gas Giant
- SS - System Scan

c) Modification [IMPORTANT]

-----Edit Build order

---Order mechanics changed so that you can change both Quantity and Item Name if you are using distinct build priority values in your queue.

d) Game Note

-----Exploration order

---Added warning concerning item loss due to insufficient cargo space on exploring fleet.

e) Typo

-----Transfer Items order

---Replaced "scuttled" and "scuttle" with "transferred" and "transfer" in the Items # 2-24 and Quantities # 2-24 variable details.

<b>Installation Supplement [SNIS200.pdf]</b>
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a) Correction [Important]

-----Shipyards installation consumes 100 Power

b) Clarifications

-----No Power Consumed statements added to:

---Astronomical Observatory

---City

---Colonial Training Center

---Imperial Army Boot Camp

---Imperial Museum

---Imperial Palace

---Imperial Zoo

---Industrial Complex

---Science Outpost

---Shipyards Slip

---Transportation Center

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