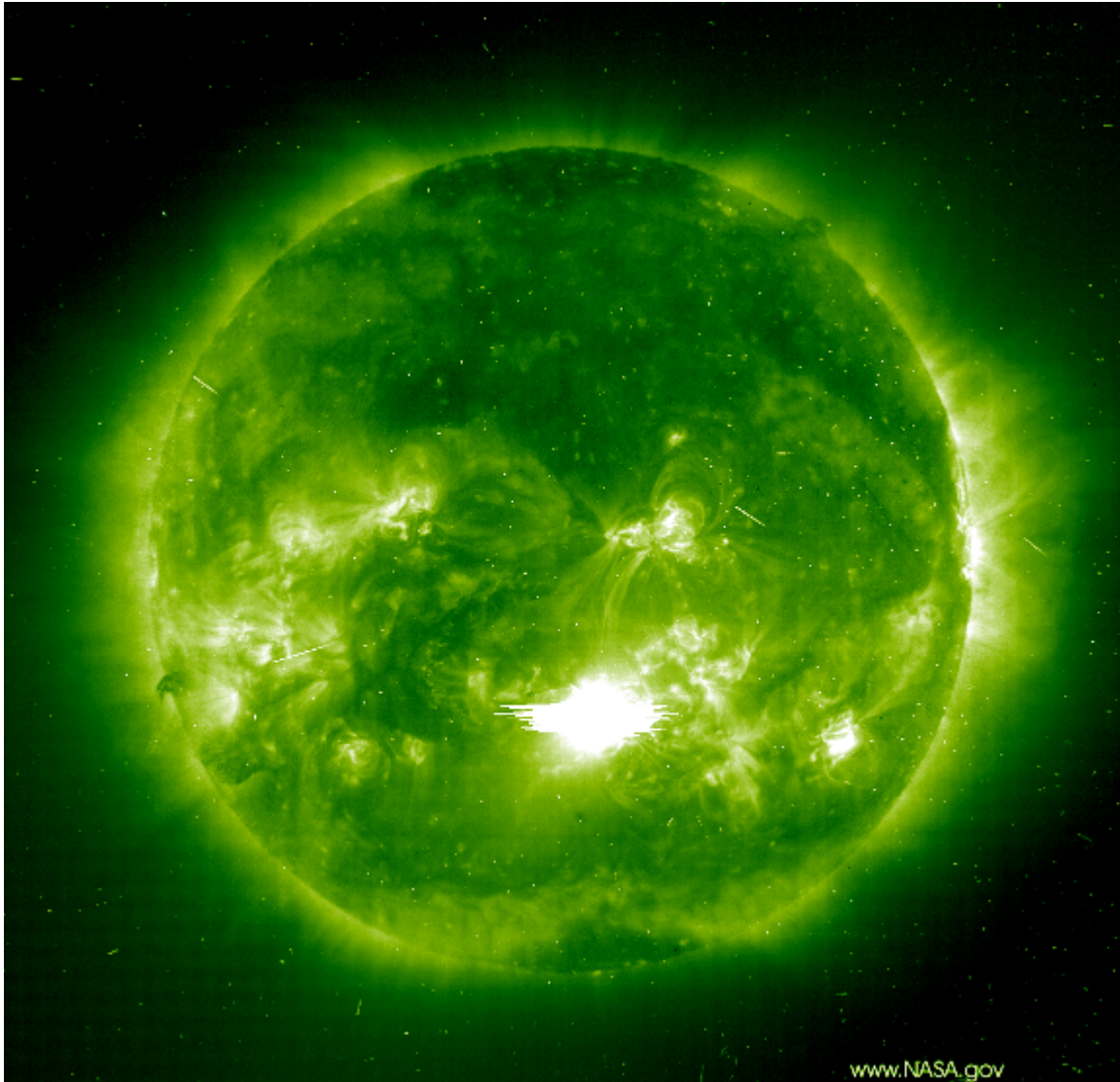


THE SNROTE READER

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



Issue: Number Three
Earth Date: January 13, 2006

InterStellar News Agency

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News Section



HANNIBAL ADVANCES: DUCHY OF DARKLIGHT FOUNDED Temporal Phase Illumination Surrender

Carthage (ISNA) Emperor Hannibal has declared a new province for the Carthaginian Empire, the Duchy of Darklight. Carthaginian forces under Grand Admiral Tru'Drev and Marshal Ghe'Der successfully negotiated the surrender of Temporal Phase Illumination forces in Darklight after the TPI government requested annexation by Carthage. There were some minor skirmishes involving rebel TPI force around the capital. Apparently some TPI forces did not agree that annexation to Carthage was in their national interests.

There were rumors of heavy fighting in remote locations, but the 12th Carthaginian Expeditionary Force under Ghe'Der quickly deployed divisions to quell such disturbances. To reflect his appreciation, the Emperor named Ghe'Der as the Duke of Darklight, with all titles and honors designated as hereditary. His grace, Duke Darklight, intimated that his first order of business was to establish order throughout the Duchy, create regular commerce to the Carthaginian homeworld, and deploy security forces to ensure protection for the new imperial province.



GO'ALD PRESS INTO SHAI, ROMANS AWAIT WITH CONFIDENCE Shipyards Anticipate Second Assault

WhipLash - Rome (ISNA) Reports flowing into Roman HQ show that the Go'ald are apparently not giving up their bid to control the Shai cluster. Roman scouts detected the presence of a Go'ald battlecruiser moving into the cluster. Initial reactions from Roman military sources indicate that Allied Forces have the situation well in hand. The Roman population appears quite calm and unconcerned for a population that underwent months under enemy siege from an Eyre and Go'ald invasion fleet. One man on the homeworld commented, "Why should we be afraid? The enemy has come many times and each time, they've lost every ship! Now, with ships from Valkor in the war, I don't think the enemy will ever come back." Such confidence is widespread throughout Rome and is perhaps well founded. Roman and Valkor warships fill the orbital spaceyards, refitting after the 2nd Battle of Shai just a short time ago.

Business

Rumor Mill

Given; a paradoxical contradictory oxymoron, or an oxymoronic contradicting paradox (?).

In order to propose such a question logically, one needs to logically question the proposal through a fundamental definition of the contradiction: Do either of these two inter-related propositions, relate to one another, in such a way, that it is impossible for both to be true – or for both to be false?

Consequently (and should now be considered as) and/or from hence; the certainty, of the defining impossibility, confirms such a possible (and/or) uncertain interrogation.

-- Philosopher Lord: Daedal

Deliberation (thought exercise) on the Paradox of Confirming the Paradoxymoronic Contradiction.

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Lizards, reptiles and tentacled things
Fare better as pets
Than rulers or kings

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The Blaknar SuperBrine defeated the Malshar Mutants 5-nil to win their first Galaxy Cup!

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A Great Plague has fallen on many empires. Production and research become mindless. Fleets frozen in time.

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Draconis considers itself warned by the rumor mill. We find it interesting that anyone would actually buy information about us, since Draconis would gladly give it out for free. With solid trade and military alliances, Draconis is unconcerned

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Lifestyles

What's in a system's name?

By Paul Hughes

Wudoweard	Boys name (English); forester
Ghotec	Male name (Russian); var of Khotek
Congen	Acronym for Consol General; CONformation GENerator; and the name of several companies
Shylock	Shylock is a character in Shakespeare's <i>The Merchant of Venice</i> . A moneylender who has a grudge against a rival merchant, Antonio. When Antonio comes to him for a loan to finance his friend Bassanio's wedding, Shylock offers to lend the money at no rate of interest, and proposes as his bond a pound of flesh cut from Antonio's body should he default. Antonio agrees, thinking it a joke. When the ships carrying Antonio's investments sink, however, Shylock is adamant he should receive the flesh as agreed, even though it would kill Antonio. Further embittered by his daughter Jessica's elopement with Lorenzo, Shylock becomes obsessed with receiving his bond.
Magnor	Male name (Norse); fighter
Floki	Male name (Norse); a heroic Viking (aren't they all?)
Enos	Male name (Irish); one vigor
Eksakustodian	Male name (period Russian); auditor



Diocles	In Greek mythology, Diocles, or Díoklês was one of the first priests of Demeter and one of the first to learn the secrets of the Eleusinian Mysteries.
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Abacus

An **abacus** is a calculation tool, often constructed as a wooden frame with beads sliding on wires. It was in use centuries before the adoption of the written Hindu-Arabic numeral system and is still widely used by merchants and clerks in China and elsewhere. Although often attributed to the Chinese, the abacus is thought to have been invented by the Babylonians around 2400 BC. The first abacus was almost certainly based on a flat stone covered with sand or dust. Lines were drawn in the sand and pebbles used to aid calculations. From this, a variety of abaci were developed; the most popular were based on the bi-quinary system, using a combination of two bases (base-2 and base-5) to represent decimal numbers. The use of the word *abacus* dates back to before 1387 when a Middle English work borrowed the word from Latin to describe a sandboard abacus. The Latin word came from *abakos*, the Greek genitive form of *abax* ("calculating-table"). Because *abax* also had the sense of "table sprinkled with sand or dust, used for drawing geometric figures," it is speculated by some linguists that the Greek word may be derived from a Semitic root, *ābāq*, the Hebrew word for "dust." Though details of the transmission are obscure, it may also be derived from the Phoenician word *abak*, meaning "sand". The plural of abacus is abaci.

Admiral

A word from the Arabic term *Amir-al-bahr* (commander of the sea). Crusaders learned the term during their encounters with the Arabs, perhaps as early as the 11th century. The Sicilians and later Genoese took the first two parts of the term and used them as one word, *amiral*. The French and Spanish gave their sea commanders similar titles. As the word was used by people speaking Latin or Latin-based languages it gained the "d" and endured a series of different endings and spellings leading to the English spelling "admyrall" in the 14th century and to "admiral" by the 16th century.

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The word Admiral has today come to be almost exclusively associated with the highest naval rank in most of the world's navies, equivalent to the rank of (Full) General. The rank of Admiral has also been subdivided into various grades, several of which are historically extinct while others are used by most present day navies. The generic terms for these naval equivalents of army generals is Flag Officer. Some navies have also used army-type titles for them, such as the Cromwellian *General at sea*.

Admiral is a senior rank of the Royal Navy of the United Kingdom, outranked only by the rank Admiral of the Fleet. King Edward I of England appointed the first English Admiral in 1297 when he named William de Leyburn "Admiral of the sea of the King of England". The rank of Admiral should not be confused with the office of *Admiral of England* or Lord High Admiral, which was an office held by the person with overall responsibility for the Navy.

The Royal Navy has had Vice and Rear Admirals since at least the 16th century. When in command of the fleet, the Admiral would either be in the lead or the middle portion of the fleet. When the Admiral commanded from the middle portion of the fleet his deputy, the Vice Admiral, would be in the leading portion or van. Below him was another admiral at the rear of the fleet, called Rear Admiral. In Elizabethan times the fleet grew large enough to be organized into squadrons. The admiral's squadron wore a red ensign, the vice admiral's white, and the rear admiral's blue. As the squadrons grew, each was eventually commanded by an Admiral (with Vice Admirals and Rear Admirals commanding sections) and the official titles became Admiral of the White, etc. The current ranks are Rear Admiral, Vice Admiral, Admiral and Admiral of the Fleet, also known as flag ranks because admirals, known as **Flag Officers**, are entitled to fly a personal flag. An Admiral of the Fleet flies a Union Jack at the masthead, while an Admiral flies a St George's cross (red cross on white). Vice Admirals and Rear Admirals fly a St George's cross differenced with one and two red discs in the hoist respectively.





The Luck of the Irish

By JF Briel

When James Irish entered the seminary, he had 2 motivations : "learn how to help people" and, more prosaically, skating. For him, what attracted him to priesthood was very clear : the urge to live amidst people, to be the force which would draw them closer to each other and "make important things with his live". As of the second reason, even if his home planet is a frozen terrestrial, the equatorial zones where he grew are rather temperate and he always longed for real cold. So, the seminary being considerably norther than his home planet was the icing on the cake, if you would allow me the expression.

James had just majored in sociology and psychology when, unknown to him, a find by explorers changed his life. On a hot rockball, a small torrid planet in the immediate sun vicinity, they found "a small shrine to an anonymous divinity". The government was immediately excited by the prospect. "Anonymous" or not, the divinity could certainly deliver valuable goods and knowledge if prayed correctly. Colonising the rockball was out of question, a colony could not survive in this heat but a lone priest, they reasoned, could. And his prayers were all that was needed. Irish was not selected immediately.

In a first time, Bishop Petrus was thought more able to contact the god and obtain the goods. But his book *Save your Couple through Maceration* was a best-seller, he was a hit in late night talk shows and was judged more useful at home "on the social front". So it was Missionary Irish who was sent, with 400 lbs of manuals such *First contact with deity : what to ask* by the Navy Department of Procurements or *Gods don't need to know everything : the security guide to divine interviews* by the Department of Spatial Intelligence. After some months, Irish, now a Priest, did indeed "pray at the shrine to an unknown deity, generating favor for the Empire in the eyes of an unknown deity!" But he could give us no details: they are highly classified. All he could tell us, with a weak smile, is that "skating is not too great" and that "he misses people".

Don't worry! We may have great news for him soon. Our courageous explorers recently found "a gloomy Grand Cathedral dedicated to Vladchek the Dark One: Minions of Vladchek are the harbingers of death who seek to bring about a dark age where the rule of Vladchek is absolute. Vladchek hungers for power and seek it out at every opportunity, while controlled worlds are ruled by horror and fear". Even if we suspect that this guy Vladchek is not too appealing to a major in psychology, the planet where the cathedral was found is much colder than Priest Irish current location. At least, he will be able to resume skating.

Interview with an Empire:



Journalist [Everlasting Spawn]: This feature is ready for a new volunteer! If you are interested in some role-playing fun, we will be happy to feature your empire through an interview. Simply provide answers to the following list of questions and I will follow up with some touch-up questions. It's easy to do and fun to read!

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Interview with an Empire Standard Questions
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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. What's 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!

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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: I'm experimenting with tractor beams. A Medium Tractor Beam weighs 200 tons and has a tractor strength of 6,000. Does that mean I can design a 6,000 ton ship, including one Medium Tractor Beam, no engines, no jump drives and still have it move within the system from which it was built?

Pete: That unit would not be a starship without at least one regular engine. There would be no point in designing such a ship to "tow itself" since it could just as well have had a single 100 ton engine installed instead (if you wanted it to tow other units around, you could add a 200 ton Medium Tractor Beam and it wouldn't have to count its own tonnage against the 6000 towing capacity). If you're looking to keep it as an Orbital for integrity purposes, in theory it could "tow itself" in this manner, though that would represent a lot of wasted tonnage. Maybe build a tug instead, so you could tow multiple other Orbitals to their in-system destinations and thus make better use out of the MTB tonnage?

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Question: Does ship damage take effect during the combat?

Pete: Sure - as ships are damaged, their systems are degraded during a combat.

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Question: What uses do Universal Translators have?

Pete: Universal Translators were present in a classic Old Earth television show that ran for several years in the late 1960's and spawned a number of other series and feature movies, and therefore must be present in SNROTE. Furthermore, they provide outstanding exploration modifiers and a nice bridge bonus for fire control purposes.

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Question: Are Deep Core Surveyors working as intended?

Pete: Yes, they can be a really great way to safely increase the resource yield on one world. They are expensive, and soak up a ton of power, but are most certainly working as intended. Over the long term, substantial resource yield bonuses can be obtained, though it is hit-and-miss as to which resources are improved. Made especially for those who love to turtle up ☺

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Question: What advantages do I gain building Subterranean or Aquatic Fortresses over normal Surface Fortresses?

Pete: No in-game reason, but it's kind of cool to think of your fortresses being underground or underwater.

Pete: BTW Big time improvements to a number of issues related to colonial attrition, colonial civilian influx and population growth management on this turn. Notes in the turn results ☺

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Thanks again Pete!



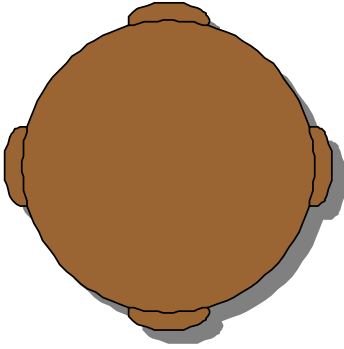
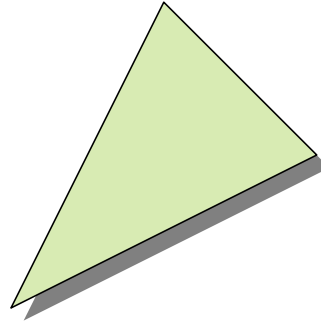
DEFEATING SCREEN SHIPS 101

Spawn War Panel Convenes

Eternus (ISNA) This last year, nearly every empire from the smallest gnat to the largest worm has pondered the enigmatic dilemma surrounding The Screen Ship Strategy (henceforth “SSS”). For those new to the galaxy, the SSS involves placing many screen ships in a deployment location in front of your capital warships. The value of the SSS lies in the targeting system inherent in the mechanics of SNROTE combat: ships up front have an exponentially greater chance of being hit than ships in the back. The minimum size for any ship is 1,000 tons. Screen Ship designs vary from ORB classifications, packed with armor, to 1,000 tons of junk.

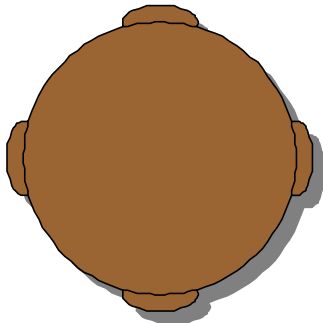
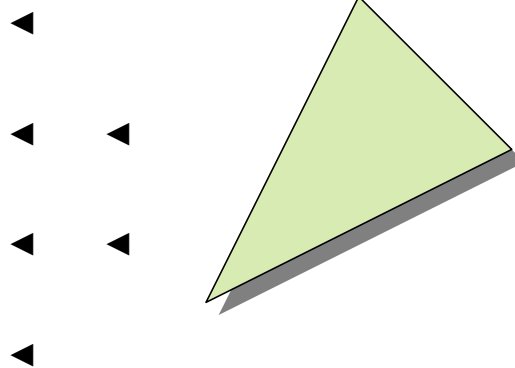
An example of SSS effectiveness:

Lets strip away some details and focus on firepower and integrity. Firepower will represent the total damage a fleet does in one round and the integrity will represent how much firepower the ship can absorb before being destroyed. Suppose an attacker invades with a single capital ship with a Firepower of 10,000 and an integrity of 5,000. The defender’s capital ship has a Firepower of 1,000 and integrity of 500. Let’s also add an estimation of how expensive each ship is to build (disregarding tech differences.) We’ll call it “Resources”. We’ll say that a large warship takes 15,000 resources and a screen ship takes 10 (for simplicity.) The ratios are typical, however.

**ATTACKER****Firepower 10,000****Integrity: 5,000****Resources: 15,000****Fire Control: 1****DEFENDER****Firepower: 1,000****Integrity: 500****Resources: 1,500****Fire Control: 1**

If these two ship collide, our attacker will dust the defender in a single round! (Attackers firepower of 10,000 > Defneder's integrity of 500.) This seems logical, after all, the attacker put a lot more resources into building his fleet than the defender. Let's see how the SSS can assist the Defender to victory.

Presume the same scenario, however, let's add six screen ships for the defender.

**ATTACKER****Firepower 10,000****Integrity: 5,000****Resources: 15,000****Fire Control: 1****Screens****DEFENDER****Firepower: 1,000****Integrity: 500****Resources: 1,500****Fire Control: 1*****Plus 6 Screen Ships!*****Another 60 Resources.****Cont. Nect Page**

Round One: The attacker will launch 10,000 firepower into Screen Ship One, obliterating it. The Defender will strike with 1,000 firepower, reducing the attacker's integrity to 4,000.

Round Two: The attacker will launch 10,000 firepower into Screen Ship Two, obliterating it. The Defender will strike with 1,000 firepower, reducing the attacker's integrity to 3,000.

Round Three: The attacker will launch 10,000 firepower into Screen Ship Three, obliterating it. The Defender will strike with 1,000 firepower, reducing the attacker's integrity to 2,000.

Round Four: The attacker will launch 10,000 firepower into Screen Ship Four, obliterating it. The Defender will strike with 1,000 firepower, reducing the attacker's integrity to 1,000.

Round Five: The attacker will launch 10,000 firepower into Screen Ship Five, obliterating it. The Defender will strike with 1,000 firepower, destroying the attacker!!!

Dramatic difference, isn't it? The Defender's 1,560 resources found a way to overcome the attackers 15,000 resources! How can our attacker ever overcome such a difference in resources if he is losing over 13,000 resources every time he attacks while only destroying a few defending screen ships in the process?

SOLUTIONS FOR OVERCOMING THE SSS

1) Increase Fire Control. A higher FC for the attacking fleet will destroy more SS per round. If the attacker had a FC of 2, he would have won in Round Four (destroying the 6 screen ships in rounds 1-3, and firing the killing blow in round 4.) Fire Control can be increased through all components with a high bridge strength and with leaders. You must also increase the total firepower of your fleet because you are dividing your firepower by every additional FC rating.

Critic's Response: the defender can still overwhelm the attacker with screens for less than the amount of resources used to add higher FC to the attacking fleet!

The only solution to that response is to research Fire Control and weapons system that have highly-efficient Firepower:Tonnage ratios. Eventually, a dramatic increase in bridge strength will justify the resource investment; surpassing the effectiveness of the defender's ability to build enough screens to counter the new FC. As of this article, FCS-1 Archers are still not high enough to overwhelm the average screen defense. A 100-ton unit with a bridge strength of 64,000 should spell doom for most screen defenses.

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2) Bring Screens of Your Own. If it works for the defender, it can work for the defender. Warning: this only works if you have more screen ships in most instances. (the battle often boils down to FC v. Screen Ships at this point.)

Critic's Response: great, now my assaulting screen force can only move 2 APs per turn, giving the defender more time to amass more screen ships!

True. Might want to add some more FC.

3) Guerrilla Tactics: Sacrificial Strikes. Design ships with high FC that are specifically designed to reduce the defending screen ships. Example: ships that have a FC of 50 and a firepower high enough to knock out screen ships with an integrity of 1.35 million (Vananite Orbitals)

Critic's Response: Have you calculated how inefficient that is?? The resource costs in weaponry and FC are outrageous when your only mission is to knock out 50 dinky screen ships! True. Who said war was cheap?

The Bottom Line: Attacking empires early in the game without very high fire control is a very resource-intensive business. The defender retains a tremendous resource advantage when committed to building massive screen defenses. A combination of the stated solutions is crucial for overcoming screen defenses. No doubt, there will be a renewed interest in developing fire control systems to overcome the dreaded SSS. Research into advanced weapon systems will also reduce the attacker's resource investment as a higher Firepower:Tonnage ratio, thereby reducing the need for bridge systems.

A Special Thanks to Hobknob on the forums for providing a nice tight synopsis that I used in outlining the above-three strategies. (Jan 10 post)

<http://www.rollingthunderforums.com/index.php?showtopic=1310&st=30>



Dear Miss Manners,

I am from a small farming settlement on Zevlon 5 and recently some neighboring teenagers have been dropping expensive Washing machines and BBQ Grills from high Orbit on us. Needless to say our entire community is now covered in a thick sludge of

soapy BBQ sauce. I have sent several messages to the parents of these unruly teens but I have just been ignored. What should I do?

Sincerely,
Beaten with a BBQ

Dear Beaten with a BBQ,

What a dreadful sounding problem you have, I too was once rear-ended by a teenager driving a Million Ton Colonial liner. However, I don't think these are hormonally-charged teenagers but Missionaries following the orders of their respective Deity. Now, since it was their Deity that instructed them to drop these objects on your delightful settlement, negotiating is not going to work. I suggest that you use a third-party to conduct these delicate negotiations. The easiest is to attach a 'Cease and Desist' order to the nosecone of an Mk V Long Range Missile. Feel free to dress the message up with some simple lace and a dab of color. This will get their attention and let them know that you have all of the advanced consumer goods your little settlement can handle.

Sincerely,
Miss Manners

Dear Miss Manners,

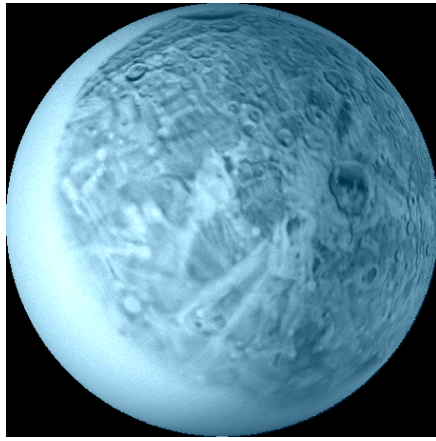
Me, Gronk from devastated radioactive city on smellgar 7. We problem with nose kids and dog digg'in round house. We throw rocks at them and grunt as loud as we can in our best angry mutant voices but they keep coming back. How best to keep these pesky investigators out our home?

Explored to Tears

Dear Explored to Tears,

Eventually these wayward exploring kids will become bored at having not found anything of interest in your highly particle excited city. If they their leads do the smart thing they will send them to someplace more interesting. However, I suggest that you use a trail of old alien junk to lure these kids into the core of the closest abandoned Antimatter Power plant and shut the door on them. Not only will this solve your problem but if you use my recipe for Antimatter Kung Pao Explorers then you invite the neighborhood over for a delightful meal.

Entertainment
Science
Classified



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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.