


S U P E R N O V A

Sixteen Gorb'ton Assault Battlecruisers and a dozen Frigates materialized in the Proxima star system. Fifty-four Thallani Federation Heavy Drone Cruisers flanked by eight awesome Base Stations pounded the Gorb'ton ships with withering fire, but two of the Battlecruisers managed to survive and their shields and defensive systems came fully on-line. Six of the Thallani Cruisers were vaporized by Gorb'ton Fusion Blasters while Thallani drones swarmed about the warp point. Another wave of Gorb'ton ships popped in, but this time two of the dreaded mobile Monitors were in their midst. Four Thallani Base Stations, bristling with X-Ray Lasers and towed to the Warp Point to provide short range firepower, disappeared under massive Gorb'ton Fusion Blaster fire. Their Drone Cruisers' shields were never designed to withstand this much firepower, and twenty were incinerated as their very atoms were induced to begin irreversible nuclear chain reactions. The Thallanians had never heard of Phase Inverter technology, and suffered dearly for this shortfall, while the Gorb'ton ships were agile and outfitted with special armor coatings to counter the known Thallani weapons. More Gorb'ton ships poured into the system, and the Thallani crews knew they were doomed. Their commander ordered his ships to concentrate on the Frigates and other enemy screening vessels, hoping to take down as many as possible before his command crumbled. The rest of the Thallani force went code Omega and were blown into oblivion as the remainder of the Gorb'ton Autocracy 52nd Greater Claw Task Force rumbled through the warp tunnel. Soon the hated Thallanians would be ground under scaly Gorb'ton tentacles, glorifying the rule of His Majesty, Ur-Lord Kahnn'ta...

A N E P I C N E V E R - E N D I N G S T R A T E G I C S C A L E S P A C E P O W E R G A M E

Supernova is an interactive game of galactic conquest, colonization and exploration. Rolling Thunder Games moderates *SN:ROTE* using a computer network for data storage, order processing, combat resolution and a host of other game-related features. As a player, you choose your own objectives, interact with an unlimited number of other players and control your own destiny. You will construct mighty warfleets, colonize entire worlds, explore the galaxy in search of the unknown. Encounter rock-throwing primitives...and Elder Races. We provide a playing environment of incredible detail, diversity and flexibility, with a complete space fantasy environment featuring detailed planets, diverse lifeforms and numerous unknown elements that wait to be discovered.

H E R E ' S A T I N Y S A M P L I N G O F S U P E R N O V A ' S I N C R E D I B L E D E T A I L

Supergiants, Black Holes, Cepheid Variables, X-Ray Binaries, Pulsars	Orbital bombardment	Gauss Guns, Plasma Torpedoes, Siege Lasers, Spinal Rail Guns, Needlers	Fantastically detailed ship design	Design your lifeform as if you had controlled its evolution
Ion Storms, Temporal Rifts, Plasma Clouds, Solar Flares, Unstable Space	Iron, Timber, Petrochemicals, Gaseous Elements, Gemstones		Hydrogen Clouds, Dark Nebulae, Dust Storms, Asteroids, Weak Space	Standing orders
Warp point assaults				Living Wave Assault, NBC Strike, Recon in Force, Aerial Bombardment
Command unlimited number of Fleets and Ships				Legendary Characters
Nuclear Release, Ready Reserve, Counterattack, Delaying Action, Fortify				Close Combat, Artillery, Subterranean fighting, Heavy Armor
Mass Destruction Devices	Thousands of high technology items to research		Crystal Forests, Glaciers, Tundra, Deserts, Forested Swamps, Salt Flats, Jungles	Diplomacy, exploration, industrialization, trade, colonization
Field Stabilizers, Meson Webs, Tachyon Grids, Thermal Regulators	Cool program to enter your turn orders – send and receive turns by email	Rules and entry program FREE to download from our web site	Imperial Tradition	Minelayers, Tugs, Drone Cruisers, Carriers, Tankers, Privateers, Battleships

R I S E O F T H E E M P I R E

...or peacefully coexist by forming a galaxy-spanning alliance. Will you work with other players to forge a new beginning? Or build an unstoppable armada to sweep them into oblivion? The tools are there. The limitless possibilities of Supernova allow you to use your imagination and choose your own destiny.

WHAT IS THE PLAYER'S ROLE?

Each player represents the leader of a world of beings that is just now reaching out to the stars. The various nations or factions present on your homeworld for countless generations have united under your rule, and you alone control the destiny of your civilization. Countless other players from all around the world are also directing their Empires to explore the stars and make names for themselves. Some may live near you, in other states, or even in other countries. Many of these players will never meet, while others will form alliances, discuss endless strategies by email or phone, fight in titanic battles or simply live in peace. Resources and Items can be exchanged between Empires, allowing for a vibrant trade system that depends only on the needs and desires of the various trading partners. Internally, as leader of your civilization, you will have plenty of economic decisions to make. Will you devote your starting resources to the construction of warfleets with which to conquer your neighbors? Perhaps building up your infrastructure and biding your time until your scientists can develop superior technology would be wise. Colonization and mining of other planets may be something to consider as well. With countless other players making the same decisions, some beginning near your precious homeworld, these decisions are of the utmost importance to the very survival of your Empire. If another player decides to be aggressive and shows up on your doorstep with a warfleet, things could get ugly. It's hard to deny: hammering other Empires back to the Stone Age can be a lot of fun, especially if you'll never have to face that Empire's player in real life. On the other hand, alliances can secure your borders and let every ally grow in peace....

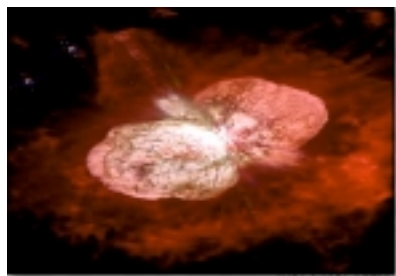
OK, I'M HOOKED! HOW CAN I PLAY THIS GAME?

Rolling Thunder Games, maintains the central computer database and manages every aspect of the game. Players submit orders every two weeks which are then processed by the RTG computers. Results are sent back to the players who then plan their next moves. A lot of diplomacy takes place on the player's end as you confer with allies, threaten enemies and perhaps try to make new friends.

To begin play, all you need to do is fill out the Empire Setup form found at the end of the rules, which can be downloaded for free from www.rollingthunder.com. You'll choose your Empire Name, Imperial Emblem and Imperial Tradition, and will design every aspect of your lifeform. Check out Chapter 11 for more details on the incredible lifeform design system—you can choose to be anything from an Amphibious Cephalopod to a Winged Reptile. Send this in to Rolling Thunder Games along with some funds to get your account started, and during the next processing cycle the RTG gamemasters will get you set up and ready to go. The best way to pay for your turns is to send us \$10.00 or more to get your account started, and then replenish this amount each time you have used up what is in your account. Many players set up their accounts to be replenished automatically via a MasterCard or VISA card; when your account reaches zero dollars, RTG charges your credit card a set amount, so you never have to worry about running out of funds.

CHECK OUT WWW.ROLLINGTHUNDER.COM TO DOWNLOAD THE FREE RULES

You can order a hard copy of the rules directly from Rolling Thunder Games if you like. The cost is \$10.00 and we'll fire off a copy to get you started right away!



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What does it cost to play?

*Rules are FREE by email, or we'll
send you a hard copy for \$10.00*

Setups \$10.00

Email Turns \$6.00

GET IN AT THE BEGINNING - S U P E R N O V A - S E P T E M B E R 2 0 0 2

- Countless players from all around the world
- Deep technological advancement
- Detailed ship design
- Naval and ground battles galore
- Exploration, colonization, diplomacy, conquest
- More than 50,000 star systems
- Email play fully supported
- FREE rules download
- *If you've been looking for one whopper of a science fiction strategy game of epic proportions, Supernova is what you've been waiting for!*

Enclosed is \$10.00 – please send me a hard copy of the Rulebook,
Orders Supplement and Empire Setup info!

Name _____

Address _____

City, State, ZIP _____

RTG Account # (or write NEED ACCT) _____