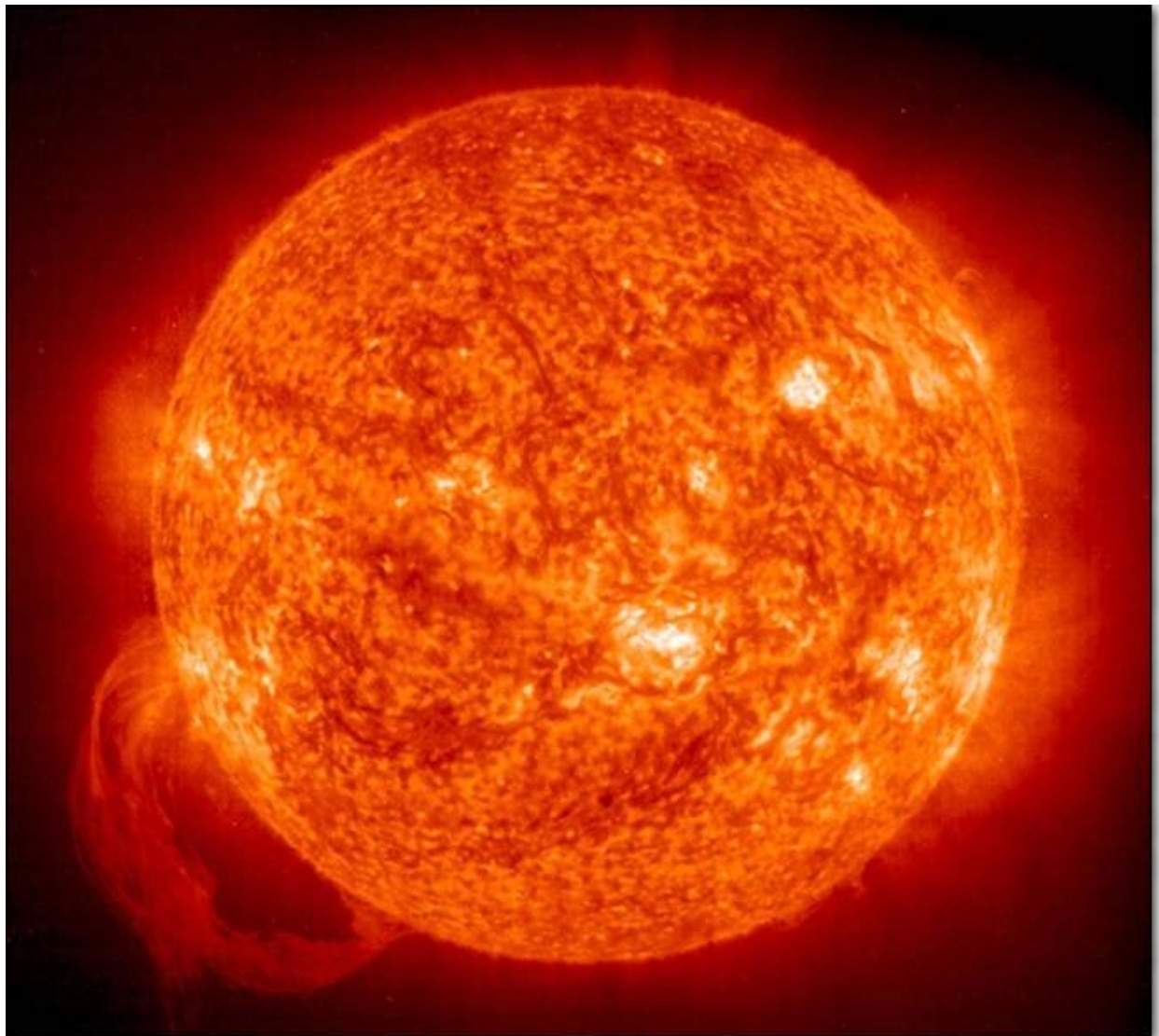


SuperNova: Rise of the Empire Warp Point Survey Supplement



NASA / AFP

WARP POINT SURVEY MISSIONS

Surveying newly-discovered Warp Points can be a daunting task. Brave explorers demand the finest of equipment and risk their lives to map out a veritable web of Warp Point links. After surveying a new Warp Point, your crews must enter the Warp tunnel itself, sometimes arriving inside the photosphere of another star or within a deadly radiation cloud. Many of the odd, twisting wormholes that connect the stars are convoluted and can be very difficult to survey. Fortunately, there are a variety of ways to increase the success chances of a survey mission. Your finest explorers have the following tips to help your Empire spread its tendrils throughout known space...

The basic difficulty in surveying a new Warp Point arises from its Warp Point Class. The distance between the connected stars, impossible to know given the potentially incredible distances that the Warp Point itself can traverse, adds to the difficulty factor. The distance generally is a very small addition compared to the Class factor.

Survey difficulties can be reduced by attaching Explorers and Scientists to your exploration fleets. Explorers are better than scientists at this sort of work, but both are helpful. The highest ranking leader of each type on a fleet will reduce the survey difficulty by applying his/her/its skills to the mission. The effect is to reduce the difficulty by a percentage, making highly-ranked Explorers and Scientists extremely valuable.

The modified difficulty must be overcome by Jump Survey Sensor strength. This can be augmented by some other onboard systems, but Jump Survey Sensors provide the overwhelming amount of survey strength. Some Installations can also provide assistance so long as they are based in the system where the outbound Warp Point lies. Years of observing nearby stars enables surveying of Warp Points leading out of and into your home system with a virtually guaranteed success rate.

The best available Jump Survey Sensor in the fleet creates a base survey strength, to which is added a significantly reduced amount based on the sum of all of the survey strengths of every Jump Survey Sensor in the force. Thus, a single Mk II Jump Survey Sensor can still benefit from a (generally large) number of Mk I's. It can be extremely difficult to survey higher-Class Warp Points using Mk I Jump Survey Sensors because the survey base for a Mk I is relatively low. Class "A" and "B" Warp Points are no problem for Mk I's, but as soon as Class "C" Warp Points are encountered, an enormous number of Mk I's is often required. It is far better to bring along at least one Mk II to survey those "C" Points.

Given typical distances between stars, the following chart gives a rough estimate of the difficulty ratings of the lowest Warp Point Classes. Sometimes the distances between the stars in question are low, reducing the difficulty factors shown below by a small amount. Occasionally they are much higher, adding to the difficulties. Extremely large distances are rare.

Warp Point Class	Typical Survey Difficulty
A	1
B	10
C	35
D	70
E	100
F	?
G	?
H	?

The Survey Difficulty of the Warp Point is reduced by the presence of legendary commanders. The best Explorer and Scientist on your fleet are used and if you have both types available, they will work in concert. The lower level Explorers and Scientists and their effects are detailed below.

Character Type	Reduces Survey Difficulty By
Scout	10%
Adventurer	20%
Voyager	30%
Scholar	5%
Professor	10%
Technologist	15%

Jump Survey Sensor base strengths are shown below; the best Jump Survey Sensor in your fleet is used. An additional amount based on a logarithmic formula adds to this amount and utilizes the sum of every Jump Survey Sensor available to your fleet. This formula is not particularly favorable, *strongly* encouraging the use of at least one superior Jump Survey Sensor.

Jump Survey Sensor Generation	Base Survey Strength
I	20
II	50
III	80
IV	110
V	?
VI	?

The presence of civilians manning various Installations in the system where the survey mission is taking place can be of great benefit. Some of the more common Installations and their survey strengths are listed below. It is better to build one each of several different Installation types than it is to build two of the same type. Superior science facilities provide more assistance.

Installation	Survey Assistance Bonus
Imperial Science Lab	30
Science Lab	30
Astronomical Observatory	25
Imperial Science Center	20
Science Center	20
Imperial Science Outpost	10
Science Outpost	10

To sum it up, a single Mk I Jump Survey Sensor with no leaders or Installations to help can easily survey almost any Class "A" or "B" Warp Point. A Class "C" would require a huge number of Mk I's. Add a Voyager to your fleet and a few Mk I's would be close. Build an Astronomical Observatory in-system and a single Mk I can survey a Class "C" with ease. Class "D"s pretty much require Mk II or higher Survey Sensors or the presence of superior leaders and/or Installations. Fortunately, researching Mk II Jump Survey Sensors is not a difficult task.



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