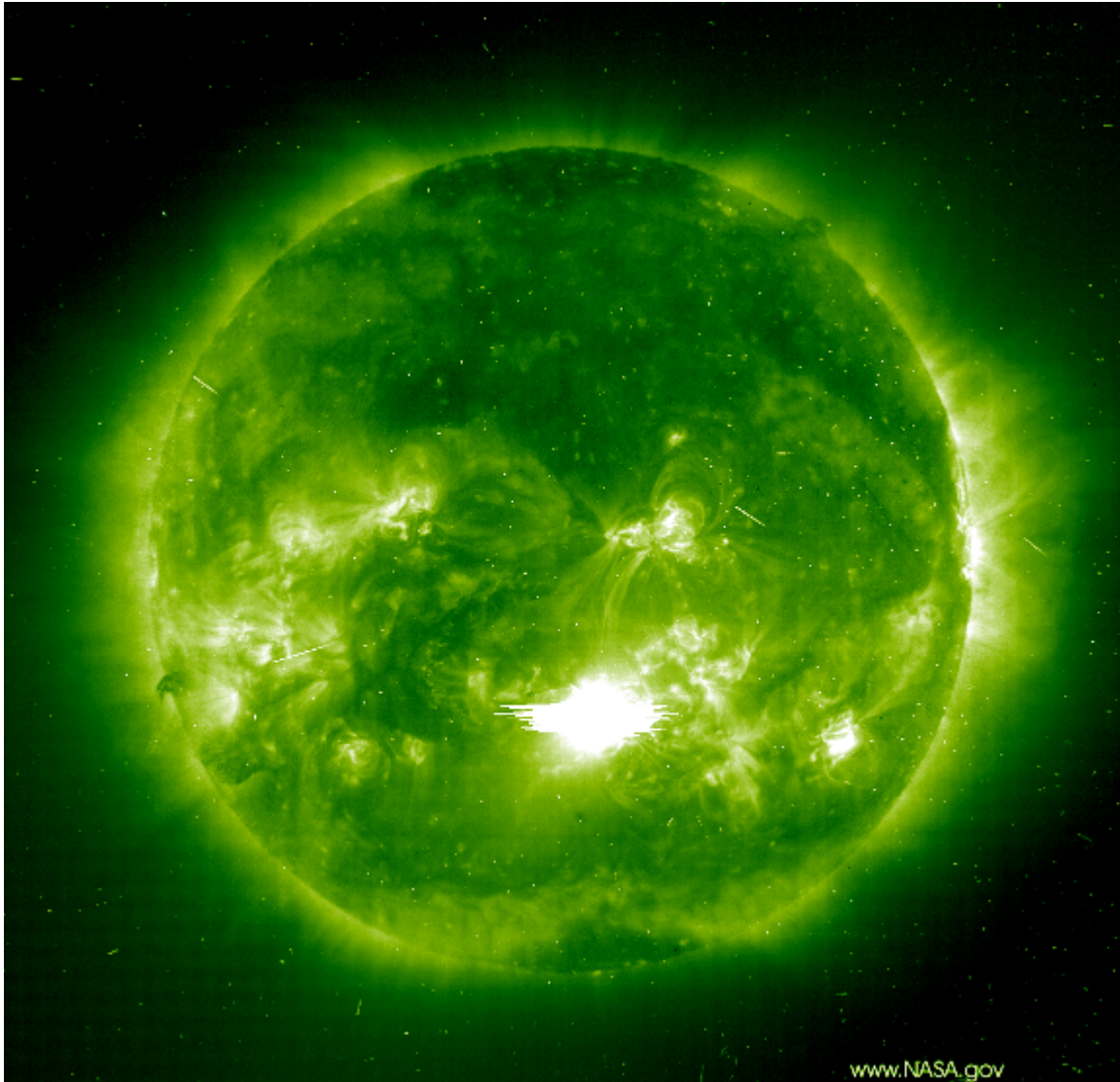


THE SNROTE READER

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



Issue: Our Tentaclizing TENTH Issue!
Earth Date: April 21, 2006

InterStellar News Agency

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ORACLE CHANGES FORMAT

Upgrade to Adobe Acrobat Reader 7.0!!!

Eternus(ISA)- The Oracle has decreed a new standard for turn receipt. All empires, including the mysterious “Fallen” Empire, are now required to use Adobe Acrobat Reader 7.0. It has been long rumored that a nefarious space trader infiltrated the Oracle’s Database with nanoreplicators which slowed the system to a crawl, hence the need for an upgrade.



DRAGAERA REPELS RAMPAGING RANGER

Bombay Trading Company Bounced

Eternus(ISA)- Confirmations are pouring in from sources within the Bombay Trading Company of a daring yet tragic journey of an unknown Ranger and his million ton battleship through the inner core of an Empire called Dragaera. The Dragaera must have seen the incoming Ranger once a 1,000 ton destroyer and lightly armed 44,000 ton survey ship were swept aside by the BC Whiskers. In fact reports indicate that the Dragaera sent a small pack of Corvettes within the wake of the BC Whiskers shortly thereafter. The corvettes were simply no match for the Ranger and his behemoth of doom. Starship logs indicate that the Ranger was actually trying to avoid contact with the Dragaera, however fortune had other plans as the Ranger was pulled further into the Dragaera core by what can only be described as a strange siren’s call. At long last, the BC Whiskers warped into a wall of Dragaera ships, never to be seen again. The Dragaera fleet comprised of over 6 million tons of command-like ships with another 2 million tons of Corvettes and Destroyers. At the time of this release, nothing has been transmitted directly from Dragaera but all pundits are convinced that war is inevitable in light of rumors that the brass within the Bombay Trading Company intend to avenge the Ranger. Memorial services will be held at the Capital next week and a large sculpture dedicated to the “Unknown Ranger” will be erected within the Imperial Administration Center HQ Courtyard.

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

WAR IS DECLARED UPON THE PHOENIX ARISEN! (AGAIN)

Pheonix and Lumeria Empires Targeted by IDE a.k.a D.I.E. but not the actual DIE



Eternus(ISA)- The Shrike border between the Phoenix Empire and the Lumeria Empire along Filida and Fisk are no longer considered safe. A Shrike pathfinder was obliterated, sending enraged emissaries to the subspace communication wires with declarations of war against two known positions within the matrix of empires known as The Phoenix Arisen. The exact cause of the firefight remains unknown. To try to understand the politics in that region of space, we consulted a historian native to the area who wishes to remain anonymous. What follows is a short interview with him:

Journalist: Who fired first?

Anonymous Historian: When? :p With the latest skirmish, I most certainly believe the reports that it was in fact, the Shrike fired first, but it was a picket ship, not the pathfinder.

Journalist: Who owns that region of space?

Anonymous Historian: If you ask the Shrike, they'll tell you it is their border and they advertised as much to the PA through Lumeria. If you ask one of the PA they will tell you that it is an old PA shipping lane and the only reason the Shrike pathfinder is in the area is to spy on the traffic that runs through it. The truth is that the Shrike pathfinder was stranded, without capability to survey from the system.

Journalist: What is the military history between these two empires?

Anonymous Historian: In January of 2005, the Shrike encountered a PA empire; it is hard to tell whether this was disclosed at first. I believe the real tensions ensued long before this first meeting as another empire, I.D.E. or D.I.E had been fighting with the Phoenix Empire, a neighbor and ally to the Lumeria Empire through the PA Alliance. Fighting escalated and it was noted that Shrike and IDE forces were indeed ignoring each other, if not working together. Over time, the tensions between IDE and the PA eventually carried over to our latest skirmish involving the Shrike.

Journalist: How does MAC or Vladchek factor into this mess?

Anonymous Historian: The Phoenix Empire has a talent for drawing fire, methinks, and faring well by all reports! A PA member has accused Vladchek and IDE of being closely allied. Both IDE and Vladchek deny encountering one another. In fact, Vladchek denies having run into anyone but the TUA and Scorpio positions. I don't think that IDE and Vladchek have been working together but I imagine that could change quickly depending on how well connected Vladchek is to PA space. It has been confirmed that Vladchek is on the doorstep of eliminating Scorpio. Furthermore, IDE has vowed to crush yet a different PA position, namely that belonging to Macrohard. This vow was later rescinded as an impossible promise but Macrohard has accepted the challenge willingly although I don't foresee any hostilities taking place between the IDE and Macrohard for quite some time.

Journalist: Can you summarize the conflicts?

Anonymous Historian: I'll try my best.

Lumeria ← WAR → Shrike

Phoenix Empire ← WAR → Shrike

Phoenix Empire ← WAR → IDE

Scorpio ← WAR → Vladchek

Taathe de Danaan ← WAR → Vladchek

Macrohard ← Saber Rattling → IDE

Phoenix Empire ← Saber Rattling → Vladchek

Shrike ← ALLIED and RELATED → IDE

Pheonix Empire ← ALLIED → Lumeria ← ALLIED → Macrohard

Journalist: One last question. What is the difference between IDE and DIE?

Anonymous Historian: Ah yes. IDE stands for "Imperial Demonic Envelopment" and is one of the empires we have been discussing. DIE stands for "Dominus Immortalus Emphyrean." IDE and DIE have allegedly encountered one another and their diplomatic status is unknown. The confusion occurred because the IDE actually used the board handle "D.I.E." on the subspace game boards.

Journalist: Anything else?

Anonymous Historian: Oh yes. Quite a bit. But I'll only elaborate on what has been discussed in public channels.

WOULD YOU LIKE TO KNOW MORE?

Business

PRESS RELEASE

The Creator's Kingdom of Slith - Empire #4698 run by Brad Atkins

(rollingthunder forums 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. Feelings of wonder accompany images of a new star system.

His Majesty's Ranger, Magellan reports encountering a single alien ship. This ship appears to be in deep space on a similar mission to our own. Both fleets passed without incident, each pursuing their own explorations.

SIG The Empire of the Sigma-Tao # 3636

'A Winged Monkey Superimposed On An 8-Pointed Star'

Warp Dog Recon Unit 2 [Quebec]

1 AUXL Warpis Canis (Light Auxiliary - 8,000 tons)

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

SS: 1002

1002nd Odyssey #1002 [at Warp Point 104733] conducts a detailed System Scan of the Pears star system

----PEARS [R (Orange-Red) 8 IV] [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
28345	0.1	E
70567	472.7	D
104733	1336.4	C

Imperial Astronomers catalog the Pears 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 104733 in the Pears system. Sensor crews report that Warp Point 104733 is a Class C Warp Point with the ability to handle 35 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Carneades star system

=====

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

SURV: 10011001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 28345 in the Pears system. Sensor crews report that Warp Point 28345 is a Class E Warp Point with the ability to handle 12 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Liel star system.

=====

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

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 70567 in the Pears system. Sensor crews report that Warp Point 70567 is a Class D Warp Point with the ability to handle 29 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Nairen 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!

Rumor Mill

=====

Mephisto of the Alpha Circle is asking who MAC is?!?

=====

Universal Game Truth #10,

The average empire that is at least 2 years old owns 1.2 Homeworlds.

=====

There are empires with over 20,000 in Lumber yield.

=====

Someone is still searching for the Brain.

=====

Systems with Neutron stars can really take you places!!

=====

Does anybody remember the old Washington gang from SN II? Is it true that one of them is still active? If you're out there, let us know.

=====



Lifestyles

The Hellenic Conflict

Prose From the Realm of Gremloids

There was something all too akin to the atmosphere of a morgue that continued to prevent Lt. Commander Paulette Devries from ever feeling comfortable in a Gremloid interrogation room. A sterile smell, like someone had just cleaned out a bloody mess from the room and was doing its damndest to mask it with synthetic strong disinfectants, a smell that both hurt the nose of any humanoid who came into it as well as having a tendency to cling to ones uniform so that it would seem even vacuum couldn't get rid of it. It was typical of the Gremloid mentality to use the former butcher rooms of their slave masters as models for brigs and interrogation rooms for wayward Gremloids but it didn't make this easier for this Brotherhood officer. Paulette had been spending all too much time in rooms like this since she arrived in the Dremut system and it had taken all the joy out of dressing down blaster happy Gremloid commanders but it was her duty and she would continue to do it.

"So tell me again Commander," The Gremloid sitting across her looked up, its neck-scales ruffled in a typical sign of misery among its kind, "what exactly, in your own words, was it with the single pathfinder, an antiquated vessel of 12000 displacement tons that made it necessary for your 200 ship strong picket force to blow it into a million small pieces without even a warning shot?" Though she hadn't thought it possible, the Gremloid Commander looked even more miserable and clacked something that the Universal Translator at first didn't catch. "Do speak up Commander, at least for the record" Paulette put some more steel into her voice hoping to shake the Gremloid out of its fugue before it went into *Chazey'cho*, a coma like state that had afflicted Gremloids since they started going into space. Initially it had been thought that their ancient slave masters had genetically modified the Gremloid populace in such a way that they would never venture beyond the limits set for them by the hated masters who saw them only as food. Since their liberation though the Gremloid species had gone through several stages of species engineering without being able to eliminate that fatal flaw and it had of late become apparent that the *Chazey'cho* was somehow combined with the Gremloids enormous mental powers and their link to the worldmind. All Allied Command officers had been taught to recognise the signs of the fugue and how to shake Gremloids who were breaking down into it out of it.

The Gremloid Commanders twin eyeglobes shifted through the spectra and its combat claw twitched for just a second, making Paulette slowly un-strapped her stunner in anticipation before the Gremloid came back into its senses. The UT tweaked its clacks into a subdued answer. "It was armed; it could have hit our ships." Paulette sighed and reached for the viewer controls as she punched up the details of the Hellenic League Pathfinder class scout again.

"Ah yes, I imagine all naval commanders must live in fear of the dreaded single 10cm Autocannon. I cannot imagine the terror of being out there, knowing all too well that if your command ship had been hit 170 times before being able to retaliate, you would all have been doomed! Lucky you had 200 fellow ships at your side and could

incinerate the dastardly fiend before it had scratched even the paint of one of your ships!” As Paulette saw the Gremloids neck-scales glow and its crest rise in joy as it nodded it’s agreement, she remembered that sarcasm really didn’t carry through in the Type B Universal Translator and she sighed wearily into her flimsheet.

Thirty shifts without pay, demotion to ships XO and a posting far, far away from anything likely to become a hotspot. Paulette finished typing her recommendations for disciplining the Gremloid Commander into her desktop and then leaned back calling up the fleet TOE and system details on her holocube. She recalled her holochannel conversation with the Hellenic fleet representative. He had seemed too accepting of her apologies for the recent spate of incidents where Hellenic fleets had been destroyed. No Hellenic picket forces had been brought to bear on the systems where now Alliance forces sat ensconced not even patrols which made the Alliance Command suspect that the Hellenes were planning to launch a major offensive against the Alliance pickets. This sounded more than plausible to Paulette who had expected the Hellenes to react quite more strongly a whole lot earlier when the Alliance started moving in on Hellenic systems one by one. Paulette had not been surprised when the commands from AC had come through for the Gremloid Picket forces to annex another yet more systems this cycle to continue the pressure on the Hellenes to renounce their piratical allies. What had been surprising though was the Gremloids slow response to the orders. Some of Paulettes aides had been heard muttering that it was typical Gremloid cowardice that kept them from advancing but Paulette knew better. Gremloids were fierce fighters in space, their sheer terror of the black void between the stars made them ferocious in their wish to survive to die with firm soil between their claws. This was clearly reflected in the sheer fact that there was no better armed, armoured or shielded ship in any of the alliance fleets than a Gremloid ship. It was also reflected in the official hymn of the Gremloid navy “I think I’ll die another day”. Paulette laughed fondly at the memory of the first time she heard it on the bridge command speakers on the Gremloid IAS *Better You Than Me* Battleship as it headed into battle on Keleva frontier. No, Gremloids were fierce fighters, but they never did anything by halves nor did they needlessly seek conflict where they thought there could be another way to resolve a volatile situation. Paulette sighed when she remembered her interview with the Gremloid Commander, of course there were rotten eggs even in the Gremloid navy and most of them had seemed to gather in this god forsaken excuse of a star system. Things were improving slowly though as more competent officers were being shipped through the SWC system to the fleet and even better was the amount of idiots being shipped out, most at Paulettes express commands and wishes.

The intercom interrupted her thoughts with its glaring Gremloid shriek and once more Paulette had to suppress the urge to smash it to bits before her skull split. “DeVries here” she replied as the holocube sprang into life showing the officer of the watch seated on the bridge. “Lieutenant Commander, The ICC Allied Pride just jumped into system proper and wishes to dock with us. They are asking for your presence on their command bridge soonest. Bridge out”

The ICC Allied Pride? That was one of ACs special command couriers, a heavy cruiser devoted to durability and enourmous speed. Whatever it was doing here it probably meant bad news for Paulette. Perhaps she had offended one too many well connected officers during this time and the ship had been sent to return her to

homeworld? Straightening her uniform, putting on her command beret and sword she moved to the hatch, looked back at her command cabin and wondered if she would be allowed to return for her things or find them already packed when she arrived at the Allied Pride. Filled with dark and foreboding thoughts Lieutenant Commander Paulette Devries sealed the hatch behind her.

A Copy of the Battle Report!

** NAVAL BATTLE REPORT **

----- HROLFR [M (Red) 0 V] [Single Star] - Warp Point 64724 -----

The Genesian Gremloid Technocracy #2060 Total tonnage: 191,000 Base Fire Control: 1 [0 bridge]

Hellenic League #4991 Total tonnage: 12,000 Base Fire Control: 1 [1,000 bridge]

**** Imperial Navy Report: Fleet Order of Battle ****

The Genesian Gremloid Technocracy # 2060

[Black Phoenix Rising From Golden Egg On Red Trimmed With Purple]

Swiftdefender [ROE: T] *Void Striker* (Fleet Tonnage: 191,000)

Commanded by Grand Admiral NovaReaper

-----[Deploy Location 1] 191 ML IML Quicksand (Minelayer - 1,000 tons [each])-----

Fire Control: Minimal - Maneuverability: Fleet - Sensors: Blind - Shields: None - Structural Integrity: Mighty

55,390 Cordellium Composite 955 Space Mine Rack (Mines)

**** Imperial Navy Report: Fleet Order of Battle ****

Hellenic League # 4991

[Sailing Ship On A Blue Sea With A Shining Star Above]

103rd Recon Group [ROE: Q] *Column Attack* (Fleet Tonnage: 12,000)

-----[Deploy Location 7] 1 FS Pathfinder (Fleet Scout - 12,000 tons [each])-----

Fire Control: Fair - Maneuverability: Lumbering - Sensors: Average - Shields: None - Structural Integrity: Sturdy

1 10cm Autocannon (Projectile) - 1,200 Standard Hull Plate - 1 Type A Defense Screen

**** Imperial Navy Report: Fleet Order of Battle ****

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

ML IML Quicksand (Minelayer - 1,000 tons) [Integrity: 16,940] (Green, Valiant)

290 Cordellium Composite, 10 Fuel Tankage, 1 Mk I Nuclear Jump Drive, 1 Mk V Nuclear Engine

5 Space Mine Rack

Mines: 1,320

Maneuverability: 4.000

ML IML Quicksand (Minelayer - 1,000 tons) [Integrity: 16,940] (Green, Valiant)

(Editors note: LOTS AND LOTS of these Quicksand Screens, so the list has been drastically condensed)

**** Imperial Navy Report: Fleet Order of Battle ****

----- DepLoc 7 -----
DESTROYED [1st] FS Pathfinder (Fleet Scout - 12,000 tons) [Integrity: 13,200] (Green, Timid)

1 10cm Autocannon, 1 Fuel Shuttle, 1,200 Fuel Tankage, 1 Mk I Computer System, 1 Mk I Jump Survey Sensor, 1 Mk I Nuclear Engine, 1 Mk I Nuclear Jump Drive, 10 Mk I Short Range Sensor, 1,200 Standard Hull Plate, 1 Survey Lander, 1 Type A Defense Screen, 1 Type A Science Lab

Projectile: 110

Maneuverability: 0.025, Screens: 0.416, Sensors: 0.208

What's in a system's name?

Everyone raise a claw, clap your hands, rub your antennae or what have you for Paul's Tenth straight, and downright awesome, submission to the SNROTE Reader! We've enjoyed every word of it and know you have too (and if you haven't you need your head checked! :p)

By Paul Hughes

Ag

Country codes are short alphabetic or numeric geographical codes (geocodes) developed to represent countries and dependent areas, for use in data processing and communications. Several different systems have been developed to do this. The most famous of these is ISO 3166-1.

Antigua and Barbuda (Country Code **AG**) is an island nation located in the eastern Caribbean Sea on the boundary with the Atlantic Ocean. Antigua and Barbuda are located in the middle of the Leeward Islands in the Eastern Caribbean, roughly 17 degrees north of the equator. Antigua and Barbuda are part of the Lesser Antilles archipelago with the archipelago of Guadeloupe to the south, Montserrat to the southwest, Saint Kitts and Nevis to the west and Saint Barthélemy and Saint Martin to the northwest. The island of Antigua was originally named Wadadli by the natives. Christopher Columbus landed on his second voyage in 1493 and gave the island the name Antigua. Early settlements by the Spanish and French were succeeded by the English who formed a colony in 1667 by transporting Irish Catholic slaves to Antigua. Slavery, established to run the sugar plantations on Antigua, was abolished in 1834. The islands became an independent state within the Commonwealth of Nations on 1 November 1981, and Vere Bird became the first prime minister.

Silver is a chemical element with the symbol **Ag** (from the traditional abbreviation for the Latin *argentum*, and Silver from Anglo-Saxon *seolfor*, compare Old High German *silabar*) has been known since ancient times.. A soft white lustrous transition metal, it has the highest electrical and thermal conductivity of any metal and occurs in minerals and in free form. This metal is used in coins, jewelry, tableware, photography, and in mirrors. Silver is a very ductile and malleable (slightly harder than gold) univalent coinage metal with a brilliant white metallic luster that can take a high degree of polish. It has the highest electrical conductivity of all metals, even higher than copper, but its greater cost and tarnishability has prevented it from being widely used in place of copper for electrical purposes.

Pure silver also has the highest thermal conductivity, whitest color, the highest optical reflectivity (although it is a poor reflector of ultraviolet light), and the lowest contact resistance of any metal. Silver halides are photosensitive and are remarkable for the effect of light upon them. The principal use of silver is as a precious metal. Its salts, especially silver nitrate and silver halides, are also widely used in photography (which is the largest single end use of silver). Some other uses for silver are as follows:



Electrical and electronic products, which need silver's superior conductivity, even when tarnished. For example, printed circuits are made using silver paints, and computer keyboards use silver electrical contacts. Silver is also used in high voltage contacts because it is the only metal that will not arc across contacts, hence it is extremely safe.

Mirrors which need superior reflectivity for visible light are made with silver as the reflecting material in a process called silvering. Common mirrors are backed with aluminium.

Silver has been coined to produce money since 700 BC by the Lydians, in the form of electrum. Later, silver was refined and coined in its pure form. The words for "silver" and "money" are the same in at least 14 languages. The metal is chosen for its beauty in the manufacture of jewelry and silverware, which are traditionally made from the silver alloy known as Sterling silver, which is 92.5% silver. The name of United Kingdom monetary unit 'Pound' originally had the value of one troy pound of sterling silver. The malleability, non-toxicity and beauty of silver make it useful in dental alloys for fittings and fillings.

Silver's catalytic properties make it ideal for use as a catalyst in oxidation reactions; for example, the production of formaldehyde from methanol and air by means of silver screens or crystallites containing a minimum 99.95 weight-percent silver. Silver (upon some suitable support) is probably the only catalyst available today to convert ethylene to ethylene oxide (later hydrolyzed to ethylene glycol, used for making polyesters)—a very important industrial reaction.

Used to make solder and brazing alloys, electrical contacts, and high capacity silver-zinc and silver-cadmium batteries.

Silver sulfide: (also known as Silver Whiskers) formed when silver electrical contacts are used in an atmosphere rich in hydrogen sulfide.
Silver fulminate: a powerful explosive.
Silver chloride: can be made transparent and is used as a cement for glass.
Silver chloride: is also a widely used electrode for pH testing and potentiometric measurement
Silver iodide: has been used in attempts to seed clouds to produce rain.
Silver oxide: is used as a positive electrode (cathode) in watch batteries.
Colloidal silver: possible antibacterial / antibiotic treatment that requires further clinical testing to support actual efficacy.

Silver nitrate (liquid) and silver sulfadiazine cream (SSD Cream) were the "standard of care" for the antibacterial/antibiotic treatment of serious burns until the late 1990's. Now, Acticoat Burn Dressings (activated silver dressings) have largely replaced those earlier treatments.

In legend, silver is traditionally seen as harmful to supernatural creatures like werewolves and vampires. The use of silver fashioned into bullets for firearms is a popular application.

[And who can forget the **Silver Surfer**? There is a new book (the sequential artform kind) out that is quite intriguing. The Surfer and the ex-heralds are now being hunted by a menacing entity called the Seeker. Can the ex-heralds unite to vanquish this new terror and save the galaxy? Find out starting with *Annihilation: Silver Surfer #1* – This free plug to Marvel brought to you by The Editors, mostly Brad]

Bhutan

The origins of the name *Bhutan* are unclear. Historians have suggested that it may have originated in variations of the Sanskrit words *Bhota-ant* (the end of Bhot – a variation of the Indian Sanskrit word "Buddha" meaning enlightened, another word for Tibet), or *Bhu-uttan* (highlands). The word *Bhutan* as a name for the country dates from the late 19th century. The Dzongkha (and Tibetan) name for the country is *Druk Yul* ("Land of the Dragon").

Historically, Bhutan was known by many names, such as *Lho Mon* (Southern Land of Darkness), *Lho Tsendenjong* (Southern Land of the Sandalwood), *Lhomen Khazhi* (Southern Land of Four Approaches), and *Lho Men Jong* (Southern Land of Medicinal Herbs).



The **Kingdom of Bhutan** is a landlocked South Asian nation situated between India and the People's Republic of China. The entire country is mountainous except for an 8-10 mile (13-16 km) wide strip of subtropical plains in the extreme south which is intersected by valleys known as the Duars. The elevation gain from the subtropical plains to the glacier-covered Himalayan heights exceeds 23,000 feet (7,000 m). Its traditional economy is based on forestry, animal husbandry and subsistence agriculture however these account for less than 50% of a GDP now that Bhutan has become an exporter of hydroelectricity. Cash crops, tourism, and development aid (the latter mostly from India) are also significant. Population estimates range from 734,000, to 2.23 million. Thimphu is the capital and largest town.

Bhutan is one of the most isolated nations in the world; foreign influences and tourism are heavily regulated by the government to preserve its traditional Tibetan Buddhist culture. Most Bhutanese follow either the Drukpa Kagyu or the Nyingmapa school of Tibetan Buddhism. The official language is Dzongkha (lit. "the language of the dzong"). Bhutan is often described as the last surviving refuge of traditional Himalayan Buddhist culture. Non-Buddhists complain of human rights violations. Approximately 100,000 ethnic Nepali (who are generally Hindu) left the country in the 1980s because they were unhappy with new government policies designed to reduce the growing illegal immigration from Nepal. Bhutan has been a monarchy since 1907. The different dzongkhags were united under the leadership of Trongsa Penlop. The current king, Jigme Singye Wangchuk, has made some moves toward constitutional government.

Clifton

often used name for many people, and many places.



Clifton is an urban village in Bristol, England. It is one of the oldest and most affluent areas of the city, much of it having been built with profits from tobacco and the slave trade. Situated to the west of Bristol's city centre, it was at one time a separate settlement but became attached to Bristol by continuous development during the Georgian era and was formally incorporated into the city in the 1830s. It was recorded in the Domesday book as *Clistone*, the name of the village denotes it as a 'hillside settlement' referring to its position on a steep hill. The **Clifton Suspension Bridge** is a suspension bridge spanning the Avon Gorge and linking Clifton in Bristol to Leigh Woods in North Somerset, UK. Designed by Isambard Kingdom Brunel, it is a distinctive landmark that is often used as a symbol of Bristol.

General Shaw Clifton is the General of the Salvation Army. He succeeded John Larsson as the 18th General on 2nd April, 2006.

Tidal

The **tide** is the regular rising and falling of the ocean's surface caused by changes in gravitational forces external to the Earth. The main changing gravitational field is due to the Moon while a lesser field is caused by the Sun. Since tides generate currents of conducting fluids within the Earth's magnetic field, they affect in turn the magnetic field itself. The loss of rotational energy of the earth, due to friction within the tides, and the gravitational effects caused by tidal deformations of the earth's body, are responsible for the slowdown of the earth's rotation and the increase of the distance to the moon



Interview with an Empire:

Could be YOU!

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. 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!

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: How does the Racial Space Combat Modifier affect space combat?

Pete: Can affect a variety of things, though one of the more interesting effects is during targeting, to increase the number of times a "glob" will attempt to find a new and more interesting target (instead of that hunk of junk 1000 ton screen).

Question: How do Morale and Experience levels modify Space Combat?

Pete: For the most part, firepower and reduction of incoming enemy fire (modifiers for defensive systems, so if your ship has no defensive systems and poor maneuverability, there wouldn't be much of an effect defensively).

Question: In ground combat, how are the "Unmodified odds" determined?

Pete: This pretty much includes everything other than leaders and special environmental conditions – your lifeform's CCM, GCM etc are taken into account here, along with the number of divisions present and all TAC shifts.

Question: How does a 3-sided ground battle get resolved?

Pete: I'm alerted to 3-sided battles and step in to determine who is on which side based on diplomatic agreement conditions.

Question: Pardon the paranoia, but should I be worried about spies just yet?

Pete: Not really – for the most part your enemies will simply come in and smash you into the Stone Age.

Thanks again Pete!

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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.