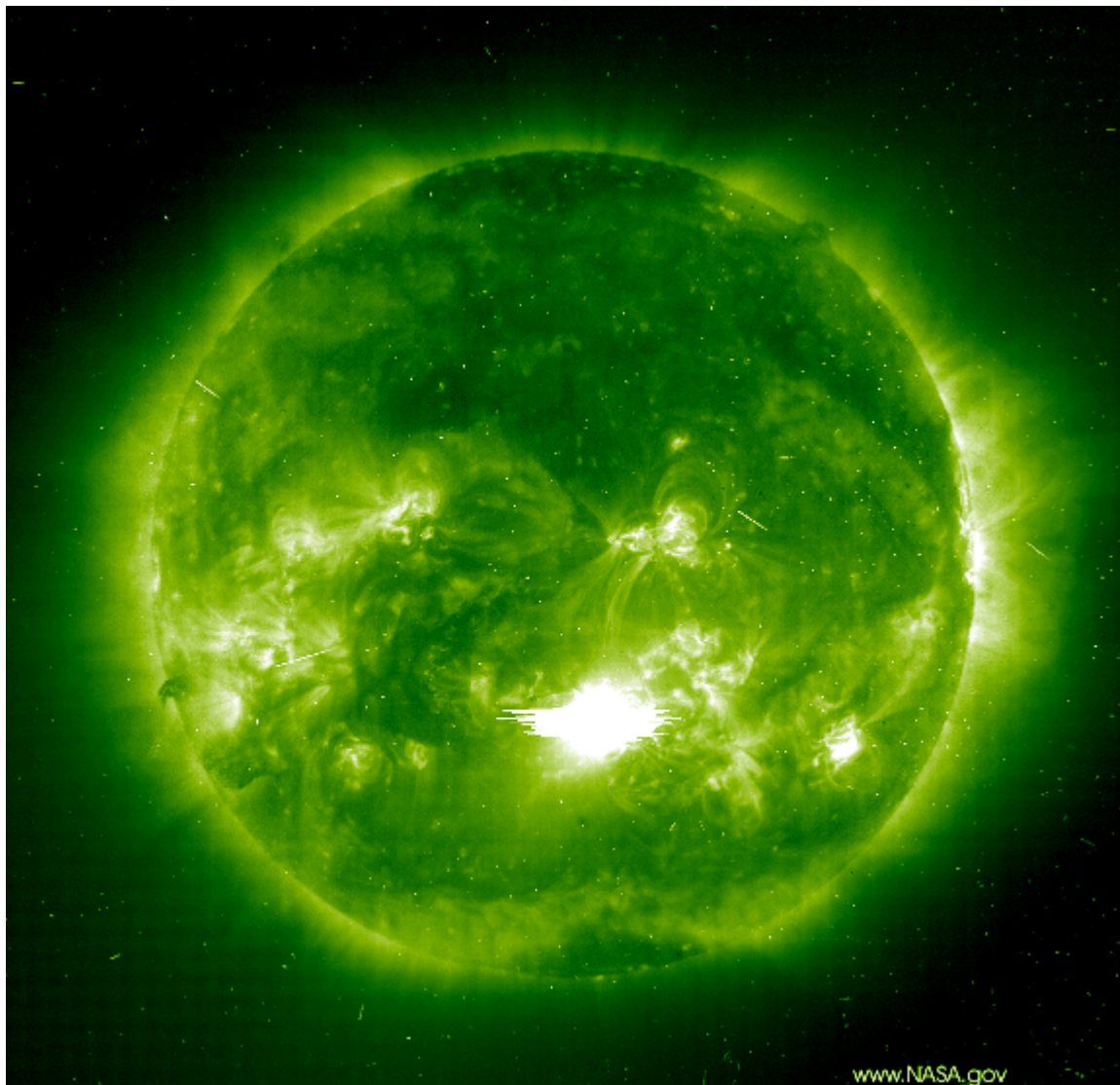


# THE SNROTE READER

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



Issue: Number 1  
Earth Date: December 15, 2006

# InterStellar News Agency

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# News Section

## The fall of The Shirke Empire



The lament of the populace droned on. Once proud heroes, supreme leaders of the Shirke Empire, now dead heroes of slave race 313D, formerly known as the Shirke Empire. Ur Lord Bahl Rogg reviewed his senior staff with pride. The demonic heat radiated from his huge obsidian body. The diversion had been well worth trip. Archbishop John Emdall, from the Lumerian Empire silently nodded in agreement, Kar-Tang the Reaver would be pleased as well.

Grand Admiral War Hawk  
Fleet Admiral Vaknar  
Admiral Uprage  
Admiral Niatpac Roies  
Fleet Admiral Weaele  
Admiral Verla  
Vice Admiral Gutsane  
Commodore Wald

For the seven seconds that this stronghold held, these beings were confident in their defiance and in the wisdom of their choice to deny the Lumerian Ambassadors' overtures. Fleet Admiral Asb'el was pleased. More names would follow until the excavation of the 6,000,000 ton Kingfisher Class Planetary Stronghold was complete and until the slaves got it out of their system. Imperial Ambassador Foras insisted that these slaves be given an opportunity to publicize the names of the dead. It was necessary as preliminary groundwork to assure successful implementation for the subsequent work program.

Field Agent Astaroth, who had been assigned to this planet the year before, wanted the names published in anticipation of their conversion into the traitors of their race. In time, these names would be whispered in fear and loathing to the growing Shirke chicks, to scare them away from behavior unbecoming of a slave of The Underdeep.

Master Scientist Burikutonu's interment report continued, "The Shirke were a large black hawk-like people with gleaming red eyes, their feathers smooth and jet black. Their bone structure a bit more fragile than the Elutherians, this would result in a 12.5% increase in the casualties from radiation poisoning from the mines. However, the added surface area from the feathers should increase the possession rate dramatically. Our projections indicate the race will transition through the imp stage at a rapid pace, therefore accelerating the complete soul transfer process well ahead of schedule."

Governor Asmodai projected a net 8.21% increase in ore output per capita due to the inherent strength of the musculature, even following the transmogrification process. "A sturdy race indeed, considering that the subjugation of their world cost me two of my best Imperial Guards Heavy Infantry," observed Field Marshal Asmodeus, "They will serve us well."

"Indeed," thought Ur Lord Bahl Rogg, "Indeed. Archbishop Emdall, where would you recommend we visit next?"

The Archbishop formed a clear image in the air before him: "A World Impaled On Pitchfork Over Open Flame".



# 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 Airiel, transmits impressions and images collected from surveys conducted by Slith Odyssey Fleets 1001 and 1002. After enjoying shore leave on an interesting alien landscape, we have moved on and found our first 1-way warp jump. We will map as much of the local neighborhood as we can in an attempt to reconnect to our back path.

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

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

Temperature (Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
60	0	0.1	Vacuum	-None-

Mountains 55%, Crystal Forest 21%, Barren Rock 15%, Crystal Plains 8%, Craters 1%

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

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

PMAP: 1002, 0  
1002nd Odyssey #1002 located at Asphodel-3, conducts a detailed Planet Map of the main planet

Temperature (Kelvin)	Axial Tilt	Gravity	Atmosphere	Ocean
352	3	0.7	Chlorine	Water

Rain Forest 26%, Swamp 25%, Volcanoes 20%, Jungle 17%, Craters 11%, Mountains 1%

Microorganisms on this world are virtually nonexistent. Pollution is nowhere to be seen, while Radiation levels represent a serious health risk.

What's in a name? Baeddel - Effeminate Male or hermaphrodite



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

SS: 1001

1001st Odyssey #1001 [at Warp Point 14736] conducts a detailed System Scan of the Baeddel star system

-----BAEDDEL [ M (Red) 6 V ] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
1	Terrestrial	0.6	34660	Carbon Dioxide
2	Frozen Rockball	0.9	50246	Nitrogen
3	Frozen Terrestrial	1.2	25116	Vacuum
4	Gas Giant	1.8	---	---
4a	Moon		9724	Vacuum
4b	Moon		8822	Ammonia
4c	Moon		20774	Hydrogen
4d	Moon		16747	Ammonia
5	Gas Giant	3	---	---
5a	Moon		1186	Ammonia
5b	Moon		21359	Chlorine
5c	Moon		1329	Ammonia
6	Gas Giant	5.4	---	---
6a	Moon		8108	Nitrogen
6b	Moon		2812	Methane
6c	Moon		7571	Ammonia
6d	Moon		6908	Vacuum
7	Frozen Rockball	10.2	33880	Methane

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
14736	1207.1	B
29961	0.1	E
42753	1479.2	C
156090	0.2	D

A Solar Flare Zone extends from 0 to 0.3 astronomical units (AU's) distance from the M (Red) primary star. This is a region of space where totally unpredictable solar flares are common. For long periods of time, everything could be quiet. In the next instant, a plasmatic arm of death reaches out and incinerates your ship without any warning. One second you're there...and the next, you're gone.

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

=====

SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 14736 in the Baeddel system Sensor crews report that Warp Point 14736 is a Class B Warp Point with the ability to handle 37 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Khoza star system

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SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 29961 in the Baeddel system Sensor crews report that Warp Point 29961 is a Class E Warp Point with the ability to handle 22 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Basmate star system

=====

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 42753 in the Baeddel system Sensor crews report that Warp Point 42753 is a Class C Warp Point with the ability to handle 37 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Shebek star system

=====

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 156090 in the Baeddel system Sensor crews report that Warp Point 156090 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 Pertras star system



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What's in a name? Basmate - French female name, or a type of rice.  
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-----SS (System Scan)-----

SS: 1002

1002nd Odyssey #1002 [at Warp Point 73642] conducts a detailed System Scan of the Basmate star system

-----BASMATE [ K (Orange) 2 V ] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
1	Asteroid Field	0.5	1	Vacuum
2	Gas Giant	0.8	---	---
2a	Moon		4421	Vacuum
2b	Moon		6435	Ammonia
2c	Moon		13965	Nitrogen
3	Gas Giant	1.1	---	---
3a	Moon		20615	Hydrogen
3b	Moon		5325	Chlorine
3c	Moon		3786	Vacuum
3d	Moon		6097	Chlorine
4	Gas Giant	1.7	---	---
4a	Moon		4467	Nitrogen
4b	Moon		6662	Vacuum
4c	Moon		18345	Chlorine
4d	Moon		5743	Methane
5	Frozen Terrestrial	2.9	26015	Vacuum
6	Gas Giant	5.3	---	---

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
73642	1535.8	B
108300	2296.7	A

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

=====  
SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 73642 in the Basmate system Sensor crews report that Warp Point 73642 is a Class B Warp Point with the ability to handle 45 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Baeddel star system  
=====



SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 108300 in the Basmate system Sensor crews report that Warp Point 108300 is a Class A Warp Point with the ability to handle 52 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Joesell star system

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What's in a name? Pertras - Greek male name meaning rock.



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

SS: 1002

1002nd Odyssey #1002 [at Warp Point 35066] conducts a detailed System Scan of the Pertras star system

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-----PERTRAS [ N (Deep Red) 1 V ] [Single Star]-----

Orbit	Type	Orb Distance (AU's)	Diameter (km)	Atmosphere
1	Terrestrial	0.6	46944	Chlorine

Warp Point ID	Orbital Distance (AU's)	Warp Point Class
1239	2381.1	A
35066	217.5	D
83109	0.3	E

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

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SURV: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 35066 in the Pertras system Sensor crews report that Warp Point 35066 is a Class D Warp Point with the ability to handle 16 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: 1001

1001st Odyssey #1001 begins a detailed Warp Survey of Warp Point 1239 in the Pertras system Sensor crews report that Warp Point 1239 is a Class A Warp Point with the ability to handle 48 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Nicolo star system

=====

SURV: 1002

1002nd Odyssey #1002 begins a detailed Warp Survey of Warp Point 83109 in the Pertras system Sensor crews report that Warp Point 83109 is a Class E Warp Point with the ability to handle 18 ships jumping at the same instant under combat conditions

The destination of this Warp Point lies in the Bobale star system

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## Lifestyles

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

By Paul Hughes

#### Want

In economics, a **want** is something you desire, distinct from a need which is something you have to have. It's said that we have unlimited wants, but limited supplied resources. Thus, we can't have everything we want and must look for the best alternatives sometimes that will cost us less. This may be distressing to some people and may lead to depression which can be avoided if other people can give them their original wants so long as it's not a great burden on others.

In stamp collecting, a **want list** is simply a list of postage stamps that the collector is seeking to acquire. They are the major tool by which collectors organize the construction of a collection, and stamp dealers frequently advertise to collectors to "send us your want lists". Since most major countries have by now issued from 1,000 to 6,000 types of stamps, it usually difficult for even a single-country collector to remember what is still missing from a collection. Still, most stamps are cheap, and collectors frequently get started by acquiring one or more

existing collections, which will include most of the common stamps. Then the problem is to get stamps to "fill the holes"; only a handful of dealers will have a complete stock, and so the want list may take on a life of its own as the collector carries it to stamp shows, mail copies to out-of-town dealers, and so forth, gradually crossing off entries as they are located and purchased. Topical stamp collectors will also use want lists in their search for stamps that relate to a particular subject.

## **Werner**

**Werner** is the family surname of a number of people. The family originates from Germany.

**Alfred Werner** (December 12, 1866 - November 15, 1919) was a German chemist who was a professor at the University of Zurich. He won the Nobel Prize in Chemistry in 1913 for proposing the octahedral configuration of transition metal complexes. Werner developed the basis for modern coordination chemistry. He also discovered hexol.

**Wendelin Werner** (born September 1968 in Germany) is a German-born French mathematician working in the area of self-avoiding random walks, Schramm-Loewner evolution, and related theories in probability theory and mathematical physics. In 2006, at the 25th International Congress of Mathematicians in Madrid, Spain he received the Fields Medal. He is currently professor at the University of Paris-Sud in Orsay and part-time at the École Normale Supérieure.

Werner became a French national in 1977. He studied at the École Normale Supérieure from 1987 to 1991. His 1993 doctorate was written at the Université Pierre-et-Marie-Curie and supervised by Jean-François Le Gall. Werner was a research officer at the CNRS from 1991 to 1997, during which period he held a two-year Leibniz Fellowship, at the University of Cambridge. He has received other awards, including the 2006 SIAM George Pólya Prize with his collaborators Gregory Lawler and Oded Schramm.

**Marco Werner** (born April 27, 1966 in Dortmund) is a professional racer from Germany. In his early career, Werner was Formula Opel vice-champion in 1990 (behind Mika Hakkinen) and German F3 vice-champion in 1991 (behind Pedro Lamy). Having failed to graduate to Formula 1, Werner switched to sports car racing and touring car racing. Werner was a regular driver in the STW and Porsche Supercup during the 1990s, but he found more success in the 24 Hours of Daytona, which he won in 1995 in a Kremer-Porsche. In 2001 he joined Audi Sport Team Joest, becoming a regular driver in the American Le Mans Series. Werner won the 24 Hours of Le Mans in 2005 with an Audi R8, and in 2006 in an Audi R10.

## Wilmot

A Wilmot was the last to die in the U.S. Revolutionary War  
A Wilmot was instrumental in causing the U.S. Civil War (and the Republican Party)  
A Wilmot played an instrumental part in the *British* Civil War  
Wilmots were the first to see UFOs over Roswell, New Mexico

Lieutenant-General **Henry Wilmot, 1st Earl of Rochester** (1612–1658) was an English Cavalier who fought for the Royalist cause during the Wars of the Three Kingdoms. Wilmot's family was descended from Edward Wilmot of Witney, Oxfordshire, whose son Charles Wilmot, 1st Viscount Wilmot of Athlone, (1570/71–1644) had served with distinction in Ireland during Tyrone's Rebellion at the beginning of the 17th century, and was president of Connaught from 1616 until his death. In 1621, Charles had been created an Irish peer as Viscount Wilmot of Athlone. Henry Wilmot was born in 1612 as the third son of Charles, but he was the only one still alive on his father's death so he succeeded to the title.

Henry Wilmot had five years experience in the Dutch army, and was badly wounded at the siege of Breda. He joined Charles I for the Bishops' Wars (1639-1640) and served as an officer in the cavalry, sitting in the Royal Council of War and fighting in the Battle of Newburn.

In 1640, he was elected to the Long Parliament to represent Tamworth and took an active part in the army plot of 1641 against Parliament. He was committed to the Tower of London and expelled from the House of Commons.

**Henry Wilmot** was an English recipient of the Victoria Cross, the highest and most prestigious award for gallantry in the face of the enemy that can be awarded to British and Commonwealth forces. He was 27 years old, and a captain in the 2nd Battalion, The Rifle Brigade (Prince Consort's Own), British Army during the Indian Mutiny when the following deed took place for which he was awarded the VC. On 11 March 1858 at Lucknow, India, Captain Wilmot's company was engaged with a large number of the enemy near the Iron Bridge. That officer found himself at one stage, at the end of a street with only four of his men opposed to a considerable body of the enemy. One of his men was shot through both legs and two (David Hawkes and William Nash) of the others lifted him and although one of them was severely wounded they carried their comrade for a considerable distance, Captain Wilmot firing with the men's rifles and covering the retreat of the party.

**Wilmot** is a town in Merrimack County, New Hampshire, USA. The population was 1,144 at the 2000 census. Wilmot is home to *Winslow State Park*, and a small part of *Gile State Forest*. Incorporated in 1807 from part of New London, the town took its name from Dr. James Wilmot, an English clergyman who had spoken out against England's treatment of the American colonies. Dr. Wilmot was rector at Barton-on-Heath in Warwickshire, England.

## **Slayer**

An American thrash metal band, founded in Huntington Park, California, in 1982 by Kerry King (guitars), Tom Araya (bass and vocals), Jeff Hanneman (guitars) and Dave Lombardo (drums). Lombardo has been in and out of the group three times, but the others have been permanent members. Hanneman and King are the group's main songwriters. Slayer is often mentioned as one of the "Big Four" of thrash metal, along with Metallica, Anthrax, and Megadeth. Slayer (along with Metallica, Anthrax and Megadeth) is often credited with creating American thrash metal by speeding up the sound of NWOBHM bands like Iron Maiden and Venom. Slayer also drew from hardcore punk influences such as Minor Threat, Dead Kennedys, Dirty Rotten Imbeciles, Suicidal Tendencies, Black Flag and The Misfits. Borrowing some of that music's emphasis on extremely quick tempos in many of their songs. The riff style and thematics of the NWOBHM band Venom is the main metal influence in Slayer's aesthetic, especially in their early career.



# 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:** Which weapons are degraded by being fired into or out of an atmosphere and gravity well (ie, when a battle involves a Surface Fortress) and to what degree -- does it depend upon the type of atmosphere and the density of the atmosphere, which itself depends upon the gravity of the planet/moon? For instance: an atmosphere will tend to absorb much of the energy from direct-energy weapons such as lasers, and will tend to warm up cold-based weapons such as Frost Bolts (see laws of thermodynamics); missiles, torpedoes, fighters and drones designed for space combat will not necessarily be aerodynamic and so may burn up in an atmosphere, or at least be forced to slow down (easier targeting for CIDS); projectiles will be deflected when going into the gravity well or be slowed down when trying to escape the gravity well; etc.

**Pete:** The APE system is currently disabled for balance purposes, as it made certain weapons quite poor. I might reactivate it in the future, but for now you need not worry about atmospheric degradation.

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**Question:** Can we hope to see in a not too hypothetical future specific roles for merchants and administrators or is their current role of "Colony booster" the final one? Would it worth it to make suggestions?

**Pete:** These leaders also help (sometimes quite significantly) during mining production.

---

**Question:** In naval combat, do all shots or globs hit a target? Is there a potential to miss? (I pointed the guy to the Naval Combat primer)

**Pete:** They all hit.

---

**Question:** Does a ship crew's experience and morale affect EXPL missions? I'm about to complete researching a new generation of technology. I need to decide if I want to scrap the old ships and rebuild, or keep the old ships and add new ships with just the new items to the fleets.

**Pete:** They do affect it.

---



**Question:** For EXPL missions - does it help to have a Scientist on board the fleet doing the mission, at the planet where the fleet is in orbit, or at another planet in the same system that has all the science installations? Or maybe we should have some combination of the above?

**Pete:** It helps to have any leader aboard (Explorers and Martial Artists are especially useful in many cases). Each type of EXPL find (archaeological dig, military graveyard, astronomical observatory site, alien library, etc) has a matching legendary character type that helps for that particular find. Scientists can be very useful because of this, but they represent a special case: your scientists provide the best chance of gaining a research hit if they are stationed off of your homeworld and not on a fleet....using them for EXPL missions is probably not their best option.

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**Question:** It looks like all Mk I and Type A defense systems have a numerical rating of 5 times mass, even though the verbal strength ratings range from Poor to Good.

Mk II / Type B are 10 \* mass with ratings from Fair to Superior.

Why do different verbal strength ratings have the same numerical strength ratings? Is it because some items lead to new branches of the tech tree? If that is the case, then why are ECM Poor and Black Sphere Generator Adequate? Both of them lead to other technology.

**Pete:** The verbal ratings of Poor and Good are just taken from the generation number, and are not used for anything otherwise – they are purely descriptive. The 5 times mass rating is what counts, and that is typical for class 1 defensive systems.

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**Question:** How is the Religion component coming along?

**Pete:** Haven't worked on it in a while. Focusing on finishing off espionage and cloaking to get those right. Cloaking represents a lot of potential exploits, so will probably have some severe limitations built in (to prevent cloaking a major fleet to over an enemy homeworld and then conducting unfettered orbital bombardments, or even cloaking a major fleet and warping past heavily defended warp points totally undetected). Don't count on those options being in the cards :p

---

**Question:** Are you and Russ still having as much fun running the game as the players are having playing it?

**Pete:** Definitely, though I wish I had more time to observe the interactions between various alliances – it's almost impossible to know who is allied to whom and what "big picture" wars are on the horizon ;)

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## 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.