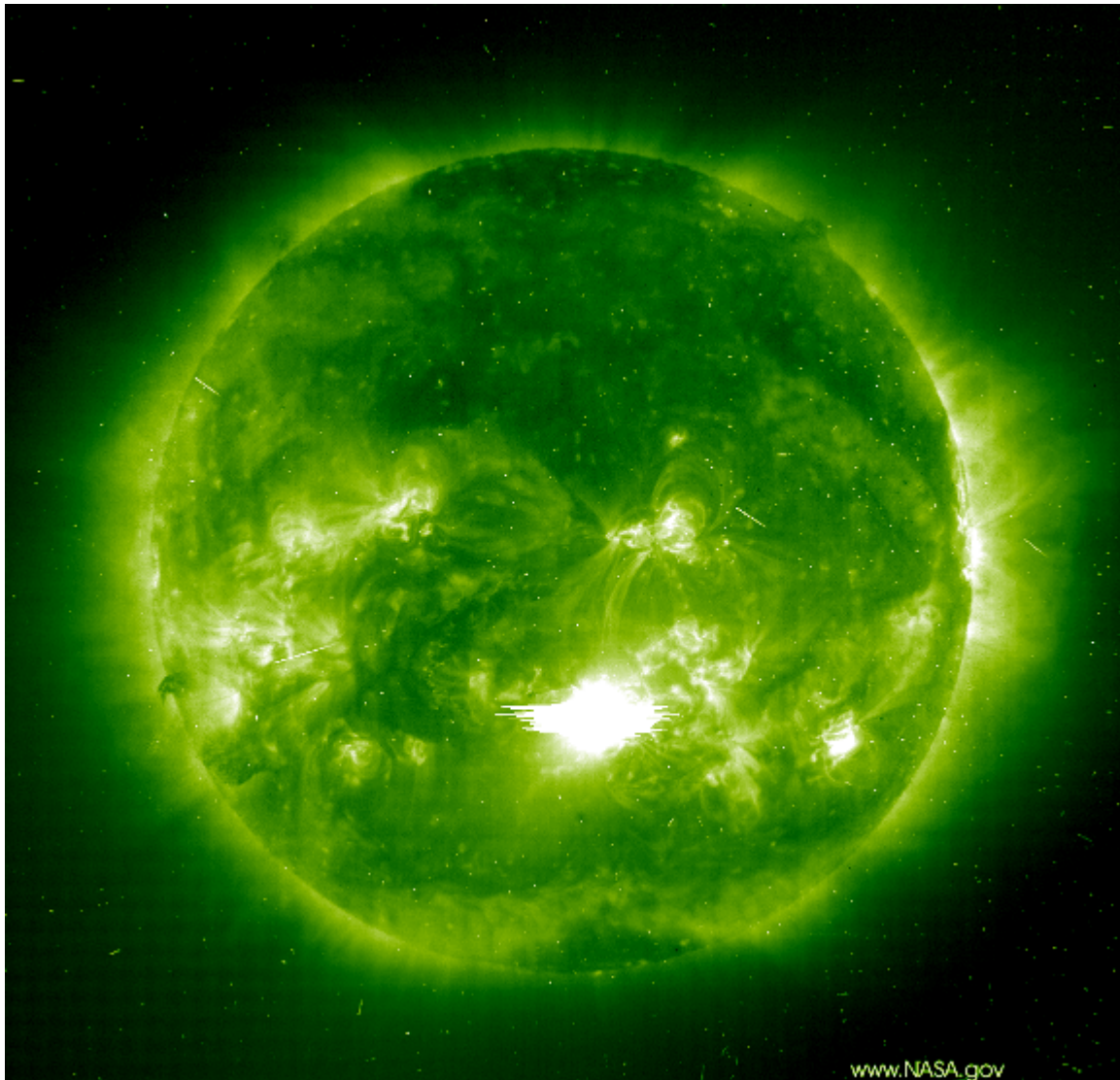


# THE SNROTE READER

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



Issue: Number 17  
Earth Date: November 17, 2006

# InterStellar News Agency

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# News Section

## ASSINATION OF ETERNUS ROCKS GALAXY



Lord SaHeru (ISA)- Former Galactic Senator and Editor-in-chief of the SnRote News Helianthos Eternus was found murdered today out side of his Beverly Mulch Hills home the victim of an apparent drive-by-herbiciding. Eternus was best known for forming the now defunct Galactic Senate and the creation of phenomenally popular and conspicuously unbiased news paper the SnROTE News.

Galactic police are still investigating the motive behind this senseless killing, but rumors abound that the vicious Westside Real Life Gang or WRL was intimately involved in this despicable plot. The investigation was further confused by the random gang tagging found near the scene. Police Chief Wh'tda'hel had this to say

“The Galactic Police department always takes assination of dignitaries very seriously and are asking for the publics assistance in locating a local gang member that may be using the tag line of “ NU G/F...moving to another state...OMG”. At this point in the investigation Mr. NU G/F is simply a person of interest and we strongly believe that he may be using several street names that include but are not limited to baby, darling, dear, dearest, doll, fiancé, flame, girlfriend, heartbeat\*, heartthrob, honey, idol, inamorato, love, lover, number one\*, numero uno\*, old lady, pet\*, prize, rave\*, significant other, steady, sugar\*, sweet, sweetheart, sweetie, sweetie pie, tootsie\*, treasure and true love. If you see Mr. NU G/F do not approach him but contact the police immediately.”

The local diplomat from The Everlasting Spawn had this to say.

“The Everlasting Spawn Empire has been deeply impacted by this terrible crime but and in the spirit of our great leader we are endeavoring to move forward in the continued growth and spread of our great race. We have begun the long and slow process of growing a new leader and in the interim we wish to ensure many planetary holding that the Spawn will continue on in the peaceful nature that the great Helianthos Eternus started us out on one hundred cycles ago.

To our great many allies, supporters and those who loved Helianthos Eternus the official State funeral will be held on 2 cycles from now. The new governing body will also be making an address on the current state of the Empire.

Helianthos Eternus is survived by his wife Rosalina Maryweather Jones Eternus; his 1,094,865 children and his brother Dale.

All of the Staff (now down to 1) would also like to express their deepest sadness at this lost and now you wonder why the Snrote Reader has been late ;-)

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SnRote News is a diversified PMEM publisher with more than 1 Web sites delivering business news to audiences in 1 industries. Our Editing Staff is expanding and we're looking to hire professionals who thrive in a lean, fast-paced, high-responsibility environment.

We are currently recruiting for an Editor-in-Chief. This is a vacant position.

The position is located in your office, home or local Starbucks.

### **Job Responsibilities:**

- Write and edit some stuff
- Work collaboratively with the other Editor
- Manage freelance contributors
- Develop content when there isn't anything..thank the gods for the occasional death.
- Set the overall editorial strategy and direction ... do we really have one?

### **Job Requirements**

- Minimum four years of business-news writing and editing experience, with specific experience managing or having input a product's overall editorial content
- Experience in developing/coordinating content for a publication, association or organization in the SuperNova Market
- Oh who are we kidding we will take just about anyone.

Please submit a resume and cover letter (including salary history) to [Snrotenews@yahoo.com](mailto:Snrotenews@yahoo.com)

# Business

## PRESS RELEASE

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

(rollingthunderforums 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 elation and relief accompany the announcement that a planetary system has finally been located!

The system's two planets were examined after cataloging the star system and warp points. The Enlightened Ptolemy collected mapping data on the planetary surfaces while Master of Ancient Relics Magellan explored the planet's surfaces in person.

The planets team with life, although there are no current signs of intelligent habitation.

A neighboring dead-end system has also been explored. The crew has enjoyed planetside recreational activities while the fleets refuel and replenish supplies.

Whats in a name? Edmaide - French female name.

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

SS: 1002

1002nd Odyssey #1002 [at Warp Point 77202] conducts a detailed System Scan of the Edmaide star system

-----EDMAIDE [ M (Red) 2 V ] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
1	Terrestrial	0.3	2342	Oxygen
2	Terrestrial	0.6	13890	Chlorine

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
23845	1827.1	B
70139	964.4	D
77202	1382.1	C
102507	566.4	D
128250	76.4	C

Imperial Astronomers catalog the Edmaide system and add its details to the official Imperial records

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

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 77202 in the Edmaide system Sensor crews report that Warp Point 77202 is a Class C Warp Point with the ability to handle 30 ships jumping at the same instant under combat conditions  
The destination of this Warp Point lies in the Ulevie star system

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

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 70139 in the Edmaide system Sensor crews report that Warp Point 70139 is a Class D Warp Point with the ability to handle 14 ships jumping at the same instant under combat conditions  
The destination of this Warp Point lies in the Chuch star system

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

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 102507 in the Edmaide system Sensor crews report that Warp Point 102507 is a Class D 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 Arik star system

---

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

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 128250 in the Edmaide system Sensor crews report that Warp Point 128250 is a Class C Warp Point with the ability to handle 6 ships jumping at the same instant under combat conditions  
The destination of this Warp Point lies in the Baeddel star system

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

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 23845 in the Edmaide system Sensor crews report that Warp Point 23845 is a Class B Warp Point with the ability to handle 44 ships jumping at the same instant under combat conditions  
The destination of this Warp Point lies in the Asphodel star system

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-----PMAP (Planet Map)-----

PMAP: 1001, 0

1001st Odyssey #1001 located at Edmaide-1, conducts a detailed Planet Map of the main planet

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Temperature(Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
268	18	0.2	Oxygen	Water

---

Liquid Gases 20%, Primitive Forest 15%, Water 14%, Marsh 13%, Mountains 13%,  
Permafrost 12%, Barren Rock 10%, Plains 3%

Microorganisms on this world are virtually nonexistent. Pollution is nowhere to be seen,  
while Radiation levels are undetectable.

---

-----EXPL (Exploration)-----

EXPL: 1001

Your explorers discovered some Light X-Ray Laser(s) here, but there was no room on board 1001st Odyssey # 1001 to hold any of them, so all of the items were discarded

Ancient Technology: Dusty records found among the remains of ruined alien labs or research centers sometimes contain arcane secrets guarded by ancient races of the distant past

---

-----PMAP (Planet Map)-----

PMAP: 1002, 0

1002nd Odyssey #1002 located at Edmaide-2, conducts a detailed Planet Map of the main planet

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Temperature(Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
240	28	0.5	Chlorine	Liquid Ammonia

---

Forested Mountains 31%, Primitive Forest 21%, Deciduous Forest 19%, Craters 13%, Liquid Ammonia 9%, Snow Drifts 4%, Liquid Gases 3%

Microorganisms on this world are virtually nonexistent. Pollution is nowhere to be seen, while Radiation levels are undetectable.

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---EXPL (Exploration)-----

EXPL: 1002

Exploration teams from Fleet # 1002 search Edmaide-2 for anything of interest, but find nothing of value

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Whats in a name? The Asphodel (Asphodelus ramosus) is the flower said to fill the plains of Hades. As it was the favorite food of the dead, the ancient Greeks would often plant it near graves.

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

SS: 1002

1002nd Odyssey #1002 [at Warp Point 39588] conducts a detailed System Scan of the Asphodel star system

-----ASPHODEL [ F (Yellow-White) 6 V ] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
1	Asteroid Field	0.2	1	Vacuum
2	Hot Terrestrial	0.5	61380	Vacuum
2a	Moon		2539	Methane
2b	Moon		3992	Vacuum
2c	Moon		3722	Vacuum
3	Hot Rockball	0.8	20167	Chlorine
4	Terrestrial	1.4	35370	Vacuum
5	Asteroid Field	2.6	1	Vacuum
6	Asteroid Field	5	1	Vacuum

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
39588	1502.5	B

Imperial Astronomers catalog the Asphodel 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 39588 in the Asphodel system. Sensor crews report that Warp Point 39588 is a Class B Warp Point with the ability to handle 41 ships jumping at the same instant under combat conditions. The destination of this Warp Point lies in the Edmaide star system

-----PMAP (Planet Map)-----

PMAP: 1002, 0

1002nd Odyssey #1002 located at Asphodel-2, conducts a detailed Planet Map of the main planet

Temperature(Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
328	15	2	Vacuum	-None-

Barren Rock 73%, Mountains 24%, Craters 3%

Microorganisms on this world are relatively harmless. Pollution is nowhere to be seen, while Radiation levels are undetectable.

-----PMAP (Planet Map)-----

PMAP: 1002, a

1002nd Odyssey #1002 located at Asphodel-2, conducts a detailed Planet Map of moon a

---

Temperature(Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
125	32	0.1	Methane	Liquid Nitrogen

---

Ice Fields 49%, Crystal Plains 45%, Permafrost 4%, Glacier 1%, Barren Rock 1%

Microorganisms on this world are virtually nonexistent. Pollution is nowhere to be seen, while Radiation levels are undetectable.

=====

-----PMAP (Planet Map)-----

PMAP: 1002, b

1002nd Odyssey #1002 located at Asphodel-2, conducts a detailed Planet Map of moon b

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Temperature(Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
44	3	0.1	Vacuum	-None-

---

Crystal Forest 66%, Crystal Plains 21%, Ice Fields 13%

Microorganisms on this world are virtually nonexistent. Pollution is nowhere to be seen, while Radiation levels are undetectable.

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# Lifestyles

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

By Paul Hughes

### Tinmann

"**Tin Man**" is an episode of the science fiction television series *Stargate SG-1*.

"**Tin Man**" is the title of an episode from the third season of *Star Trek: The Next Generation*. The story originated as a fan-submitted script by Dennis Russell Bailey (under the name Dennis Putman Bailey) David Bischoff and Lisa Putman White, based on a 1970s short story "Tin Woodman".

**The Tin Woodman** (also known as **The Tin Man** or **The Tin Woodsman**) is a character in the fictional Land of Oz created by American author L. Frank Baum. Baum's Tin Woodman first appeared in his classic 1900 book, *The Wonderful Wizard of Oz*, and reappeared in many other Oz books. The Tin Man was a stock character in European folklore for hundreds of years, and in late 19th century America a tin man made out of various tin pieces was used in advertising. Baum, who was editing a magazine on decorating shop windows when he wrote *The Wonderful Wizard of Oz*, was reportedly inspired to invent the Tin Woodman by a figure he had built out of metal parts for a shop display.



## **Trumwin**

**Trumwine** was the only ever Bishop of the Northumbrian, based at Abercorn.

Although his previous background is unknown, in 681, during the reign of King Ecgfrith of Northumbria, Trumwine was appointed "Bishop of the Picts" by Theodore of Tarsus, then Archbishop of Canterbury. This was part of a more general division of the Northumbrian church by the Archbishop, who also divided the Bishopric of Hexham from the Bishopric of Lindisfarne. After the defeat and death of Ecgfrith at the Battle of Dunnichen in 685, Trumwine was forced to flee from his Pictish bishopric, retiring to the monastery at Whitby. It is possible that Trumwine was present at the aforementioned battle, and certainly he would have been a valuable source of advice for Ecgfrith. Whatever the case here, the English were defeated, expelled from Southern Pictland, and the English episcopal establishment at Abercorn was hence abandoned and the diocese ceased to exist. The territory of modern West Lothian hence probably passed into the hands of the Verturian kings, although it is also possible that the British of Alt Clut took it over.

In his days after 685, it is known that Trumwine interacted with Bede, and Bede's *Life of Saint Cuthbert* tells us that Trumwine was used as one of its sources. Trumwine is said to have related a story about Saint Cuthbert's childhood, which in turn had supposedly been told to Trumwine by Cuthbert himself.

## **Uni**

In Etruscan mythology, **Uni** was the supreme goddess of the pantheon. She was the patron goddess of Perugia as well. With her husband Tinia and Menrva, she was part of a powerful triumvirate. With Tinia, she was the mother of Hercle. Uni was the Etruscan equivalent of Juno and Hera in Roman mythology and Greek mythology, respectively. Livy states (Book V, Ab Urbe Condita) that Juno was an Etruscan goddess of the Veientes, who was ceremonially adopted into the Roman pantheon when Veii was sacked in 396BC.

The Japanese name for sea urchin roe eaten as sushi

A Neopet in the form of a unicorn.

A **university** is an institution of higher education and research, which grants academic degrees at all levels (bachelor, master, and doctorate) in a variety of subjects. A university provides both tertiary and quaternary education. The word *university* is derived from the Latin *universitas magistrorum et scholarium*, roughly meaning "community of masters and scholars". Because of this definition, there is controversy about which university is the world's oldest. If we consider a university as a corporation of students, then Plato's Academy is the first, historically-documented university. The original Latin word

"universitas", first used in time of renewed interest in Classical Greek and Roman tradition, tried to reflect this feature of the Academy of Plato. If we consider university simply as a higher education institution, then it could be Shangyang, founded before the 21st c. BC in China, if it is not myth. In the western world, the choice is among Takshashila, Nalanda, Ratnagiri University and Al-Azhar University.

## Ursin

A **bear** is a large mammal in the family **Ursidae** of the order Carnivora. The adjective "*ursine*" is used to describe things of a bear-like nature. Modern English "*bear*" derives from Old English "*bera*", which itself derives from Proto-Germanic "*\*beron*" meaning "*the brown one*". (Compare Old Norse "*björn*", Dutch "*beer*" and German "*Bär*" all meaning "*bear*").

Both Greek ("*arktos*") and Latin ("*ursus*") have retained the Proto-Indo-European root word for "bear" ("*\*r̥tko*") but it was ritually replaced in the northern branches of the Indo-European languages (The Germanic, Baltic, Celtic and Slavic branches) because of the hunters' taboo on the names of wild animals. For example the Irish word for "*bear*" translated means "*the good calf*", in Welsh it translates as "*honey-pig*" in Lithuanian it means "*the licker*" and Russian "*медведь*" literally means "*honey-eater*".

Common characteristics of bears include a short tail, excellent senses of smell and hearing, five non-retractable claws per paw, and long, dense, shaggy fur. Bears have a large body with powerful limbs. They are capable of standing up on their hind legs. They have broad paws, long snouts, and round ears. Their teeth are used for defense and tools and depend on the diet of the bear. Their claws are used for ripping, digging, and catching. Black bears, and likely other bears, have color vision to help them identify fruits and nuts.

Depending on the species, bears can have 32 to 42 teeth. Bear teeth are not specialized for killing their prey like those of cats. Normal canine teeth in a carnivore are generally large and pointed used for killing prey, while bears' canine teeth are relatively small and typically used in defense or as tools. Bears' molar teeth are broad, flat and are used to shred and grind plant food into small digestable pieces.

Bears have four limbs that end in paws. Each paw has five long, sharp claws that are unretractable, unlike cats. These claws can be used to climb trees, rip open termite nests and beehives, dig up roots, or catch prey, depending on the species. While most carnivores tend to walk on their toes in a way that is adapted for speed, bears have a plantigrade stance. They walk with their weight on the soles of their hindfeet, with the heel touching the ground, while the toes of the forefeet are used more for balance. Although slower than most carnivores, a running bear can reach speeds of up to 50 km/h (30 mph).

## **Westlake**

Name of several areas:

**Westlake** is a western suburb of Brisbane, Queensland, Australia. Westlake adjoins the suburbs of Jindalee, Middle Park and Mount Ommaney, and is a 20 minute drive from the Brisbane central business district. Westlake has a lot of riverside properties and in the early 1990s expanded to include the development Westlake Waters with the always-popular 'fake lakes'.

**Westlake** is a city in Calcasieu Parish, Louisiana, United States. The population was 4,668 at the 2000 census. It is suburb of the City of Lake Charles. The City was incorporated in 1945.

**Westlake** is a town located in North Texas. The population was 207 at the 2000 census. Despite its name, it is actually located south of Lake Grapevine (however, there was already a Southlake, Texas). It is, however, west of Southlake. During the late 1990's the City Council attempted to disband the city. The large Solana development was deannexed to Southlake, while several large tracts of land were deannexed to Fort Worth, Texas. A local district judge ruled the deannexations in violation of state law, and the properties returned under Westlake jurisdiction. A new city council is attempting to stimulate growth, as much of the city borders Texas State Highway 114, a major freeway in the area.

**Donald Edwin Westlake** (born July 12, 1933, in Brooklyn, New York) is a prolific American writer and novelist, with over a hundred books to his credit. He specializes in crime fiction, especially comic capers with an occasional foray into science fiction. He is a three-time Edgar award winner, and was made a Grand Master of the Mystery Writers of America in 1993, the highest honor bestowed by the society.



# Opinion

## ASK PETE

Each week, I'll submit around 5 questions to Pete that will be published in the newsletter. Feel free to continue to forward any questions to SNROTENEWS @yahoo.com to have your questions answered here! A tremendous thumb up to Pete for making this section possible!

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**Question:** Are the reports of empires having resource potentials in excess of 10,000 on their homeworlds accurate?

**Pete:** I can't give out information pertaining to exact resource yields on any world – that's up to you to discover.

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**Question:** Were there unexpected results from large quantities of ICE being used, and has that game mechanic in question been adjusted?

**Pete:** You can use large amounts of ICE if you like – it can be a disaster, and it can be very helpful.



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**Question:** If so, were any retroactive adjustments made to empires that had already benefited from these ICE issues, or are there empires currently enjoying a position that is not reproducible?

**Pete:** I have not gone into the database to reduce anyone's yields, whatever they might be. If anyone did gain large yields, it most definitely could be reproduced by others.

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**Question:** Can colonization ever really compete with the feedback loop created with large numbers of Deep Core Surveyors boosting iron, lumber, and hydroelectric potentials?

**Pete:** Small-scale colonization is a way to bootstrap one's economy, and offers many non-economic advantages as well. It isn't the only way, and there are non-DCS/ICE methods at your disposal. I will say that you should not consider ICE and Deep Core Surveyors to be the only path to heavy economic development. Multiple methods to achieving a strong economy opens up the possibility for growth to many players. Also, there are advantages to spreading out one's population that tie in directly to real economic growth.

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**Question:** Can you assure the player base that the economy is not broken and is functioning as intended?

**Pete:** When rumors of heavy Deep Core/ICE use start spreading, just like anything else, it tends to sweep through the player base like a plague. Everybody gets all excited about one element of the game, and I can understand why there might be concern – after all, you don't want to feel like you can't possibly compete. On the other hand, there are so many factors to consider when looking at a game economy. If some empire has a large economic lead, are they next to you? Are you likely to interact with them in any way whatsoever....ever? What tools do you have at your disposal to make your empire more powerful economically? Are your goals centered only on economic growth? What other methods of economic development are out there for you to discover? To sum up...yes, it's working as intended. If you aren't involved in a major war with an empire who has significant economic assets at his disposal, it's not a problem. If you are, or intend to become embroiled in a major war, you should definitely use the tools at your disposal to ramp up your economic growth. The intention for SNROTE from the start was for the most intense of conflicts to be fought with fleets in the tens or hundreds of millions of tons – massive fleet engagements involving very large amounts of tonnage. Plenty of other battles would be fought with much smaller fleets, while major homeworld invasions might see truly gigantic forces at play. If you're not looking to beat yourself against someone with huge homeworld defenses, and don't have any neighbors who are looking to beat you into a pulp, you don't have much to worry about in any event.

Finally, two last thoughts – high resource yields are great, but one does need a lot of population to utilize them properly....and every player always overestimates the capabilities of their enemies. There are paths to success in SNROTE that don't revolve around sheer production alone.



## Disclaimer

DISCLAIMER: This is a player supported newsletter completely independent from official material created by Rolling Thunder Games. This newsletter by no means precludes RTG's reserved rights and copyrights to SuperNova: Rise of the Empire.

### 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.