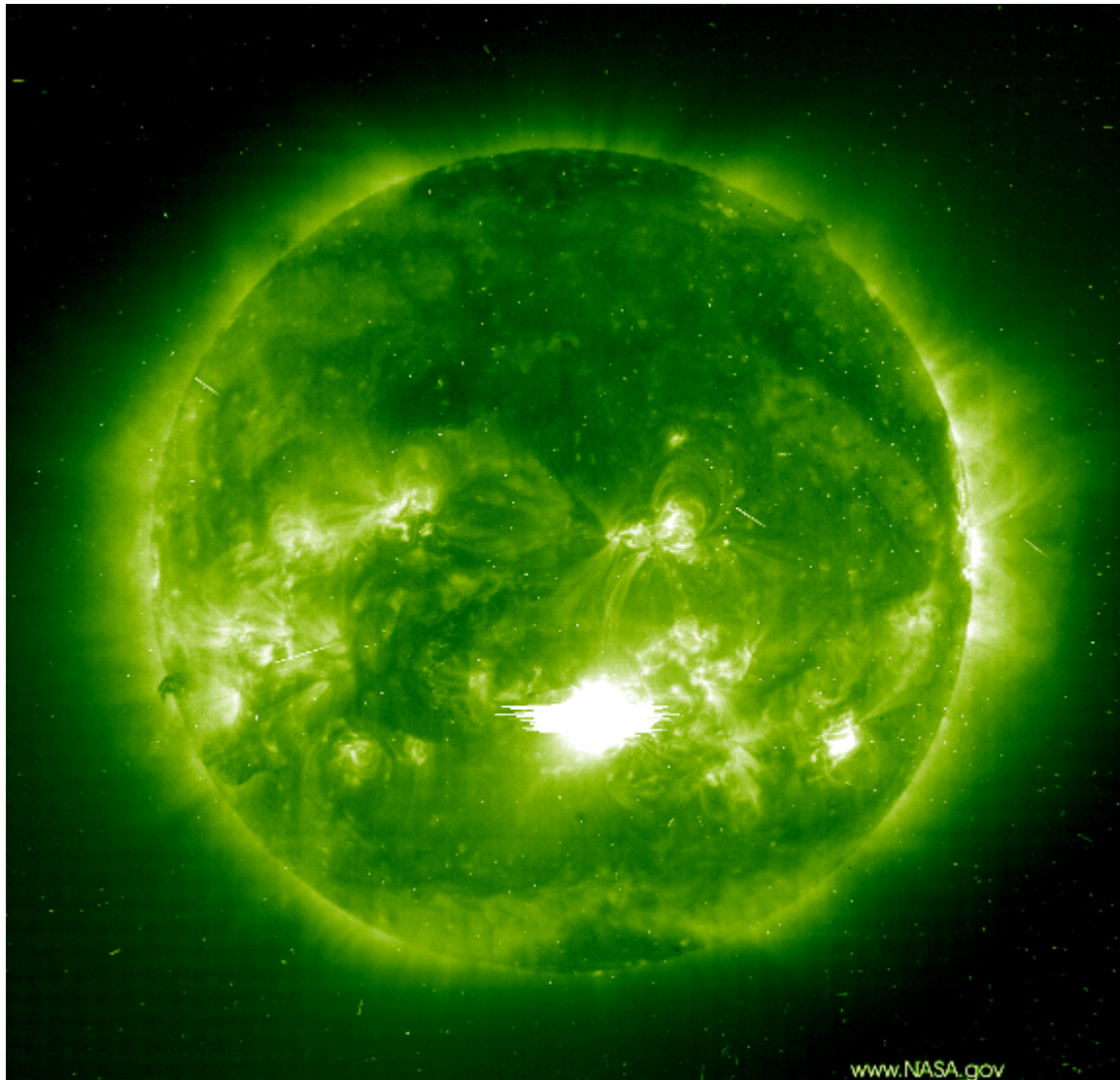


# THE SNROTE READER

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



[www.nasa.gov](http://www.nasa.gov)

Issue: Number Seven  
Earth Date: March 10, 2006

# InterStellar News Agency

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# News Section

## Valkor - Star League Forces Easily Rout Single Eyre Picket in Elvio System

Eternus(ISA)- The Valkor and Star League forces continued their advances into Eyre territory as they eliminated an Eyre picket in the Elvio System. The lone Eyre *Warp Defender* class picket, relying on gauss turrets and sonic devices, was outnumbered 137:1 in terms of overall tonnage. The Eyre did not fall empty handed as they managed to eliminate one the Valkor's *Chiton C* class screen ships. How much longer will this screened force continue its carnage within Eyre space?

What follows is a formatted battle report for those who are experience-impaired.

**BATTLE LOCATION:** ELVIO [G (Yellow) 9 V ] [Single Star] - Warp Point 67845

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### Side One Fleet Summary

The Eyre #2335 Total tonnage: 26,900 - Base Fire Control: 1 [16,000 bridge]

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### Side Two Fleet Summary

Valkor Star Kingdom #232, Star League #4256

Total tonnage: 3,714,000 - Base Fire Control: 8 [32,400,000 bridge]

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**Valkor Star Kingdom # 232** [*A Three-Pointed Golden Crown Fixed Above A Shield Of Vertical Blue And White Stripes, All Set Upon A Field Of Black*]

Fleet 529 [ROE: R] \*Column Attack\* (Fleet Tonnage: 114,000)

---

### Valkor First Ship Type

[Deploy Location 1] 30 AUXL *CHITON C* (Light Auxiliary - 1,000 tons [each])

Fire Control: Minimal	Maneuverability: Moderate
Sensors: Blind	Shields: None
Structural Integrity: Mighty	15,000 Selenite Battle Weave

### Valkor Second Ship Type

[Deploy Location 1] 30 AUXL *CHITON* (Light Auxiliary - 1,000 tons [each])

Fire Control: Minimal	Maneuverability: Moderate
Sensors: Blind	Shields: None
Structural Integrity: Mighty	15,000 Selenite Battle Weave

### Valkor Third Ship Type

[Deploy Location 1] 54 LTA *PELTA C* (Light Tanker - 1,000 tons [each])

Fire Control: Minimal	Maneuverability: Moderate
Sensors: Blind	Shields: None
Structural Integrity: Sturdy	16,200 Standard Hull Plate

---

**The Eyre # 2335** [*Jolly Roger On A Black Background*]

Picket Defense [ROE: Z] \*Standard Line\* (Fleet Tonnage: 26,900)

**Eyre First Ship Type**[Deploy Location 2] 1 FF *Warp Defender* (Frigate - 26,900 tons [each])

Fire Control: Phenomenal	Maneuverability: Ponderous
Sensors: Blind	Shields: None
Structural Integrity: Sturdy 10	20cm Gauss Gun (Projectile)
10 Laser CIDS	10 Light Sonic Disintegrator (Sonic)
4 Mk I Deflector	5,000 Titanium Composite Armor

**Star League # 4256** [*Diamond Of Nine Stars On A Field Of Sable*]

Star Force 31 [ROE: T] \*Standard Line\* (Fleet Tonnage: 3,600,000)

Fighter Bays: ... 36	3,600 Strike Fighter
Drone Racks: ... 3	100 Heavy Drone

**Star League First Ship Type**[Deploy Location 1] 4 CA *Scylla* (Heavy Cruiser - 450,000 tons [each])

Fire Control: Phenomenal	Maneuverability: Fleet
Sensors: Average	Shields: Feeble
Structural Integrity: Mighty	450,000 Cordellium Composite
4,500 6cm Gatling CIDS	40,000 Energy Dispersion Armor Coating
1,800 Light FusionBolt (Fusion)	900 Mk II Force Shield
20 Type A Black Sphere Generator	

**Star League Second Ship Type**[Deploy Location 12] 1 SC *Victorius* (Star Cruiser - 1,800,000 tons [each])

Fire Control: Phenomenal	Maneuverability: Fleet
Sensors: Average	Shields: Feeble
Structural Integrity: Durable	180,000 Cordellium Composite
9,000 6cm Gatling CIDS	900 Mk II Force Shield
3 Drone Rack	36 Fighter Bay

**Battle Results**

-----DepLoc 2 -----

**\*\*DESTROYED\*\*** [1st] FF *Warp Defender* (Frigate - 26,900 tons) [**Integrity**: 58,900]  
(Green, Timid)

1 Advanced Battle Display	1 Mk II Nuclear Jump Drive
3,000 Fuel Tankage	5,000 Titanium Composite Armor
10 20cm Gauss Gun	<b>Projectile</b> : 17,600
10 Light Sonic Disintegrator	<b>Sonic</b> : 61,600
4 Mk I Deflector	<b>Deflectors</b> : 0.074
2 Mk II Nuclear Engine	<b>Maneuverability</b> : 0.037
10 Laser CIDS	<b>Point Defense</b> : 0.018

----- DepLoc 1 -----

**30x** AUXL CHITON (Light Auxiliary - 1,000 tons) [**Integrity:** 10,680] (Green, Timid)

300 Fuel Tankage	1 Mk I Nuclear Jump Drive
1 Mk II Fusion Engine	<b>Maneuverability:</b> 2.000
500 Selenite Battle Weave	<b>Point Defense:</b> 769.097

**29x** AUXL CHITON C (Light Auxiliary - 1,000 tons) [**Integrity:** 10,680] (Green, Timid)

300 Fuel Tankage	1 Mk I Nuclear Jump Drive
1 Mk II Fusion Engine	<b>Maneuverability:</b> 2.000
500 Selenite Battle Weave	<b>Point Defense:</b> 804.478

**54x** LTA PELTAST C (Light Tanker - 1,000 tons) [**Integrity:** 1,080] (Green, Timid)

300 Fuel Tankage	1 Mk I Nuclear Jump Drive
1 Mk II Fusion Engine	<b>Maneuverability:</b> 2.000
300 Standard Hull Plate	<b>Point Defense:</b> 736.008

**4x** CA Scylla (Heavy Cruiser - 450,000 tons) [**Integrity:** 6,612,800] [Shields: 157,500] (Green, Resolute)

7,200 Fuel Tankage	3 Mk III Nuclear Jump Drive
1 Fusion Transwarp Drive	75 Laser Communications Gear
225 Mk III Computer System	112,500 Cordellium Composite
50 Mk I Long Range Sensor	50 Mk II Medium Range Sensor
50 Mk III Short Range Sensor	<b>Sensors:</b> 0.333
900 Mk IV Nuclear Engine	<b>Maneuverability:</b> 4.000
1,125 6cm Gatling CIDS	<b>Point Defense:</b> 2.293
5 Type A Black Sphere Generator	<b>Black Sphere:</b> 0.277
10,000 Energy Dispersion Armor Coating	<b>Meson Web:</b> 0.222
<b>Phase Inversion:</b> 0.222	<b>Reflective Coating:</b> 0.222
<b>Tachyon Grid:</b> 0.222	<b>Thermal Regulation:</b> 0.222
450 Light Fusion Bolt	<b>Fusion:</b> 950,400
225 Mk II Force Shield	

**\*\*DESTROYED\*\*** [2nd] AUXL CHITON C (Light Auxiliary - 1,000 tons) [**Integrity:** 10,680] (Green, Timid)

SC Victorious (Star Cruiser - 1,800,000 tons) [**Integrity:** 11,412,500] [Shields: 630,000] (Green, Reliable)

270,000 Fuel Tankage	1 Fusion Transwarp Drive
400 Laser Communications Gear	2,000 Mk III Computer System
180,000 Cordellium Composite	1 Mk III Jump Survey Sensor
3 Drone Rack	36 Fighter Bay
200 Mk I Long Range Sensor	200 Mk II Medium Range Sensor
200 Mk III Short Range Sensor	<b>Sensors:</b> 0.333
9,000 6cm Gatling CIDS	<b>Point Defense:</b> 1.448
3,600 Mk IV Nuclear Engine	<b>Maneuverability:</b> 4.000
900 Mk II Force Shield	

# Business

## Nightmare at the Power Plant: No Processed Radioactives!!

Eternus(ISA)- A good power plant manager best serves his/her/its empire's needs by keeping an eye on stockpiles and future technology. It may sound amazing, but more than a few empires have experienced the pain of completely running out of resources required to keep the power plants going! Luckily, Industrial Complexes don't require power, allowing an empire to remedy the situation by converting raw resources to the required power source without actually using power. However, a power shut down can cost you TWO entire turns of production because power plants check for power BEFORE your industrial complexes have a chance to make the required power source.

Here is a list of some early tech power plants:

### **Fission Power Plant Complex**

**Pre-requisite Technology:**

**(Horizon Technology Classification)**

**STARTING POWER SOURCE**

Fission Power Plant Complex: Converts 100 Processed Radioactives into Power. Consumes no Power. Production requirements: **500,000 Construction Materials**

**Produces: 10,000 Power**

**Consumes: 100 Processed Radioactives**

### **Coal Fired Power Plant**

**Pre-requisite Technology:**

**(Horizon Technology Classification)**

**STARTING POWER SOURCE**

Fission Power Plant Complex: Converts 30 Coal into 10 power. Consumes no Power. (Sidenote: Pete stated long ago that pollution effects on Homeworld don't factor, so don't worry about pollution when building these.) Production requirements: **500 Construction Materials**

**Produces: 10 Power**

**Consumes: 30 Coal**

### **Fusion Power Plant Complex**

**Pre-requisite Technology:**

**(Horizon Technology Classification)**

**3<sup>rd</sup> Gen Civil Engineering,**

**Improved Processed Radioactives**

Fusion Power Plant Complex: Converts 100 Water into Power. Consumes no Power. Very clean. Slight risk of epic disaster. Production requirements: **500,000 Construction Materials**

**Produces: 10,000 Power**

**Consumes: 100 Water**

### **Solar Power Plant**

**Pre-requisite Technology:**

**(Horizon Technology Classification)**

**2<sup>nd</sup> Gen Civil Administration,**

**2<sup>nd</sup> Gen Civil Engineering**

Produces 2500 Power at no Power cost, no pollution, risk free

Production Requirements: **250,000 Improved Construction Materials**

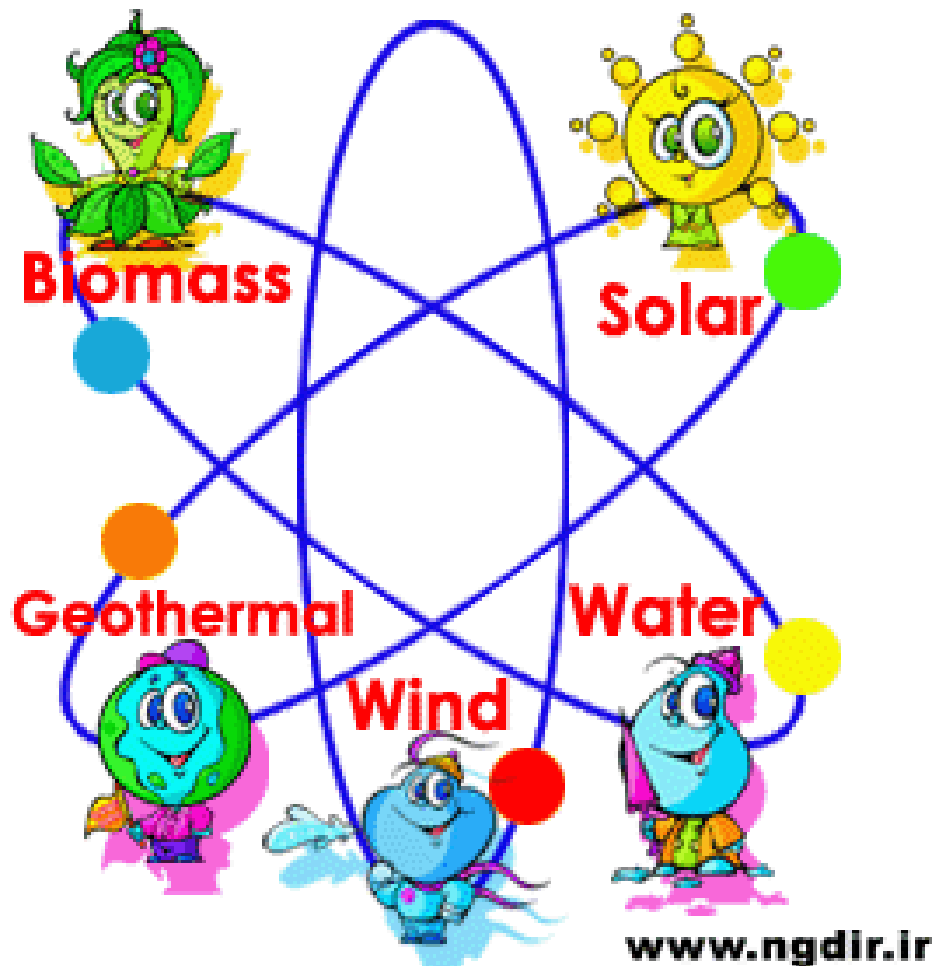
**Produces: 2,500 Power**

**Consumes: 1 Improved Petroleum**

All empires start out with Coal and Fission Power Plants. The key to avoiding shutdown disaster is to always have plenty alternative sources of power available in your stockpile. If you have a coal yield, build those Coal Mines! A large stockpile of coal will come in handy if you have to convert those dead Fission Power Plants into Coal Power Plants. The safest route is to take a turn and make several thousand (if not hundreds of thousands) of Coal, Petroleum, Water or Processed Radioactives. The key is to have a stockpile of backup resources on hand when you shut down. It dies you no good to tool for these AS you are shut down.

During the shutdown: 1) convert all of your 'dead' plants into back up plants; 2) build several thousand of the power source you just ran out of; 3) convert back to your more efficient power source on the following turn.

Best of luck with your power structure planning!



## Rumor Mill

Mk II Matter Transporters are not as benign as they first appear.

Universal Game Truth #4,  
All yor base R belong to us

The BAD Empire carries an unwelcome virus

I will not use ICE-1 in large quantities again  
I will not use ICE-1 in large quantities again  
I will not use ICE-1 in large quantities again  
I will not use ICE-1 in large quantities again  
I will not use ICE-1 in large quantities again  
I will not use ICE-1 in large quantities again  
...(plus 94 times on the laboratory chalkboard)

The Auturian War Machine is angry again.

I lost 534 lbs. with FlexTrim4k in 89 Praslix Years! Try their product for free. Results are guaranteed! RR.FlexTrim4k.ad on subspace channel (Orion band)

The DoubleMint Twin commercials where the Twins are different did not have the desired effect. Further study is needed down the pathways of alien mind control.

The Triskellia Alliance WILL be punished – They are NOT to be trusted!!!!

We now capable of constructing Planetary Cargo Gates – surprisingly easy to discover





# Lifestyles

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

By Paul Hughes

Editor's Choice for most interesting name description denoted by Quill :D

**Spear** A primitive weapon used for hunting and war, consisting of a shaft, usually of wood, with a sharpened head. The head may be simply the sharpened end of the shaft itself, as is the case with bamboo spears, or it may be of another material fastened to the shaft. The most common design is of a metal spearhead, shaped somewhat like a dagger. The spear is far and away the most common type of pole weapon, and may be seen as the ancestor of such weapons as the lance, the halberd, the naginata and the pike. Also a bayonet mounted on a rifle forms a type of spear. Spears used for close combat require different designs than those intended for throwing. Two of the most noted throwing spears are the javelin thrown by the ancient Greeks and the pilum used by the Romans. Spears, one of the earliest weapons fashioned by human beings and their ancestors, are still used for hunting and fishing. The spear survives as a military weapon in the form of the bayonet, and as a lance it was used in combat as recently as 1939 (although Polish Lancers attacking Wehrmacht Armored units is a legend).

**Beedrill** (*Supiā Spear* in Japanese, **Bibor** in German and **Dardagnan** in French) is one of the 395 fictional species of Pokémon in the Pokémon franchise (a series of video games, trading cards and other media created by Satoshi Tajiri). The name *Beedrill* originates from the words *bee* and *drill*. The Japanese version of the name, “Supiā” is a katakanification of the English word *spear*.

**Slater** **Woodlice** (known locally under many names including ‘Slater’) are terrestrial crustaceans with a rigid, segmented, calcareous exoskeleton and fourteen jointed limbs. They form the suborder **Oniscidea** within the order Isopoda, with over 3000 known species. Woodlice need moisture because they breathe through gills and so are usually found in damp, dark places, such as under rocks and logs. They are usually nocturnal and are detritivores, feeding mostly on dead plant matter, although they can be a destructive pest in the garden. In the UK there are 37 native or naturalised species ranging in colour and in size (3-30 mm) of which only five are common: *Oniscus asellus* (the common shiny woodlouse), *Porcellio scaber* (the common rough woodlouse), *Philoscia muscorum* (the common striped woodlouse), *Trichoniscus pusillus* (the common pygmy woodlouse) and *Armadillidium vulgare* (the common pill bug). As the woodlouse grows, it must progressively shed this shell. The moult takes place in two stages. The back half is lost first, followed two or three days later by the front. Some woodlice are able to roll into a ball-like form when threatened by predators, leaving only their armoured back exposed. It is this ability which explains many of the woodlouse's common names.



**Slater-type orbitals** are functions used as atomic orbitals in the linear combination of atomic orbitals molecular orbital method. They are distinguished by the form of their radial component, which is given by

$$R(r) = Ar^l e^{-\alpha|\mathbf{r}-\mathbf{a}|}$$

where  $l$  is the angular momentum quantum number,  $A$  is a normalization constant,  $\mathbf{a}$  is the position vector of the atomic nucleus and  $\alpha$  is a constant related to the effective charge of the atom in question. They are named for physicist/chemist John C. Slater.

**Silvia** Female fore name. From the Latin 'from the forest'. Rhea Silvia was the mother of Rome's founders, Remus and Romulus.

**Umber** A natural brown clay pigment which contains iron and manganese oxides. The color becomes more intense when calcined (heated), and the resulting pigment is called burnt umber. The name derives from Umbria, a mountainous region of central Italy, but it is found in many parts of the world. Some of the finest umber comes from Cyprus. It has been used as a pigment since prehistoric times.

**Weyland** (also spelled *Wayland*, *Weland* and *Watlende*) is the mythical smith-god of the Saxon immigrants into Britain. He is synonymous with the North-Germanic/Norse **Völundr** of the *Völundarkviða*, a poem in the Poetic Edda. Weyland had two brothers, Egil and Slagfidur (or Slagfinn). In one version of the myth, the three brothers lived with three Valkyries: Olrun, Alvit and Svanhvit. After nine years, the Valkyries left their lovers. Egil and Slagfidur followed, never to return. In another version, Weyland married the swan maiden Hervor, and they had a son, Heime; Hervor later left him. In both versions, his love left him with a ring; in the former myth, he forged seven hundred duplicates of this ring. At a later point in time, he was captured in his sleep by king Nidud in Nerike who ordered him hamstrung and imprisoned on the island of Saeverstod. There he was forced to forge items for the king. Weyland's wife's ring was given to the king's daughter, Bodvild. Nidud wore Weyland's sword. For revenge, Weyland killed the king's sons when they visited him in secret, fashioned goblets from their skulls, jewels from their eyes, and a brooch from their teeth. He sent the goblets to the king, the jewels to the queen and the brooch to the king's daughter. When Bodvild took her ring to him to be mended, he took the ring and seduced her, fathering a son and escaping on wings he made.

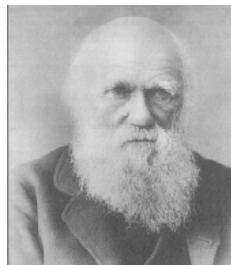


Weyland forged the sword Balmung, and the armor in which Beowulf fought Grendel. In Teutonic legend he is also said to have forged a sword for his son Heime that was wielded by Miming and then by Hodur. He is sometimes said to be the ruler of the dark elves (svartalfar). He is particularly associated with Wayland's Smithy, a burial mound in Oxfordshire. This was named by the Saxons, but the megalithic mound significantly predates them. It is from this association that the superstition came about that a horse left there overnight with a small silver coin (a groat) would be shod by morning. Watlende is also a Manor house in Kent.

**Darwin** Various places, things, and persons are associated with **Darwin**. The word "Darwin", when used alone, has several possible meanings in the English language, many of which are associated with the pre-eminent naturalist Charles Darwin who became famous as a result of his theory of the evolution of species via natural selection.

**Charles Robert Darwin** (12 February 1809 – 19 April 1882) was a British naturalist who achieved lasting fame by convincing the scientific community of the occurrence of evolution and proposing the theory that this could be explained through natural and sexual selection. This theory is now considered the central explanatory paradigm in biology. He developed an interest in natural history while studying first medicine, then theology, at university. Darwin's five-year voyage on the *Beagle* and subsequent writings brought him eminence as a geologist and fame as a popular author. His biological observations led him to study the transmutation of species and, in 1838, develop his theory of natural selection. Fully aware that others had been severely punished for such "heretical" ideas, he only confided in his closest friends and continued his research to meet anticipated objections. However, in 1858 the information that Alfred Russel Wallace had developed a similar theory forced early joint publication of the theory.

His 1859 book *On the Origin of Species by Means of Natural Selection, or The Preservation of Favoured Races in the Struggle for Life* (usually abbreviated to *The Origin of Species*) established evolution by common descent as the dominant scientific explanation of diversification in nature. He was made a Fellow of the Royal Society, continued his research, and wrote a series of books on plants and animals, including humankind, notably *The Descent of Man, and Selection in Relation to Sex* and *The Expression of the Emotions in Man and Animals*. In recognition of Darwin's pre-eminence, he was buried in Westminster Abbey, close to William Herschel and Isaac Newton.



A **Darwin Award** is an honour given to people who supposedly help to improve the human gene pool by "removing themselves from it in a spectacularly stupid manner". The prizes are named in honour of the evolutionary theorist Charles Darwin, are awarded over the World Wide Web, and are frequently distributed via email. There is no monetary or material prize associated with the Darwin Award, only infamous recognition. To take the premise of the award seriously is to suppose that stupidity, or rather the kind of stupidity that leads to self-inflicted death, is at least partially determined by genetics. To qualify, one must die in an extraordinarily idiotic manner, such as juggling hand grenades (Croatia, 2001), jumping out of a plane to film skydivers while not wearing a parachute oneself (North Carolina, 1987), cutting off ones own head with a chainsaw in a macho-contest (Poland, 1996), using a lighter to illuminate a fuel tank to make sure it contains nothing flammable (São Paulo, 2002), or heating a lava lamp on top of a stove.

While most Darwin winners receive the award posthumously, self-sterilization is sufficient for the award. Honorable Mentions go to those who, though not deficient in stupidity, failed to remove themselves from the gene pool. Their foolish and dangerous acts are worth mentioning, if only to keep others from standing near them at their next attempt. Some of these include a man chasing a beer can and getting hit by a truck (Texas, 2002), people petting sharks during their feeding frenzy on a dead whale (Australia, 2001), and two people getting burned while trying to set fire to an arcade machine (unknown area, 2002). Personal Accounts go to stories that fit most of the requirements for a Darwin Award or Honorable Mention, but cannot be independently verified for several reasons. This can be because the submitted incident was witnessed by (or happened to) the submitter and was not witnessed by members of the general public. It also applies to submissions by medical professionals about the people that they have crossed paths with in the line of duty; due to the legal and occupational protections in place to ensure the privacy of patients, the details that are necessary for such a submission to be classified as an Honorable Mention or Darwin Award cannot be provided. Some of the stories, such as that of the JATO Rocket Car, have been shown to be fictitious.

While lists of Darwin Awards have been circulating via email for some time, the awards were popularized by webmistress and author Wendy Northcutt, a.k.a. Darwin. Her site, [darwinawards.com](http://darwinawards.com), is by far the best known of the Darwin Award sites.

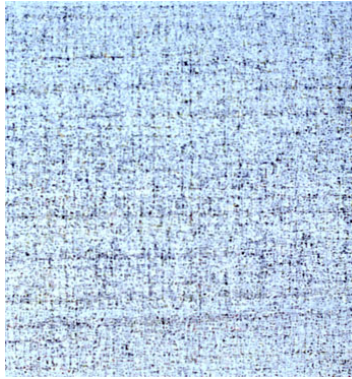


## Biggles

Major **James Bigglesworth**, known to all as "**Biggles**", is a fictional pilot and adventurer created by W. E. Johns. He first appeared in the story "The White Fokker", published in the first issue of *Popular Flying* magazine. The first collection of Biggles stories, *The Camels are Coming*, was published in 1932. In his first appearances, Biggles was a fighter pilot in the Royal Flying Corps (RFC) during World War I. He joined the RFC at the young age of 16, having conveniently "lost" his birth certificate. The original Biggles stories were based on Johns' personal experience – and stories he had heard from other pilots – during his time in France. (Johns did not however fly "scout" – or fighter – aircraft such as Biggles did; he flew in a bomber squadron.) He was supposedly based on Cyril Lowe. While the primary purpose of the Biggles stories was to entertain young men at the time, they paid close attention to historical detail and helped recreate the primitive days of early air combat – when most pilots died in their first combat engagement and before devices such as respirators and parachutes had become practical. Biggles has a small team of friends including Algy (Algernon Lacey), Ginger (Hebblethwaite) and Bertie (Lord Bertie Lissie), who share many of his adventures as pilots in the Special Air Police which they form after WW2, flying Auster and Percival types, under the command of Air Commodore Raymond, who is at this time an Assistant Commissioner at Scotland Yard. Biggles' greatest opponent is the German spy officer Erich von Stalhein. They first meet when Biggles acts as a spy in the Middle East, where Biggles has some narrow escapes. Von Stalhein returns as an adversary in numerous other adventures. After World War II von Stalhein opts for the Communist bloc, until he gets imprisoned on the isle of Sakhalin, from where Biggles helps him escape. And after that he and Biggles are chums.



## Interview with an Empire:



### Denizens of the White Noise

**Journalist [ Everlasting Spawn]:** (Speaking into recorder) I was told I'd meet my contact somewhere in the alpha sector of this barren, desolate world. The time is now 11:45:22:11:331 and I'm calling it quits. No sign of anyone, or anything. Damn crank calls. Total waste of 28 orders to get here.

(The journalist notices that the recording device has stopped and starts to record on its own...)

**Recording Device:** We are here. We are everywhere. We are the Denizens of the White Noise.

**Journalist:** Oh great, is this going to be like that Michael Keeton movie?

**Recording Device:** We are older than that bad Earth movie. We are not the dead.

**Journalist:** Ah good. That would creep me out. So...where am I? Is this a colony? A Homeworld?

**Recording Device:** We chose a world that wouldn't cost you so many orders to get to. We are much farther from the core than many other living empires.

**Journalist:** How thoughtful.

**Recording Device:** We have no thought because you cannot have what you cannot own. Thought is merely a byproduct of feeling, often garbled with confusing symbols and icons that you call words.

**Journalist:** Are you saying you don't have thoughts?

**Recording Device:** We skip that step. We convert emotion directly into energy. We sacrifice to express our energy in a form you can understand through this simple recording device.

**Journalist:** That's a pretty neat trick.

**Recording Device:** No. This is actual very painful.

**Journalist:** I'm sorry.

**Recording Device:** No you are not. You are doing your job. All noise made through speech is painful for us. This is why we have come forward. We ask the other species to silence themselves. All sound is the foundation of what you call matter. The universe is too loud, especially your corner.

**Journalist:** Do you visit the boards?

**Recording Device:** Yes. It too, is painful for us. We choose not to contribute.

**Journalist:** So you've agreed to this interview to ask the rest of us to shut up?

**Recording Device:** You're not the smartest of species are you? Repeating our statements through follow up questions is a waste of noise. You know this but you are taught that good journalism presumes your audience has no intelligence.

**Journalist:** Our obligation is to inform the audience. How else are we to learn if we cannot share our experiences?

**Recording Device:** Most species only communicate with noise. The Enlightened speak through silence. Experience and feeling are true intelligence, which can be shared through another medium. The medium we speak of is threatened by your noise. Please desist.

**Journalist:** Sorry. I don't think many of us will be shutting down communication to appease what seem to be some form of religious meditations.

**Recording Device:** We know. That is why we are here to warn you all. We felt it best to warn the other species through the loudest of them all.

**Journalist:** We take a strange form of pride in that by the way.

**Recording Device:** You cannot use "we" to represent your empire. Your empire is too individualistic. You use "we" with a presumption that the whole of your species is proud to be loud and inquisitive. Yet, you don't really know. Conversely, we know what We know.

**Journalist:** Well...do you mind answering the basic questions?

**Recording Device:** We will answer the basic questions without your interjection or you will be destroyed. Is that clear?

**Journalist:** Refined Crystal clear.



**Recording Device:** We are the Denizens of the White Noise. You will see us as a Screen with Static Haze for we reside within the photon signature from the beginning of the universe. Approach our fleets with silence and you will be spared. The best and worst thing that has happened to our empire is that we were punished into semi-physical form and must earn our way back into the Formless. Nothing funny has happened to our empire.

We advise all players, new and old, to not communicate upon contact: to do so will be considered a declaration of war. That is all.

**Journalist:** Just a quick follow up question....

(The Recording Device stops and the Journalist makes certain the interview was recorded before returning home.)





# 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:** How are leader successes calculated Within a pop group?

**Pete:** Leader rank determines success chance and the range on the amount of the gain, so a top level leader has the best chance of providing the best possible bonus. Multiple leaders can stack on the same production item (iron mines, for instance), with each one having an independent chance of success. Gains are percentage based.

---

**Question:** In the last issue there was a rumor about 143 active positions. Is the rumor accurate?

**Pete:** I haven't counted any time recently, but that's low - there are more "turtles" than most people figure.

---

**Question:** Is there a way to change the formation of a ship design?

**Pete:** Yes - issue another NUD with the same ship design name, but with a different Mission Class. In this case only the Mission Class will be changed. This is a change from the old code that would rename your ships, appending an A or AA, AAA etc to the end of a duplicate ship name.

---

**Question:** Can the EXPL order be used within Convoy Routes?

**Pete:** No.

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**Question:** Some of my fleets have been engaged with LFE orders for a long time but still have the lowest morale rating. How does the LFE order affect my fleet?

**Pete:** LFE's add small amounts of experience and morale to the ships in the fleet. Some naval installations can increase this gain.

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**Question:** What type of "AI" takes places with dropped positions? Do dropped positions produce troops and defenses?

**Pete:** Dropped positions almost always build ground forces in a slow but very methodical, automated way by the processing program. Sometimes they build ships and can even move their fleets about, but that is reasonably rare. Also, because of the way empty research slots are filled in with quasi-random selections, and because there are so many ground technologies in the game, dropped empires tend to research a fair number of ground techs. This gives them a nice edge should their world be invaded - a variety of division types combined with a variety of ground technologies leads to good tactical bonuses. Talking to a former owner of an empire to determine its ground defenses therefore gives you only a snapshot of what was present when the empire was dropped. All bets are off after that.

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**Question:** Is there anything in the game that actually uses Improved Timber?

**Pete:** Currently it's just a step toward Advanced Timber.

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**Question:** Will there eventually be some sort of advanced pollution reducing system?

**Pete:** Just regular Pollution Processors right now - I suppose I could add an advanced version (Icky Green Waste Processors).

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**Question:** Are there installations for the mitigation of axial tilt and radiation effects to colonization?

**Pete:** Yes.

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**Question:** Is there any sort of recycling tech in the game?

**Pete:** Not currently.

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**Question:** Are the defensive changes mentioned in the last naval document going to be implemented, and if so, when?

**Pete:** Wish I knew. Been having issues getting that implemented.

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**Thanks again Pete!**



# Science

## Deep Core Surveyors and You

Eternus(ISA)- For those of you new to the game, an introduction to Deep Core Surveyors might help you direct some of your early research. Here is the INST for a Deep Core Surveyor:

### Deep Core Surveyor

(Horizon Technology Classification)

**Pre-requisite Technology:**

**3rd Generation Planetary Engineering  
1st Gen Terraforming**

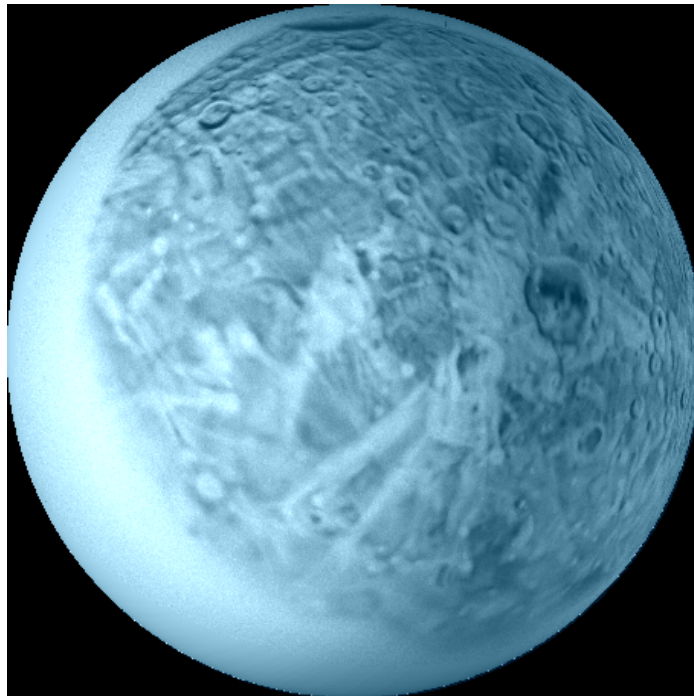
**Deep Core Surveyor:** Deep Core Surveyors are deep tunneling units that search the core of a planet for additional resources. They operate autonomously and may discover new veins of any of a variety of valuable resources. Construction of multiple Deep Core Surveyors can be quite useful, but the benefits of building more than one drop off in a nonlinear fashion. Deep Core Surveyor are energy hogs, consuming an impressive 100,000 Power per turn.

**Production requirements:** 250,000 Advanced Construction Materials

**Consumes:** 100,000 Power

For the older players, these now seem to be working smooth. I'll direct you to a post about it here: Thanks to WKE for his help in verifying their operation.

<http://www.rollingthunderforums.com/index.php?showtopic=1177&st=15>



## Disclaimer

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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.