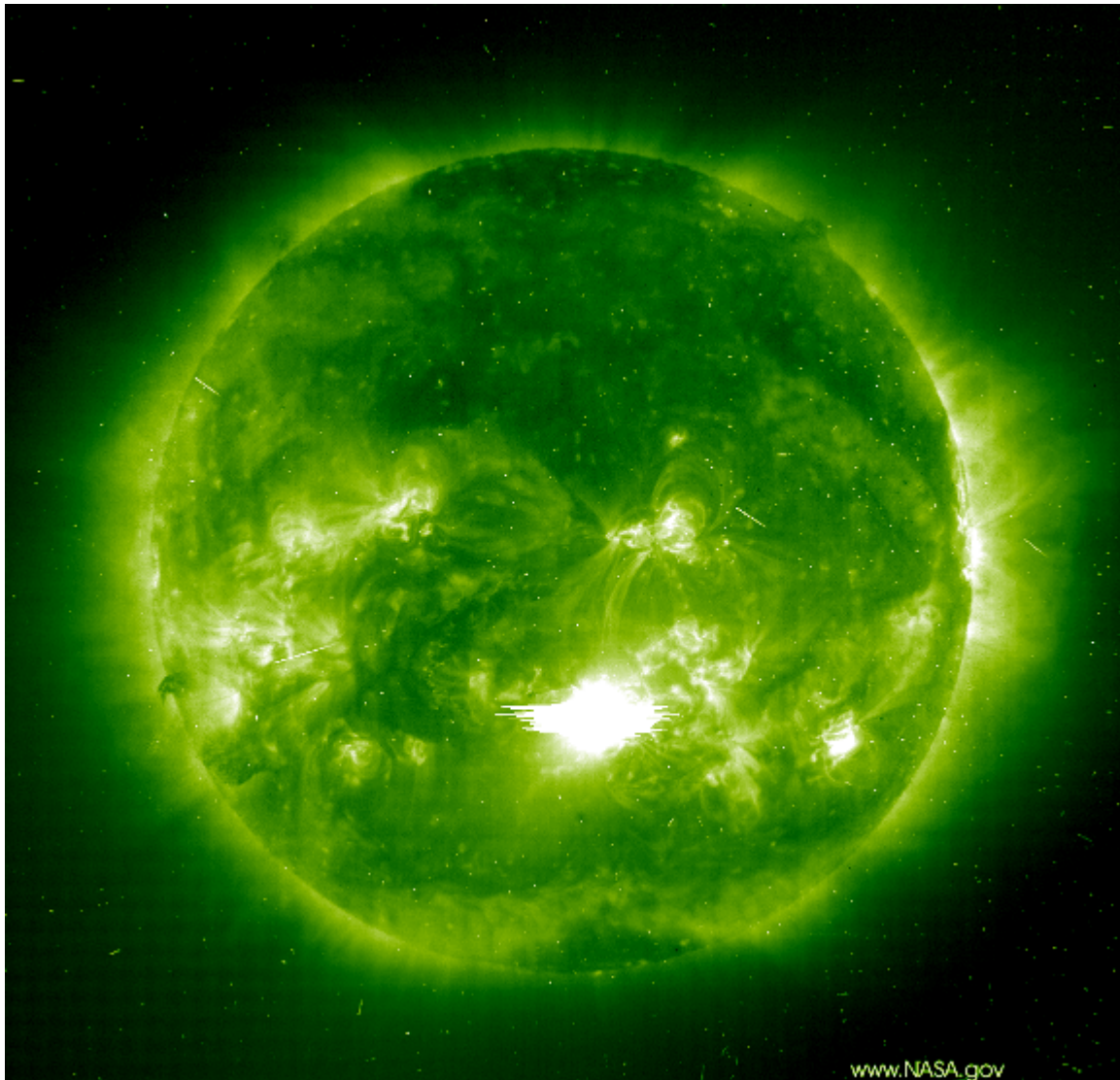


THE SNROTE READER

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



www.nasa.gov

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InterStellar News Agency

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News Section

Return of the T'ckon Star League?

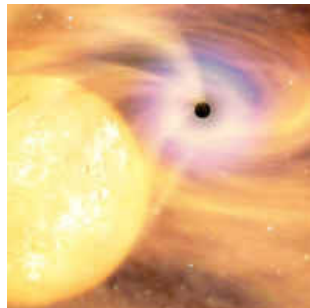
Whispered rumors of the discovery of a lost Imperium fleet

For several cycles the dark and seedy back rooms of every Starbar in the galaxy have been buzzing with the rumor that an ancient derelict fleet belonging to a member of the legendary T'ckon Imperium has been discovered by an unidentified Elder race. Trying to separate fact from the fictions of half a dozen alien empires, all who would gladly give an arm, tentacle or other appendage for this fleet, is no easy feat. What little is known of the T'ckon Star League is half myth and vague rumor and from the Galactic Library only this paltry remnant remains.

... a colony of a much larger Empire that spanned countless star systems. It was known as the T'ckon Star League*, or alternately just as The Imperium, and it was vast beyond imagination. Some terrible cataclysmic event took place many tens of thousands of years ago that broke apart the Star League. Most member worlds were lost in the terrible fires of war, while others reverted to savagery. The lucky ones retained some sort of technological base and could possibly dig themselves out of their ruins given sufficient time.

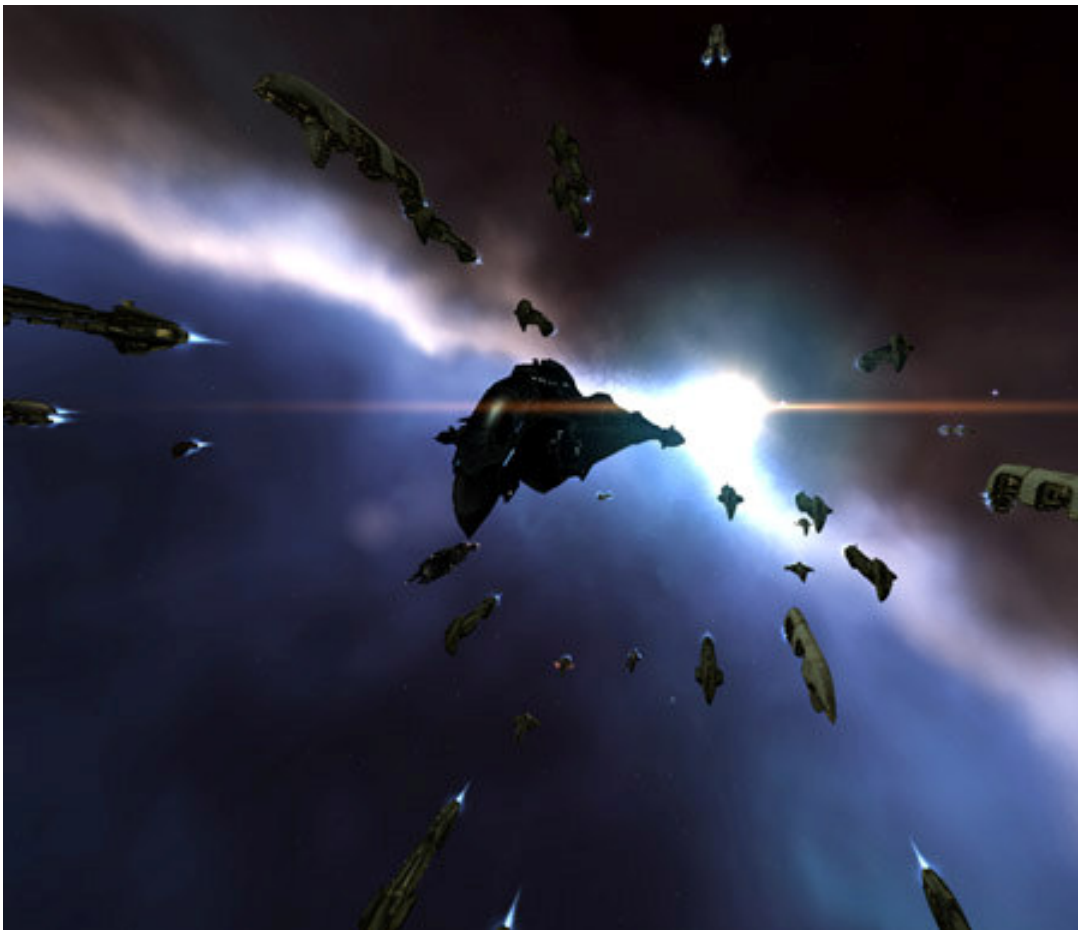
* Library Reference notes: the Rigellians, Hivers, the Pride, the Fetwhar, Tellerites, Valtavians, the Plek'ton and some sort of machine race are found in several documents, but no specific information is given on these strange alien beings. Others are mentioned as well, but no names are given and details are sketchy at best. Whatever happened to the T'ckon, whether they did it to themselves in some sort of civil war or were overcome by an alien menace--is impossible to determine.

If rumors are to be believed and multiple sources indicate that they are, then the still unidentified Elder race, whose home is close to the Galactic core, successfully navigated a G class Warp Point and upon entering the distance system and conducting what can be assumed as a standard system scan several unique features were discovered. The strangest of these was that the system was almost entirely dominated by a massive Black Hole. On the outskirts of the massive Gravity Well was an asteroid field of such size that it could have only been composed of the debris from several very large planets. One small moon remained mostly intact, but the scars from an ancient bombardment could easily be seen.



Drawn by an explorer's curiosity our mystery Empire chose to brave the danger of the intense gravity fields to see what this very strange system might hold. Alarm systems immediately triggered as the fleet approached the tiny damaged moon. Computer systems went into overdrive in a futile attempt to identify the alien fleet that lay hidden on the dark side of the moon. Our intrepid reporter where not able to glean all of the facts but the T'ckon fleet is rumored to be well in the 500+ million tonnage range and was composed of 5 ships each roughly ¼ the size of a small moon. Pitted and ravaged by several epochs of disuse the fleet remained intact and the glistening multi-colored hue of a powerful stasis field still enveloped the entire fleet.

What this strange find means for the Galaxy is hard to tell. Perhaps our Progenitors have returned from some dark part of the Universe to bring peace to our war-ravaged systems or perhaps a new threat has emerged. A threat so omnipotent that only joined together will any empire hope to survive. We will follow this story and bring our readers updates as they occur but we cautiously warn all of our readers to watch the sky and the dark unexplored areas of space.



Business


What is your favourite technology?

The diversity of technology in the known galaxy is wide and varied and there is still much to discover. Here is some of tops technology picks from empires around illustrious and sometimes deadly Universe.

At the end of the article The SnRote Reader is proud to present some wish-list technologies developed by our staff.

Nuclear Transwarp Drive: The advent of Advanced Fuel triggered a sweeping change in the concept of how to design Jump Drives. Your scientists have come up with an ingenious way to avoid the buildup of dangerous, radioactive materials in the old drives. Instead of shutting down and cleaning the drive after each warp transition; Advanced Fuel is continuously flushed through the drive coils throughout a warp tunnel transition. This totally eliminates the need to conduct jump drive repairs following each transition, allowing a ship to move onward with no delay. The main downside is that washing the highly volatile Advanced Fuel over the active drive coils is incredibly dangerous. In addition, holding a warp bubble open is too much strain for a single Nuclear Jump Drive, requiring a huge battery of the NJD's working in concert to spread the load and maintain a stable warp bubble. A breach in the bubble from the interior of the hyperspace wormhole would spell instant destruction for the vessel. To prevent an accidental NTD breach, a heavy magnetic shield is placed all about the engine compartment. The device is considered safe for normal operation, but does not handle battle damage very well as the shields are focused inward rather than providing protection from enemy weaponry. Finally, Jump Drive output of this unit is, unfortunately, less than that of the standard Nuclear Jump Drive. Note: for game purposes, the Nuclear Transwarp Drive works just like any other Jump Drive. A ship equipped with at least one NTD warps from system to system normally. However, the action points of the ship are not reduced to zero following a successful warp movement. It is therefore possible for a ship with 2 action points to execute a Move – Warp - Move – Warp series in one turn, or a Move - Warp - System Scan.

Sanctuary Shield:

Sanctuary Shields are much improved versions of the  Shield. They emit a dampening field around a ground encampment, neutralizing some varieties of harmful radiation. It isn't a perfect defense against enemy nuclear weapons, but the field does reduce radiation enough to give your troopers a chance, and anything is better than unprotected exposure to a nearby atomic blast. Some protection against orbital bombardment is also gained, though the Sanctuary has no effect on a direct hit by kinetic or conventional explosive weaponry. Even so, the fear of being nuked is significant, and no trooper likes to be stationed outside of the Sanctuary's interdict zone! Sanctuary Shields are pretty sophisticated, providing outstanding protection. They emit a bluish-greenish glow about an encampment...your troopers know when they leave the field, and generally like to stay well within the dampened area.

Electric Fence:

This is a metallic fence hooked up to an electric charge generator. It is extremely useful in security situations and is also used by combat engineers to secure an area before beginning their work. Anything that touches the fence is electrocuted on the spot.

Type X Stasis Field Generator:

Stasis fields are an extension of ██████ Generation technology. They use a core of ██████ Generator's tied together with a complex computer network that carefully regulates the flow of energy to the ██████ cores. Instead of tapping into hyperspace to summon forth a perfect sphere of nothing, as the ██████'s normally do, the stasis field creates a perfect sphere of nearly impenetrable other dimensional matter. All conventional weapon firepower impacting the sphere is shrugged off. It is possible to punch holes in the stasis shell, but it is not easy. Stasis fields provide protection against every known weapon type. It is not as efficient at this protection as defensive systems designed to combat each individual weapon type, but it covers everything at once. The field is normally a dull grey in color, but gives off bright colors of varying hues when struck by different weapon systems. This tends to make a stasis-fielded ship shine as if surrounded by a multicolored ball of energy when hit by many weapons at once.

X Generation Species Engineering:

Creation and modification of the entire physiological makeup of a lifeform is only possible with complete understanding of Species Engineering technology. As a result of completing this technology, your empire has gained XXX lifeform design points used to alter the genetic makeup of your race. These points could be spent to counter a negative feature, add a new feature, or both. A new detrimental feature cannot be taken in addition to spending these points except in the case where your moving from up from a very negative feature to a less negative one in the same line (ie, moving from Carnivorous to Herbivorous). These points saved for future use or stockpiled to add in to what might be expected as more points from the development of superior Species Engineering.

Type X Plasma Torpedo:

Plasma Torpedo launchers discharge a glob of plasma encased in a magnetic field. The field is stretched to encompass ball, which is launched at short range toward the target. On a successful hit the superheated plasma ball contacts the enemy vessel in an attempt overwhelm its hull and any externally-mounted devices with a maelstrom of burning plasma. Misses do no damage, while hits are most impressive. Range is quite poor as the energy required to maintain the magnetic containment bottle is extremely high and tends to break down under the impressive Plasma Torpedo is a gigantic weapon that dishes out fantastic damage on a hit. It takes a while to charge up the launcher, but it's worth it....

Mk X Force Shield:

The Mk X Force Shield is a self-contained 100-ton unit that generates a field of force that absorbs damage from all incoming weapons. The strength of the shield will depend on the number of shield generators installed. The greater the strength of the shield, the more damage it can absorb before being “knocked down”, after which damage is inflicted on the ship itself. Other defensive systems (such as the 4cm Gatling CIDS) reduce the damage inflicted by various weapons systems before they impact your Force Shields.

Deep Core Surveyor:

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

Cloning Center:

Cloning Centers increase population growth rates in a Population Group substantially, at the cost of potential social unrest.

Wormhole Generator:

Wormhole Generators are orbiting installations that are used to connect two star systems without regard to normal warp movement. A Wormhole Generator must be constructed at each of two worlds, which can be in different star systems that are up to 5 jumps apart. WG's give off an incredible amount of spatial distortion even when not powering an actual wormhole, and only one can exist at any given world. To use the WG, a fleet would execute a standard WARP order at one of the two WG's. The Generator is powered at that instant by the expenditure of 100,000 Caldaran Crystals from the pop group where the WG was constructed. The connection is then created and the fleet instantly travels through the wormhole and appears on the other side without expending any fuel. Non-mobile units (orbital installations or surface forts) present in the fleet will prevent the jump from occurring. Fleet size or tonnage is otherwise unimportant as once powered, the Wormhole Generator will remain open until the entire fleet has transited it. The WG on the other side does not need to be powered as it serves only as an exit point from the wormhole that is created on the sending side. No action points are used by the fleet, which can continue to move normally on arrival. Thus, a fleet could wormhole jump, execute a Naval Movement to another world in the target system (expending one action point for that normal movement, of course), execute another wormhole jump, and so on, as desired. Note that Total Allies are able to utilize your Wormhole Generators.

[Would you like to know more?](#)

Now just for fun and pure speculation!

ANZ: Light Telekinetic Projector

Light Telekinetic Projector: Telekinetic Projectors are powerful weapons that tap into the telekinetic potential of their gunners to emit a powerful burst of directed telekinetic energy. Direct hits by this weapon can cause tremendous damage as enemy ships are torn to sunder by the minds of your crew. Light Telekinetic Projectors are just the beginning, as your scientists expect to develop even larger and more refined projectors. (500 tons)
500 Tritantalum - 1500 Transaluminum – 500 Electronics – 1 Special Talent

Classification: Weapon

Range: Beam

Structural Integrity: 500

Prerequisite Technologies: 1st Generation Telekinetic

Telekinetic Strength: Fair [1200]

ANZ: Mk I Telepathic Directorate

Mk I Telepathic Directorate: Telepathic Directorates are part top quality computer systems and part sensor gear. The Telepathic Directorates greatly amplify your races telepathic skills and fling them out into space to pluck sensitive information directly from them minds of you enemies. These mental images are then feed into your ships onboard battle computers which add considerably to the Bridge capabilities of the combat unit they are built on. (100 tons) 500 Improved Electronics – 1500 Jinn Crystals

Classification: Bridge

Structural Integrity: 100

Prerequisite Technologies: 3rd Generation Telepathics, Mk III Computer Systems, Mk III Short Range Sensors

Bridge Strength: Good [20,000]

ANZ: Mk I Probability Jump Drive

Mk I Probability Jump Drive: The Probability Jump Drive is a dangerous ESP-powered jump drive. The Probability drive works by allow a ships to transition through a portion of warp space your scientists have named N-Space. N-Space is only detectable by highly sensitive races, such as those who are masters of ESP. Navigation of N-Space is difficult and very dangerous. 45% of all ships that enter N-Space with the assistance of the Probability drive are never seen from again. Despite all of the dangers the Mk I Probability Jump Drives allows a ship to jump directly to any known Warp Point 2 systems away. Your scientists believe that further research into Probability space with all future drives to jump further and their hope is that the survivability rate will also go up. (10,000 tons) 10,000 Advanced Steel - 10,000 Advanced Electronics - 10,000 Advanced Synthetic Materials - 15,000 Garoxx Jewels - 10,000 Advanced Processed Radioactives

Classification: Jump Drive

Structural Integrity: 8500

Prerequisite Technologies: 4th Generation ESP, Mk I Antimatter Jump Drive, 6th Generation Space Science

Jump Drive Output: 250000

Rating the Universe!

All sentient life has an overwhelming need to rate and classify everything we come across. Our Universe having a 1000+ highly evolved races are no exception. Working with the top scientist, statisticians, gurus and every other wise person we could get our hands on we have consolidated the quintessential ratings lists for everything our humble brains could think of.

| General Ratings | | | | |
|-----------------|--------|-------------|-----------------|---------|
| Light | Type A | Poor | 1st Generation | Mk I |
| Medium | Type B | Fair | 2nd Generation | Mk II |
| Heavy | Type C | Adequate | 3rd Generation | Mk III |
| Siege | Type D | Good | 4th Generation | Mk IV |
| | Type E | Superior | 5th Generation | Mk V |
| | Type F | Impressive | 6th Generation | Mk VI |
| | Type G | Excellent | 7th Generation | Mk VII |
| | | Outstanding | 8th Generation | Mk VIII |
| | | Phenomenal | 9th Generation | Mk IX |
| | | Magnificent | 10th Generation | Mk X |

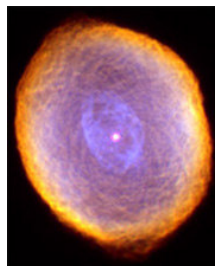
| Administrator | Army Officer | Diplomat | Explorer |
|----------------------|-------------------|---------------------|--------------------|
| Administrator | Senior Colonel | Envoy | Scout |
| Junior Administrator | Brigadier General | Diplomat | Adventurer |
| Senior Administrator | Field General | Junior Ambassador | Voyager |
| Minister | General | Ambassador | Pioneer |
| Commissioner | Marshal | Senior Ambassador | Explorer |
| Governor | Field Marshal | Imperial Ambassador | Ranger |
| Provincial Governor | Grand Marshal | | Legendary Explorer |
| Martial Artist | Merchant | Navel Officer | Religious Leader |
| Private | Broker | Senior Captain | Acolyte |
| Corporal | Financier | Commodore | Missionary |
| Sergeant | Trader | Rear Admiral | Priest |
| Lieutenant | Speculator | Vice Admiral | Archpriest |
| Captain | Senior Trader | Admiral | Bishop |
| Major | Master Trader | Fleet Admiral | Archbishop |
| Colonel | Merchant Prince | Grand Admiral | High Priest |
| Scientist | | | Special Agent |
| Scholar | | | Detective |
| Professor | | | Investigator |
| Technologist | | | Junior Agent |
| Academician | | | Senior Agent |
| Senior Scientist | | | Field Agent |
| Master Scientist | | | Agent 00x |
| Chief Scientist | | | Director |

| Weapons Range | Deployment Location | Deployment Location penalty |
|---------------|---------------------|-----------------------------|
| Point Blank | 1 | 20% reduction |
| Beam | 1 | 10% reduction |
| Short | 2 | 10% reduction |
| Medium | 5 | 10% reduction |
| Long | 8 | 10% reduction |
| Standoff | 10 | 10% reduction |

| Weapon Type / Example | | Defensive Countermeasure / Example | |
|-----------------------|-------------------------------|---|-------------------------------|
| Coherent Beam | Light Beam Laser | Reflective Armor Coating Coverage | Reflective Armor Coating |
| Cold | Frost Cannon | Thermal Regulation Sinks | Mk I Thermal Regulator |
| Energy Absorber | Light ESAP Beam | Tachyon Grid Spin Rate | Mk I Tachyon Screen |
| Energy Discharge | Mk I Lightning Arc Generator | Electronic Countermeasures Effectiveness | Type A ECM Package |
| Energy Disruption | Mk I Energy Disruptor | Field Stabilization Reaction Time | Mk I Energy Absorber Grid |
| Fusion | Light Fusion Bolt | Phase Inversion Timing | Phase Locker |
| Gravitonic | Light Tractor Beam | Displacement Blink Speed | Mk I Displacement Device |
| Matter Disruption | Mk I Matter Disruptor | Molecular Pattern Stabilization Intensity | Neutron Fixer |
| Mine | Standard Mine Rack | Sensor | Mk I Short Range Sensor |
| Missile | Missiles, Fighters and Drones | Point Defense Accuracy | 4cm Gatling CIDS |
| Particle Beam | Light Blast Cannon | Meson Web Cohesion | Mk I Meson Screen |
| Plasma | Light Thermal Lance | Flux Capacitance Storage Max | Mk I Flux Capacitor |
| Plasma Torpedo | Type A Plasma Torpedo | Black Sphere Generation Strength | Type A Black Sphere Generator |
| Projectile | 10cm Autocannon | Deflector Angle | Mk I Deflector |
| Sonic | Light Stun Beam | Screen Density | Type A Defense Screen |

| Ground Combat Types / Technology Examples | | | |
|---|------------------------------------|-------------------------|----------------------------|
| Air Defense | Cerberus Laser Cannon | Environmental | ECK |
| Air Support | Helicopter | ESP | Racial Trait |
| Air-to-Air Combat | Jet Fighter | Heavy Weapons | M203 Grenade Launcher |
| Ammunition | Truck | Intelligence | Triton Short Range Sonar |
| Amphibious Operations | Hovercraft | Medical | Mk I Field Hospital |
| Antitank | Viper ATGM | Nuclear Weapons Defense | Perimeter Shield |
| Aquatic Terrain | ? | Nuclear Weapons | Nuclear Bomb |
| Armor | Light Tank | Open Terrain | Halftrack |
| Artillery | M82 Mortar | Orbital Bombardment | Surface-to-Surface Missile |
| Bio Weapons Defense | Mk I Biological Weapons Defense | Security | Tazer |
| Biological Weapons | Harmful Biological Munitions | Small Arms | Laser Rifle |
| Broken Terrain | Ferret Excavator Tank | Space Defense | Perimeter Shield |
| Camouflage | Sneak Suit | Special Weapons | ICE-1 |
| Chem Weapons Defense | Mk I Chemical Weapons Defense | Subterranean Terrain | Ferret Excavator Tank |
| Chemical Weapons | Irritant Agents Chemical Munitions | Telekinesis | Racial Trait |
| Close Combat | Themic Lance | Telepathics | Racial Trait |
| Electronics Warfare | J2 Phantom Jammer | Transport | Truck |
| Engineering | Razor Wire | | |

- If you happen to notice a misprint or other inaccurate information let us know and we will be more than happy to make corrections



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: Do you still have time to look at the turns and guess what the players want to achieve or are you just busy processing the turns?

Pete: Busy most of the time just getting through the processing cycle. Occasionally a player or alliance will let me know that something big is about to happen and I'm able to watch that action (a major invasion is usually the culprit ;)

Question: How big was the biggest Ship, Station, Fortress or Army that you have seen built?

Pete: I'd better not comment on this one except to say....big, very big.

Question: How many star systems does the supernova universe currently have?

Pete: Mmmmm, I'll just say more than 50,000.

Question: What is the history of Rolling Thunder Games?

Pete: Whoa, big question there. Russ and I worked as game designers at another company and decided to move out on our own back in...was it that long ago? 1981 as I recall. The first RTG design was the original Supernova, followed by Victory! The Battle for Europe. Supernova II followed, and then Supernova: Rise of the Empire. Victory! is set in WWII and is much more of an over-the-top war game, with some players being overrun by enemy tanks in the first ten turns of the game, and is still going very strong. If you're an old grognard who loves pushing stacks of infantry and tanks around, Victory! is pretty good <grin> We've moderated other designs in royalty arrangements such as Beyond the Stellar Empire. Our currently active titles include SN:ROTE and Victory! We're looking to design more games but time is always an issue. By the way, if you have ideas on what you'd like to see in a game, by all means let us know and we can try to include what we can in our next project.

Question: You previously mentioned that there are whole sections of the tech tree that have been untouched any suggestion or plans on helping players find them?

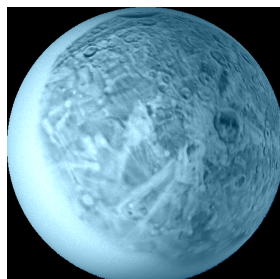
Pete: Most technology branches are pretty straightforward – you research the Mk I Photonic Detonator, then the Mk II, Mk III etc. Sometimes there are unusual items that require several different prerequisite branches, and very rarely there are items that require extremely obtuse in-game discoveries or difficult-to-achieve other technologies before they will open up. Unfortunately I cannot really comment with detail here without harming players who might have successfully discovered something really interesting....if knowledge of the Type A Gapper Zapper were commonplace, the player who discovered it the hard way would have lost an earned advantage.....

Question: As a follow up question: Many players have noted that it can be difficult to know if you are really at the end of a specific tech branch or simply missing a strange prerequisite. How do we know the difference and can any light be shed on helping us to logically deduce what we need next?

Pete: If it looks like a pretty standard item that has been advancing normally (say, a standard weapon line that goes Light, Medium, Heavy, Siege) and you don't get anything new after completing what you think is the last model (Siege, say), then it's probably the end of that line. It is possible that one of those techs is required along with something else to open up yet another tech line (you need Siege Atom Blasters and Advanced Superconductor technologies to open up the coveted Mk I Atomizer) but that's the exception rather than the rule. In short, you don't know with certainty. On occasion a player discovers a new item (perhaps by researching the right paths, or discovering an actual item on a world) – if he tells everybody about his find, I suppose you'd know then ;) I will say that I know several players who have discovered some pretty interesting technologies, and as they don't appear to be common knowledge I can only assume that they haven't blabbed about them, heh.

Question: So do weapon systems follow the same general rules?

Pete: There are 8th + generation weapons. The simple answer to your question is....if you find the need to run down the Gauss Gun path because you think that leads to something like Spinal weapons, then go back and research it. Sometimes you just have to eat a research branch to get something else to open up <evil grin>. This is an excellent reason to work with your allies so that only one of you needs to research down particular tech branches (and cross-produce for each other).



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.