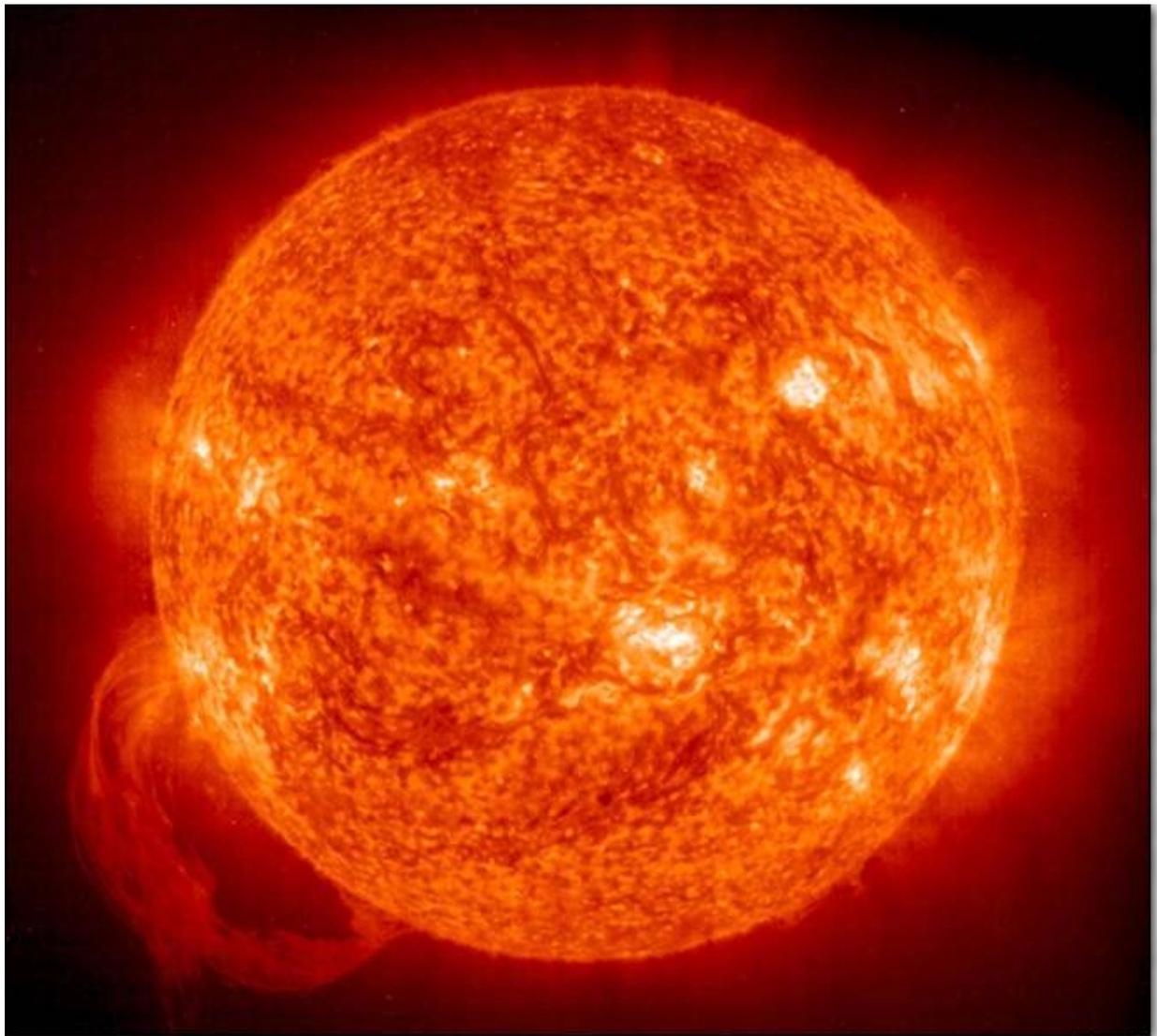


# SuperNova: Rise of the Empire Convoy Route Supplement

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## CONVOY ROUTES

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Convoy Routes are a series of orders that can be executed by one or more Fleets. Once a Fleet is assigned to a Convoy Route, it will execute the orders in that Route every turn just before the End Turn Adjustments phase (when your Industrial Complexes and Mines operate). It is possible to create Convoy Routes that span multiple turns of Fleet movement, or cross into adjacent star systems, so assigned Fleets will remember the order that was last executed in the Convoy Route, picking up where they left off when the next turn processing cycle rolls around. Convoy Routes are fully automated, do not count as orders for turn sheet purposes while running, and are functionally superior in many respects to a series of conventional Standing Orders.

Fleets assigned to Convoy Routes are sorted by Fleet #, with the lowest Fleet # executing its Convoy Route before other higher-numbered Fleets begin running their Convoy Route orders.

Convoy Routes must include at least one order that requires the expenditure of action points, or none of its orders will be executed. This is to prevent infinite-loop issues as an endless string of non-action-point orders (such as CON or LC) were executed.

There are three basic orders used to create, execute and maintain Convoy Routes.

Order	Purpose
ECNV <Convoy Route Name>, <Priority #>, <New Priority #>	Changes a Priority # for an existing Convoy Route order, or eliminates an existing Convoy Route order
CNVR <Convoy Route Name>	Begins or ends recording Convoy Route orders
CONV <Fleet #>, <Convoy Route Name>, <Priority>	Assigns a Fleet to an already-existing Convoy Route

## LEGAL CONVOY ROUTE ORDERS

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The following orders can be recorded inside a Convoy Route. Note that when these orders are recorded, they are not actually executed – they are simply stored in the newly-created Convoy Route. If you assign a Fleet to that Convoy Route, then the orders would be executed one at a time by the assigned Fleet.

Order	Notes
CON	Construct Installation
CTRN	Create new Colonists. If you know that the number of Colonists you want to move will never change, it's fine to use CTRN inside the Convoy Route. If you plan on adding more Colony Transports to the assigned Fleet, you should probably use an XCTRN order as a conventional Standing Order instead of including a CTRN inside the Convoy Route. This is because it is less order-intensive to change an XCTRN Standing Order than it is to alter a CTRN order inside a Convoy Route.
FUEL	Fuel Transfer (the convoy route fleet is always the From Fleet – the fleet transferring fuel)
LC	Load Cargo
MOVE	Move To Warp Point
NM	Naval Movement
OC	Offload Cargo
RN	Reorganize Naval (the convoy route fleet is always the To Fleet – the fleet receiving ships)
SKIM	Skim Gas Giant

WARP	Warp Movement
?	More orders may be added as legal Convoy Route orders in the future.

When issuing these orders as part of a Convoy Route, the Fleet # you enter for each order (with the exception of the RN order) does not matter. This is because the id # of whatever Fleet that is assigned to the Convoy Route will be substituted when the Convoy Route actually runs. For instance, if you recorded a Naval Movement order as follows: **NM, 999, Alpha, 5** and assigned Fleet # 12 to the Convoy Route containing that order, the Convoy Route would replace the “999” with a “12” because Fleet # 12 is running the Route. A Naval Movement order of **NM, 12, Alpha, 5** would therefore be executed. Because of this feature, it is generally a good idea to simply use a dummy number like 999 when recording new Convoy Route orders – it doesn’t really matter what you use, but it’s best to avoid any confusion.

The notable exception to the Fleet # substitution is the RN order – since that particular order needs *two* Fleet #'s, it is **the second entry** in the RN order that receives the Fleet # substitution. Thus, the Fleet running the Convoy Route can accept ships from another real Fleet right in the middle of the Convoy Route run. This can be very handy when you want to automate the construction of new Colony Transports or Merchant ships and have them assigned to a Fleet running round trips to and from a nearby colony world.

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#### C R E A T I N G   N E W   C O N V O Y   R O U T E S

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To create a new Convoy Route, use the CNVR order. This assigns a name to your new Convoy Route and tells the Supernova server to begin recording Convoy Route orders. Beginning with the order following the CNVR, the server will check to see if it is a legal Convoy Route mission. If so, that order will not be executed but instead will be recorded as part of the new Convoy Route. Orders that are not legal Convoy Route orders will be executed normally. The recording process stops when either another CNVR order is found or your turn ends. The second CNVR order stops recording. It does not start recording for another Convoy Route. An example of the creation of multiple Convoy Routes is detailed later in this section.

Orders recorded into a Convoy Route begin with a Priority of 10 and increment by 10's as new orders are added. If you have an already-existing Convoy Route and later add new orders to it, those orders will be appended to the end of the Convoy Route. The first such order added to the end would have a Priority number 10 higher than the highest-Priority order already in the Route, and subsequently added orders would continue to increment their Priorities by 10's.

Note that the word “NONE” is a reserved key word and can not be used as the name of a new Convoy Route.

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#### A S S I G N I N G   F L E E T S   T O   C O N V O Y   R O U T E S

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After a Convoy Route has been created, you can assign one or more Fleets to it by means of the CONV order. Issue a CONV order specifying the Fleet #, the name of an already-existing Convoy Route, and the Convoy Route Priority # that the Fleet executed last. If you want your Fleet to start with the first order in the Convoy Route, use Priority # 0.

The key in the CONV order is remembering that the Priority # is that of the last order executed by your Fleet. Use Priority # 0 to have your Fleet start at the beginning of the Convoy Route. If you used a Priority # 20, your Fleet would begin running that Convoy Route with the next-highest Priority # after 20 (generally, this will be Priority # 30).

It's ok to assign several Fleets to the same Convoy Route. You could even assign one to start at the beginning of the Route (using Priority # 0 to do that), and another Fleet somewhere in the middle of the Route. Most of the time, you'll assign Fleets to start at the beginning of a Route. There might be times (especially if the Route runs across several star systems by means of a series of MOVE, WARP orders) when a Fleet would want to begin in the middle of the Route.

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#### R E M O V I N G   F L E E T S   F R O M   C O N V O Y   R O U T E   D U T Y

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To take a Fleet off of a Convoy Route, issue a CONV order with the key word “NONE” as the name of the Convoy Route.

## EDITING EXISTING CONVOY ROUTE ORDERS

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To change an entry in an existing Convoy Route, use the ECVN order. This allows you to alter the Priority # for any recorded entry in a previously-created Convoy Route. You can either alter the Priority # for that entry to any other positive Priority #, or you can set the Priority # to zero, which will eliminate the entry out right.

To change an entry to something else, or delete it and add something new in the middle of the recorded Convoy Route orders, you'd use ECVN's to eliminate the undesired entries. Then you'd start recording new entries by using a CNVR followed by those new orders, and then another CNVR to stop the recording. The new Convoy Route orders would be appended to the end of the Convoy Route. ECVN's could be used to alter the Priority #'s of those entries if that were desired. This can take a lot of orders to make minor tinkering changes to a Convoy Route, so setting up the Route carefully the first time is a good idea. Sometimes it is better to simply create a new Convoy Route, as that might take fewer total orders than making a lot of little changes to an existing Route.

## CONVOY ROUTE EXAMPLES

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Suppose you have a colony in your home system, and you want to automate the movement of colonists and resources to and from that colony world. Here is one way you might accomplish that goal, given a Fleet with ships capable of carrying 200 Colonists and 100,000 tons of Cargo. Let's call your home system Alpha and your major population groups 12345 for the homeworld and 987 for the colony world. Another Convoy Route called Cargo Alpha is also created to show how you might create two Convoy Routes in the same turn: start recording orders into the first Convoy Route, stop recording, start recording orders into the second Convoy Route, and then stop recording. It is very important that you start and stop recording orders into a Convoy Route. *Considerable havoc could be caused in your turn if you forget to stop recording orders into a Convoy Route!*

Order	Notes
(regular turn orders here)	Issue whatever regular turn orders you might want to execute for your turn here.
XCTRN, 12345, 200	Use an XCTRN regular Standing Order to create 200 Colonists each turn. Regular Standing Orders execute after all of your normal issued orders, but before any Convoy Routes run, so the 200 Colonists would be available for Convoy Route use. Though CTRN could have been included inside the Convoy Route, it's usually easier to fool with the quantity of an XCTRN order than a CTRN recorded inside a Convoy Route.
CNVR, Colony Alpha	Create a new Convoy Route called Colony Alpha and begin recording orders. If you had a Convoy Route already created and called Colony Alpha, the orders about to be recorded would be appended to the end of that already-existing Route. In this case we'll assume that Colony Alpha is a new Route.
RN, 1001, 999, Nostromo, 1	Transfer a Nostromo class Colonial Liner from Fleet # 1001 into whatever Fleet happens to be running this Convoy Route. If Fleet # 1001 does not happen to have any Nostromos, then this order will simply fail until such time as some are built into it. Remember that it is the second Fleet # entry for the RN order that is substituted by the Fleet # running the Convoy Route.
LC, 12345, 999, Colonists, 99999, Construction Materials, 9999999	Load as many Colonists and Construction Materials as will fit on whatever Fleet that happens to be assigned to this Route.
NM, 999, Alpha, 1	Move to Alpha – 1, the colony world.
OC, 999, 987, ALL	Offload all cargo to the colony world population group.
LC, 987, 999, Iron, 9999999	Load as much Iron as possible from the colony onto the Fleet.
NM, 999, Alpha, 5	Move back to the homeworld.
OC, 999, 12345, ALL	Offload all cargo to the homeworld population group. Note that the use of the "ALL" option will offload any FUEL aboard the fleet as well so only use this option on in-system convoy routes.
CON, 99999, Iron Mine, 987	Construct as many Iron Mines as possible on the colony world.

CNVR, Colony Alpha	Stop recording orders into this Convoy Route. <i>Don't forget to issue this order</i> , or subsequent legal Convoy Route orders will be recorded into this Convoy Route. If your turn ends, you don't have to issue this order as all Convoy Route recording ends at the conclusion of the turn, by default. <b><i>It's so important that this needs to be stated again: don't forget to issue this second CNVR order to stop recording orders into this Convoy Route!</i></b>
CONV, 16, Colony Alpha, 0	Assign Fleet # 12 to run the Convoy Route named Colony Alpha. It will start with the first Priority # it can find with a value greater than 0, because this order tells the Fleet <i>that the last order it processed had a Priority of zero</i> .
CNVR, Cargo Alpha	Create a new Convoy Route called Cargo Alpha and begin recording orders.
LC, 12345, 999, Construction Materials, 9999999	Load Construction Materials onto the Convoy Route cargo Fleet.
NM, 999, Alpha, 1	Move to the colony world.
OC, 999, 987, ALL	Offload all construction materials to the colony world population group. Note that the use of the "ALL" option will offload any FUEL aboard the fleet as well so only use this option on in-system convoy routes.
LC, 987, 999, Crystals, 9999999, Iron, 9999999	Load as many Crystals and Iron as possible from the colony to the Convoy Route cargo Fleet.
NM, 999, Alpha, 5	Move back to the homeworld
OC, 999, 12345, ALL	Offload all cargo to the homeworld population group. Note that the use of the "ALL" option will offload any FUEL aboard the fleet as well so only use this option on in-system convoy routes.
CNVR, Cargo Alpha	Stop recording orders into this Convoy Route. <b><i>It's so important that this needs to be stated again: don't forget to issue this second CNVR order to stop recording orders into this Convoy Route!</i></b>
CONV, 3, Cargo Alpha, 30	Assign Fleet # 3 to run the Convoy Route named Cargo Alpha. In this case, you know that Fleet # 3 is over the colony world, and you want it to begin execution by loading cargo from the colony world. It would therefore begin by executing the <i>next Priority after 30</i> (in this case, that will be a LC order from the colony world).
(regular turn orders here)	Issue whatever regular turn orders you might want to execute for your turn here. It's ok to issue regular orders before and after recording Convoy Routes, because the recording of orders into Convoy Routes doesn't actually <i>do</i> anything except record orders. The Convoy Route itself will run just before your mines and industries operate at the conclusion of your turn, assuming you've assigned at least one Fleet to it.

If you created the above Convoy Routes, here is what they would look like in terms of Priority #'s:

Priority	Order
This order is not part of any Convoy Route, so has no Priority #	XCTRN, 12345, 200
This order is not part of the Convoy Route, so has no Priority #	CNVR, Colony Alpha
10	RN, 1001, 999, Nostromo, 1
20	LC, 12345, 999, Colonists, 9999999, Construction Materials, 9999999
30	NM, 999, Alpha, 1
40	OC, 999, 987, ALL
50	LC, 987, 999, Iron, 9999999
60	NM, 999, Alpha, 5
70	OC, 999, 12345, ALL
80	CON, 99999, Iron Mine, 987
This order is not part of the Convoy Route, so has no Priority #	CNVR, Colony Alpha
This order is not part of any Convoy Route, so has no Priority #	CONV, 16, Colony Alpha, 0
This order is not part of the Convoy Route, so has no Priority #	CNVR, Cargo Alpha
10	LC, 12345, 999, Construction Materials, 9999999
20	NM, 999, Alpha, 1
30	OC, 999, 987, ALL
40	LC, 987, 999, Crystals, 9999999, Iron, 9999999
50	NM, 999, Alpha, 5
60	OC, 999, 12345, ALL
This order is not part of the Convoy Route, so has no Priority #	CNVR, Cargo Alpha
This order is not part of a Convoy Route, so has no Priority #	CONV, 3, Cargo Alpha, 30

M U L T I P L E   S Y S T E M   C O N V O Y   R O U T E   E X A M P L E   W I T H   W A R P S

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Here is an example of a Convoy Route that connects two star systems:

Order	Notes	Priority
XCTRN, 12345, 200	Create 200 Colonists in a regular Standing Order.	-
CNVR, Beta Colony	Create a new Convoy Route called Beta Colony and begin recording orders.	-
LC, 12345, 999, Colonists, 999999, Construction Materials, 99999999, Fuel, 99999999	Load as many Colonists and Construction Materials as will fit on whatever Fleet that happens to be assigned to this Route. Also top off the Fleet with Fuel.	10
MOVE, 999, Alpha, 5406	Move to Warp Point # 5406 in the Alpha system.	20
WARP, 999	Transit the Warp Point to the Beta star system.	30
NM, 999, Beta, 6b	Move to the colony world in the Beta system, which happens to be orbit 6b.	40
OC, 999, 987, Colonists, 999999, Construction Materials, 99999999	Offload all colonists and construction materials to the colony world population group. Note that the use of the "ALL" option will offload any FUEL aboard the fleet as well so only use this option on in-system convoy routes.	50
CON, 99999, Iron Mine, 987	Construct as many Iron Mines as possible on the colony world.	60
LC, 987, 999, Iron, 99999999	Load as much Iron as possible from the colony onto the Fleet.	70
MOVE, 999, Beta, 7845	Move to Warp Point # 7845 in the Beta system.	80
WARP, 999	Transit the Warp Point back to your home system.	90
NM, 999, Alpha, 5	Move back to the homeworld.	100
OC, 999, 12345, Iron, 99999999	Offload all iron to the homeworld population group. Note that the use of the "ALL" option will offload any FUEL aboard the fleet as well so only use this option on in-system convoy routes.	110
CNVR, Beta Colony	Stop recording orders into this Convoy Route. <b><i>It's so important that this needs to be stated again: don't forget to issue this second CNVR order to stop recording orders into this Convoy Route!</i></b>	-
CONV, 45, Beta Colony, 0	Assign Fleet # 45 to run the Convoy Route named Beta Colony, starting at the beginning of the Convoy Route.	-

Suppose Fleet # 45 contained Colony Transports and Merchants with 2 Action Points apiece. Every ship is jump capable and there is sufficient Fuel Tankage in the force to make jumps out to the Beta system and back to the home Alpha system.

The first thing that happens is the creation of 200 Colonists by means of the regular Standing Order, XCTRN. After all other regular Standing Orders are executed, Convoy Routes begin. Other Fleets with id #'s lower than 45 run their Convoy Routes. Then it's Fleet # 45's turn.

First, it loads the 200 Colonists along with as many Construction Materials and Fuel as it can handle. Then it moves to the Warp Point leading to the Beta star system. The MOVE order expends one of the Fleet's action points. It then transits the Warp Point, reducing its action points to zero. The next order is a NM to move the Fleet to the colony world. However, Fleet # 45 has no action points remaining, so it ceases executing Convoy Route orders for this turn. Fleet # 45 remembers that it executed Priority # 30 in this Convoy Route.

On the next turn, Fleet # 45 knows that it processed Priority # 30 last (a WARP movement to the Beta star system), so it finds the first Priority # higher than 30. This is a Naval Movement to the colony world in the Beta star system. It moves there, expending an action point. Then it offloads its cargo, constructs as many Iron Mines as possible, loads some cargo from the colony world, and moves back out to the Warp Point leading to the home system. The "Fleet" doesn't actually construct the Iron Mines, but for Convoy Route execution purposes it does increment its Priority # to move along in the Convoy Route order sequence. All of this expends its second and final action point. It tries to execute the next order, which is a WARP command. This is legal and the Fleet executes the Warp Point movement, because WARP orders do not require action points to be executed. The next order is a Naval Movement to get back to the homeworld. The NM order cannot be executed because the fleet has no action points. This halts execution of the Convoy Route and Fleet # 45 remembers that it last executed Priority # 90.

On the following turn, Fleet # 45 moves back to the homeworld, expending one action point. Its cargo is offloaded to the homeworld. At this point no more Convoy Route orders with a Priority higher than the one last executed by the Fleet can be found (that would be Priority # 110, the OC order dumping cargo to the homeworld). The Fleet's last-executed-Convoy-Route-Priority is thus changed to zero and it tries to find Convoy Route orders again. Sure enough, there are orders to be executed – the Fleet has come to the beginning again, knowing now that it last executed Priority # 0. Priority # 10 is not an action point order, so it loads Colonists (created during the Standing Orders phase of the turn, which occurs just before Convoy Routes run), Construction Materials and more Fuel to pay for the upcoming WARP movements. The Fleet does have one action point remaining, so it then moves back out to the Warp Point leading to the Beta star system. This expends its second action point. It WARPs to Beta because WARP orders do not need action points. Fleet # 45 halts execution at that point because the following order is a NM to the colony world, and the Fleet has no more action points to run an NM mission.

Fleet #45 is back to where it started – in the Beta system, having just jumped there from the home system. It's loaded with Colonists and Construction Materials and will continue running Convoy Route "Beta Colony" indefinitely. The ships therein were designed to have sufficient Fuel Tankage to move out to Beta and back, and every time they show up at the homeworld to pick up more Colonists and Construction Materials, they are topped off with more Fuel. The creation of the Convoy Route itself took a few orders, but many, many orders are saved down the road as Convoy Route execution does not count against turn sheet limits. Fleet # 45 will happily chug back and forth forever, or until a group of bloodthirsty, many-tentacled aliens manning their Battlecruiser's Heavy Plasmatic Disruptors arrive and blow it into tiny radioactive fragments.... The irritation at the disruption of such a well-oiled movement of resources within the Empire is enough to start a major galactic war, with Convoy Routes everywhere being fouled up for centuries.

If you have any questions regarding the creation or execution of Convoy Routes, feel free to contact us by phone or email. Convoy Routes are a wonderful way to automate your colonization and resource movement needs, and can even be used in a one-way system to move newly-built ships to the front. The savings in order expenditures is immense, making the use of Convoy Routes very desirable.