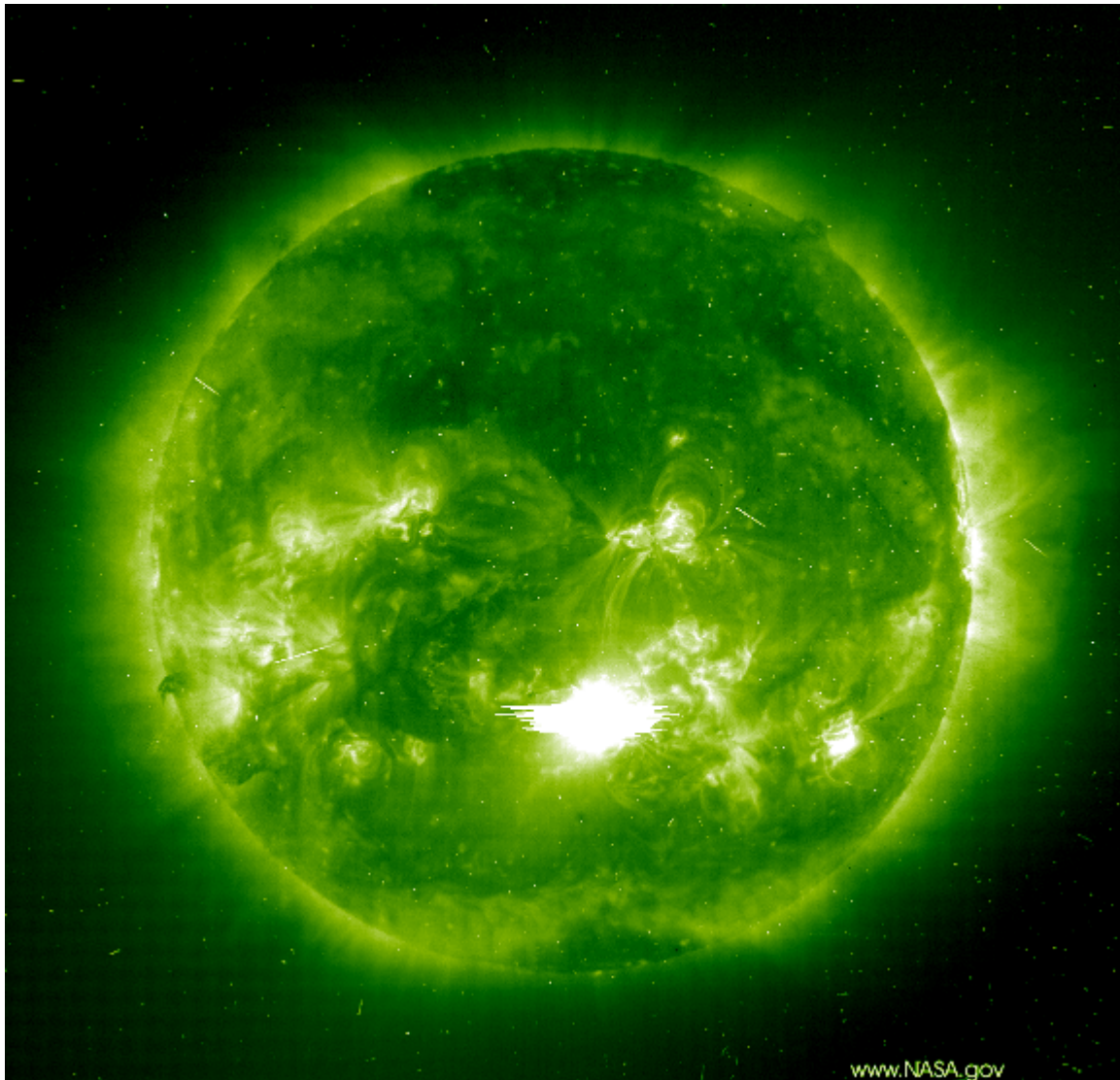


THE SNROTE READER

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



Issue: Number 14
Earth Date: July 28, 2006

InterStellar News Agency

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News Section

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

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

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

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

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

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

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

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



Lifestyles

What's in a system's name?

By Paul Hughes

Roper

Roper (profession), a rope maker, or user of rope, e.g. a cowboy engaged in tie down or trick roping.

USS *Roper* (DD-147) was a *Wickes*-class destroyer in the United States Navy, later converted to a high-speed transport and redesignated **APD-20**. She was named for Lieutenant Commander Jesse M. Roper, commanding officer of USS *Petrel* (PG-2), who died during the Spanish-American War while rescuing his crew. *Roper* earned four battle stars during World War II.



Sylvester Howard Roper (b 1823 Francestown, Hillsborough, NH d Jun 1896 Cambridge, Middlesex, MA), builder of steam motorcycles and automobiles. He lived in Roxbury MA and died in 1896 in Cambridge MA while demonstrating his steam motorcycle. The motorcycle is in the Smithsonian Institution.

Hugh Redwald Trevor-Roper, Baron Dacre of Glanton (January 15, 1914 – January 26, 2003) was a notable historian of early modern Britain and Nazi Germany. During World War Two, Trevor-Roper served as a Military Intelligence officer. Later, after the war, Trevor-Roper made the claim that one of his close colleagues whom he knew and liked during the war, Kim Philby had successfully undermined efforts by the Chief of the German Abwehr Admiral Wilhelm Canaris to overthrow the Nazi regime and negotiate with the British government. Later in 1963, when Philby was discovered to be a Soviet agent, Trevor-Roper felt a deep sense of betrayal by his former friend.

In 1945, Trevor-Roper was ordered by the British government to investigate the circumstances of Adolf Hitler's death and to rebut the claims of the Soviet government that Hitler was still alive and living somewhere in the West. The ensuing investigation resulted in Trevor-Roper's most famous book, 1947's *The Last Days of Hitler*, in which he traced the last ten days of the Fuehrer's life.

One of Trevor-Roper's most successful books was his 1976 biography of the Sinologist Sir Edmund Backhouse, who had long been regarded as one of the world's leading experts on China. In his biography, Trevor-Roper proceeded to expose Backhouse's life-story and virtually all of his scholarship as a fraud. The discrediting of Backhouse as a source led to much of China's history being re-written in the West as many of Backhouse's assertions, such as his claim that the Dowager Empress ordered the murder of her son, were proven to be false.

Lanning Roper (4 February 1912 – 22 March 1983) was an American landscape architect and writer who studied and lived in England. Born in West Orange, New Jersey, Roper received an honors degree in Fine Arts from Harvard University in 1933. He served in the US Navy in World War II, and was in charge of Division 67 on D-Day.

Sade

A letter of the Aramaic alphabet.

Donatien Alphonse François, le Marquis de Sade (June 2, 1740 – December 2, 1814) was a French aristocrat and writer of philosophy-laden and often violent, sexually taboo works, as well as some strictly philosophical works. Some dismiss him as a pornographer, although others contend that his works are meant to *create* anxiety whereas true pornography aims to relieve it. He points out the grotesqueness and flaws of his characters where pornography is idealized characters performing the same acts repeatedly. His is a philosophy of extreme freedom, unrestrained by ethics, religion or law, with the pursuit of personal pleasure being the highest principle. Much of his writing was done during the 29 years he was incarcerated. His reputation, although much based on rumor, for sexual cruelty led to the term "sadism" being named after him.



Sarwar

Sarwar is a city and a municipality in Ajmer district in the Indian state of Rajasthan. Sarwar is located at 26.07° N 75.0° E. It has an average elevation of 337 metres (1105 feet). As of 2001 India census, Sarwar had a population of 16,194. Males constitute 52% of the population and females 48%. Sarwar has an average literacy rate of 47%, lower than the national average of 59.5%: male literacy is 61%, and female literacy is 32%. In Sarwar, 19% of the population is under 6 years of age.

Skyhawk

The **A-4 Skyhawk** is an attack aircraft originally designed to operate from United States Navy aircraft carriers. Fifty years after the type's first flight, some of the nearly 3,000 Skyhawks produced remain in service with smaller air arms around the world. The aircraft was formerly the **A4D Skyhawk**, and was designed by the Douglas Aircraft Corporation, later McDonnell Douglas, now Boeing.

Skyhawks were the Navy's primary light bomber over both North Vietnam during the early years of the Vietnam War while the USAF was flying the supersonic F-105 Thunderchief. They would be supplanted by the A-7 Corsair II in the Navy light bomber role. Skyhawks carried out some of the first air strikes by the US during the conflict and a Marine Skyhawk is believed to have dropped the last US bombs on the country.

Shortly afterwards, Israeli Air Force Skyhawks would a the primary ground attack aircraft in the War of Attrition and the Yom Kippur War bearing the brunt of losses to sophisticated SAM-6 missile batteries. They would be replaced by F-16s. During the Falklands Conflict, in spite of being armed with just iron bombs and lacking any electronic or missile self defense, Argentine Air Force Skyhawks sunk HMS Coventry (D118), HMS Antelope (F170) and RFA Sir Galahad (1966) besides producing heavy damage to several others like HMS Glasgow (D88), HMS Argonaut, HMS Broadsword and RFA Sir Tristram. Argentine Navy A-4Q also played a role in the operating bombing attacks against British ships destroying HMS Ardent (F184).

Skyhawk is a new swinging ride for the 2006 season at Cedar Point. It opened on May 6, 2006.



Sylvius

In Roman mythology, **Sylvius** was the son of Aeneas and Lavinia. He succeeded Ascanius as King of Alba Longa. Virgil VI, 763. All the kings of Alba following Sylvius bore the name as their cognomen.

According to British legend, another Sylvius, this one son of Ascanius, was the father of Brutus of Britain, first King of the Britons. He was accidentally killed by his own son while hunting.

In literature, **Sylvius** is a minor character in William Shakespeare's play *As You Like It*.

Tuck

An **estoc** is a type of sword common in the 16th century. It was long, straight and stiff, with a diamond or triangular cross-section. An estoc had no cutting edge, just a point. Examples from Poland are more than 1.57 m (62 inches) long, with a blade of 1.32 m (52 in.); however, others showed a more manageable 1.17 m (46 in.), with a 0.91 m blade (36 in.). The size seems to have been made-to-order.

As armor improved, so did the methods of attacking the armor. It was quickly realized that cutting weapons were losing their effectiveness, so crushing weapons such as maces and axes were utilized. But thrusting weapons that could split the rings of mail, or find the joints and crevices of plate, were employed. Thus was the estoc developed. *estoc* is French, meaning thrust or point. **Tuck** is the English version of the word. German estoc-style weapons were called **Panzerstecher** (meaning "armor-piercer" or "armor-stinger"). Many consider the Tuck a forerunner of the rapier, but more likely it is a merging of the civilian sword (Espada Ropera) with the effective, and lighter tuck, that produced the rapier. But the tuck was an effective weapon. The long, straight blade was very rigid and could be thrust with one hand, or the second hand could be used to grip the blade to deliver an even more powerful thrust.

In knitting, a **tuck** is created when a previous row is knit together, stitch by stitch, with the present row, forming a round ridge that projects outwards towards the right side. Used as a decorative detail.

Friar **Tuck** is a fictional character, a companion of Robin Hood, and one of his 'Merry Men'. Although a common character in the modern Robin Hood legend, Tuck does not appear in the earliest surviving Robin Hood ballads, and only has one major appearance in the ballad tradition, a late one called "Robin Hood and the Curtal Friar" (which survives in two major versions).

James Tuck was a British physicist who, among other things, helping to develop the notion of explosive lensing for the implosion mechanism for the first atomic bomb at Los Alamos during World War II as the Director of the British delegation to the Manhattan Project, and later did research on nuclear fusion as part of Project Sherwood. In 1937 he helped design the betatron with Leo Szilard. Tuck was later knighted for his contributions to nuclear physics.

Interview with an Empire:



Empire: Flagritz Republic

Leader Name: Ataman Miltiades

Symbol: (see Picture) Large Purple Winged Dragon With Fiery Red Eyes.

Description: Small pear-shaped alien with many tentacles. Exceptionally bright, they are more at home in their spaceships than they are on their home planet.

1) The Boards: I've only known about Super Nova for about 3 weeks, but I've used the boards extensively, so much information can be found from there, really helpful, just very time consuming going through the posts. Now Im up to date I tend to check them once a day, the Boards are much quieter then other games I played, though I hear there is a Yahoo one but I'm not sure who to contact to join that!

2) Our Emblem: The dragon signifies a great power rising into the sky. The Flagritz are a space faring race we are weak on the ground but put us inside one of our very large and powerful Baseships we are unstoppable.

3) Outlook towards others: We have a superiority complex, we believe we are morally and intellectually superior; this is heightened because of our inadequacy in size and strength.

4) Best thing to happen: For the Flagritz in Super Nova, the arrival of the Ataman to lead his people to the stars. The belief of a manifest destiny which we need to realize.

5) The worst to happen: The knowledge we have been defeated in the past it can happen again, this is our final chance to make good!

6) Funniest: Nothing yet! :]

7) Know about us: Treat us with respect and we will treat others with respect, violate our space and you will feel our wrath.... unfortunately we have the habit of considering other people space as our space.... a flaw we hope to correct with time!

8) Advice to a new player: Play the game not the numbers, stick true with the ethos you have in mind for your race and its a much more enjoyable experience. For example, the Flagritz Fight in big Baseships, I don't care how many articles and what figures show that fleets of small ships rule in combat, You'll never catch the Flagritz using them, its just not our way, doesn't fit our profile!

9) Improvement to the game: Markets & Currency! How cool would it be to be able to send your ships to buy items from colonies, set-up trading outposts, or have other people come and sell goods at your colony.

10) Last comments: The Flagritz are the little guys who try to act tough but in the end they are good guys at heart, they are the 'pinky and the brain' of the galaxy. They are generally very misunderstood which seems to always lead to conflict.

Opinion

A New Start

By: Miltiades

The Ataman Stared out of the ships observation dome, his gaze lost among the flowing light of the warp currents. There journey was almost at an end, he could not believe that it had been two years since the Legacy, flagship of the order, had left the safety of the Twilight system, to make this crusade.

The others had said the undertaking was inconceivable. No life form could endure the shifts in time, space and dimension that were required. The Ataman did not believe anything was impossible. The challenge had spurred him and the crew to endure so much.

The engines began to hum louder. In a few seconds they would enter normal space, he held his breath... waiting... in an instant the dark empty blackness hit the ship and it was all quiet.

The Ataman adjusted his focus and quickly spotted the small speck of light that was there target. A small world where, if the visions were correct, a branch of his race had developed, untouched by the harsh realities of the universe, ready to venture out into space, without the history and limitations the rest of his race had endured.

And what a history that was.... They had developed alongside a race known as the Felini, no one knows exactly how the war broke out however over the course of 200 years of bitter struggle his race had become very xenophobic and warlike. Slowly it was clear the Felini was winning the war, only the discovery of a wormhole to the Capellan Periphery had given them hope. Hundreds of ships and Millions of colonists moved into this new area of space providing valuable resources to the old Republic. However the dream died

when the wormhole closed. It would be revealed years later that those left in the home systems fell to the final Felini onslaught.

In the Capellan Periphery they found more races and hostilities soon followed. Wars with the Humans saw them forced out of the Inferno System where they had founded there new Republic and forced them to settle in the Twilight system.

In this time of chaos it was possible for one such as the Ataman to rise and guide his people. Showing them the errors of their way and putting them on the path of co-operation and peace. There were still wars but nothing as grand as had passed before.

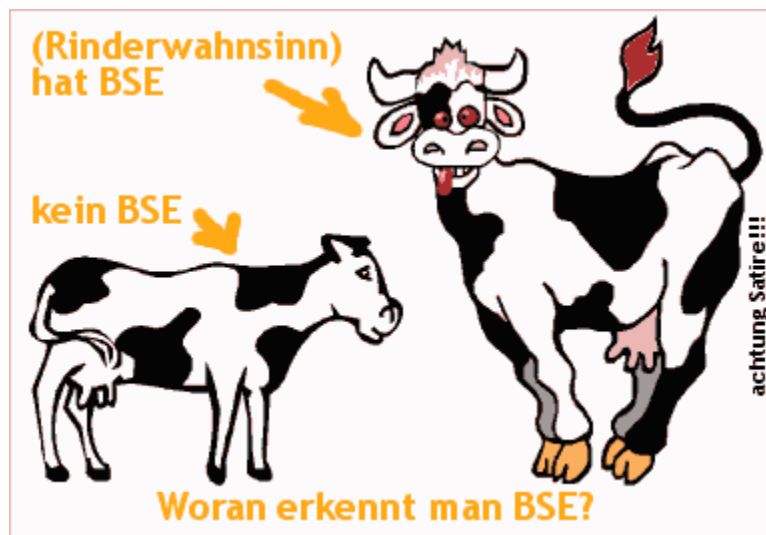
The Ataman had done all he could for his old people, now with the experience and knowledge he would impart on this infant world he will give his race one last chance of fulfilling there destiny in the stars.

There was a small knock on the door; the Ataman knew it was time to prepare. They may have survived the journey but now the real challenge would begin, that of establishing a new 'Flagritz Republic'

OOC

For those of you who have never played BSE in the UK (and those that have), the above is based on the story of the 'Flagritz Republic' the affiliation ran for over 6 years. Due to personal circumstances I was forced to leave that game, however I really loved playing the Flagritz. Super Nova has given me the chance to do it all again, in a brand spanking new universe with a whole new set of rules and technology to learn. The best part is I get to control it all, no more relying on other players to run colonies and ships!

The Flagritz Republic is back and I can not wait to find out what the future has in store for them...



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: Is there any formalized method for determining which fighters are being targeted by CIDS and other defensive systems or is it just random?

Answer: It's random except that electronics warfare specialty units have a tendency to be targeted first. In short battles you might not see this even out (another fighter group might get targeted first by luck and the battle is so short that there isn't time for the EW craft to have more chances to be hit) but in longer engagements the odds are strongly in favor of them getting hit more times.

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Question: Can a fighter be partially damaged?

Answer: No

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Question: Will Science drones launch during combat? If they launch, do they have any combat value?

Answer: I haven't seen them launch in any combats since the new battle reports went live, but I expect that they would launch and absorb enemy firepower. They are used for exploration, though, and are not combat units.

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Question: If an attacking force is comprised of Missiles, Torps, fighters and drones, how is the defenders missile defense divided between the incoming weapon systems? Are fighters and drones targeted separately to account for losses?

Answer: Enemy fighters and drones suffer destruction in a special destruction pass. Missile defense is used to degrade the damage of all missiles, torps and fighter/drone attacks (treating them all as missile-type damage for that purpose). The point defenses are not divided among the various incoming weapon types – they destroy fighters/drones and also degrade damage from all of those weapons.

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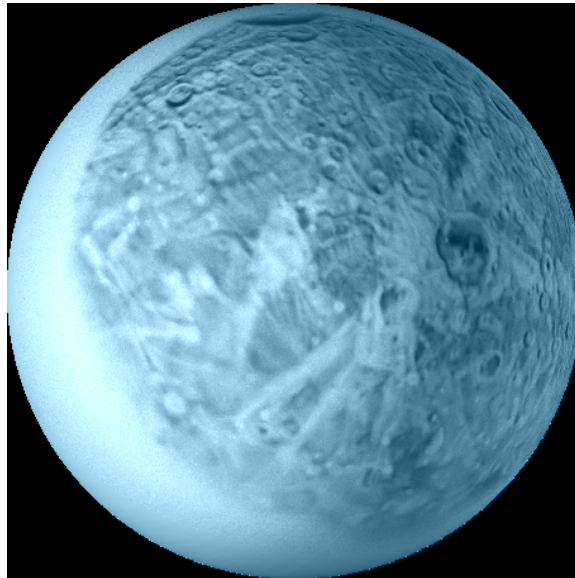
Question: Do you consider point defenses to be too good against fighters, drones, missiles and torps?

Answer: Well, it is possible to achieve a huge point defense umbrella covering your entire fleet, but that would mean using your own fighters for point defenses. For shipboard-mounted CIDS and similar point defense weapons, once can also pick off a lot of enemy fighters/drones. And those CIDS still provide damage mitigation like all other defensive systems. This would seem to be bad news for the fighter/drone/missile/torp side, especially when some additional mitigation is provided by maneuverability. On the other side of the coin are the unusual properties of those weapon systems. Fighters and drones are carried fleet-wide but act as if they are at deploy location 1 when attacking. This means that their launching platforms can be placed in deploc 12, enjoying the defensive benefits of that position, but their deployed fighters and drones act as if they were at deploc 1. Missiles and torps enjoy similar advantages. Furthermore, fighters and drones are not totally eliminated until the end of a battle, so even if the carriers have been destroyed, they continue fighting until the battle is concluded. At that point they might be lost due to a lack of rack/bay space. Normal shipboard weapons do not enjoy this advantage because

they are destroyed when their ship is destroyed. Fighters/drones are destroyed separately but only by point defense weapons which might not be present, while conventional weapons go down with their ships no matter what kind of weapons the enemy is using. Finally, fighters/drones enjoy the unusual ability to attack through a warp point, engaging immediately even if their carriers have not yet materialized on the far side of the warp jump. The carriers must eventually jump through, but until they do, the carriers themselves are invulnerable.
So....fighters/drones/missiles/torps suffer more but have some unusual properties.

Question: Do you think EDAC is too good, and Stasis Field Generators underpowered?

Answer: Since the values for defensive systems are now being published via ANZ's, I've had more than a few players mention this. I tend to agree. EDAC has ratings that essentially makes it a category 2 defensive system but in each of 5 defensive areas, and EDAC is extremely cheap to manufacture. Category 1 and 2 SFG's are pretty inefficient, only coming into their own at the cat 3 and 4 advancements. The peculiarity of SFG's was intentional in that regard, but they are still kind of lousy at the first two iterations. EDAC will undergo a reduction in efficiency while SFG's will see some improvement. While this does hurt EDAC, something I hate to do, it is necessary considering the overpowering nature that EDAC enjoys currently. It will still be an excellent build for the cost, but it's too good right now – far too good – and specific defenses should always be better than general defenses that happen to cover the same area. Since EDAC will continue to cover its five areas, it's a great low-tech multipurpose build. If you really want to crank up your damage mitigation against one of the areas that EDAC covers, and you want it to be high, you should use the particular defensive system that covers that specific area and not just put on more EDAC.



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.