

Tribe News

10/808

11/808 is due

23 April 2017

18.00 (Australian Time)

GM Messages

Making Life Easier for GM

1. When Hunting please do not show more implements than your Hunters can use. Eg 100 Hunters using 80 Traps, 20 Slings, 78 Spears, 45 Bows. Doing this means that I have to manually check when the implements run out after having assigned them on your behalf. Bottom line, if you have more implements available than your Hunters can use just show the implements that Hunters can use. In this case 80 Traps (@ 5 per), 20 Slings, 74 Spears
2. Please show Scouts in red fond when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
3. Unless there is a particular reason (and there usually isn't) keep all Scout parties similar. Tis tedious when party 1 has one Warrior on foot, party 2 has 2 mounted on horse, party 3 has 2 on foot, party 4 has 3 mounted on Elephant etc.

4. Occasionally your scouts might pull up one s hex short of where you expected. This is often because they have passed into an area with different weather pattern. Sometimes it is the judgement of the player. And sometimes it is the vagaries of the process. It is just one of those things that happens - if it happens a second time (in succession) please let me know.
5. Unless there is an urgent need, and there usually isn't please keep minimalism in mind when doing Activities. Winter is a great time for cutting Staves and Shafts if you are Jungle/Deciduous. But rather than having 10 people cut 10 Shafts and another 10 cut 10 Staves in Month 10 and the same in Month 11 (4 entries for me) have 20 people cut 20 Shafts in Month 10 and 20 cut 20 Staves in Month 11 (2 entries for me). Similarly, take Leatherwork - rather than making Trews, Hoods and Jerkins every turn have everyone on Trews one month, Jerkins the next, Hoods the next.
6. When transferring goods show the good first and then the number. Eg Shovels 10 (not 10 Shovels). The module asks for the good first - and please don't mix this up. Shovels 10, 25 Mattocks, Slaves 5 is not a good look esp when I am in auto drive.
7. In Activites show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.

[Via 0500 to All](#)



The 809 Tribal Games

The Tribal Games are a collection of events reflecting the skills, activities and sports of the tribes and villages that make up this varied and cultured world.

There are currently 15 mandatory events and 30 optional events from which the host selects 5 to be represented at their games (see appendix 1 for full list or events with Team event bolded and appendix 2 for an optional order sheet including the events for 809.) It is expected these will be selected for the advantage of the host and their allies.

Most events have a skill and/or terrain type (sometimes more than one,) which provides an advantage to participants. Skill advantages are reasonably straightforward - eg for the Archery event, each skill level you possess in archery provides a performance bonus.

Events take place in the terrain of the host. Terrain benefits are environmental based on the broad classifications of flat, hills or mountains. All tribes are considered to be from a flat environment, villages belong to the terrain type you built them in. If you were hosting

the games in your deciduous hill village, the games would take place in hills. Having terrain type the same as that of the host site is equivalent to a level 5 skill bonus.

A Clan with multiple tribes/villages can select the most advantageous terrain for their competitors, however if both skills and terrain type are a factor for an event you cannot, for example, submit a competitor with the skills of the Tribe and the terrain of your village.

Substance Abuse

Following the games, a list of winners and the skills/terrain they claimed will be submitted to the GM. Any found to have enhanced performance by providing alternative facts will be disqualified and medals will be redistributed and the GM may provide a penalty of his choosing.

Hosts

Hosts for 810 and going forward will be elected. After being elected, a host must nominate a site (one of their villages or the tribe) for the next games and select 5 of the optional events to hold. This must be done by the due date of the following turn, to be announced in the next Tribal News. The host site will be flat if the games are hosted by a tribe or flat/hills/mountains depending on the terrain of the hosting clan village.

Participation

Each clan is entitled to enter a number of competitors equal to the number of events in the Games. At present this is 20.

However, you do not need to enter each event. You can choose to ignore some events and enter up to 3 competitors in non-team events. You may only have one team in a team event.

The information required to enter is listed in Appendix 2, basically this is your Clan number, who you are voting for to host the next games, how many entrants you are putting in each event (total cannot exceed 20, only 1 entrant allowed for team events, maximum of 3 for non-team events), for events that are affected by terrain your terrain type (flat/hills/mtns) and your skill levels for relevant skills.

This must be submitted to jmperkins@gmail.com by the due date for 2/809 (which should be 4-June-2017)

Rounds

Teams are randomly drawn to play one other team in a knockout format (with random byes and qualifications matches to get the competition to a workable, power of two, number early on.)

Where there are more than 8 competitors in an event, elimination rounds of pools of at most 8 participants each will be run. The winners of each qualifier will go through to the final, with the best other performances filling out the final to 8.

Results

The results will be published in Tribe News and also on Facebook.

Prizes

For each event the winner will be awarded a gold medal, the second-placed an ivory medal and the third-placed a bronze medal.

Clans are awarded 3 pts for each gold cup, 2 for each ivory and 1 for each bronze with the following prizes for overall medal winner tally winners:

1st Gold Cup 40 Gold +0.02 Morale

2nd Ivory Cup 20 Gold

3rd Bronze Cup 10 Gold

Medals and cups can be sold or kept

Appendix 1 All Possible Events - only 5 optional events per Games

Mandatory Events	Skill	Optional Events	Skill
Archery	Arc	Animal Disassembly	Bon, Gut Skn
Boxing	None	Art ¹	Art
Club & Heater	Com	Basket Weaving	Wv
Discus	None	Bull Taming (Jalikkattu)	Herd
Fencing	Com	Caber Toss	For
Goat Obedience	Herd	Dancing	Dan
Hexathlon Run/Jump/Arc/ Wrest/Horse race, Club & Heater	Per each discipline	Digging	Min
Horse Racing	Hor	Dwile Flonking² (Team)	Dan
Javelin	None	Architecture	Eng
Jumping	None	Fishing	Fish
Running	Terrain of location	Fodder Toss	Farm
Stone Put	Terrain Hill/Mtn	Canoeing	Row
Weight lifting	None	Clay Pigeon Making	Pot
Wood cutting	For	Diplomacy	Dip
Wrestling	None	Hide and Seek	Seek
		Hoplite and Jump (full armour)	Terrain, Com, Sct
		Kabaddi (Team)	None
		Kite Flying	None
		Literature	Lit
		Mace Throw	None
		Music	Mus
		Pancratium	None
		TriBall (Team)	Tri
		Sailing	Sail
		Sculpture	Stn
		Shin Kicking	None
		Spelling Bee	Lit
		Stone Cutting	Qry
		Tug of War (Team)	None
		Wallbreaking	HvyW

¹

² Look it up

Appendix 2

Tribal Games Clan #

Year: 809

Vote For Next Host Clan :

The 809 game are hosted by 0500 and are in prairie.

Event	Skill or Terrain	Entrants (max 3, 1 for Team events)	Terrain* Flat/Hill/Mtn	Skills
Archery	Arc			
Boxing	None			
Club & Heater	Com			
Discus	None			
Fencing	Com			
Goat Obedience	Herd			
Hexathlon	Terrain/Arc/Hor/Com			/ /
Horse Racing	Hor			
Javelin	None			
Jumping	None			
Running	Terrain of location			
Stone Put	Terrain Hill/Mtn			
Weight lifting	None			
Wood cutting	For			
Wrestling	None			
Dwile Flonking (Team)	Dan			
Fishing	Fish			
Hoplite & Jump	Terrain/Com/Sct			/
Kabaddi (Team)	None			
Tug of War (Team)	None			
		Total should = 20		

*Terrain for all tribes is flat, for entrants from villages this is the broad terrain of the village. You cannot use the skills from one part of the clan and the terrain of another for the one event.

Dwellings

When a site reaches 19,000 people W/A/I + Slaves (in practice this will be a site of 1100 yards circumference til I get code that gives me a single figure for people in site) it must start to build dwellings (that is, fortification size is limited to 1100 unless you have already built larger).

Hirelings, Locals, Internationals and Mercenaries (beyond 2,000 combined total, and combined for the Clan) require accommodation (beyond the 2000). Requires Lodging (see Lodging in Mandate). Lodging act like Pens (see below) in so far as they are not considered inside the main Fortification.

Material	Stories	Eng	Stn	Wood	Pot	Mats	Bonus Area
Mud Brick	2	1			1	(dirt) + 1000 fodder @ 20 fodder/person	25 sq yard
Cob ³	4	4			2	2000 clay 2000 fodder @ 20 clay 20 fodder/person	75 sq yd
Wood	6	6		4		1200 planks @ 8/person (or 600 logs)	125 sq yd
Brick	8	8				40,000 housebricks (planks sub at 20 bricks, up to 10%) installed at 60 per person	175 sq yd
(Concrete/Mortar) research	10	8				10,000 concrete @ whatever [10-20/person say, this should end up much better than bricks]. To be developed.	225 sq yd

Animal Pens

Animals can be housed inside normal walls and/or in Pens. If you need extra space for animals, or you want to house animals and create extra space for people this is how you do it. You might think of a Pen as within walls, or externally located such that they are out of the way of Assaulting/Sieging Troops.

1 pen requires 60 logs installed at 4 per person. A pen holds 5 Elephants, 10 cattle/horses, 20 Goats. So before you do your fortification capacity calc do the Pen calc then deduct animals housed in Pens from those animals that need to be housed within walls.

³ 30 sq ft of cob is 10 clay, 10 fodder, unbaked, not formed into bricks

Housebricks

Using a brickworks:

1 person makes 160 bricks using 20 clay* 20 fodder and 6 coal

Saw skill 10/Level (Planks - supports already factored in abstractly)

1 person makes 48 planks using 4 logs (96 with 8 if using a Saw) No building required to perform this.

A plank weighs 3 lbs and is 6"x1'x10'; 2 planks replace 1 log in housing (same area, less thickness.)

A builder can install 8 planks per turn

Calculations:

To add enough room for 100 people (500 sq yards)

20 Mud Brick (50 labour, 20 collect fodder, 0 processing) @ 70 each = 1400 (same if clay dig increased)

6.7 Cob (100 labour, 100 gather clay, 40 gather fodder) @ 240 each = 1600 (1200 if clay dig increased)

4 Wood (150 labour 150 logging, 25 sawing)@325 each = 1300 (same if clay dig increased)

2.9 Housebrick (1000 labour, 250 dig clay, 125 foddering, 62.5 mining coal, 250 making bricks)@ 1687.5 = 4822 (4572)

This is where trowels become very important

Metalwork	Skill	People	Iron	Coal	
Trowel	2	1	1	4	Doubles bricklaying for housebricks and concrete

With trowels halving the labour required to lay bricks, that brings the figures down to 2.9 Housebrick (500 labour, 250 dig clay, 125 foddering, 62.5 mining coal, 250 making bricks)@ 1187.5 = 3393 (3143)

New Starts

New starts may not be attacked for 12 turns. They may attack a Clan already in the game for at least 12 turns however, if a new start attacks an "established" Clan the 12 month moratorium lapses.

[Trading Towns closed for Winter](#)

Please don't forget.

[Cultural Events for the year 809](#)

Details for the Tribal Games to be held in 2/809 will be provided in the next TN and on Facebook.

At the moment we have 3 nominees to host the 810 games, Clans 400, 445 & 506. Hopefully they will seek your endorsement in the true spirit of the games.

810 host nominations will close on the due date for 12/808 and be published in the 1/809 TN.

Nominations should be directed to jmperkins@gmail.com including your tribe number.

[Waterfront Sites](#)

Rivers/Lake can provide Jetty possibility, and they along with Ocean increase your Defensive Factor. Apart from these a Village fortification is totally independent (eg a River hexside does not participate in Moat requirements).

[Scouts as last turn](#)

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

[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.

[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.

[Email Address for Tribe Net Orders](#)

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 10/808

225, 277, 361, 123, 224, 363, 208, 213, 204, 218,
232, 254, 220, 243, 274, 261, 308, 255, 330, 282,
299, 230, 437, 469, 302, 287, 408, 445, 405, 461,
426, 412, 401, 478, 409, 400, 455, 442, 291, 493,
411, 430, 432, 489, 472, 463, 085, 491, 470, 421,
507, 500, 497, 506, 508, 510, 511, 200, 512, 513,

Clan Ratings 09/808

225, 361, 277, 123, 213, 224, 204, 208, 363, 218,
232, 254, 243, 220, 274, 261, 308, 469, 255, 330,
230, 302, 299, 437, 445, 408, 282, 426, 405, 461,

412, 401, 287, 455, 491, 478, 474, 400, 442, 291,
 493, 409, 411, 430, 453, 472, 466, 085, 489, 432,
 456, 470, 421, 504, 497, 507, 500, 506, 508, 511,
 510,

[Auctions 11/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Slaves 14	Elephants 10	Iron 200	Pearls 20	Opium 20
Currency	(Silver)	(Gold)	(Coin)	(Provs)	(Olives)	(Spice)

[Auction Results 10/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 13	Steel 100	Tin 200	Spice 40	Jade 10
Currency	(Silver)	(Jade)	(Brass)	(Skins)	(Fodder)	(Grain)
	213782	4	600	3100	67400	40000
	160000	3	300	2800	18101	25002
	151000		250	2000	17565	24733
	105000		210	1100	14000	18000
	100000		13	600	13150	13100
	57200			342	10000	12501
	46001			80	7820	6000
	200			40	7800	3650

[Clan Ranks 09/808](#)

085	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	Lance Corporal
254	Lance Corporal
255	Lance Corporal
261	Lance Corporal
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	Private
411	Private
412	Private
421	Private
426	Conscript
430	Conscript
432	Conscript
437	Conscript
442	Conscript
445	Conscript
455	Conscript
456	Conscript
461	Conscript
469	Conscript
470	Conscript
472	Conscript
474	Conscript
478	Conscript
489	Conscript
491	Conscript

493	Conscript
497	Conscript
500	Conscript
504	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
511	Conscript

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

Hall of Fame

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

Player Messages

0445 to All

A Brief Look at Melee

Once the arrows and quarrels and pellets cease falling upon the downed and bleeding men when the sky is no longer peppered with oncoming death; when men and women draw forth from its scabbard a blade and rush forward, the time comes for armies to meet on the field of battle and dispense death with a personal touch.

This Brief Look will assist you for preparing for when the time comes. Remember that only one-third of your warriors may fight in a single battle. So if you bring 900 warriors, 300 of them will be fighting while 600 of them are support and reinforcements for a future day. Of that one third, you've already theoretically set some of them up as Archers and Slingers. The rest will be Cavalry and Infantry.

Another item to remember is that up to fifty (50) percent of your unwounded and living Ranged attackers may pick up weapons and charge into the fray. Also, each weapon type is calculated individually and then combined.

Melee Results are based upon the following major categories

- 1) Effective People Modifier: Some types of Melee Combatants are better than others. Knights are better than Cavalrymen for instance. With Research (an advanced action available when a skill hits 10), you can learn about more

advanced troop types. Warriors fight at Effective Level of 1. Lets pretend that SuperWarriors (totally not a thing) fight at Effective Level of 2 and you have 300 Warriors and 100 SuperWarriors. You would have an Effective People Modifier of $((300*1) + (100*2))/(300+100) = (300 + 200)/400 = 500/400 = 1.25$ modifier. It pays to have more advanced warriors carrying weapons.

- 2) **Effective Weapons:** The main number that Melee Results are based upon is simply the number of that weapon. 100 Swords = 100 base number. The number of weapons is of course limited by the number of people to hold them (you can't effectively bring 1000 weapons and give them to 100 people). Fists count as a weapon type for those unarmed.
- 3) **Versus Target Mods:** Weapons have different effects against Cavalry and Infantry and by the type of person wielding the weapon. This is represented by a Versus Target Mod for that weapon. Infantry attacking Infantry has a different modifier than Infantry attacking Cavalry which is different than Cavalry attacking Cavalry. This is further modified by the type of terrain the combat is happening in. For instance, Infantry hitting Infantry in CH has a 5.2 Modifier while Infantry hitting Infantry in DF has a 5.0 modifier for an Iron Sword. That same Iron sword has a 5.5 modifier for an Infantry hitting Cavalry in a CH. This is by far the most comprehensive of the categories since it has so many different combinations.
- 4) **Terrain Attack/Defense Mods:** Another factor that matters is if you declared Attacking or Defending in your combat orders and the type of terrain you are doing such activities. Some terrain is better to attack or defend than others. For instance, an Iron Sword being used in an attack in CH has a 0.5 modifier while it has a 0.6 modifier for defending in the same Terrain. Attacking with an Iron Sword on GH has a 0.8 modifier. When it comes to terrain, some just allow bloodier conflicts.
- 5) **Weather Mods:** Everyone talks about it but does anyone truly give weather the time of day? Combat does. The worse the weather the less effect weapons have across the board. FINE weather is pure 100% casualties where as trying to fight in Heavy Rain as a Cavalrymen, your attacks with that Iron Sword is only half as effective.
- 6) **Leadership:** This modifier takes into account your total leadership value (based upon your Leadership skill and your research topics completed), your Combat Skill (which has an enhancing effect based upon the individual weapon type) and any Terrain Proficiency bonuses (from training and fighting on specific terrain over time)

- 7) **Morale:** Morale has an improving effect on how well you slaughter and enslave your enemies. The happier your people are the better they want to defend themselves and each other by driving an Iron Sword into the brain pan of another. Morale has a straight effect in that efficiency. Get your people happy and watch the enemy fall like wheat.
- 8) **Random:** Lady Luck tosses the dice and helps to determine what exact happens. This luck can either reduce or increase the number of potential casualties that you cause. Better get to finding lucky rabbit feet.

As you can see, a lot goes into Melee combat and the above only deals with creating Potential Casualties. The enemy wears armor, has healing abilities, maybe even has some fortifications to hide behind. In the end, the only people who benefit from wars are those who sell weapons and those who get paid to clean up the dead. Oh and the slavers. They make a killing.

0461 to All

The Mystery of the Howling Wolf Clan

The Howling Wolves were once one of the most powerful clans of the Angry Islands. They got to the top by acting as local agents for a succession of Mainland Lords - being in effect the different current leading clans' strong men of the Angry Islands. Centuries of foreign patronage, intrigue and ruthless ambition eventually delivered the Howling Wolves a commanding influence that stretched from the farms and mountains of Pelagoria-Naught in the north to the mines and villages of Pelagoria-Duce in the south. But the growth of The Howling Wolf power nearly always came at the expense of other clans - especially the Plainswalker Clan and the tribes of the Redclaymen Clan.

Back in the early days of recorded history, the Angry Islands were considered almost ungovernable; and the Plainswalkers were a particular thorn in the side of Mainland powers, who were desperate for the raw materials from the Angry Islands. One Mainland clan leader - James the Witless - had a passionate dislike for Plainswalkers and for Angry Islands Culture. He saw them as mad, bad and barbarous: the very antithesis of civilized society. But because of the remoteness of the Angry Islands from the main powers of the Mainland, James the Witless was forced to use clans with influence to exercise authority. So it was with Mainland blessing that Chief Bertok of the Howling Wolf Clan, invaded the Plainswalkers territories with an army of 700 clansmen. Determined to grab all of the Plainswalkers' lands, Chief Bertok went on a bloody rampage, sweeping all before him in a vicious campaign. The war waged by the invading Howling Wolves forced the Plainswalkers to retreat to their fortress on the rocky island of Graineray. No doubt they felt safe here. Graineray had withstood many sieges, but the Howling Wolves clan chief was wily as well as ruthless.

Not all the Plainswalkers had been able to reach the safety of the fortress, and Chief Bertok now saw his opportunity. The stragglers included women and children. The Howling Wolves herded these unfortunates together and rowed them out to a rocky island not far from the fortress of Graineray. Here they were abandoned to the incoming tide.

Of course, the Plainswalkers, who could see what was happening from their fortress, were faced with a stark and terrible choice. They could either abandon their position and save their loved ones, or could watch them drown. And as the cries of their wives and children grew louder and louder, they were really faced with no choice but to surrender to the Howling Wolves who went on to kick off the campaign for complete domination of the Angry Islands, starting with the Redclaymen Tribes. Word of the initial success with the Plainswalkers was sent to the Mainland to James the Witless with the promise that the Redclaymen Clan would soon cease to exist.

That was the last the Mainland Lords ever heard from the Howling Wolves Clan. They totally disappeared without a trace. Their villages, farms and mines are empty and returning to nature. Locals questioned just say "The Howling Wolves howl no more." After clashes broke out on the Mainland between rival forces, interest in the Angry Islands died out. There has been no sign of the Howling Wolves ever since.

0500 to All

The Active Month Fallacy

A lot of mooted standardized trade value models find it convenient to use the 'active month' to determine the relative values of commodities and services to be exchanged. However this model is deeply flawed for many reasons, it fails to take into account skill, scarcity, production limits as well as other factors influencing supply and demand.

In mining, for example, you would expect to get twice the amount of coal as iron ore at the same level of skill (based on a limited number of conversations with current mining tribes and previous values actually employed.) Yet the current Fair lists sale prices of 2 for coal and 7 for iron ore and buys them at 1 and 4. It appears that people are far more willing to sell coal and buy iron ore than prices based purely on Active Month considerations would suggest.

While in mining, if I have no mining skill and produce around 3 coal/turn (and incur greater costs through mining accidents) is this worth the same as your Level 10 miners producing 18 coal/turn or the 27 coal if you had invested in picks. Would you trade 135 iron ore for my 30 coal when both represent 10 AMs?

A tribe that is in prairie or grass hills can generate 50 fodder/person/turn with no skill and the only limit on the number of people able to be allocated to this being population size and commitment to herding, slavery and security. You can do this in midwinter in heavy snow. Who wants to trade me 10 AM's worth of other activities output for 500 fodder? I'd be more than happy to trade as much of it as you can take - especially for your log or bark output that you can only assign 10 people/skill level to acquire.

Highly skilled hunters in spring, with the right gear and terrain might bring in 9 provs. In winter they might not even feed themselves. How do you value provisions, then? And if you set some seasonally averaged value on it, that is just greater encouragement to me to hunt as much in the spring as possible and as little in the winter and even autumn and perform other activities that are of comparatively greater value.

And if I have the only gold mine and you want gold, look all I am saying is what you offer me for that gold has got to take into account the amount of money and or hirelings I could get at the fair (and yes I know I can only do that twice a year and in limited quantities - I never said match, just take into account.)

This isn't to say that the concept of the active month is completely worthless, but it does need to take account of circumstance. If I'm trading you iron ore, I will be more inclined to factor in AMs if you can provide copper ore or tine ore. Or if you can provide logs/bark/stone and I can't produce those in my location either at all or in the quantities desired.

Likewise if you stop by and have horses or elephants to trade for my iron ore, then I will be more likely to place a substantial premium on those commodities rather than say that a herd of 100 horses produces 12 horses over the course of a year and that 1 horses therefore equals the average output of 10 herders for 1 month.

0302 to All

Last year the members of the Rith Company had experienced the light rain-feathers the locals called snow. When they had returned to their home in the lush jungle they had told their clansmen all about it, and they had sworn then that they would see some again.

Since that day they had returned to the North and far beyond. Along the way they had met locals who told them that winter was coming. Of course, they told the locals that they would be happy to see the rain-feathers again; after all they each had a fur. The locals had also told them of the mountains. The members of the Rith Company told the locals they lived among the lush jungle mountains, and had gone on many scouting missions into them. The locals seemed sad to see them go, they thought.

None of what they experienced had prepared them for this. Day after day the temperature dropped, the wind whipped, and the rain-feathers fell until it piled to their knees. They wrapped themselves in everything they could, furs, skins, leaves, pine straw, tree bark. They built shelters each evening and dug their way out of the snow each morning. Even the sun itself seemed to be weakening with the days growing far shorter than anything they had ever experienced before.

Then this. A line of enormous jagged snow-capped rocky peaks that towered above the surrounding mountains like a row of tiger teeth. They stood there at the crest of a low mountain ridge dressed in the oddest assortment of pelts and skins stuffed with fallen

leaves, and then after a moment they all simultaneously burst out "Wooo hoooo!!! This is awesome!!!"

0401 to All

A Bedtime Fable for Mentors to Scare New Players
Totally historically accurate in every way

It was once said that Julius Caesar, upon conquering a city with swift force, wrote about himself: "Veni, vidi, vici." - I came, I saw, I conquered. In a previous incarnation of TribeNet, there were a group of tribes who banded together with a common slogan. Only theirs was: I came, I saw, I ate. You see, in TribeNet, when others are conquered, they may be taken as slaves. And when slaves are taken...well...one can do whatever they want with them. Including, as it turns out, cooking and eating them.

The VVV grew in power and consumed all. Many thousands were captured and eaten by them. The horrors of war were only made worse by knowing that your people would be eaten. The barbarism of it drove men mad.

It is said that these clans may still exist in this incarnation of TribeNet. Some say that they are too far away, that they could never possibly reach us on our civilized continent far away. So far, on the large continent that is home to MADCOW, MATES, DATA, the Elephant Alliance, and now you and those around you...we have never known war. We have grown fat and happy, multiplying like bunny rabbits and enjoying the fruit of the land.

But it is still there. The threat. The knowledge. That it did happen before, and it could happen again. What if cannibalism became a trend again? What if peace has lingered for too long, like a layer of dead wood accumulating in dry land? What if some among us grow bored and restless of peace? What if one small spark ignited a revolution of barbarism and horrors to soil the blood of our virgin lands?

This is why we watch, and wait. This is why we build walls and towers and armor and weapons. That is why we watch each other out of the corner of our eye, never truly trusting one another. For as good and kind as the world is now...we know that all good things must come to an end. And no man knows the day or the hour. There shall be two in a field; the one shall be taken, and the other left. Two women shall be grinding at the mill; the one shall be taken, and the other left. Watch therefore: for in such an hour as ye think not...they cometh.

0437 to All

Osman looked down the line of smelters, each glowing brightly as its furnace melted ore. From time to time the smelters were tapped to pour off the molten metal, adding further to the heat in the refinery.

"Blessed Minerva, this seems like a scene from some nightmare, not the prelude to making those delightful drinks that Ergut sent as samples. Is this all really necessary?"

"O mighty chief, we have detailed instructions from Ergut in the holy city. He is quite clear that we need large amounts of copper for the "stills" required for making liquor. And copper has many other uses. We can combine it with tin to make bronze for tools, weapons and armour. Or with zinc to make brass for tools and ship making.

We can buy some copper from the fair traders, but for the long term we need to be making our own."

"Bronze weapons and armour are weak - iron is much better for fighting. We will keep the copper for making stills and bronze tools and use our iron foundries to make our swords and hauberks. But let us get out of here - even in winter I prefer the outdoors to this inferno."

As they left the refinery, Osman continued. "And we must continue to train more people who can work properly in those conditions. We will need all the output they can produce - iron and bronze, and in time the steel we have heard about."

"Yes, my lord. We are recruiting and training from all the tribes of the Kayi. In time, we will develop a training regime so that we can have as many refinery workers as we need."

"So, when will the distilleries be ready? When will we have these drinks available - in time for FirstFair next year?"

"I fear not, my lord. Not least because we need the people who have been studying distilling in the holy city to return and share their knowledge more directly. Their instructions to our engineers will let us build the machines, but learning to operate everything cannot be done remotely. I think it more likely that it will be a full year before we will be able to provide our own drinks for my lord's feasts."

"Ah well. Next winter will be much cheerier then! I look forward to it."

Transfer Codes

From	To	
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

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