

# *Tribe News 08/808 Midfall*

08/808 is due

**26<sup>th</sup> March 2017**  
18.00 (Australian Time)

## For New Players

### How to Read your Report

The top line is your Clan number, then on right the month/year of the next turn and when it is due (Australian date format)

Next line gives the current month/year, the season and weather.

The results of Activities (hunting and herd increases, anything you made or processed) is next.

If the tribe moved this will be recorded as a series of directions and terrain abbreviations (eg PR = prairie, JG= jungle) plus an indicator if you ran out of movement points before completing your planned movement. You may also see other contents of hexes or things like adjacent mountains.

Following this would be the results of scouting (scouts all return to the tribe automatically) similar to the tribe movement, helping you map the area and find resources/neighbours in the area/special hexes. Special hexes need to be visited by the Tribe for more info.

<https://www.youtube.com/watch?v=vlnPX3DjerY>

Then follows your inventory, including a reminder of the terrain you ended the turn in and where you will perform Activities next turn.

Then a breakdown of the population of the tribe and your skills, with bolding/italics on skills that increased this turn.

Lastly the Tribe morale rating followed by a listing of weight (though these can be inaccurate - there are some tools around to better gauge weights)

Extra data could be there if you did something like split off an element and have it perform its own activities/movement/scouting.

## GM Messages

### Cultural Events for the year 809

A variety of optional 'cultural' competitions are going to be run over the course of 809. To encourage participation, these will be made as easy to enter as possible, with a single submission required for each rather than multiple entries over a number of rounds AND there will be prizes. There will also be fame to go along with the fortune, with the best performers recorded in perpetuity on the Tribe Net website.

The first Tribal Games will be run in Spring and will consist of 20 Events, many based on one or more skills. Gold, ivory and bronze medals will be awarded for each event and Cups and gold for the overall winners with a morale boost for coming first.

Following the Summer Fair, the Mangalian Song Contest will take place. Entry can be as simple as signing up and providing your Music and Dance skill levels. However, additional participation will be possible; you can provide 4 lines of lyrics to which we will add some simple music, an mp3 of you singing (original, karaoke or your original lyrics over a karaoke track) or even a full video of your performance. All entrants will get to vote for three other participants in order which will help determine (along with skill levels and a small random factor) the winners. Cups and gold prizes for the first three places and morale for the winner.

The TriBall World Cup will run through Autumn, all that will be required to take part is to sign up and provide your TriBall skill level. This will run as a multi-round knock-out competition culminating in Final and playoff for 3rd and 4th. Along with cups there will be two very special prizes for first and second.

To finish things off, a contentious Art Competition will take place. This will be resolved in similar fashion to the Song Contest with all participants able to vote for 3 other contestants.

0500 will be running all these events this year (and ineligible to participate.) Some may be devolved, replaced or dropped for 810 depending on how well they are received. Feel free to contact us at [jmperkins@gmail.com](mailto:jmperkins@gmail.com) or on Facebook. More information on individual events will be sent out as we come up to them. You can start nominating to host the 810 Tribal Games now if you wish.

### Scouts as last turn

Please indicate when this is the case - **red font is the protocol** - saves me quite a bit of time.

### Metalwork etc

If you do not show the type of metal used (in notes) when making Metalwork items it is assumed the metal used is Iron. If you have no Iron (and had intended to make the items from another metal) the items will not be made.

### Fortifications

#### Ditches and Moats

You cannot have a combination Ditch and Moat, must be one or the other.

Example, you have a 120 Ditch. On the next turn you convert 60 yards of this Ditch to Moat. As a fortification this still serves as a 120 Ditch until the whole 120 is converted. Once the 120 Ditch is converted to Moat then adding further Ditch is not possible (though of course you may add Moat). Extension isn't possible whilst besieged.

#### Palisade and Stone Walls

Palisades are demolished when Stonewalls are built. If you are building a 10' stonewall to replace a Palisade the 10 stonewall doesn't add to defence until a complete site is finished (that is, the 10 stonewall is equal or greater in length to the Palisade). The Palisade can be extended whilst the 10 stonewall is built. When the 10 stonewall is finally finished (that is, it is as long as the Palisade) the Palisade is torn down and may not be extended.

#### Stone Walls

Extending 15' / 20' walls requires that all lesser stonewalls are extended first:

A 20' wall needs a 15' wall to pre-exist, a 15' wall needs 10' stonewalls to pre-exist. Each larger wall is built on the outside of the last.

Examples.

1. Let's suppose a 120 yard 10 Wall already exists. You can build a 120 yard 15 Wall. You can also add 120 yards to the pre-existing 120 10 foot wall. But you can't build a 240 yard 15 foot wall in the turn (because a 240 yard 120 foot wall does not pre exist).

2. Let's say you have an existing 10' Wall with 1000 yards circumference. You Order "build 100 15 Wall".

This means you would now have a 1000 yard Wall (900 yard of which is 10' Wall and 100 yards of which is 15').

You should make clear the final configuration of the wall.

3. When a 15' stone wall covers the same length as the 10' foot wall the next build you make has to be to the 10' wall. The turn after you may then extend the 15' wall. If your Report shows, for example, 15' stonewall 1000, 10' stonewall 2000 - this means that 1000 of the 2000 wall is 15' (not that you have 3000 wall made up of 15' stonewall 1000 and 10' stonewall 2000). Your defensive factor will be in ratio.

### **Installation**

One yard of 10' stone wall requires 30 stones and 3 people to install. Eng7.

One yard of 15' stone wall requires 45 stones and 4.5 people to install. Eng8.

One yard of 20' stone wall requires 60 stones and 6 people to install. Eng9.

### **Elements**

Free Element for new players.

New players are entitled to one Element (split from the main Tribe free of any Admin levels (that is, at Adm0). And also the Trade Element. So if you have a Trade Element, a free Element and 2 normal Elements your main Tribe is entitled to four Elements.

### **Email Address for Tribe Net Orders**

[peter.rzechorzek@optusnet.com.au](mailto:peter.rzechorzek@optusnet.com.au)

### **Web**

<http://tribenet.com.au/>

### **Facebook**

<https://www.facebook.com/groups/TribeNet/>

<https://www.facebook.com/tribenet.pbem>

### Mailing Address

On application

### Reports

The usual time for Reports to be sent to players is Friday Australian time.

The earlier I receive Orders the better the chances of me meeting this deadline. So if you complete your Orders prior to the due date please send them in.

### Orders/Email

Please include (**only**) your **Clan Number** as the Subject line and the **title of the Attached File** when sending Orders. For example, **0100**.

Preferred Format for Orders is **Times New Roman 11 or 12** using Excel (though Word6 and beyond is acceptable). It is my preference that Orders are not sent in the same email with questions/comments etc. Please send the latter in a separate email.

### Contributions to Facebook/TribeNews

Contributors will earn 2 gold per story and 1 per picture/image. No more than one or the other per turn.

### Clan Ratings 08/808

225, 361, 123, 277, 213, 224, 208, 204, 363, 218,  
232, 254, 243, 220, 274, 261, 308, 255, 469, 330,  
230, 302, 299, 437, 445, 408, 426, 401, 405, 282,  
287, 455, 412, 461, 491, 400, 291, 442, 478, 411,

409, 453, 430, 466, 085, 472, 493, 432, 489, 414,  
 421, 456, 470, 504, 507, 422, 497, 506, 500, 508,  
 511, 510,

**Clan Ratings 07/808**

*225, 361, 277, 123, 213, 224, 208, 204, 363, 218,  
 232, 254, 243, 220, 274, 261, 255, 308, 469, 330,  
 230, 302, 299, 437, 445, 408, 426, 401, 405, 281,  
 282, 455, 287, 478, 412, 461, 474, 400, 291, 442,  
 409, 411, 491, 430, 466, 463, 472, 432, 085, 421,  
 456, 489, 470, 497, 422, 462, 504, 502, 507, 506,  
 505, 493, 500,*

**Auctions 09/808**

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Hirelings 13	Steel 100	Gold 20	Silk 20	Elephants 20
Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)

**Auction Results 08/808**

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 22	Hirelings 13	Diamonds 20	Lead 200	China 20	F/cense 80
Currency	(Silver)	(Coin)	(Horses)	(Coffee)	(Fodder)	(Coal)
	185000		350		15349	120000
	123000		266		14000	78100
	103585		100		12100	37501
	46100		50		10000	37138
	32001				5000	35000
	30100					32500
						10000
						9000
						8000
						1189
						1000
						500
						500

[Clan Ranks 06/808](#)

85	Private
123	Captain
204	First Sergeant
208	First Sergeant
213	Sergeant Major
218	First Sergeant
220	Corporal
224	Second Lieutenant
225	First Lieutenant
230	Corporal
232	Corporal
243	Private First Class
254	Private First Class
255	Private First Class
261	Private First Class
274	Private First Class
277	Sergeant Major
282	Private
287	Conscript
291	Private
299	Private
302	Private
308	Corporal
330	Corporal
361	Sergeant Major
363	First Sergeant
400	Private
401	Private
405	Private
408	Private
409	Conscript
411	Conscript
412	Conscript
414	Conscript
421	Private
426	Conscript
430	Conscript
432	Conscript

437	Conscript
442	Conscript
445	Conscript
453	Conscript
455	Conscript
456	Conscript
461	Conscript
462	Conscript
463	Conscript
466	Conscript
467	Conscript
469	Conscript
470	Conscript
472	Conscript
474	Conscript
478	Conscript
484	Conscript
489	Conscript
491	Conscript
493	Conscript
494	Conscript
497	Conscript
498	Conscript
499	Conscript
500	Conscript
501	Conscript
502	Conscript
503	Conscript
504	Conscript
505	Conscript
506	Conscript
507	Conscript

[..\..\Excel\Processing\Ranks.xls](#)

Hall of Fame

	Clan	Start	End	Rank
Rich Moore	0363	01 800	08 807	
Sergeant				

Player Messages

0461 to All



A Lesson on listening to your spouse

As Told in a Legend From the Fogs of Village Ronr's Past

A young bride, newly moved to the farming village of Ronr on the banks of the River Northwest after her wedding, found herself awakened at the deepest dark of each night by the rumble of heavy wheels passing in front of her wattle and daub cottage.. But she lived on an alley that led to the river's edge, and had no explanation for the noise. Her husband would not allow her to open the shutter so she could look out the window when she heard the sounds, telling her to leave well enough alone. Finally, she asked the woman who washed at the tub next to hers in the river each morning The woman said: "What you are hearing is the Horde of the Dead. They are warriors who died in battle trying to cross at the ford upstream from here without knowing that their war was over. Each night, they rise from their watery graves and march to try to win their way across the ford." The next night, she slipped out of bed to watch the Horde of the Dead pass. She stood spell-bound by the window as a gray fog rolled past. Within the fog, she could see the shapes of horses, and could hear gruff human voices and the rumble of wagons being dragged through the street, followed by the sound of marching feet. Foot soldiers, horsemen, cattle, wagons and banners passed before her eyes, all shrouded in gray. After what seemed like hours, she heard a far off horn blast, and then silence. When she came out of her daze, she found one of her arms was paralyzed. She has never done a full days washing since.

**Anon to All**

## Religious Proposal

You will know if you are worthy.

## Mäx

The god Mäx looks down on the earth from his high home and sends doom to those who meet his disapproval.

## Religion Membership

Those whom Mäx calls his own are chosen for their bravery and tenacity. Entire clans may be chosen because of the deeds of their ancestors.

Anyone who asks to become a follower of Mäx is weak or they wouldn't have asked. They are rejected out of hand.

## Rank

There is no rank. You are either worthy or you are not.

## Benefits

There are no benefits on earth. Mäx asks for nothing and promises nothing in the earthly realm. Rarely does he aid even the most worthy. Those who call on Mäx in a moment of frailty are likely to be sent a blessing of greater adversity designed to toughen them. In the afterlife, the chosen become part of the Mäx army. They cleanse heaven of weakness.

## Apostate

Mäx cares not whether you leave to follow some other god. It is proof that you were never worthy.

## Relations with Other Religions

Other gods are effeminate and squeamish. Their followers are mewling sycophants too feeble or too lazy to fend for themselves.

## Festivals

### The Feast of Good Planning

Every Winterend followers are likely to gorge themselves on provs and excessive amounts of whatever alcoholic drinks are available.

## The Destruction of Inferior Implements

Whenever the need arises, tools and equipment that are no longer needed are piled high and set on fire. Alcohol is consumed. Sometimes the fires are larger than expected and useful things such as people and livestock are burned. Such things are the will of Mäx.

## **0500 to All**

## Research

That annoying simpleton of a brat was dogging my footsteps again. I had important work to do if I was to reach my monthly quota of a whole shaft. He was going to ask one his foolish, annoying, difficult to answer and sometimes disturbing to ponder questions again.

"Papa," he began, although surely the favourable odds lay with someone else on this matter. I'm sure he did it to unsettle me. "What do researchers do?"

Ah, this one I felt comfortable with. "Researchers research. They take all the toxic silver that the tribe produces as a byproduct of its activities and not only dispose of it but manage to recycle some of it into knowledge. They are a valuable and selfless profession who serve only to better the tribe or village." Well, ok, that last bit had been plucked straight from an informative and improving lecture at the weekly tribal meeting. I'd not been aware I'd been paying attention to what the speaker had been prattling on about, I only went for the honey cakes.

"But what do researchers research?" he persisted with his line of interrogation.

Hmm, I thought. It was obviously very important, latest Gen 11 stuff to put us in the forefront of, or more likely stop us falling too far behind in, the skills race that defined this modern age. Oh, how much easier the ancients had it with a stone spear the 'it' technology for 20,000 years and a man who could cut a shaft always assured of food in his belly and a slightly dry spot huddled beneath a cow on a snowy night.

Luckily a few points struggled to the surface of my thoughts, "Researchers research better ways to research. They research books and libraries and universities and late fines for overdue books and fund-raising events for libraries and books that are mostly pictures so that tribal chiefs- er children can get a little bit of the whole book experience, and ways of sharing our research with other researchers for their researching. Its all very exciting." And that sounded impressive, even to me.

"But, if the whole point of researching is research better so we can research even better, and they just sitting there adding nothing to the value of the tribe, just eating the provs and spending the silver - "

"Hang, on there," I interrupted, "Silver is dangerous. It is toxic. Without our researches coming up with new ways to get rid of it in large quantities we'd all be very sick or dead."

"Then why does the fair want our silver? Why is it willing to give us axes and ale, brass and breastplates, cauldrons and chainmail-," he paused as he assessed the level of threat from my glare if he continued to show off by running through the entire alphabet, gulped and continued, "Zinc and zealot's heads for our silver if it is so dangerous. Why does this price list seem to indicate that silver is very, very valuable?"

He had me there, and faced with this logic and the truths that it lead to there was only one thing for it.

"Stop!" I cuffed him on the head, "you are insulting our ancestors and the gods and will bring a terrible, terrible punishment upon your head and our heads if you continue like this. Look, see those pimples on your face, those are clear and irrefutable proof of the gods displeasure with you. There'll be no more of this." I was rather impressed with myself, I thought I'd handled that very well.

## 0506 to All

Mercurio the Government Inspector entered the Merchants Emporium.

"Trimilia, is your commission of our Lord most Holy complete?"

"Yes Sir, a work most exquisite."

Trimila, a tall woman with short hair in a Pixie cut and veiled eyes stepped forward with a tiny statue in her hands, barely 6" tall. It glitters under the many candles light of her store.

Mercurio casts his burgundy cape to one side and attempts to grab the statue.

"So small a piece for our great leader! Where is all your industry? We gave you 500 stones!"

Trimilia had to hide her indignation. "I had to chip, chip away to achieve perfection and make an exalted reflection of our leader. Is it not beautiful?"

"It is beautiful," Mercurio replied "but it is so small and we gave you 25 Gold to decorate it with."

"Sir, the Gold is embued with the paint and flecked all over the surface of the statue. It will be golden for as long as our leader lives and I know you wish him the longest of lifetimes."

Mercurio muttered something under his breath about having been in service an eternity already.

"It is a most beautiful statue Trimilia. You have outdone yourself yet again. Thank you for your fine work."

Mercurio gathered up his cloak and left, muttering to himself that the statue felt awfully light.

Trimila sighed with satisfaction and reviewed her inventory: 495 stones, 23 Gold, and the bare spot on her shelf where the tedious statue used to sit.

## 0437 to All

### Ergut goes to Minerva - Part II

Ergut looked down on the three men he had summoned: Berat, elegantly dressed and carrying several scrolls; Eymen, a tough warrior still in armour from the practice field and

Mirac, whose clothes were in disarray and who appeared to have difficulty standing straight, clasping two flasks.

"Apparently, you three were in charge of our tribe here at Minerva's city this summer. Our great chief Osman has sent me to supervise our work here for the greater good of the Kayi clan - can you please tell me what you have done so far?"

Eymen looked pointedly at Berat and waved for him to start, while Mirac weaved from side to side.

Berat coughed and started his explanation,

"Well, we thought we should start our work here by learning how to learn (what the Priestesses call Research), and then we became interested in finding out more about the ancients and how they did things, so we studied that as well."

"You did what?!"

Ergut towered over the scrawny scholar, who visibly recoiled from the brawny sub-chief. "Are you really telling me that you spent a whole season learning things of no value to the Kayi, because you thought they were interesting or might be useful for studying other things later!"

"Umm, well, ..., that is not the way I would have described it, but I suppose it might be seen that way." Berat cringed.

"You are dismissed - you can return to Bursa with your ancient loving friends and I will make sure you get some real work to do, so you don't waste our time again."

"What about you two?" Ergut glared aggressively at Eymen and Mirac, "I suppose you have frittered your time away as well."

"No, my lord," said Eymen, looking Ergut in the eye. "My men and I have been studying styles of fighting across many cultures, both in theory and in practice, and we have already learned a great deal that will help the Kayi when we have to fight. I would like to show you some of what we have learnt, perhaps on the practice field tomorrow? In any case, I would like the chance to continue our learning here, so we can learn even more."

Ergut broke into a big smile and clapped Eymen on the back, "Well done, that is exactly the kind of learning I had been hoping for here. I will see your men in action tomorrow."

"Now for you, Mirac. What have you been doing?"

"I hash been studying [hic] thingsh that we could [hic] learn to make for trade [hic]. I hash dishcovered drinksh shell really well and makesh lotsh of shilver. Try thesh." He unsteadily held out the two flasks for Ergut.

Ergut took the flask and sipped from the first. "Mmm - that is interesting." He took a deeper draught. "What do you call it?"

"Thatsh ale - make it from grain. The other ish wine and they make it from grapes."h.

Ergut drank from the second flask "Yes, that is very nice too. And these are made from those grain and grapes the sodding farmers keep going on about?"

"Yesh, my lord. Need to build dishtill .. dishtilleriesh, with lotsh of copper. I whould like to shtart a project to learn how to mark .. make thesh drunksh."

Ergut took further drinks from each of the flasks and then passed them to Eymen. "I think you should try these too".

Turning back to Mirac, "I think this is a project that deserves my personal attention - clearly the [ahem] 'trade opportunities' will be very helpful for the Kayi clan, once we learn enough about these drinks."

"Gentlemen, I think this may be the start of a beautiful friendship."

## **0507 to All**

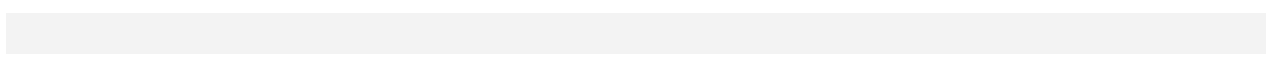
Selewintha posed in front of a mirror in her silks and sighed. If only she could find a cluster of pearls to sew around the neckline it would complete her dress to her satisfaction and only then would be happy with her new design.

She had worn furs to the previous fair hoping to catch the eye of Chief Kubla Wi'Khan but Clitimastra had arrived before her and a cloud of musk wafted around her as she walked by. Nobody knew from whence she got this fragrance, and it drove the Chief wild.

Clitimastra would not be at the coming fair. A small pile of stones had taken care of that when she had been walking in the Ewrsheam Cathills. A most unfortunate accident. They had somehow fallen on her from a fragile ledge when she was walking below. Accidents do happen.

Selewintha was an excellent archer. She could hit a mountainside from half a mile away.

If you have any pearls, be sure to let her know. She would be delighted to relieve them of you if you are passing through the Ewrsheam Cathills anytime soon.



## Rules Supplement

### Transfer Codes

<b>From</b>	<b>To</b>	
Dump	to 0263e1	
General Usage	to 1263	(includes Shipbuilding, Engineering, Water
usage, some Silver expenditure etc)		
Fair (to and from)	7263	

#### **And when receiving items.**

From Seeking                      from 4263

© the preceding text is copyright owned.