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# 1 The TribeNet World

## 1.1 Overview

TribeNet (TN for short) is a turn-based play-by-email (PBEM) game for all people of all ages. It is an open-ended game of growth and management, with components that allow you to build, trade, farm, sail the seas, explore and wage war. As the Chief of your people you will conduct diplomacy, negotiate over resources, make treaties, form military and political alliances, initiate trade, and create doctrine.

Initially, you start with a nomadic Tribe. You know little about your environment and have a handful of skills. Each turn you advance your skills and gather resources to help your people survive and grow. As you explore more of the game, you will find that there is much more available to you than you realised at first. You determine the developmental direction of your people through your choice of skills, and the direction you take is limited only by your imagination.

The Tribe can be split into various units – sub-Tribes, Elements and Fleets – once it has the relative skills to do so. Collectively, these units are called The Clan.

Although the game mechanics operate on the micro-management level, you, as the Clan chief, need to think strategically at the macro level to form alliances and to negotiate economic and military truces.

TribeNet is not about winning or losing. There is no end point. All tribes suffer terrible defeats and disappointments as well as having exhilarating moments of success and achievement. TribeNet is truly a game about the journey rather than the destination.

## 1.2 Geography

The action in TribeNet takes place on a series of vast continents. Each continent is laid out on a hex(agon)-grid map aligned north-south (flat-topped hexagons) with each hex representing 25 miles from border to border. Each hex has a certain terrain type associated with it. It is assumed that there is a mix of landforms and vegetation in each hex, but the terrain assigned to the hex is the predominant feature.

The map has rivers, lakes and oceans. Rivers skirt the boundaries of the hexes. The coastlines of lakes and oceans are assumed to have some land in them.

The setting is the northern hemisphere.

The TribeNet world is a dynamic environment and new land masses may form and geographic upheavals may occur from time to time.

## 1.3 Infrastructure

There is little in the way of overt infrastructure. However, the reality is that the place is teeming with people and settlements. Most of this infrastructure lies in the background and is usually only inferred by some of the things that enable Clans to go about their business.

There are some ports and towns, and there are local people who trade in different wares, and still others who might ask for your tribe's assistance in building structures in return for favourable deals.

## 1.4 Economy

The dominant currency is silver. Some traders will only trade in rare items like frankincense, olives or gold.

Much of the trade between Clans is based on a barter system with individually negotiated deals.

## 1.5 Seasons

There are 4 seasons and 12 months in a TribeNet game year.

Season	Month	Month	Month
Spring	Springtide	Midspring	Springend
Summer	Firstfair	Midsummer	Summerend
Autumn/Fall	Autumn	Midfall	Harvestend
Winter	Lastfair	Midwinter	Winterend

## 1.6 Climate

The TribeNet Planet has various East/West running Climate Zones. The exact boundaries and number of Climate Zones can only be learned from first-hand experience. Tropical, Sub-Tropical and at least two Temperate Zones are known to exist.

Each climatic zone has its own weather. The weather is noted in your results sheet for each Tribe or Element. The weather shown is the dominant weather for that month in that zone and has effects on movement and productivity

All Tribes and Elements in the same climatic zone, experience the same weather.

## 1.7 History

The current era began in Springtide of the year 800.

It is a world in the throes of an iron age, but the stone age and the bronze age still hold some influence. Some areas of TN life have developed at a different rate to those of Earth to give a unique culture and interesting relationships with technology.

It is well to note that the game does not take place on Earth, and the customs, physics, history and evolution of fauna and flora on Earth do not apply to the TN world. Animals may well be called 'horses' but that is only for convenience, as that animal looks, behaves and performs the way Earth horses do. Similarly, something like 'grapes' are not the grapes we know on Earth, but they act in a similar way.

# 2 Basic Gameplay

As TribeNet is a PBEM, this dictates how a tribe is managed, how orders are sent to be processed and the turnaround time. At the very start of your Game, you will be given a Clan number by the Game Master (GM), and a Word document with your initial Clan details.

You will need to:

- analyse the details and decide what you Clan will do in the following turn.
- fill out a set of Orders stating your intentions for your Clan.
- send this set of Orders to the GM by the 2 week deadline.

The GM will then process your Orders and send you a Word document that shows the results of your Orders. Then the cycle starts again.

The rest of this section expands on the three fundamental concepts of the above; what a return is; what your Clans turn sequence consists of, and how Orders sent to the Game Master represent your turn sequence. Not all details will be given here; see the specific sections within the rule book. However enough details are given to give the reader a feel of the TribeNet game play.

Your return states all the data regarding your Clan. For example, how many people it contains and what resources it has

## 2.1 Turn Sequence

Game turns have the following sequence:

- Messages to the GM
- Activities
- Transfers
- Tribe movement
- Scout movement
- Skill attempts
- Population increase and provisions allocation

## 2.2 Messages to the Game Master (GM)

At the beginning of TribeNet, you are unlikely to use this feature. This is intended for more advanced features of the game, and will be explained where necessary. See also Part 3 [Messages to GM](#).

## 2.3 Activities

Each turn you must put your people to work. The work they do is referred to as Activities

Activities performed by a Clan are limited to the skills that the Clan owns. However, there are some Activities that can be performed with no skills.

Activities occur in the hex in which the Tribe starts the turn. For example, you must be in a forest hex to cut logs; you cannot get the logs from the neighbouring hex; you cannot hunt for food in a neighbouring hex.

Goods used in the activities phase must be in your Tribe's inventory at the beginning of the turn.

The number of people allocated to an activity may be governed by skill levels.

When creating Orders you should show the skill used, what is being attempted and the number of people involved, and whether any special items are being used. Items used in some Activities affect output, and you should show Effective Numbers in Orders. Refer to the Tribe Manager for the effect that tools have.

Warriors and Active's should not be separated when assigning Activities. The total people shown in the Activities orders should equal the number of Actives and Warriors in the unit. Note that only Warriors can scout or be allocated to combat

### 2.3.1 Example of Activities in Orders

Show Activities along the following lines:

**Tribe XXXX**

SKILL	ITEM	PEOPLE	EFFECTIVE WORKERS	NOTES
Herding		220		
Hunting		2745	2865	Using Bow 600; Sling 300
Mining	Zinc ore	300	320	Using Pick 20
Forestry	Logs	10		
Dressing	Leather	10		Using Skin 40; Salt 40
Scouting		16		See Scouting below
Defence		332		Using Spear 332; Shield 100
Total People		3633		

## 2.4 Transfers

Transfers happen before movement occurs. Thus you can make something in the Activities phase and then transfer it to another unit, including other Clans.

Transfers are covered in various sections of Part 3, most specifically at [3.16](#).

Also, see individual sections in Part 3 for related information:

- [Auctions](#)
- [Fair](#)
- [Seeking](#)
- [Splitting the Clan](#)

## 2.5 Movement

There are a number of ways to move units in the Clan: Walking, mounted, by ferry or by ship.

Walking is the most common for large Tribes, but fully mounted on horses is common for Scouts and Elements.

River, lake and ocean movement is covered in Naval Rules in Part 4. The section below deals only with land-based movement.

All land movement uses 6 possible directions (N, S, NE, NW, SE, SW) via the expenditure of movement points. Tribes and Elements have a certain number of movement points (MP) depending on whether they are fully mounted or not. It costs a specified number of movement points to enter a hex, depending on its terrain. When the unit does not have enough MPs to enter the next hex, its movement ceases.

A fully mounted unit means that every person (including Inactives) is on either a horse or an elephant, and there are no ballistae or wagons being pulled by livestock. If these conditions do not apply, a unit is considered to be on foot.

Herd animals by themselves do not slow a fully mounted unit.

### 2.5.1 Movement rates

Type of unit	Mode of travel	Notes	Movement Points (MP)
--------------	----------------	-------	----------------------

Tribe/Element	Fully mounted	Cannot have wagons or ballistae, unless these items are being carried by elephants #  May travel with herd animals	27
	On foot		18
Scouts	Fully mounted	No wagons or ballistae	15
	On foot		8
Trade Element	Fully mounted	Cannot have wagons or ballistae, unless these items are being carried by elephants #  May travel with herd animals	37
	On foot	On foot or encumbered by wagons	28

# Note: the code allows a unit with elephants+wagons to move at mounted speed, and even through swamp, even when the wagons are fully loaded. But you must have 1 elephant per wagon and everyone else mounted.

This is clearly in contravention to the intent of the rules, so it is a case where the code permits something that is not allowed under the rules. Since the GM is not going to manually check each case, you can do it until the code is changed/fixed, or you can voluntarily refrain. It is hoped that you will choose the latter.

Current opinion is that players should follow the points set out below:

**1. Units with wagons may enter otherwise restricted terrain if the number of elephants is equal to or greater than the number of wagons. The unit will move at foot rate and the wagons may carry up to 2000 lbs each. Elephants may also carry their normal 1000 lb allowance, or 3 riders or less than 3 riders plus some weight (yet to be determined).**

**2. In normal terrain (that is, terrain through which wagons may normally travel) the above applies. However, an elephant may carry an empty wagon (only) and receive fully mounted movement. Similarly it can carry 3 riders or less than 3 riders plus some weight (yet to be determined) at fully mounted movement**

How far a unit can travel depends on the terrain it is moving through and the weather it experiences.

Because you don't know the weather beforehand and may not know the terrain, sometimes your unit will not end its movement where you expect. You should make allowances for this uncertainty.

### 2.5.2 Movement Point costs

TERRAIN	MOVEMENT POINTS		
	FLAT	HILL	LOW MOUNTAINS
Arid	3	5	9W
Brush	4	6	
Conifer Forest		6	10W
Deciduous Forest	5	6	
Desert	5		
Grass		5	

Ice	7		
Jungle	5	6W	10W
Prairie	3		
Rock		6	
Snow		7W	10W
Swamp	8W		
Tundra	4		
Volcano			10W
High Mountains	Cannot enter except via passes. 8 MPs to enter. No restrictions		
Mountains	Costs 7 MPs instead of that shown above if entered via a pass. No entry restrictions		
Ocean/Lake	Cannot enter except with sailing/rowing vessel		
River	Blocks movement		
Ford	Allows river to be crossed at a cost of 1 MP		

**Notes:**

- W = Wagons, Ballistae – can't enter unless there are sufficient elephants to carry them.
- Wagons and Ballistae may enter passes and cross at fords.
- Items that can't enter certain terrain types without the help of passes may leave those terrain types if the hex entered allows access.
- The code allows movement of wagons into Low Jungle Mountains (LJM) and Low Conifer Mountains (LCM) and possibly other hexes. You will need to self-regulate and monitor this.

### 2.5.3 Weather

WEATHER	EFFECT
Light rain Light snow Wind	+1 MP per hex
Heavy rain Heavy snow	+2 MP per hex

### 2.5.4 Conditional Movement Orders

If the movement of one of your units depends on receipt of a mode of transport from another player in a pre-move trade (like providing wagons, ships, etc), make the GM aware of this in Messages to the GM at the beginning of your turn.

Some conditional orders are not acceptable. The following does not cover all possible conditional orders, but they indicate the general nature of orders that are unacceptable.

Examples:

- “stop if another tribe is sighted”.
- “dump enough logs to move” – you need to state how many logs, even if you have to estimate how many provs you will hunt in the turn.

- “go SE if obstacle is met”
- “follow river to the east if encountered”.
- “NE then follow ocean if encountered”
- “Follow Pass”.
- “Follow river right and cross ford if found”.

Generally speaking, you must be specific about what you are doing. Such as:

- NEx3, follow river left
- SW, follow ocean right
- If you need to dump something in order to move, state specifically what you are dumping in the appropriate section of your turn – in Transfers – using the proper [Administrative Code](#).

However, your Orders sheet has room in a notes column for you to give the GM more information if you are unsure how to best notate your movement. Any notes for the GM should be clear and concise. If the GM has to second guess what you mean, there is a good chance that the wrong move could be made or the note ignored.

### 2.5.5 Following

- If your Movement Orders are the same as another of your units, order “follow <Tribe number>” eg Follow 1234. In this sense, ‘follow’ is a shortcut for the GM to move a unit to the hex where another unit is. It does not literally mean that one unit is following another, or that one unit is following the orders for another. Players should only use these orders when the ‘following’ unit can legally get to the first unit’s end position.
- When following ocean, river, mountains or lake, nominate which side the feature you are following should be on. Eg Follow river right
- Land based units cannot follow the coast; they can only follow ocean/lake/river.

### 2.5.6 Example of Movement Orders

The preferred way of setting out movement orders is shown in the following example:

Unit	Direction	Meaning
Unit Number	Nx3, NE, Nx2	North for 3 hexes. Northeast for 1 hex, North for 2 hexes
	N to limit	North as far as possible
	NWx4, N to limit	Northwest for 4 hexes, North as far as possible
	Follow river right (FRR)	Follow the river, keeping it to the right
	SW, SE, SW, Follow ocean left (FOL)	Southwest 1 hex, Southeast 1 hex, Southwest 1 hex, Follow ocean keeping it to the left

### 2.5.7 Movement reports

Tribes and Elements report on the ores found in the final hex; they do not search those they pass



through.

You will not sight other units during the Movement phase. However, if one of your units ends the turn in the same hex as another unit then this will be shown on your report. This is relevant for both Trade and Combat. No information about the other unit will be given.

If the unit sighted has external structures such as Wall and Moat, these will not be automatically reported. You must request this information.

Be sure to check your Report for a line that reads something like:

**0789 Status** DECIDUOUS HILLS, L SE 0789e9, 1456, Coal

This shows your current position, the terrain, what is close by, which other units share the hex, and if there are any minable deposits.

## 2.6 Scouting

Scouts perform their activity after the Tribe has moved. You may use up to 8 scouting parties per Tribe. Only Warriors may be assigned to scouting parties.

Warriors/horses/items assigned to scouting parties cannot be used for other activities that turn.

Scouting parties must be made up of either ALL on foot or ALL mounted. The composition of a scouting party is entirely up to the player.

Scouting can be a precarious activity. There is no guarantee that scouts will return, especially when scouting skill is low, although it is common that they do return.

Scouts usually travel light to cover the distances required of them. Their carrying capacity is therefore a little different to the carrying capacity of a Tribe. See [Carrying Capacity](#).

Orders for Scouts must be listed in the Scouting section of Orders (not under Activities), although you should show the numbers out scouting and all the equipment they use in the Activities section.

The restrictions on conditional orders apply to Scouts.

### 2.6.1 Scout movement

Scout movement is shown using the same directional orders as the Tribe and is subject to the same movement conditions as the general Clan. Movement of Scouts stops when their MPs are exhausted or the next hex cost too many MPs.

Scout MPs are for one way only; there is no cost for the return journey.

#### 2.6.1.1 Example of Scout movement:

##### Tribe 0678 Scouts

SCT GROUP	UNIT	MOVEMENT	NOTES
1	0678	N to limit	Warriors 2; Horse 2
2	0678	S to limit	As above
3	0678	SE, S, SW to limit	As above
4	0678	NWx2, SW to limit	Warriors 3, Horse 3, Sword 3
5	0678e1	Follow Ocean Left	Warriors 1, Horse 1
6	0678e1	Follow Ocean Right	As above

7	0678e2	S, SW, S, SW, S	Warriors 4
8	0678e2	Nx3, SEx2	Warriors 6, Spear 6, Shield 6

### 2.6.2 Scout finds

Scouts pass through hexes according to your orders. Hexes passed through will have their terrain described in your tribe's Report. As well as mapping out territory, scouts will search for ores and report on all the hexes they pass through (see Reading Your Results in Part 3). If ores are found, your report will mention the type of ore.

Scouts will make random finds of items. These finds have no other meaning. A find of 3 shields, for example, does not imply that a Clan has been through that hex recently; a find of 10 cattle does not mean there are more cattle around. They are, simply, random finds.

Your report differentiates between finding a mine and a random find of an ore. The presence of a mine is shown by referring to the commodity. The random find is shown by referring to the amount of the commodity found. For example:

Scout 1 : Scout N-CH, Lcm N, River NW, Find Silver \NE-PR, Lcm NW,\NE-CH, \

Scout 2 : Scout NE-PR, \SE-PR, , O NE, SE, S Find 20 Silver\,Can't Move on Ocean to SE of HEX ,

(Emphasis added for the sake of the example)

Items found by scouts are automatically included in your Inventory; you do not have to do anything else. Anything found will be shown in the Scout Report.

As well as mapping out territory, scouts may perform one mission in their final hex. Unless stated otherwise, all scouts will Search. If assigned a mission that cannot be performed, then Search will become the scouts' mission.

Should your scouts make a find like Silk Trader, Scroll, etc, this indicates presence only. You will need to move a unit into the hex to gain further information/details.

### 2.6.3 Scouting missions

#### 2.6.3.1 Search

This is the default mission of all Scouts. The final hex is searched for valuable/useful items. Minerals will always be found if present in the final hex and hexes passed through. Other units present in hexes will be noted

#### 2.6.3.2 Locate

Locate is the aggressive side of Search or Patrol and indicates an intent to attack another Clan.

See [Scout Mission - Locate](#) for more details about Scout missions.

## 2.7 Skill Attempts

Skills are arranged in groups. These are:

Group A		Group B		Group C	
<a href="#">Armour</a>	Arm	<a href="#">Administration</a>	Adm	<a href="#">Alchemy</a>	Alc

<a href="#">Bonework</a>	BnW	<a href="#">Apothecary</a>	Apoth	<a href="#">Apiarism</a>	Api
<a href="#">Boning</a>	Bon	<a href="#">Archery</a>	Arc	<a href="#">Archaeology</a>	Arch
<a href="#">Curing</a>	Cur	<a href="#">Atheism</a>	Ath	<a href="#">Art</a>	Art
<a href="#">Dressing</a>	Dre	<a href="#">Captaincy</a>	Capt	<a href="#">Astronomy</a>	Astr
<a href="#">Excavation</a>	Exc	<a href="#">Combat</a>	Com	<a href="#">Baking</a>	Bak
<a href="#">Fishing</a>	Fish	<a href="#">Diplomacy</a>	Dip	<a href="#">Brick Making</a>	Brk
<a href="#">Fletching</a>	Flet	<a href="#">Economics</a>	Eco	<a href="#">Cooking</a>	Cook
<a href="#">Forestry</a>	For	<a href="#">Healing</a>	Heal	<a href="#">Dance</a>	Dan
<a href="#">Furrier</a>	Fur	<a href="#">Heavy Weapons</a>	HvyW	<a href="#">Distilling</a>	Dan
<a href="#">Gutting</a>	Gut	<a href="#">Horsemanship</a>	Hor	<a href="#">Engineering</a>	Eng
<a href="#">Herding</a>	Herd	<a href="#">Intelligence</a>	Int	<a href="#">Farming</a>	Farm
<a href="#">Hunting</a>	Hunt	<a href="#">Leadership</a>	Ldr	<a href="#">Fire Control</a>	Fire
<a href="#">Jewelry</a>	Jew	<a href="#">Mariner</a>	Mar	<a href="#">Glasswork</a>	Glass
<a href="#">Leatherwork</a>	Ltr	<a href="#">Mobilisation</a>	Mob	<a href="#">Literacy</a>	Lit
<a href="#">Metalwork</a>	Mtl	<a href="#">Navigation</a>	Nav	<a href="#">Maintain Boats</a>	MtnB
<a href="#">Mining</a>	Min	<a href="#">Politics</a>	Pol	<a href="#">Milling</a>	Mil
<a href="#">Pottery</a>	Pot	<a href="#">Religion</a>	Rel	<a href="#">Music</a>	Mus
<a href="#">Quarrying</a>	Qry	<a href="#">Rowing</a>	Row	<a href="#">Refining</a>	Ref
<a href="#">Salting</a>	Salt	<a href="#">Sailing</a>	Sail	<a href="#">Research</a>	Res
<a href="#">Sewing</a>	Sew	<a href="#">Scouting</a>	Sct	<a href="#">Sanitation</a>	San
<a href="#">Siege Equipment</a>	Seq	<a href="#">Seamanship</a>	Sea	<a href="#">Seeking</a>	Seek
<a href="#">Skinning</a>	Skn	<a href="#">Security</a>	Sec	<a href="#">Shipbuilding</a>	ShB
<a href="#">Tanning</a>	Tan	<a href="#">Shipwright</a>	ShW	<a href="#">Stonework</a>	Stn
<a href="#">Waxwork</a>	Wax	<a href="#">Slavery</a>	Sly		
<a href="#">Weapons</a>	Wpn	<a href="#">Spying</a>	Spy		
<a href="#">Weaving</a>	Wv	<a href="#">Tactics</a>	Tac		
<a href="#">Woodwork</a>	Wd	<a href="#">Torture</a>	Tor		
		<a href="#">Triball</a>	Tri		

See details of each skill in [the skills section](#).

Each turn, every Tribe in every Clan may attempt to increase 2 skills. The chance of success is:

Skill Attempt	Chance of Success (%)		
	Primary	Secondary	Secondary when from same group as Primary
1	100	50	25
2	90	45	22.5
3	80	40	20
4	70	35	17.5
5	60	30	15
6	50	25	12.5
7	40	20	10
8	30	15	7.5
9	20	10	5
10	10	5	2.5

Your Primary skill attempt can be drawn from any group. You can select the Secondary skill from the same group as the Primary, but its chance of success is half what would normally have been the case for a normal Secondary attempt.

A skill may not be attempted twice in a turn by the same Tribe.

Layout the skill attempts along the following lines:

TRIBE	PRIMARY	SECONDARY
0345	Forestry	Seeking

In this example, suppose the Tribe was attempting Forestry 2 and Seeking 1. The Tribe will have a 90% chance of achieving Forestry 2 (a Group A skill) and a 50% chance of achieving Seeking 1 (Group C). If instead of Seeking, the second attempt was another Group A skill at level 2 (eg: Bonework 3) then the chance of success for that attempt would be 20%

A third skill may be attempted by paying for a [Teacher](#).

## 2.8 Population increase and provisions allocation

These events happen automatically at the end of the turn. You do not have to give an order to consume provisions.

## 2.9 Sending orders

When sending Orders, use your Clan number as the subject line and as the title of the attached file.

The preferred format for Orders is the GM approved spreadsheet.

If you have a question or comment for the GM at the time of sending Orders, it should be sent in a separate email.

Orders are due on alternate Sundays by 6pm Australian time.

## 2.10 Reminders that Orders are due

The GM will send a general reminder by email that Orders are due. You do not need to respond to this if Orders have already been sent at the time of receipt.

If the deadline passes and Orders have still not been received, the GM will follow up with a personal reminder.

If no Orders are received, a default order will be processed. The decision to process default orders is at the discretion of the GM.

## 2.11 Default orders

Default orders may be given to the GM at any time. These need to be clear in their intention or they will be ignored. If normal orders are not received, the default orders will be used.

Should orders not be received and no default orders are available, an attempt will be made to run a turn based on the last orders received.

Failing that, a default turn will be processed. The default turn will consist of:

- Animals will be herded
- 70-80 % of Warriors assigned to defence,
- Remaining Actives and Warriors will be assigned to Hunting (the main Tribe will hunt for all units).
- The previous month's skills will be attempted.

- Population growth will occur as usual.

The Turn will incur normal costs.

## **2.12 Turnaround Time**

Turns are processed every two weeks. The target time for Reports to be sent back to players is the Friday after Orders deadline, Australian time. However, Reports may be sent earlier if all Orders are received by the GM before deadline.

At Christmas there may be a 3-week turnaround.

Each turn you will receive a personal report on your results and a newsletter called *Tribe News*.

## 3 Essential Concepts and procedures

Generally speaking, TribeNet tries to simulate reality, but it is important to note that it is a game and reality is far more complex than any set of rules can describe. With that in mind, players should see the rules and concepts for what they are – a blueprint for the game. Things that might be possible in real life may not be possible in TN. Similarly, TN is not Earth. What may have happened in Earth history does not translate to what can be done in the TN world.

TribeNet is open-ended and always in the process of evolving. Situations that players find themselves in are numerous and sometimes unique. The rules simply cannot cater to every conceivable situation, nor can they anticipate every query a player may have. The best they can be is a guide, with some specific rules that have grown as the game has progressed, and as a pointer to what the concept means within the game. You are asked to interpret everything you read in a common sense way and within the spirit of the game.

By all means ask questions if you are not sure of what something means. See Communication and TribeNet Tools for some ways you can overcome any shortcomings of the rules or to clarify a point.

Below is a listing of game concepts and procedures. It is meant to help you understand some of the features you will come across to complete your turn, understand the results and plan for the future. Each section tries to bring together everything that the concept entails, but be aware that in many cases one concept can rely on others and that some things cannot be done unless other conditions apply.

### 3.1 The Clan

‘Clan’ is the name given to each player’s group of units. Each Clan has a 3-digit number. The first tribe in a Clan will always have a 0 prefix. Thus Tribe 0123 is the original entity of Clan 123.

If a sub-Tribe is formed, that Tribe will be named 1123, the next sub-Tribe will be 2123, and so on.

Your Clan is all the Tribes under your control and have your unique 3-digit number.

Clans may be broken into Tribes, Elements and Fleets.

Tribes are individual entities. They have their own skills and their own Activities, Movement, Scout, and Skill Attempts phases in Orders. They can spawn their own Elements and Fleets.

Elements and Fleets act as autonomous units. They move as freely as a Tribe but share in the Tribe’s skills and scouting and all the limits imposed on those skills and activities. Elements cannot develop their own skills. They are numbered to show which Tribe of the Clan they came from. Thus Element 1 of Tribe 2123 will be numbered 2123e1. The first Fleet spawned by Tribe 3123 will be 3123f1.

Make sure you know the difference between Clan and Tribe; otherwise these rules will sometimes be confusing. For instance, if the rules say something cannot be transferred to another Clan, it means you cannot transfer it to another player. Where they say it can be transferred to another Tribe, it means it can be transferred to another Tribe within your Clan.

#### 3.1.1 Tribe Population

A Tribe is divided into 3 equal groups of people:

- **Actives:** Who perform general activities.
- **Inactives:** Who eat, breed & perform passive activities.

- **Warriors:** Who may perform either a Warrior activity or a general activity

If an imbalance in the Active/Inactive/Warrior (AIW) ratio occurs; for example by warriors or miners dying or an Element being split off, this imbalance will rectify over time.

Inactives are needed in a Tribe for population growth. In a Tribe where the AIW is out of balance, the population growth is based on the group (the AIW) that has the fewest people. That is, the population growth will be directed to the lowest of the three population figures until the proportions are equal. If any of these classes falls to a threshold low figure, population growth will be zero.

Population growth is roughly about 2% of the size of the smallest group (of AIW) in the unit (the Tribe/Element).

Elements/Fleets don't have to obey the AIW ratio, either when created or at any time thereafter, but to receive the benefit of breeding they need Inactives.

### 3.1.2 Splitting the Clan

You can split the Clan into individual units (See Administration in the Skills section). These units are called:

- Elements/Fleets
- Trade Element
- Tribes

### 3.1.3 Elements/Fleets

Elements/Fleets behave as separate entities. They move independently of the Parent Tribe and, unlike Scouts, do not have to return to the Tribe after Movement.

Fleets are Elements that move on water and behave exactly like Elements. Whenever, Element is mentioned, it also refers to Fleets. See Chapter 4 for more on Fleets.

The conditions and constraints on an Element are:

- Can be formed when the Tribe reaches the appropriate Administration skill level (See Skills in Part 6).
- Elements must be smaller than the Tribe that spawned them.
- Elements continue to be a part of the Parent Tribe and use the Tribe's skills. They do not develop their own
- Any Scouting performed by an Element is included in the "maximum of 8 Scouts per Tribe" limit for its corresponding Tribe
- Any Activity performed counts towards the Parent Tribe's limits. For example, if the Tribe has Forestry 1 (thus can use 10 people to Forestry) and the Parent Tribe sends 6 people to cutting logs, the Element would only be able to allocate 4 people to Forestry.

The composition of the Element is entirely up to the player. There is no limit on the number of people in the Element and it does not have to obey the Active/Inactive/Warrior (AIW) ratio. It can receive from the Parent Tribe any animals or equipment that the Parent Tribe owns. Fleet sizes are effectively limited by the number of people that can fit in the vessel being used as transport.

Elements can own villages and act in every way the same as a Tribe.

### 3.1.3.1 Example of creating an Element

Show a new Element in your Orders, in Transfers, along these lines:

ITEM	FROM	TO	WHAT	NOTES
Create Element	XXXX (your Tribe)	XXXXe1 (Note: Elements are numbered e1, e2, e3, etc)	Warrior 20, Active 20, Horse 50, Bow 30, Provs 300	Before Activities and Movement

The creation of the Element can happen before Activities or after Activities. Be sure to advise the GM in a Messages to the GM when you wish the split to happen. If the Element is raised before Activities, the people in the Element must be allocated to Activities for the Element. If the Element is raised after Activities, the people in the Element are allocated as part of the parent's Activities.

The Element is formed before Movement, thus they can be ordered to move, and any scouts they use can be given Scouting orders.

### 3.1.4 Bonus Element

New players are entitled to one Bonus Element in the main Tribe irrespective of Administration skill. You simply ask for this to be created in Messages to the GM. It will be called Free Element.

### 3.1.5 Trade Element

The Trade Element may be created as a one-off unit irrespective of Administration skill. You simply ask for this to be created in Messages to the GM.

The conditions and constraints on a Trade Element are:

- At startup it must have a minimum composition of 20 Warriors, 10 Actives, 300 Provisions and 30 Horses. These are bonuses and do not need to be supplied by the Tribe.
- After startup, and in subsequent turns, people, goods and equipment can be transferred as per normal.
- It can move 37 MPs if fully mounted and not encumbered by wagons, unless carried by elephants. If it has encumbrances, MPs are reduced to 28 #
- Only 1 per Clan is permitted
- It may not scout or initiate combat (though it may be attacked).
- It can only hunt and herd, though people can be used in combat if attacked.
- It can occupy a village, but only hunt and herd, and defend itself.
- If the Trade Element is destroyed, it may be recreated using 20 Gold, which must be supplied completely by the Parent Tribe.
- Trade Elements can spawn another Element if the Parent Tribe has the appropriate Administration level. That Element, though, does not inherit the additional MP bonus. In every respect it acts as a normal Element.

Show a new Trade Element in your Orders, in Transfers, along these lines:

ITEM	FROM	TO	WHAT	NOTES
Trade Element	XXXX (your Tribe)	XXXXe9 (Note: Trade Elements are always e9)	Auto startup composition (Show any extra equipment – eg Bows 30; Spears 25)	(After Activities and Before Movement)

See Note in [Movement Rates](#).



### 3.1.6 Tribes

Diplomacy level determines the number of sub-Tribes you can have (See Skills in Part 6). The highest Diplomacy level in the Clan determines the number of Tribes you can break into. The maximum number of sub-Tribes that can be split from the original Tribe is four, thus the maximum number of Tribes you can play with is 5.

### 3.1.7 Setting up a new tribe

You can set up a new Tribe with the appropriate Administration skill level.

- When you split off a sub-Tribe from an existing Tribe the brand new creation will have no skills unless you choose to give it some of the Parent Tribe's skills. At no other time may skills be transferred.
- You may transfer as many people as you like into a new Tribe (as long as there is an equal numbers of Warriors, Actives and Inactives).
- You may transfer as many goods as you like to the new Tribe.

Show a new Tribe in your Orders, in Transfers, along these lines:

ITEM	FROM	TO	WHAT	WHEN
Tribe	XXXX (your Tribe)	1XXX (Note: Tribes are distinguished by their number prefix)	People 200-200-200, Horse 30, Bow 30, Provisions 300 Hunting 2 Woodwork 4 Pottery 1	Before Activities and Movement

The creation of the Tribe happens before Activities, thus the people in the Tribe must be allocated to Activities for the Tribe.

The Tribe is formed before Movement, thus they can be ordered to move, and any scouts they use can be given Scouting orders.

#### 3.1.7.1 Transferring people to a new Tribe/Element

When looking at the AIW relationship, it is the overall number of people in the Tribe that is considered. For example, a Tribe with 200 Warriors, 100 Actives and 100 Inactives that has an Element with 0 Warriors, 100 Actives and 100 Inactives is considered to be balanced.

After the initial startup you may transfer more people to a new Tribe as long as the AIW ratio remains the same.

A Tribe with 200 Warriors, 100 Actives and 100 Inactives may transfer 100 Warriors to another Tribe in the Clan but a Tribe with 100 Warriors, 100 Actives and 100 Inactives may not and may only Transfer equal numbers of all three categories.

It is the player's responsibility to monitor these figures.

### 3.1.8 Goods Tribe (GT)

One Tribe can act as a storehouse of the goods and animals for other designated Tribes/Elements of the same Clan; that is, any goods on hand and those produced thereafter will be recorded in the inventory of the Goods Tribe. This will happen automatically, so there is no need to order a transfer.

Each unit in the Clan may have one Goods Tribe. A Goods Tribe itself cannot have a Goods

Tribe.

Any transfers to any Tribe or Element in the GT relationship will automatically be held with the nominated Goods Tribe.

Animals are included as goods, so the Goods Tribe holds all livestock in its inventory. Other Tribes in the relationship can do the herding. If a tribe other than the Goods Tribe does the herding, the herding is done in the hex that the herding tribe is in. For example: Tribe A is the Goods Tribe for Tribe B. Tribe A is in a conifer hill with a meeting house. Tribe B is in an adjacent prairie hex. The Goods Tribe relationship will work across the hex boundary. Since Tribe B is in a prairie hex it can do the herding in that hex, even though, technically, the livestock is held by Tribe A. Multiple Tribes may herd.

A single Goods Tribe can be the GT for all of your Tribes and Elements. All Tribes in the relationship have access to all of the goods.

You can have more than one GT and the GTs can transfer goods between themselves in the normal way.

The Goods Tribe relationship can work using the Adjacent Hex rules. Engineers and herders may operate across the hex, but facilities such as refineries, bakeries, etc, must be in the same hex as the Tribe using the facility. Similarly, farming cannot be done across a hex, that is, the crops are attached to the unit rather than the hex, meaning you cannot plant or harvest a crop from an adjacent hex.

All other transfer rules operate as normal.

To become a GT for another Tribe, the two units in question must either be in the same hex or, if one has a Meeting House, be in adjacent hexes. When the two entities separate, the GT relationship should be severed.

You will need to identify which Tribe will act as the Goods Tribe. This should be shown in Messages to the GM.

Make XXXX the GT for XXXX

If you wish to change which of your Tribes will act as the GT, you should also show this in Messages to the GM. The change will occur before the Activities phase.

Change GT to XXXX

The GT should not be changed often and cannot be changed mid-Orders. It is advisable to use a GT relationship only when you have a fairly settled position.

If you are breaking the relationship, this should be shown as

Break GT relationship between XXXX and XXXX

When you break the GT relationship, you should show in Transfers which goods are being taken by the Tribe moving away.

### 3.2 Disbanding/Absorbing Units

Units can be disbanded or absorbed. To be absorbed, a unit must share a hex with the unit it will be absorbed into or be in an adjacent hex for a hex-to-hex absorption where the absorbing unit is a

village.

- A Tribe can only be absorbed into the Tribe with the highest Diplomacy level.
- It is permissible to absorb the entire population of a Tribe into another Tribe, but all skills of the absorbed Tribe will be lost
- When units are absorbed the goods first need to be transferred. **Order: Transfer all goods.**
- Transfers should be to the absorbing unit or to the Goods Tribe (if there is one).
- Elements can be absorbed into any Tribe.
- An Element that is not in the same hex as another unit, or does not satisfy the hex-to-hex rules, cannot be absorbed.

Do not transfer goods and/or buildings to a unit that is going to be absorbed in the same turn, as the goods will effectively disappear into the ether.

Do not transfer goods from a Tribe and then order that Tribe to be absorbed in the same turn. The code cannot tell which order to process first (that is, the absorbing might be done before the transfer and the goods will be lost).

Avoid absorbing a unit and then creating a new unit with the same number in the one turn.

A unit that is completely abandoned will lose 0.01 Morale for the Tribe in question.

If exceptional circumstances arise which would violate the above conditions (for example, two Tribes being attacked or otherwise under threat, and where the circumstances would seem appropriate to justify an absorption of one Tribe into another), the GM will make a judgement on a case by case basis.

### 3.3 Animals

Animals in TN are named after Earth animals for convenience. They function in the same way as those animals do on Earth, but they are not the same. They are a generic animal type with no distinction between bulls and cows, stallions or ponies, etc. There is no distinction between dairy cattle and meat cattle or Beagles, Cocker Spaniels or dingoes.

There are 4 main herd animals and 2 other types of animals that may be herded. Herding includes all forms of animal husbandry. Animals are used for skins, gut and bone, and provisions. They may be used in transport or in industry and, with research, may perform other tasks.

Animals are killed for provisions automatically in a turn if your Tribe cannot feed itself from reserves or from hunting. In this instance, goats are killed first, followed by cattle, then horses. If you wish to have a different order of slaughter, then you must make note of it in Orders.

If you wish to slaughter animals in the normal course of a month, you must indicate the type of animal to be killed and stipulate the exact number. Killing animals for provisions and not for skins/gut/bones is possible with a "Kill xxx (type of animal)" order. This does not take any skill or manpower. Do not put in a kill order for animals to be skinned/gutted/boned.

Animals that are skinned/gutted/boned do not need to be herded and do not count for breeding purposes in the turn in which they are slaughtered.

Here is a Livestock table for a quick comparison of what each animal is worth in various circumstances

Condition	LIVESTOCK						Notes
	Camels	Cattle	Dogs	Elephants	Goats	Horses	
Provisions	40	20	3	60	4	30	
Herding per person	7	10	10	5	20	10	
Skins	4	2	1	6	1	3	See Skinning skill
Bones	8	4	0	12	2	6	See Boning skill
Gut	8	4	1	12	2	6	See Gutting skill
Carry Capacity (lbs)	800	N/A	N/A	1000	N/A	300 (400)	Saddlebags increase a horse's carry capacity
Carry Capacity Ridden	500?	N/A	N/A	800	N/A	100	See note below for elephants
People can carry	2	N/A	N/A	3	N/A	1	
Water Req'd (1 = 10lbs)	?	2	.5	5	.5	2	During siege and beginning a turn in desert/snow/ocean
Fodder Req'd		5	?	12	1	8	During siege and beginning a turn in desert/snow/ocean
Weight (lbs)	2000	1000	50	4500	150	1400	
Space Req'd in siege (sq yds)	?	5	0	10	1	5	
People displace at sea	?	5	.5	12	1	8	The volume of animals is used as the measure, not their weight

**Special Notes**

**Camels:**

- Camels are still in the development phase and are not yet available. They are mentioned here to alert players to their future possibility.

**Cattle:**

- Default animal to pull wagons, ballistae – 2 required
- Used to pull plows – 1 required per plow
- Used in Milling – 2 required to operate mill

**Dogs:**

- May be used in Herding, Hunting, Security
- May be used in Seeking
- Consume 0.5 provisions each turn

**Elephants:**

- Can carry one of ballistae, catapults, wagons across swamps. They can carry these items as cargo into any terrain that an elephant can go
- When carrying wagons, can carry no other item or be ridden, and the wagons must be empty.
- May be used to pull wagons, ballistae – 1 required
- May be used in Seeking
- Can carry 3 riders when carrying no other goods

**Goats:**

**Horses:**

- Increases movement of fully mounted units
- Secondary animal to pull wagons, ballistae – 2 required
- Used to pull plows – 1 required per plow
- Used in Milling – 2 required to operate a mill
- May be used in Seeking
- May be used in combat
  - May be used in Triball
  - May use saddlebags to increase carry capacity to 400lbs

### 3.3.1 Provisions for people and animals

Provisions are considered to be all available food sources, from edible berries to fresh milk and eggs, from mushrooms in the field to wild animals on the ground and in the air. They are collected for your Tribe using the Hunting skill, and can also be food you supply from slaughtering your own animals.

Each turn you will need to supply 1 unit of provisions to each Clan member. Provision requirements are calculated after the Tribe grows in number for that month. Thus, you could start the turn with 10,000 people and slaves, but due to births/deaths etc ... could wind up with 10,250 people and slaves, requiring an extra 250 provisions. This should be considered when planning for a Tribe's needs.

Because eating of provisions occurs at the end of the turn, the number eaten by the unit must be included in carrying capacity calculations.

People not fed may starve.

#### 3.3.1.1 Starvation

Starvation occurs mainly due to mismanagement of resources. You must remember to have enough provisions to feed the people at the start of the turn, and the provisions need to be in the inventory of the appropriate unit before movement. Even if you have a unit in the same hex with sufficient provs to feed the starving unit, this will not save them. You must transfer the provs to the unit in question at the start of the turn (provs are not automatically transferred to stave off starvation).

1 person will starve for each 5 provs short.

If you run out of provs, animals are automatically killed in the following order: Goats, Cattle, Horses (Elephants must be killed manually). If you want a different order you should show it as an Activity.

You will need to transfer fodder or grain to usage if animals start a turn at desert, arid or ocean.

#### 3.3.1.2 Fodder

Fodder for animals, like water, is assumed in all terrain, even during winter snows. However animals cannot find enough to eat in desert, arid or ocean hexes.

Fodder can be gathered during Activities. No skill is required.

- Each forager gathers 50 fodder in prairie/grass hills.
- Each forager gathers 100 fodder in prairie/grass hills using a scythe.

Grain can be used in place of fodder (1 grain = 1 fodder).

The starvation rate for unfed animals is 25% of stock on hand.

### 3.3.2 Water

Water is an essential part of living. In TribeNet, water is usually obtained automatically, so you do not have to assign people to finding water in Activities unless:

- You start a turn in arid or desert hex that is not next to a fresh water source, such as a river or lake.
- You start a turn in an ocean hex.

1 water = 10 lbs. For each turn that the water is required:

- 1 person needs 10lbs
- 1 Slave/goat/dog needs 5lbs
- 1 cattle/horse needs 20lbs
- 1 elephant needs 50lbs

1 person will die of thirst for each 5lbs of water short (that is, 20% of people if no water present).

Animals will die at a similar rate, but which animals die will be subject to GM formula. That is, you cannot know which animals will succumb.

Lake hexes are considered to be fresh water and are, therefore, drinkable.

If you need water for your journey, you will need containers to carry the water in. Containers need to be on hand at the start of the turn. To fill the containers, indicate in the Activities phase: **Gather Water**. This will fill all your empty vessels. You cannot partially fill a vessel. If the order means your unit is now overweight, you can dump some in the following turn.

No people need be assigned to Gather Water as it is done by Inactives.

Water must be transferred to usage if the turn is started in arid, desert or ocean hex. Failure to do so may result in losses to thirst

Other beverages (such as Mead/Wine) cannot be used as a substitute for water

Water can be transferred to another unit. The relevant containers must accompany it.

See also [The Village under siege](#) for water access if a village is under siege.

### 3.4 Terrain

The terrain types in the TN world are:

CODE	TERRAIN	EXPLANATION
ALPS	Mountain	A bigger version of HSM
AR	Arid	Bad grassland without water
BH	Brush Hill	Hill covered with brush
BR	Brush	Conifer forest with fewer trees (Forestry not possible)
CH	Conifer Hill	Hill covered with conifer forest
DE	Desert	Arid without grass

DF	Deciduous Forest	Forests that lose leaves in autumn
DH	Deciduous Hills	Forested hills that lose leaves in autumn
GH	Grassy Hills	Hill covered with grass
HSM	High Snow Mountains	High mountains covered in snow (cannot be entered)
JG	Jungle	Wet forests
JH	Jungle Hills	Hills covered in wet forests
LCM	Low Conifer Mountains	Low mountains covered with conifer forest
LJM	Low Jungle Mountains	Low mountains covered in wet forest
LSM	Low Snow Mountains	Low mountains covered in snow
PI	Polar Ice	Flat land permanently covered in ice
PR	Prairie	Flat grassy land
RH	Rocky Hills	Hill covered with rocks
SH	Snow Hills	Hills covered in snow
SW	Swamp	Sodden grasslands
TU	Tundra	Poor grasslands
<b>RELATED MAP ITEMS</b>		
FORD	Ford	Shallow spots on rivers that allow you to cross
L	Lake	A body of fresh water
O	Ocean	A body of salt water
R	River	Moving bodies of water

### 3.5 Carrying Capacity and Weights

When the Tribe moves it must carry all of its goods. There are limits on what each person, animal and vehicle can carry.

Item	Note	Carrying Capacity (lbs)
Wagon		2000
People (incl Inactives)	On foot	30
Horse	Unridden	300
Horse	Ridden	100
Horse	Pulling wagons	300
Elephants	Elephant can carry 3 riders and no additional cargo OR an empty Wagon and no additional cargo OR 1000 lbs	1000
Saddlebags	Increases what a horse can carry	+ 100
Backpacks	Increases what a person can carry	+30

Saddlebags and Backpacks can be made using Leatherwork. See the Skills section in Part 6

When a unit is fully mounted, the carrying capacity is determined by what the horse/elephant can carry. That is, you do not add the capacity of the person riding it or any backpacks they wear.

A carrying capacity for land-based units is given with your Report – but it is a rough guide only. The Mounted Carrying Capacity figure in your Report should be disregarded; rather you should use Tribe Manager to calculate your mounted carrying capacity.

Monitoring the weight your Tribe is carrying is your responsibility, though the GM may flag it as something you should look at.

Two or more animals cannot be used to carry an item that cannot be carried by one. For example, a

horse cannot carry a boat; therefore two or more horses cannot be combined to carry the boat.

If you exceed your carrying capacity, the unit will not move. You must specify in your Orders what you wish to leave behind.

ITEM	FROM	TO	WHAT	NOTES
Dump goods	0XXX	0263e1	Club 600	

An order like “dump enough logs to move” will not work – you need to state how many logs (bearing in mind an estimate of how many extra provisions you might be required to carry after hunting).

### 3.5.1 Carrying capacity of Scouts

ITEM	NOTE	CARRY CAPACITY (lbs)
Wagon		2000
Scouts	On foot	15
Horse	Unridden	150
Horse	Ridden	50
Horse	Pulling wagons	150
Elephants		1000
Saddlebags	Increases what a horse can carry	+ 100
Backpacks	Increases what a person can carry	+30

### 3.6 Weights

Each item has a specific weight for carrying capacity purposes.

lbs	ITEM
0.1	Arrows/Coffee/Coins/Diamonds/Frankincense/Gold/Herbs/Jade/Opium/Pearls/Quarrel/Silver/String/Tea/Trinket
0.5	Bladder/China/Olives/Pellets/Rake/Slings/Snare
1	Bark/Blubber/Bones/Bows/Clay/Coal/Cotton/Flax/Flour/Flute/Grain/Grape/Gut/HBow/Honey/Lute/Metal/Oil/Ores/Parchment/Pewter/Salt/Sand/Shackle/Shaft/Spice/Stave/Sugar/Tobacco/Trap/Wax
2	Adze/Arbalest/Backpack/Frame/Fur/Glasspipe/Hoe/Hood/Leather/Scythe/Shovel/Skin/Trews
3	Haube/Helm/Horn/Mattock/Spear/Spetum/Picks
4	Axes/Clubs/Heaters/Mace/Trumpet/Saddlebag
5	Falchion/Jerkin/Oar/Paddle/Scutum/Shield/Sword
8	Cuirboilli/Saddle
10	Bone Armour/Drum/Fodder/Harp/Net/Provisions/Rope
10/110	Barrel – Empty/Full
15	Cloth/Ring/Scale
18	Chain
20	Breastplate/Candle/Cuirass/Hives/Ladder/Tapestries/Urn
50	Rug
100	Carpets/Cauldrons/Plows/Stones
150	Goats/ People/Slaves/Sculpture
200	Logs
300	Ballistae/Wagons
500	Boat /Mill Stone/Statue
1000	Cattle
1400	Horses
2000	Totem
4500	Elephant



Note: If you come across an item that is not in this table, advise the GM and a weight will be assigned.

### 3.7 Towns and Ports

Scattered around the TribeNet world are local towns and ports. Tribes and Elements can visit these places and interact with them.

#### 3.7.1 Towns

During the normal course of the game, you may come across Trade Towns. All units are able to trade with these towns from Springtide to Harvestend (months 1 to 9), but only one unit per Clan can trade at any particular place.

There are no special requirements for trade to happen between a town and your Clan except that the Tribe or Element must be in the same hex for any transactions to take place. Transactions take place as if at the Fair, ie list your Sell goods and your Buy goods and Balance of Silver. The Town's code is the same as the Fair. You can name the Town in Notes if you wish.

From	To	What	Notes
<Number of the unit trading, eg 1234e2>	7263	Silver 2, Fodder 500, Goats 100	Town is <Name of Town>
7263	<Number of the unit trading, eg 1234e2>	Picks 10. Silver 345	

Players should ask for a pricelist when they share a hex with these towns.

Shanghai trading limits are the same as for the Fair – 10 goods to buy/sell – but most other regional trade towns do not have limits.

#### 3.7.2 Ports

There exist a series of ports on all continents that will transport smallish Elements to another port via locals. The trips will take 2 turns regardless of distance. The trip will cost 10 Gold, paid at the point of departure. The port of arrival must be specified by the player.

In the first turn, the Fleet will be moved to a Port Holding Site, where it will be able to see other Fleets, but no attacks can happen in this hex.

Show the first Movement in Orders as:

Unit	Movement	Notes
<your unit number, eg 0123e2>	Port <number> to Port <number>	Turn 1 of 2

Show the second Movement as:

Unit	Movement	Notes
<your unit number eg 0123e2>	Port <number> to Port <number>	Turn 2 of 2

Arrival at the Port constitutes your Movement for that turn; the unit cannot move from the arrival Port until the following turn.

An Element being transported via Ports will need to satisfy Administration skill requirements (it

is an Element not a Fleet). Some restrictions and conditions apply:

- The Element is limited in size to 100 people with a maximum size of 50 of any one of Warriors, Actives, Inactives, Slaves (animals may replace people at the normal rates).
- There is a 4000 lbs goods limit plus 1 prov per person (provs for the required number of turns are in addition to the 4000 lb weight limit). Backpacks and saddlebags and any other container will not increase this weight
- Boats or other sea vessels cannot be transported.
- The Element cannot perform Activities while in transit but will consume food.
- Water, fodder and grain are not required.
- A Port can transport only one Element in any one turn and is not able to operate while that Element is at sea.
- All ports offer the same service with the same conditions, unless specifically mentioned.
- An Element that lands at a Port or arrives at a Port for departure may not be attacked in the Port hex using naval combat, though field combat is possible.

### 3.8 Special hexes

From time to time locals in your area, or those you find in your travels, may invite you to perform certain tasks for them (building structures, trading goods) in particular hexes.

#### 3.8.1 Structures

Whether you gain an invitation to build depends on whether you are settled and your length of time and status in the game, as locals gain more confidence in your Clan.

Hexes with structures are deemed to be under the control of the Clan that built the structure.

Clans may not build their own villages in these hexes.

A nominal force of 20 Locals will defend sites that are built for them. Locals have combat skill levels of 0 and Morale is 1.00. You can recruit extra locals to defend the structure at a cost of 10 silver per turn per local, contracted for 12 turns at the start of each year. There is no limit on numbers that can be hired, unless the offer specifies so and there are enough locals available.

When hiring locals, the unit with the silver to pay for them must be in the hex that the structure is built in. Similarly, when giving armour and weapons to the locals, the transfer must take place in the hex that the structure is in.

Fortifications built by your Clan will aid in defence in the same way as normal villages.

The Clan needs to furnish weapons and armour to the locals. You may also assign Mercenaries and International Mercenaries to defend these sites. They will fight alongside Locals in Meeting of the Clan mode – however it is incumbent upon players to do the MOTC numbers.

See Longhouses in Part 4 for more detail about this particular kind of Special Hex.

Structures may be attacked by other Clans. If you have one of your own units in the hex it may help defend the building with the help of locals in a Meeting of the Clan (assuming the fortification is large enough to hold all people).

Should a fortification be taken by an opposing Clan, the site may be used (that is, the structure

replaced) by the conquering Clan for the same benefits. The site may be claimed back by the original Clan under the conditions above.

The structure can be destroyed using normal rates of reverse engineering.

### 3.8.2 Features

Occasionally your scouts or your Tribe may come across a Feature. These may be anything from a pile of stones to a castle, an NPC village to a solitary trader. Whatever it is, it will be recorded in your Report in the same way as finding ores appear in your Report.

In order to get more information about the Feature – for example, to find out what the locals want you to do; get a trade list from a town; examine the pile of stones; excavate ruins, etc. – you will need to go to the hex in which the Feature appears.

If you arrive at the Feature hex and no more information is forthcoming, contact the GM and ask about it.

Features, especially traders, may appear and disappear at any time.

### 3.8.3 Trade

Where you are given an offer to trade (for example, Coffee for Hirelings) you should regard this as the only thing the locals will do. That is, they will not offer information, trade other goods, negotiate, etc, unless instigated by them.

There are various traders throughout the world who will offer to sell/buy certain goods (eg, coffee, tea, elephants, pewter, etc). Where these offers of trade are made, you should regard this as the only item the trader will trade. That is, they will not offer information, trade other goods, negotiate, etc, unless instigated by them.

## 3.9 Villages

For a Tribe to become a village it must have a Meeting House. A Meeting House is built using Engineering skills.

Villages open up the possibility for a whole new array of skills and Activities. From a village, a Tribe may build structures, such as a refinery, a mill, a bakery, an apiary, a distillery. They can also grow crops and build defensive walls, and build ferries, barges, boats and ships. Villages are ideal places from which to pursue research.

A village is arranged in a circle, with a 120 yard minimum circumference. Only one village is allowed per hex and only one Clan may inhabit the village and use its facilities. Village-sites may be established on any terrain.

More detailed information on [Villages](#) can be found in Part 4

### 3.10 Naming hexes

There is no requirement to name your village, but in later game play it may be useful if you have it named. Naming your village means that you have given that particular hex a name.

Alert the GM to hex names in Messages to the GM by simply stating the unit in the hex and the name of the hex:

The village site occupied by 9999e3 is called Thishex

It is necessary to have hexes named if you use the 40 hexside barge movement rule or if you build a ferry in a village. This allows for easier notification of movement in Movement Orders. See Naval Rules for more information.

Further, when jetties are built in a hex over a body of water, the hex is named using the following convention:

<Clan number> Jetty <number> <Direction>  
For example:  
0789 Jetty 04 N

This means that there is jetty belonging to Clan 0789. It is the 4<sup>th</sup> jetty built by this clan. It crosses to the north of the hex (usually over a river). See Jetty in Naval Rules in Part 4.

### 3.11 Locals and hirelings

It is assumed that there are local inhabitants all over the map, in homesteads, villages, towns, communities; bands of rogues, robbers and bandits; camp followers and hangers-on. Some of these people could be responsible for population growth in the Clan, for instance. They are, however, mostly invisible as far as general play is considered, but it is acknowledged that they exist and interact with the Clan behind the scenes. From time to time, though, locals make themselves known.

Hirelings are local people that you can hire to do work for you. The general concept of hirelings is that they have families in the local area, so their numbers do not increase as any births are kept at home. They travel with the tribe as workers and do whatever activity you assign them.

They either work for nothing on behalf of the local community's support for the Clan or for a one-off fee.

#### 3.11.1 Hirelings

- Work as though they were slaves but do not need feeding or overseeing, and do not grow their population.
- They require water if ending a turn at sea or in a desert.
- They carry their own goods, which are not included in weight calculations, and they do not carry the Tribe's goods.
- They may be transferred between Tribes via a Goods Tribe relationship.
- They may be transferred between Clans
- Hirelings can be used from an adjacent hex without the need to transfer them.
- They will require Lodgings if their numbers meet certain limits (see Lodgings for Hirelings, Mercenaries and Locals)
- They take up cargo space on ships.
- They require horses if in fully mounted units
- They do not participate in combat.

#### 3.11.2 Locals

Operate on the same basis as hirelings but:

- Locals may not be transferred from the unit to which they were first assigned. If that unit is absorbed, the locals will leave.

You should show any use of locals and hirelings in your Orders

#### 3.11.3 Slaves

Slaves are second class citizens who work for you.

- They work as Actives, and can be transferred between Tribes. No limits apply.
- They must be overseen by Warriors or Actives or they may attempt to flee.
- They will work for the Tribe holding them; they can be passed to another Tribe like goods and will work for that Tribe at the skill level of the new Tribe.
- Once people are captured from another Clan they become Slaves (and cannot be transferred back as people – even if their capture was inadvertent).
- A Tribe may hold no more than 1 slave per Clan member present (2 if shackles are used).
- Fleets may carry 10 Slaves for every Warrior that is overseeing them (at Slv0).
- Slaves cannot be transferred between Clans

### 3.11.4 Mercenaries

Mercenaries are people who will help defend your Clan:

- They may only be assigned to combat when the unit has orders to “Defend” in combat. This limitation is lifted should the combat continue into successive turns.
- They may replace normal Warriors in combat up to the number of Warriors you are entitled to assign. For example: You have 600 Warriors in your unit. You are entitled to assign 200 to defence/combat. You have 150 Mercenaries available. You may assign 50 Warriors to defence and have the 150 Mercenaries make up numbers to 200.
- Elements/Fleets composed entirely of Mercenaries are not restricted by the 1/3 rule. These units are not restricted to ‘Defend Only’ rules if attacked by other units composed entirely of Mercenaries. They can be supported by Actives and Inactives from your Tribe
- Mercenaries start at Combat skill 0 (including naval combat) and Morale 1.00, but these can be increased by paying for them. You will need to calculate weighted averages for combat skills
- All equipment must be supplied by the Clan.
- Mercenaries killed in battle are killed pro rata when fighting alongside Warriors. In the battle, the GM will deal only with Warriors – it is up to the player to translate overall losses into Warriors and Mercenaries and pass on the new numbers to the GM.
- They can oversee Slaves.
- They do not need feeding and do not grow in numbers.
- They require water in ocean and desert.
- They require water if ending a turn at sea or in a desert.
- They carry their own goods, which are not included in weight calculations.
- They take up cargo space on ships.
- They require horses if in fully mounted units
- They incur a cost of 15 silver per month per mercenary.
- Mercenaries are limited to 500 per Clan.
- They will require Lodgings if their numbers meet certain limits (see Lodgings for Hirelings, Mercenaries and Locals below

### 3.11.4.1 *International mercenaries*

All conditions for Mercenaries apply to International Mercenaries, though there may be more things that International Mercenaries can do. Fuller details will be revealed if and when players encounter them. They cost 10 Coins per year. Coins are a Research item.

### 3.11.5 Lodgings for hirelings, mercenaries and locals

The normal population of a Clan (including Slaves) is assumed to be housed, but Hirelings, Locals and Mercenaries require Lodgings for any of their population beyond 2,000.

Each Lodging holds 10 people. See the Skills section for how to build Lodgings.

Hirelings, Locals and Mercenaries are counted as people for the purposes of village site size

## 3.12 Teachers

Some locals can help with skill increases. These people are considered to always be available for help as long as you pay them. Consequently, each turn you may make a third Skill Attempt (from Group A only) under the following conditions:

- Your normal Skill Attempts must be from Groups B and/or C;
- You cannot acquire any skill level above 7 by this means;
- The skill is not guaranteed (it is like a second Secondary Attempt - with the same probability of success);
- You must take skill levels in numerical order. For example you cannot take a level 3 unless you already have level two in that skill.
- Payment for the Skill Attempt will be taken, in silver, from the Parent Tribe (or its Goods Tribe if it has one) attempting the skill, not from its Elements. You do not need to transfer the silver to usage or record it in Transfers; it is taken automatically from the Parent Tribe paying the teacher.

### 3.12.1 Teacher costs

The teacher of the skill level charges according to the following table:

LEVEL ATTEMPTED	COST IN SILVER
1	300
2	600
3	900
4	1200
5	1500
6	1800
7	2100

#### 3.12.1.1 *Example of how to show Teacher Skill Attempts*

Show Teacher skill attempts along the following lines:

TRIBE	PRIMARY	SECONDARY	TEACHER
XXXX	Seeking 3	Archery 2	Woodwork 1

In this example, the Tribe will have an 80% chance of achieving Seeking 3 (Group C), a 45% chance of achieving Archery 2 (Group B), and a 50% chance of achieving Woodwork 1 (Group A).

Note: The skill level is shown only for the purposes of the example. In Orders, it is not

essential for you to show the level attempted.

### 3.13 Trading post

A Trading Post is structure you can build in your village at Engineering 2. It allows your village to trade at the Fair.

To operate one you must have Diplomacy 7 or Economics 4. A Clan may hold multiple TPs but can conduct only one Fair.

### 3.14 The Fair

A trading event called the Fair occurs twice a year (in the months of Firstfair and Lastfair). Trade Fairs are conducted with locals in your immediate vicinity. Effectively, this means that your Clan does not have to be physically present at any particular location to participate in the Fair; the Fair follows you. Transactions are based on a common, worldwide price list. The GM will furnish this price list on request.

Only one Tribe per Clan can trade at the Fair. The Elements of this Tribe can also participate if they fulfil the required conditions.

The participating Tribe (and its Elements) needs to have Economics 4, a Meeting House and Trading Post; or Economics 5 if it is nomadic; or Diplomacy 7.

A Tribe under siege cannot trade at the Fair.

At the Fair the Tribe can:

- Trade
- Play Triball
- Engage in cultural activities
- Trade in Desired Commodities

#### 3.14.1 Trade

Trade is conducted using a full Fair Price List (ask the GM for one or get it from the website).

- The Buy Price is what the Fair will pay you. The Sell Price is how much you need to pay to purchase the item. Prices can change each year.
- The Fair Price List shows the limits of each item that can be bought and sold. These amounts change each year
- A total of 10 items may be traded. For example, selling 5 items and buying 5 items constitutes 10 items. Silver is not considered to be a commodity, so the use of silver to buy goods is not considered to be part of the trade limit.
- Buying and selling slaves falls under the trade limit.
- When selling ale and other beverages, show the number of barrels or other containers as a separate item (these will not be counted against limits)
- Show silver available at the start and balance at the end. Silver totals should make no reference to other uses, like hiring Teachers
- The participating Tribe unit must place its orders to sell before its orders to buy.
- Goods bought may not be used or transferred till the following turn. Thus, for example, you cannot buy spice and then use it to purchase slaves in the same turn.

### 3.14.1.1 Example of Fair Orders

Set out your Fair Orders in Transfers like this:

Fair	0250	7263	Silver 655, Ale 4700, Brandy 3900, Mead 4700, Wine 3600, Barrels 169 (included with alcohol)
Fair	7263	0250	Copper 462, Copper Ore 630, Gold 8, Iron 578, Iron Ore 1100, Staves 116, Silver 49753

### 3.14.1.2 Modifiers

During the course of your travels you may have come across a feature or been party to some special deal that allows you extra benefits. Sometimes these features or deals can affect the limits you can buy and/or sell at the Fair.

- If you are trading at greater than normal limits, indicate what it is that entitles you to increased limits.
- The maximum adjustment to trading limits is 10x the standard published limit.

### 3.14.1.3 Using the Fair Spreadsheet

- To use the spreadsheet, enter the year in the upper left corner, your trade fair multiplier in the upper right corner and then fill in your trade items below.
- Fair multiplier (1-10). If you do not have a reason to use the multiplier or you do not have the necessary research, enter 1.

### 3.14.2 Triball

Triball is a game played at the Fair. It requires warriors to be allocated to the activity. Horses and clubs can also be used in the game and must be allocated accordingly, but these items are not essential to participation. You do not need to know the rules of the game – if any exist. The game is deemed to have been played if you allocated people to it.

The participating Tribe in the Fair trade, is the participating Tribe in Triball, so all warriors must come from this Tribe.

It is not a requirement to play Triball to participate at the Fair.

Playing Triball counts against the 10-item trade limit as you are trading your performance on the field for a cut of the ticket sales.

The Tribe will be paid in silver for its participation. Payment will depend on skill level, number of warriors, horses and clubs involved.

- A maximum of 800 warriors, horses and clubs are permitted to participate, and will not be available should combat occur.
- A horse is not essential, but each one counts as a participant. Each club counts as 0.5 of a participant. (For example, 500 warriors, 500 horses and 500 clubs = 1250 participants).
- The silver generated is calculated as:  $(\text{Number of participants} \times (2 + \text{Triball skill}/2 + \text{Eco level}/4))$ .

Calculating silver from Triball can be performed using the Tribe Manager

### 3.14.3 Cultural Activities

Art, Music, Dance and Cooking may be “sold” as part of the Trade activity, but participation in each Discipline counts against the 10 item trade limit.



- Each cultural activity generates silver.
- A maximum of 500 may participate in each activity.
- Musical instruments count as half a participant for selling music.
- There is a limit of 1 instrument per musician.
- Silver is calculated at (number of participants) x (2 + Skill level/4 +Eco level/4).
- Or {Number of Participants x (8+Skill+Eco level)}/4

Calculating silver from cultural activities can be performed using the Tribe Manager.

### 3.15 Desired Commodities

Each Clan has two desired commodities – a Primary and a Secondary. These are shown at the end of your Report sheet. You should ask the GM to assign you primary and secondary desired commodities if he has not done so automatically.

Clans may trade at the Fair in their desired commodities for Hirelings (Primary) and/or Slaves (Secondary) during the Fair trading months (any transactions should be bundled with Fair transactions). A maximum of 100 Hirelings and 60 Slaves may be purchased in each transaction – though this may be indexed in subsequent years. These are in addition to Slaves appearing for sale in the regular price list.

Commodities required for 10 Hirelings and 6 Slaves:

COMMODITY	PRIMARY/10 HIRELINGS	SECONDARY/6 SLAVES
China	4	
Coffee	50	
Diamonds	2	
Frankincense	2	
Gold	1	
Ivory	10	
Jade	2	
Olives	10	
Opium	1	
Pearls	2	
Silk	10	
Spice	5	
Tea	50	

For example, if your Primary Desired Commodity is China you can purchase 10 Hirelings with 4 China (up to a maximum of 100 Hirelings for 40 China). If your Secondary Desired Commodity is China you can purchase 6 Slaves with 4 China (up to a maximum of 60 Slaves for 40 China).

Commodity trading is included in the 10 transactions you can make at the Fair.

### 3.16 Transfers

Transfers and trades are the transactions that you make within your Tribe and with Tribes of other Clans, and with NPC towns and traders. It is also used when showing the use of administrative codes.

Transfers occur before Movement and after Activities.

- There is no limit on the number of Transfers than can be made.
- The units involved in the transfer must be specified exactly.
- Items can be transferred in the month they are produced, but are not

available for use until the next turn (although provs can be eaten) . .

- People can be transferred between Tribes and Elements of the same Clan
- People or slaves cannot be transferred to other Clans.
- Skills cannot be transferred or traded except at the startup of a new Tribe in your Clan
- Transfers cannot be conditional on the Transfer Orders of other players.
- Transfers and trade can only be completed with other entities by sharing the same hex – that is, the parties to the trade occupy the same hex at the same time
- Any particular item may be transferred only once in a turn

### 3.16.1.1 Example of Transfers

ITEM	FROM	TO	WHAT	NOTES
Goods	XXXX (your Tribe)	XXXX (other entity)	Horse 50; Ale 30; Barrels 30	

- Always list the goods first and then the number. For example, if you are transferring 800 picks you would show “Pick 800” rather than “800 Picks”.
- Make no more than one reference to any transfer (for example, do not include them at the start of Orders and then again under an individual Tribe).
- Show all transfers in the one place in your Orders and do not make reference to any goods you expect to receive from other players.
- If alcohol is transferred without containers you can expect to lose 10% through Spillage. Containers need to be shown as part of the Transfer

If you want to transfer all of a particular item:

ITEM	FROM	TO	WHAT	NOTES
Goods	XXXX (your Tribe)	XXXX (other entity)	Horse ALL; Cattle ALL	

### 3.16.2 Adjacent hex rule

Transfers between Tribes/Elements of the same Clan can take place from adjacent hexes if at least one of them has a village. The Meeting House confers village status on all Tribes participating in this arrangement, thus farming can be done hex-to-hex if the participating units are in a Goods Tribe relationship, even if there is a village from another Clan in the hex. However, if another Clan has a village in this hex you cannot build fortifications there.

Facilities such as refineries, bakeries, etc, must be in the same hex as the Tribe using the facility.

Hex-to-hex transfers cannot be performed in the turn the MH is built.

- Hex-to-hex transfers cannot be made over rivers unless it is over a ford or by use of a ferry.
- Hex-to-hex transfers cannot be made over one hex of ocean, even with a ferry
- By using hex-to-hex transfers, wagons can be moved into restricted terrain.

## 3.17 Combat

The critical thing to remember with combat is that it can only occur if two warring factions share the same hex at the beginning or at the end of a turn. It cannot occur during the Movement phase.

Combat can be a particularly intense and complex affair. The Combat section is still in production. See the original rules from the old Mandate [here](#).

### 3.18 Truces

A truce is an agreement between two Clans not to engage in combat. Once made, a truce cannot be broken without notice. You may not attack or be attacked by a tribe with which you have a truce.

Truces are declared in the Messages to the GM phase of the Turn Sequence.

To form a Truce, both Tribes must make a statement in Orders in the same turn. Failure for both Clans to do so will result in no truce being formed.

To declare your intention to form a truce, include a Message to the GM using the format:

Truce with <Clan Number>

For example:

Truce with 0865

To declare your intention to break a truce, include a Special Instruction using the format:

Break Truce with <Clan Number>

For example:

Break Truce with 0865

You cannot break a truce with a Clan and attack the same Clan in the same turn.

When a Truce is formed or broken, the matter will be recorded in both Clans' Reports.

#### 3.18.1 Enduring Truce

Partners in an Enduring Truce may not attack each other for two turns after the cessation or the breaking of the Truce is announced. It requires 1 Seal (see Waxwork) per Enduring Truce.

Players advise the GM in the normal way.

### 3.19 Meeting of the Clan

Meeting of the Clan (MOTC) is a defensive measure. It can occur in any turn where there are two or more units of the Clan in the same hex at the start of the turn. It is invoked entirely at the player's discretion; it is not automatic.

- It must be announced at the start of the turn in Messages to the GM
- It may be called between Elements of the one Tribe, some, but not all, Sub-Tribes may participate, or indeed Elements of different Sub-Tribes (with or without parent participation) - however, in the latter case the parent Sub-Tribes have only one set of Skill attempts
- All involved Tribes/Elements must stay together for the entire turn (that is, identical movement orders).
- Highest diplomacy determines the "senior Tribe" (if equal age of Tribe, size, leadership, then players choice)
- ONLY the senior Tribe may attempt Skill increases that turn (research is not affected).
- This Tribe leads the clan assembled in War.
- All a Tribe's warriors assigned to combat help protect the entire Clan - and

will fight with the skill and morale of their particular Tribe.

- Even if Tribes, their Sub-Tribes and/or Elements, are in the same hex they may be attacked individually if not in Meeting of the Clan. If you suspect danger then Meeting of the Clan is not a bad option.
- People transfer follows normal rules.

When in Meeting of the Clan, all warriors are treated as if they are a single Clan (with weighted Combat, Archery, Leadership, etc, skills applying to Warriors. The formula used for this purpose is:

$$\text{Skill} = (\text{warriors in unit 1} * \text{skill 1} + \text{warriors in unit 2} * \text{skill 2} + \text{warriors in unit n} * \text{skill n}) / (\text{total warriors in Meeting of the Clan})$$

For example, if 200 warriors at Com6 combined with 100 at Com3 then the weighted skill would be  $(200 * 6 + 100 * 3) / 300 = 1500 / 300 = \text{Com5}$ .

Healing is done by each individual unit and is not weighted.

### 3.20 Morale

Each Tribe has a morale level that affects a number of factors.

Morale may be increased by:

- Winning battles
- Successfully increasing a Cultural skill.
- Building structures
- Research
- Relics
- Religion

The only way to raise Morale above 2.0 is by winning battles.

Holding certain research topics may increase your “effective” morale in combat. For example, Morale is increased by 0.03 for each Relic held (where opponents each hold Relics morale is only increased for the highest holder via the difference in number of relics held).

Morale may also be decreased – losing a Battle is a good way to do this

### 3.21 Seeking

Each Springtide, the first month of the year, a Tribe of the Clan may assign people to seek wax, hives, spice, Actives, honey, herbs, goats, cattle and horses.

There are guaranteed returns from Seeking (see Tribe Manager).

Once you have worked out what your Seeking will find, you must record this in Transfers as:

4263	Your Tribe	Items as per the Tribe Manager spreadsheet
------	------------	--

You also need to add a line in your Activities along these lines:

Seeking	No of people assigned	Animals and equipment used
---------	-----------------------	----------------------------

### 3.21.1 Rich seeking

In the course of scouting, you may find a rich seeking hex. This will be shown in your Report in a similar way as Special Hexes are.

If a unit is in one of these hexes at Springtide, they may do some additional Seeking for gold, diamonds, elephants and jade, depending on the category of Rich Seeking hex it is. There are 5 categories.

As with ordinary Seeking, Rich Seeking has guaranteed returns (see Tribe Manager)

Rich Seeking occurs in addition to normal Seeking but results should be bundled by players.

Research that improves normal Seeking does not affect Rich Seeking (unless it is higher Seek or Scout Skill).

### 3.22 Substituting materials

Bronze or brass can be substituted for iron in all Metalwork items. The same amount of metal is used but only 75%, rounded up, coal is needed.

Iron used in in Apiaries, Bakeries, Brickworks, Charhouses, Mills, Refineries, etc, may be replaced using 150% as much bronze or brass as iron and 75% the coal (rounded up).

Stones can also be used in some structures. See Stonework for some stone alternatives to metal.

At Woodwork 4 you may use logs in stone buildings (does not include Wells, Shrines, Temples). Logs may replace up to 10% of stones in village towers. Each log replaces 10 stones.

Logs may be replaced by stones at a rate of 10 stones per log at the same Engineering level and with the equivalent Stonework level replacing Woodwork where appropriate.

Note that bronze may not be substituted for brass in Shipbuilding. All water vessels require brass

### 3.23 Research

Research is a way in which you can help direct the game's evolution and be part of writing the rules.

Once you have reached a level 10 in a Skill, your Tribe may conduct research into further applications of that skill. A Research Document is freely available from the GM. This is a work-in-progress document that shows what can be achieved in any given skill and the level of research required to be able to make use of the researched skill. This document is a work-in-progress as it can never be complete. Players may submit a research proposal and will negotiate with the GM on how it can be brought to fruition. The Research Document is a result of player and GM initiatives.

Each Tribe may research 1 skill per turn, in addition to its usual skill attempt.

The difficulty of a topic is measured in terms of its Development Level (DL). When you succeed at starting the topic (about 1/20 chance) you achieve DL0, you then progress through the DL's until you reach the required level somewhat in the same manner as Skill Attempts, but with less chance of success. Once a topic is completed you may start the process again with a new topic.

Research topics and some examples of research can be found [here](#). You would be well-advised to study the Research Document and weigh up the options available to you once you have mastered the basic concepts of the game and gameplay. It might help you decide on a direction for your Clan and which skills to pursue.

### 3.24 Roads/ bridges/canals

Roads cannot be built.

Bridges and canals are possible with Engineering research.

### 3.25 East & west ocean routes

In order to turn a flat map into a wrap-around map, there are points where you can cross from the east to the west, and vice versa

The module does not allow automatic ocean travel from the seas off the eastern/western end of the map to further travel to the east/west. If you want to travel further, there are East Route jumping off points and Western Route jumping off points to expedite this.

For example, if you are in eastern waters you may travel as normal to a waypoint. On the following turn you can order “follow” and you will move 10 hexes to the East (these are all ocean hexes), on the turn following this you can then move as per normal ocean travel.

To return you “follow” and you are returned 10 hexes west.

### 3.26 Messages to the GM

Messages to the GM are to make the GM aware of something that may not be obvious in the body of Orders. The GM uses these messages to jog his memory or to prompt him to take note of certain things. The variety of messages that may be used in this section are too numerous to mention specifically here. There are some basic ways to write messages, but it is, to a large degree, open for you to make up your own conventions. The only real criterion for Message format is that they need to be understandable to the GM. Some examples of how to write Messages can be found throughout the document in various sections. See individual sections for more information.

For example:

- 1234 is building the village on the SE hexside.
- 0655 still has a MH in the status although it moved out of the village last turn.
- Anonymous message to 4321: I'm coming to get you!
- The hex currently occupied by 1234 is Thishex
- All barges built by 1234 are for 2234
- Please be aware that 1234e1 is changing to 1234f1
- Joint Project between 0199 and 2199e3. Building Barge. 24 people supplied by 0199 and 15 by 2199e3 for 32 active months
- Goods are being ferried to Clan 0001
- Note that Clan 0432 is transferring 20 wagons so that my unit 1894 can move.

If you are unsure of something, it is best to ask an ally, a mentor or send an email to the GM as a query before you submit Orders, or use the TN Facebook page.

### 3.27 Administrative Codes

These codes are used for miscellaneous actions. They are the conventions you should adopt in your Orders for completing a variety of actions

PROCESS	FROM	TO	NOTES
Book Writing	Your Tribe No.	0263bw1	Used in research for when writing books
Dump		0263e1	For dumping items; for example, when carry capacity is exceeded and you need to get rid of some items to continue to move
Fair		7263	For selling at the Fair
General Usage		1263	For all Engineering projects (except building a Meeting House), Shipbuilding projects, Joint Projects and water usage
Research Costs		5263	For paying the cost of research

And when receiving items:

EVENT	FROM	TO	NOTES
Seeking	4263	Your Tribe No.	For adding things to your Inventory at Springtide after you've been Seeking
Fair	7263		When receiving goods from Fair transactions

### 3.28 Communication and TribeNet tools

TribeNet is a play-by-email game. There are other ways to communicate with other players beyond email, but it is highly recommended that you seek allies and talk to them often. It cannot be stressed enough that the real heart of TribeNet is in player communication, whether it be for seeking answers to queries or cementing an alliance, to exchange maps, locations of resources, trade, comparing strategies and for general discussion. It is rare (but not impossible) for players to enjoy the full value of TN without such interaction.

You can communicate either directly with other players or through the GM.

Should you run into a Tribe you wish to contact and you do not have their email address you can send a message to the GM, who will then forward it on. Please specify the Tribe number in question.

#### 3.28.1 Contacting the GM

The GM can be contacted by email. His address is given in *Tribe News*. You can request his mailing address via email. Phone calls are not encouraged.

#### 3.28.2 *Tribe News*

This is the game newsletter. It will be sent to you along with your Turn Report. It has some information on ratings and rankings (ratings are a mystery to all, but is based on your Tribe's possessions and wealth; rankings are a total mystery to all but the GM). *Tribe News* also alerts you to Auctions and various other GM announcements.

Contributions to *Tribe News* are welcome. Payment for contributions will be in some form of rare currency (silver, gold, gems, frankincense) that will be added to your Inventory.

You can also send messages to other players via *Tribe News*.

### 3.28.3 Tribe Manager

This is a spreadsheet that will help you with Hunting, Seeking, Mining, Village size, Triball and Cultural Activities at the Fair. It can be accessed through the website or by request from the GM

### 3.28.4 Fair Trade

This a spreadsheet necessary for visits to the Fair.

### 3.28.5 Mapping tool

An excellent mapping tool is Hexographer, available free or for a modest fee for the professional version <http://www.hexographer.com/>

### 3.28.6 Facebook

TribeNet Facebook page for Clan chiefs is at <https://www.facebook.com/groups/TribeNet/> This is an excellent place to get involved with other players and to ask general questions of the group.

### 3.28.7 Website

The TribeNet website is at <http://tribenet.com.au/>

### 3.28.8 Spreadsheets

Most players create spreadsheets to keep track of their Clan's results. These are multifarious and cover everything from skill attempts to farming and mining output, from trade deals to future movement, from weather patterns to herd increases, and more, much more. You would be best advised to create your own spreadsheets as the game progresses. One of the benefits of an alliance or making contact with other players is the access you might have to individual spreadsheets.

### 3.28.9 Combat document

This document provides some of the technical details of combat - weapon damage, armour effects, effect of terrain etc. However, it is recommended that you wait until you are comfortable with the rules and the game before requesting it.

### 3.28.10 Research document

A work-in-progress document that shows what is required for new items and concepts to be researched.

### 3.28.11 River travel document

For all river travel.

### 3.28.12 Joint project calculator

For calculating numbers and percentages for any joint project.

### 3.28.13 Mentors

New players can request a mentor to help them get used to the mechanics of the game and as someone to ask questions of. Mentors are also players, but they will not take advantage of new players. If you feel isolated or confused, let the GM know. He will assign a mentor to you.

## 3.29 Auctions

Items for auction appear in *Tribe News*. Auctions are open to all Clans via bids at the start of Orders. The currency used is stated in the Lot for auction.

Example:



Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Slaves 14	Steel 100	Iron 200	Spice 25	Opium 20
Currency	(Silver)	(Gold)	(Cattle)	(Provs)	(Olives)	(Spice)

This shows, for example, that in Lot 1 you can bid for 19 Warriors, using silver as the bid currency.

To bid at an auction show in Messages to the GM:

Lot Number: XXXX (Your Tribe) bids XXX (the amount you are bidding and the currency you are bidding with)

eg: Lot 3: Tribe 1234 bids 300 cattle

Conditional bids are not allowed (for example, if I do not win Lot1 then bid for Lot2).

Whatever you bid must be on hand at the start of the turn, and you should indicate the unit from which the currency will be deducted. If you bid what you do not have, the bid will fail and 10% will be taken as a penalty; or some other penalty if this is not possible.

The following turn *Tribe News* will show what was bid.

Example

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Slaves 14	Steel 100	Iron 200	Spice 25	Opium 20
Currency	(Silver)	(Gold)	(Cattle)	(Provs)	(Olives)	(Spice)
		62				20
		42				16
	72267	31	211			9
	72027	27	165	21001		5
	57000	21	21	3001		4
	1674	20	12	1502		3

This shows the various bids for each Lot. Lot 1, for example, had 4 bids, the highest being 72,267 silver.

Items won at Auction will be added to your Tribe's inventory.

Tied bids will result in the Lot being split equally at half the cost of the bid.

Clans under siege may not bid at auction.

### 3.30 Clan ratings and Clan ranking

Clan ratings show up in *Tribe News*. Little is known about how the ratings work, but it has something to do with wealth. The actual formula for working out the ratings is buried deep within the code.

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The Clan Ranking found in *Tribe News* is also a mystery and is ‘just a bit of fun’ for the GM.

## 4 Intermediate gameplay

### 4.1 Villages

For a Tribe to become a village it must have a Meeting House. This happens by declaring in your Activities orders:

SKILL	ITEM MADE	QUANTITY	PEOPLE	NOTES
Engineering 2	Meeting House		50	Using Logs 100

The Meeting House will then appear on the Tribe's inventory, as will all subsequent structures in the village. There is no need to give the village a name but it may help as the game develops and you start trading.

Villages open up the possibility for a whole new array of skills and Activities. From a village, a Tribe may build structures such as a refinery, a mill, a bakery, an apiary, a distillery. They can also grow crops and build defensive walls. Villages are ideal places from which to pursue research.

A village is arranged in a circle, with a 120 yard minimum circumference (See Site Size in Tribe Manager). Only one village is allowed per hex and only one Clan may inhabit the village and use its facilities, although more than one Tribe of the Clan may inhabit the village site and use the facilities.

A village can be built in any terrain. The area around the village is considered to be flat for the purposes of siege/attack and general movement of people and animals.

There are a number of locations where it is important, for the purposes of naval movement, to know where in a hex a Village-site is located. This is important when the Village-site is adjacent to a ford or when situated in a hex with more than one coast (NOT more than one coast hexside, but with two separate coasts split by land). This tends to occur on narrow peninsulas and small islands.

Villages can be transferred between Clans, Tribes, Elements and Fleets as long as the unit taking over is in the hex at the start of the turn.

All structures in a village are built in the hex of the village and cannot be transferred out of that hex under any circumstances.

Once a site is abandoned, that is your Tribe has left the hex without transferring the village to another Tribe or Clan, the site is lost and the materials are taken by locals. None of the materials or structures of a village are portable and none of the materials used in the building of the village or its structures are salvageable. If you want to destroy your own site you must do so during Activities. Destroying structures is like reverse Engineering, using half the people required to build. If an aggressor is in the hex and you leave, surrender, etc, then the site is theirs.

### 4.2 Village Activities

Village activities can be performed at any time, even when the village is under siege.

Facilities (such as Refineries, Bakeries. etc) must be in the same hex as the unit using them, unless there is a Goods Tribe relationship in play.

Facilities of one Clan cannot be used by another Clan.

Note that Engineering activities like installation of smelters, ovens, etc, will not necessarily show up as an activity in your report but the materials transferred to usage will. You might also get a report that references what was worked on. The specifics of what was built will be listed under your Status.

### 4.3 Buildings

Typical buildings used in villages and the skills used to build them are:

TYPE	ENGINEERING	WOODWORK	METALWORK	USE
Apiary	6		3	Honey and wax
Apiary	6	4		Honey and wax
Bakery	3			Bread for provisions
Brickworks	5			Produce stones
Charhouse	5			Alternative to coal. See Forestry skill
Distillery	4			Making alcohol
Mill	5		3	Grinding grain to flour
Refinery	2			Making metal from ore
Shipyard	6			Building ships

See the Skills section for details of how to use the buildings.

### 4.4 Fortifications

#### 4.4.1 Ditches

Ditches are 8' wide and 8' deep. Ditches may be dug in any terrain.

SKILL	TO BUILD or REPAIR BREACH
Engineering 2	1 person per 1 yard

#### 4.4.2 Moats

Moats are similar to ditches, but are 10' wide, 10' deep and full of water.

SKILL	TO BUILD or REPAIR BREACH
Engineering 3	2 people per yard
Engineering 3	1 person converts 1 yard of Ditch to Moat

A Ditch remains a Ditch until fully converted to a Moat. You cannot have a combination Ditch and Moat; it must be one or the other.

When fully moated a Moat may have its circumference increased again.

Extension isn't possible when under siege.

#### 4.4.3 Walls – Palisades

Palisades are 10' high and made of logs.

SKILL	LOGS PER YARD	TO BUILD or REPAIR BREACH
Engineering 4	3	1 person per 1 yard

#### 4.4.4 Walls – Stone

Stone walls are 10', 15' or 20' high; a 20' wall needs a 15' wall to pre-exist, a 15' wall needs 10' stone walls to pre-exist. Each larger wall is built on the outside of the last. Walls can't exceed your moat/ditch in length (if you have one).

ITEM	SKILL	STONE PER YARD	PEOPLE
10' Stone Wall	Engineering 7	30	3 per 1 yard
15' Stone Wall	Engineering 8	75	7.5 per 1 yard
20' Stone Wall	Engineering 9	135	13.5 per 1 yard

Further research will allow for 25' and 30' stone walls

If you are building a stone wall to replace a palisade the stone wall doesn't add to defence until the complete circumference is finished (in general, a partially completed fortified sector is deemed to not offer the relevant protection until fully completed).

The Palisade can be extended while a stone wall is built.

When the stone wall is finally finished, the Palisade is torn down. The logs cannot be used for anything else. Any Wooden Towers may be transferred to the stone wall.

Extending a 15'/20' stone wall requires that all lesser stone walls are extended.

When a 15' stone wall covers the same length as a 10' stone wall, the latter becomes redundant. The stones cannot be used for anything else. All further work on the wall will be on the 15' wall. If your Report shows, for example, 15' stone wall 1000, 10' stone wall 2000 this means that 1000 of the 2000 wall is 15' (not that you have 3000 wall made up of 15' stone wall 1000 and 10' stone wall 2000).

If your status report for site shows something like this:

Moat 3500 Palisade 3000, 10 Stone wall 400

This means you have a wooden wall that is 3000 yards in circumference of which 400 is 10' stone wall, not a 3400 wall. That is, there is a gap of 500 yards in the wall.

Where a wall is larger than its surrounding ditch/moat, the ditch/moat offers only partial defence.

When ordering a wall to be built, you must make it clear to the GM what you are doing so that there can be no misinterpretation of the Order. For example: Let's say you have an existing 10' Wall 1000 yards circumference. You Order "build 100 15 Wall".

There are two ways this can be interpreted.

First, that you are converting 100 of your 1000 wall to 15' (this will show in your Report as 15' stone wall 100, 10' stone wall 1000 and means that the extent of your Stone wall is 1000 yards). Second, it can also mean that you are adding 100 yards of 15' wall to your 10' Wall 1000 (this will show in your Report as 15' stone wall 100, 10' stone wall 1100 and means that the extent of your Stone wall is 1100 yards).

You should make it clear which of these options you are using by showing the final configuration of the wall.

Also see [Walls](#) in [Village under siege](#)

#### 4.4.5 Towers

You may have no more than 1 tower per 20 yards of circumference. The defensive bonus for combat only operates once there is one tower per 20 yards of circumference. For example, if your fortified site circumference is 200 yards you would need 10 towers for the bonus to apply. Where wooden towers and stone towers exist in the one site then a sliding factor will apply. Towers may be combined but are not cumulative – for example. If you have 120 yards of wall, you can erect 3 wood and 3 stone towers. Or 6 stone and 0 wood towers, ie any combination of the two, but you cannot have 6 stone towers AND 6 wood towers.

TYPE	SKILL	LOGS	STONE
Wooden Tower	Engineering 5	200	
<ul style="list-style-type: none"> <li>• Towers are 20' high</li> <li>• Can be built on any type of wall</li> <li>• Logs installed at 2 per person</li> </ul>			
Stone Tower	Engineering 8		3000
<ul style="list-style-type: none"> <li>• Towers are 30' high</li> <li>• Can only be built on stone walls</li> <li>• Stones installed at 5 per person</li> </ul>			

A tower may not be placed on a wall if this would give it 2 towers more than any other section. You may build 1 Stone Tower OR 1 Wooden Tower every 20 yards of appropriate wall, but note that palisades are demolished (on a sector by sector basis) when stone walls are built.

Stone Towers increase the effective circumference of a wall by 10 yards (but does not extend the wall by 10 yards); the increase applies to the space inside the village-site for its occupation capacity. For example, a 120 yard wall with 6 towers has the circumference of 180 yards re occupation capacity but requires only a 120 ditch/moat to surround it.

Stone Towers increase the defenders combat capacity during an assault.

#### 4.5 The Village under siege

When in combat via siege or assault all units on defence fight as if in Meeting of the Clan.

Research that allows units from different Clans to inhabit a single site is not possible.

When attacked, all people and livestock are brought inside the village defences. Each person and animal takes up a set amount of room – see [Animals](#). Excess animals are left outside. You must specify which type of animal you regard as excess. If you choose not to attack the enemy, any animals that cannot be housed are lost to the assaulting or sieging Tribe, and people that can't fit are taken as slaves.

Where a village-site has adjacent ocean, lake or river hexsides, the defence factor for the besieged Tribe increases if/when combat occurs.

Where a Village is located in a mountain hex with adjacent pass hexsides, the defence factor for the besieged Tribe increases if/when combat occurs.

During a siege, a village may only perform manufacturing and village activities and may not

conduct extra-village activities such as Hunting and Mining. Fishing is possible if it has a waterfront site. It cannot participate in a Fair.

Villages will withstand a siege for longer if it has access to water in wells or fresh water via a jetty. Animals will require fodder and water but won't need to be herded, but they will not grow. The water requirement of people and animals is:

1 water = 10 lbs. For each turn that the water is required:

- 1 person needs 10lbs
- 1 Slave/goat/dog needs 5lbs
- 1 cattle/horse needs 20lbs
- 1 elephant needs 50lbs

See [Water](#) for more details.

Scouting is not possible unless research enables it.

Village defensive walls cannot be extended.

Water supplied by cistern or wells increases a village's capacity to withstand the siege.

Cisterns have a 1000lb capacity. They require:

SKILLS		STONES	INSTALLATION	CAPACITY
Engineering 8	Stonework 4	100	5 per person	1000lbs

Sanitation skill is important to avoid disease when cistern water is needed.

#### 4.5.1 Wells

Wells require:

TERRAIN	ENGINEERING LVL	STONES	ROPES
Flat	5	210	1
Hills	6	300	1
Low Mountains	7	480	2
High Mountains	8	600	2

- Stones installed at 3 per person
- Supply up to 50 barrels of water (5000lbs) per month + 10 barrels per Sanitation level

A Well is not required for a Village on a River or Lake with a Jetty, but Sanitation levels will still be relevant.

#### 4.5.2 Walls

The defensive factors for walls are:

DEFENCE	ADDITION	REDUCTION IN CASUALTY RATE
Ditch		10%
Moat		15%
Palisade		30%
	Ditch	35%

	Moat	40%
10' Stone wall		40%
	Ditch	45%
	Moat	50%
15' Stone wall		45%
	Ditch	50%
	Moat	55%
20' Stone wall		50%
	Ditch	55%
	Moat	60%
25' Stone wall (Research)		55%
	Ditch	60%
	Moat	65%
30' Stone wall (Research)		60%
	Ditch	65%
	Moat	70%
<ul style="list-style-type: none"> <li>• Wooden towers add 5% to all reductions in casualty rates</li> <li>• Stone towers add 10% to all reductions in casualty rates</li> </ul>		
<ul style="list-style-type: none"> <li>• Where a site contains less than maximum allowed towers a sliding scale will apply. For example, a 200 yard site with a maximum of 10 wooden towers will receive a bonus of 2.5% if it has 5 wooden towers built.</li> <li>• Where a village has adjacent ocean, lake or river hexside(s), the defence factor for the besieged Tribe increases if/when combat occurs. 5% to all.</li> <li>• Where a village is located in a mountain hex, the defence factor for the besieged Tribe increases if/when combat occurs. 10% to all.</li> <li>• The defensive bonus for terrain may not exceed 10%.</li> </ul> <p>Example: The maximum defensive factor possible (with no research) is 80%. This is 60 (20' wall with Moat) + 10 (full stone towers) + 10 (max terrain adjustment). That is, an Assault would be resolved as if Field Combat. The number of casualties suffered by the defender would be reduced by 80%. For example, losses of 200 Warriors would be reduced to 40.</p> <p>With research, 30' stone wall and Crenellations takes this number to 95%. Crenellations are a Research item.</p> <p>Were the attacker to be fully fitted with Trebuchets at HeavyWeapons10 the factor would reduce to 75%.</p>		
<ul style="list-style-type: none"> <li>• Development of siege equipment via research (For example, Trebuchet, Catapult) will modify these figures when used by an attacker.</li> <li>• The capacity to withstand an assault is independent on the capacity to withstand a siege.</li> <li>• The factors above also apply to extra warriors that are available for defence. For example, a unit with 100 Warriors assigned to defence may deploy 110 Warriors to combat if they are fortified by a ditch, up to the maximum number of Warriors available for combat in that turn (that is, 33%).</li> </ul>		



A siege may be broken by attacking (and winning) a field combat. If you do this you may fall under attack from two Clans if there are two (or more) in the hex.

Also see [Fortifications](#)

## 4.6 Farming

Farming may be done by villages in prairie or grassy hills only. Some regions are less suitable for specific crops than others due to terrain and/or climate.

CROP	IDEAL CLIMATE
Cotton	Flat Sub-tropical
Grain	Temperate climates
Grapes	Temperate climates in Hills
Sugar	Flat Tropical
Tobacco	Sub-tropical
<ul style="list-style-type: none"> <li>Some crops do not grow at all in some climates, for example, Sugar will not grow where it is too cold.</li> </ul>	

There are two types of farm crops.

1. Those that need plowed ground and are planted each year
2. Permanent crops that are maintained each year after the initial planting.

Crops planted each year on plowed ground	Crops Maintained each year
Cotton	Grapes
Flax (Research crop)	Herbs (Research crop)
Grain	Orchards (Research crop)
Hemp (Research crop)	
Potatoes (Research crop)	
Sugar	
Tobacco	

### 4.6.1 Plowed Ground

This is a succession of activities: Plowing, Planting and Harvesting.

Between the Planting & Harvesting, 3 months must elapse for the crops to grow.

Plowing and Planting occur in the same turn.

Each crop must be planted and harvested separately and people assigned accordingly, but the activity may be done in the same month.

So, for example, you may:

Springtide: Plant 100 Acres of Crop(A)

Midspring : Plant 100 Acres of Crop(B)

Springend: Plant 100 Acres of Crop(C)

Firstfair: Harvest 100 Acres of Crop(A) & Plant 100 Acres of Crop(D)

Midsummer: Harvest 100 Acres of Crop(B) & Plant 100 Acres of Crop(E)

Summerend: Harvest 100 Acres of Crop(C) & Plant 100 Acres of Crop(F)

Autumn: Harvest 100 Acres of Crop(D)

Midfall: Harvest 100 Acres of Crop(E)

Harvestend: Harvest 100 Acres of Crop(F)

#### 4.6.2 Plowing,

Plowing cannot be done in winter, or in heavy rain/snow. In winter, plowed land reverts to unplowed land.

Rates of plowing using various tools are:

PEOPLE	TOOL	ACRE	NOTES
1	Rake	1	
1	Hoe	2	
1	Plow	8	Requires a horse or a cattle to pull the plow

#### 4.6.3 Planting and Harvesting

Planting cannot be done in winter, or in heavy rain/snow.

Harvesting cannot be done in winter or in heavy rain/snow.

Crops are ready for harvest on the 3rd turn after they are planted.

Snow kills all crops (some grain) in the intervening period.

Adverse weather will reduce crops during the harvest period.

More than one crop can be planted each month, but you must show them as separate entries in Activities

Once crops are ready for harvest they must be harvested in that or the following turn, or they will be lost.

You should harvest one month of planting at a time. If you are harvesting multiple crops, you should show them as separate entries in Activities.

Crops and plowed land cannot be transferred; the unit that plows and plants must also harvest.

Each person Plants or Harvests:

Crop	Planting	Harvesting	Harvest tools
Cotton	3	2	
Grain	5	3	6 with Scythe
Grape	2		
Sugar	3	2	4 with Scythe
Tobacco	2	1	

An example of Orders for this activity is:

Activity	Commodity	People	Notes
Farming	Plowing	30	240 Acres Using Plows 30, Cattle 30
Farming	Planting Grain	48	240 Acres
Farming	Harvest Grain	40	240 Acres Using Scythes 40

#### 4.6.4 Permanent crops

Permanent crops must initially be plowed and planted in spring. They can be planted in any/all spring months.

The fields are maintained once each spring and summer season, but they do not need to be maintained in the year of planting. Failure to maintain a field in both spring and summer forfeits a harvest.

Crops are harvested in an autumn month.

The crops need not be maintained in winter and carry over to the following year.

The schedule is as follows:

Season	Activity 1 <sup>st</sup> year	Subsequent years
Spring	Plow and plant	Maintain field
Summer		Maintain field
Autumn	Harvest	
Winter		

Maintaining a field consists of:

1 person		Maintains 5 acres
1 person	1 hoe	Maintains 10 acres

#### 4.6.5 Harvesting

Harvesting of standard maintained crops (non-research) must be done in one month of autumn.

Harvesting cannot be done in snow/rain.

Adverse weather will reduce crops during the harvest period.

Crops and maintained fields cannot be transferred; the unit that plants also maintains the fields and harvests.

Each person harvests/picks:

Crop	Harvesting	Harvest tools
Grapes	1 Acre	No tools
Herbs (Research crop)	5 Acres	No tools

**Note: there is the odd bug with how Farming is reported (though it is usually correct in the data base). It is therefore useful to keep your own records.**

#### 4.7 Naval rules

You must have a village to build naval vessels. Vessels are manned by Fleets. Fleets are water transported Elements.

Before you can build a boat, ferry, barge or ship you will need to build a shipyard. The shipyard determines the number of people you can use for shipbuilding activities.

#### 4.7.1 Shipyard construction

The size of the shipyard will determine how many people may work there each month. Brass and Bronze can substitute for Iron.

It requires Engineering 6.

LOG S	COAL	IRON	BRASS	BRONZE	NOTES
50	20	6			Per 10 people who can work in the shipyard each month
	15		9		
	15			9	
<ul style="list-style-type: none"> <li>• Logs installed at 2 per person</li> <li>• Metal installed at 5 per person</li> </ul>					

#### 4.7.2 Shipbuilding

The shipbuilding skill determines the type of craft you can make. There are, however, other skills that you need to have before you can build a vessel:

Vessel	Shipbuilding	Woodwork	Metalwork
Boat	1	5	
Ferry	2	5	3
Fisher	2	6	3
Barges	3	5	3
Coaster	3	6	3
Sm Galley	4	7	5
Md Galley	5	7	5
Lg Galley	6	7	5
Trader	6	7	4
Longship	8	8	4
Merchant	9	8	7
Warship	9	8	7

See Engineering in the Skills section for materials used in the construction of vessels.

Shipbuilding may utilise the adjacent hex rule, but the ships require a waterfront hex to be built.

##### 4.7.2.1 Shipbuilding in Progress

If you plan to leave works dormant for one or more turns after the initial work you need to keep your own records of works already done (and include this in your Orders so GM is reminded of what the present status is).

##### 4.7.2.2 Materials to usage

You must show all materials used in the building of vessels as a Transfer to usage (1263).

#### 4.7.3 Shipwright

Shipwright level determines the number of people who may be allocated to the building all things naval. Each vessel requires a certain number of Actives to build it. The number of Actives required is given as Active Months (AMs)

Vessel	AMs
Boat	5
Ferry	22

Fisher	18
Barges	32
Coaster	36
Sm Galley	68
Md Galley	110
Lg Galley	156
Trader	144
Longship	122
Merchant	138
Warship	160

For example, if you were building a Coaster, you will need to allocate 36 people to building it. If you were to complete this in one month, you will need to have a Shipyard 4. You can, however, build over multiple months.

#### 4.7.3.1 *Partial construction*

If there are partial constructions (that is, ships not completed in the one turn) indicate in Messages to GM the AM's used/total required.

For example, you are using 30 workers on building Barges, report “30/32 towards Barge”.

If you are using Joint Project you must show the equivalent number of builders. For example, it takes 244 people to build two Longships and even though Joint Projects may require more than this it is the 244 that must be clearly shown.

Ensure that all materials required for building are with the Tribe doing the building (or its Goods Tribe).

You can build vessels even if you do not have the skills in one tribe to do it, (See Joint Projects) but the tribe without Shipbuilding skills needs to have a Shipwright level to cover the numbers involved. And the Shipyard needs to be big enough for all people to work in it. For example, if you were using 21 people from Tribe A and 31 people from Tribe B to build a vessel in one month, Tribe A requires Shipwright 3 and Tribe B requires Shipwright 4. The Shipyard needs to be a minimum of Shipyard 6.

#### 4.7.4 **Boatshed**

Depending on the type of vessel built, you may also require a boatshed and/or a jetty.

The level of Boatshed required for your vessels is based on Damage Rating. Damage Rating takes into consideration the wear and tear on sails and hulls of ships.

#### 4.7.4.1 Damage Rating(DR)

Damage Rating (DR)			
Vessel	Sail	Hull	Total
Ferry			0
Barge			0
Boat	NA	1	1
Fisher	2	2	4
Coaster	4	4	8
Sm Galley	NA	10	10
Md Galley	NA	16	16
Lg Galley	NA	22	22
Trader	18	18	36
Longship	15	15	30
Merchant	16	16	32
Warship	18	18	36

#### 4.7.4.2 Boatshed construction

A Boatshed is required to house your vessels when in the village.

Each Boatshed can house 10 DRs

It requires:

Engineering 5	20 logs	Per 10 DRs	Installed at 2 per person
---------------	---------	------------	---------------------------

For example:

- 10 Boats have a combined DR of 10 and can be housed in a Boatshed 1 and it will take 20 logs to build it.
- 25 Longships have a combined DR of 75 and would require a Boatshed 75 to house them, requiring 1500 logs

#### 4.7.5 Jetty

Although ships may quite easily be beached in non-mountain coastal hexes, a berth within the protection of a village (even in mountain hexes) is only possible with jetties.

A single jetty can cope with 2 large vessels or 4 small vessels, or 1 large and 2 small vessels. Small vessels include Ferries.

Jetties built in a village are considered to be a structure of the village and cannot be transferred outside of the hex in which they are built.

Jetties are required for ferrying operations.

For ferrying by all vessels except barges, a second jetty is required on the opposite bank. Jetties can be built on the far side without a Meeting House, and, unlike other structures, can be left untended. However, they can be destroyed by hostile forces of other players. In such an instance, the ferry is rendered inoperable until another jetty is built.

A jetty cannot be built in a hex that already has a name, unless it is the Clan's village. Named hexes include NPC trade towns and other villages that have been named by any other entity.

A jetty can be built by a different Clan to the one that will use it. If you build a jetty for someone else you must name the hex and advise the GM that you have done so.

It must be named using the following convention:

<Clan number> Jetty <number> <Direction>

For example:  
0789 Jetty 04 N

- The Clan number can be the number of the Clan building the jetty, or it can be the number of another Clan if you are building it for them.
- The jetty number is the number of jetties built by the building Clan to date
- The direction is the hexside that the jetty is on.

If you build multiple jetties, say 5 in the village and 5 on the far bank, this will show up in your Report as Jetty (5,5), which means that there are 5 jetties in the village and 5 on the opposite bank.

#### 4.7.5.1 Jetty construction

Engineering 4	100 logs	Installed at 2 per person
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Jetties, boatsheds and shipyards are all structures. Like other structures, they cannot be moved from where they are built.

#### 4.7.6 Movement

Each vessel has a base number of MPs. This basic number is modified by skills in Navigation, Seamanship, Sailing and Rowing

##### 4.7.6.1 Movement Points

Vessel	Sailing				Rowing			
	MP	Navigation	Seamanship	Sailing	MP	Navigation	Seamanship	Rowing
Barge					30			2
Boat					30	1	1	2
Fisher	40	2	2	4	30	.5	.5	2
Coaster	40	2	2	4				
Sm Galley					40	1	1	3
Md Galley					40	1	1	3
Lg Galley					40	1	1	3
Trader	36	2	2	4				
Longship	40	3	2	4	36	1	1	2
Merchant	40	3	2	4	20	.5	.5	2
Warship	35	3	2	3	35	.5	.5	2

There is no special skill required to sail or row vessels. With 0 skills you can sail or row a vessel to the basic MPs.

MP in the table is the base Movement Points of the vessel. The numbers under Navigation,

Seamanship, Sailing and Rowing, represent the increase in the base Movement Points of the vessel per level in that skill.

For example:

A Coaster has 40 MPs.

If you have Navigation 2, the Coaster's MPs rise by 4 (2x2)

If you have Sailing 8, the MPs rise by 32 (8x4)

The total number of MPs the vessel has is the basic MPs plus all skills multiplied by their factors

The MPs of a Ferry are based on the number of people operating it.

Vessel	MP	NOTE
Ferry	30	This is total MPs when 4 people operating ferry
Ferry	60	This is total MPs when 8 people operating ferry

#### 4.7.6.2 Movement costs – Rowing

	MOVEMENT POINTS
Base movement cost	4
Coastal hex or a hex within sight of land	Base + 1
In strong winds	Base + 1
In a gale	Base + 2

So, if you are rowing within sight of land and in a gale, each hex moved through will cost 7 MPs

Rowed craft require oars for the whole crew.

#### 4.7.6.3 Movement costs – Sailing

Base MP cost depends on wind and wind direction

WIND	MOVEMENT	WITH	ANGLED WITH	ANGLED INTO	INTO
Calm	No movement!				
Mild	Full MP	5	6	8	10
Strong	-6 MP	4	5	10	15
Gale	-12MP	3	5	15	30

So if you were using a Coaster and had a total of 68 MP (with bonuses) and were sailing into strong winds, the Coaster's MP would be reduced to 62 and each hex it moved through would cost 15 MPs.

#### 4.7.7 River Travel

When following a river, a Fleet is treated like an Element in so far as it will move overland adjacent to the river.

A bonus of 10 MV points is given to the unit in question for this purpose.

The Fleet must start its movement on one side of the river and give the order “follow river with river on the right” or “follow river with river on the left”.

Terrain that is impassable on land is impassable by vessels on river. Movement is affected by weather in the normal way and does not depend on whether you are travelling upstream or downstream.

Only barges can cross fords.



The unit following the river will stop when the river meets lake or ocean. At this point (from the next turn) the unit may travel on the lake or ocean as a normal fleet.

See Barges for special rule for barges travelling between village sites.

#### 4.7.8 Ocean/lake travel

There are three ways to move a Fleet.

- By giving ordinary direction orders – SE, NEx4, SE to limit
- By ‘follow ocean right/left’ – which will see the Fleet moving through land hexes and ending in a land hex
- By ‘follow coast right/left’ – which will see the Fleet move along the water off the coast and end its turn in water off the coast

When ordering Fleet Movement (particularly a “Follow Ocean” type order) it is useful to indicate the direction of the first hex of movement. For example, you might order “Follow ocean left” and include in your notes “the first hex will be NE”.

**Note: Rowed Fleets will crash the system when a “Follow ocean” order is given. Please do not do this.**

Coastal (land) hexes are considered to include some water, so ships may travel through coast hexes. If a Fleet ends a turn in a coastal hex it may perform land based activities on the following turn.

A lake-based Fleet cannot use “Follow lake”. It must use either “Follow Coast” (that is, it starts in a lake hex off-shore and ends in a lake hex) or it can move in the normal way, for example N, NE, N.

**Note: Because of the present nature of the coding the maximum that a fleet may be ordered to move is 35 hexes. However, a “to limit” order may enable movement further than this.**

It is possible to move Fleets that combine rowing and sailing vessels. The Fleet will only move if the sailing vessels can move. The distance that the Fleet will travel will be determined by the smallest number of movement points of the two vessel types. That is, if a rowing vessel can only travel 40 MPs and the sailing vessel can travel 100 MPs, then the fleet will only travel 40 MPs.

Fleets must have their own ships in order to move (that is, Fleets cannot use ships via a Goods Tribe relationship).

Fleets may carry Elements (assuming sufficient carrying capacity). In such a case, the Element would give Movement Orders to “follow” the Fleet in question. Fleets may not carry other Fleets. Fleets need to show independent MV Orders (not “follow” other Fleet).

4. There is a module bug that sometimes allows Fleets to move through 1 hex wide peninsulas – the module allows this (and sometimes I miss it) - if this happens it happens - but I also rely on players who are familiar with the terrain to not do this deliberately.

#### 4.7.9 Reading a movement report

The Fleet report will be shown in the following format:

Let’s say the Fleet is moving as ‘Follow Ocean Right’ and starts in GH.

MILD N Fleet Movement: Move **NE-GH**, -Sight Land - N/N,Sight Land - N/NE,Sight Land - N/NW,Sight Land - NE/NE,Sight Land - NE/SE,Sight Land - SE/SE,Sight Land - S/SE,Sight Water - S/S,Sight Water - S/SW,Sight Land - SW/SW,Sight Land - SW/NW,Sight Land - NW/NW, )**SE-**

**GH**, -Sight Land - N/N,Sight Land - N/NE,Sight Land - N/NW,Sight Land - NE/NE,Sight Land - NE/SE,Sight Water - SE/SE,Sight Water - S/SE,Sight Water - S/S,Sight Water - S/SW,Sight Water - SW/SW,Sight Land - SW/NW,Sight Land - NW/NW, )\

Actual movement is shown in bold.

First thing under movement is "Mild N". By reference to the Sailing Movement table you can work out the MPs used for each step of the way. In this case, the Fleet is moving NE and the wind is from the N, so it is angled into the wind, and there are mild conditions. Thus each hex the vessel moves through costs 8 MPs.

The Fleet moved NE into a mainly grassy hills hex. All coastal hexes are considered to have some water, so this hex is considered grassy hill even though you are on water.

Fleets report on 2 hexes from their position.

From the grassy hills the Fleet can see land 2 hexes to the north (N/N). It cannot see the type of terrain there but knows it is land. It would be able to report mountains if they were there, in the same way scouts report mountains without going into them.

They sight more land in the hex N, NE; and more in the hex to the N, NW; and so on.

They sight water 2 hexes SE; more water in the hex to the S, SE; and so on.

Then they moved SE into more grassy hills.

The map created by this movement would look like this:



The grey hexes being unspecified land.

#### 4.7.10 Mariner's hazard

If a unit is on a 1 hex wide peninsula, or otherwise has two or more different water options, the order "Follow ocean right" can be interpreted in two ways (as there are two different oceans to follow). The result can be a movement loop. If this happens to you, put it down to the hazards of sea travel and on the following turn give a specific direction, for example, NEx2, FOR. Or choose other hexes.

#### 4.7.11 Special conditions for some vessels

In general all vessels act in much the same way – by giving orders similar to any other type of movement order, but some special conditions apply to some vessels in the normal course of their use and to others in certain circumstances.

#### 4.7.11.1 Barge

Barges can only operate on rivers and lakes. They can traverse a ford on a river. They do not need jetties, either for berthing or for ferrying, and do not need a Boatshed to house them.

Barges have a special movement rule for travelling between villages.

#### 4.7.11.2 Special Movement for Barges

Fleets composed only of barges may travel between villages, including NPC villages and Trader hexes, that are located on a river, lake coast or ocean coast. The movement limit under this rule is 40 MP. Movement costs are 1 MP per water hex side. Lake hexsides can form part of this movement.

A Fleet moving under these rules will follow the river or coast hex sides, not move hex to hex. So, if it were traversing a hex that had river on three sides, it would take 3MP to traverse that hex. The rate is the same whether the barge is moving upriver or downriver.

To use this rule the Fleet must begin and end its move at a village with a meeting house. The route the barge flotilla takes must have been previously established and approved by the GM. To establish such a route the villages at each end must exist prior to the establishment of the route. If either village ceases to exist, the route ceases to exist.

Route start and end points are based on the location of the village at each end. If a village has more than one hex side that is bordered by water, the hex side that the village is located on should be specified when the village is created, and must be specified before a route is created. Routes into and out of a village must start on that specific hex side.

Routes may be chained, i.e., a barge Fleet may travel a route from village A to village B by one route and then travel another route from village B to village C. However, if village B ceases to exist, both routes in the chain cease to exist as well. Barge Fleets that are stranded as a result of lost routes must wait until new routes are established or they can move using normal river travel methods. Note that it is possible that the barge flotilla may not be able to retrace the lost route using the rules in the previous section.

Route maintenance is the responsibility of the player. Frequent route changes or abuse of the rule may result in modifications by the GM.

You can show movement in a couple of ways. If you are going to an NPC village, simply state the name of the village. Otherwise it is best to use the 'Follow' order to take you to the village owned by the unit you are visiting. If the GM has been previously advised of village names (see [Naming Hexes](#)), you can use the village names. Your Orders can take any of the following forms:

UNIT	DIRECTION	NOTES
1789f1	From Thishex to Thathex	By barge
1789f1	Follow 1299	By barge
1789f1	To Shanghai	By barge

#### 4.7.11.3 Ferry

A Ferry can operate over a river or one hex of lake or ocean. Operation over a river is to an adjacent hex only. It requires a jetty to be built on both sides of the river/lake/ocean.

A Ferry operates only on the hexside on which it was built and will only go to the corresponding jetty on the opposite side. You can have more than one Ferry in a hex, that is, it is possible for each hexside in a hex to have a Ferry. However, a single unit may operate Ferries from a single hexside only (that is, it may not operate Ferries on two sides of a hex simultaneously).

The Ferry can be transferred to a unit on the opposite bank as long as a jetty and a Meeting

House are present. Note, though, that the shipyard in which the ferry was built cannot be transferred, as it is a non-movable structure, like a refinery, for example. Otherwise, it is fixed to the position in which it is built.

A Ferry does not need to be housed in a Boatshed.

A unit on the opposite bank to where the Ferry was built can operate the Ferry if they have a Meeting House.

#### 4.7.11.4 Crossing fords

Only barges, boats and longships can operate over fords. Longships can only cross fords while being rowed.

It costs no extra MPs for these vessels to cross fords.

#### 4.7.12 Ferrying

All water vessels can operate as a ferry. Ferrying takes place across a river hexside or over 1 hex of ocean or lake.

Barges can only ferry over river and lake

Ferrying is like Scouting, in so far as the crew and the ferries are deemed to automatically return to their point of origin

Goods may be transferred alone by ferry as long as the ferry is being operated by the owner. That is, Goods can be transferred as if it were a hex-to-hex operation. But the ferry must be operated if the Tribe transferring is not from the same Clan. Similarly, if the clan operating the ferry is transferring to another Clan on the opposite bank, they would need to operate the ferry to complete the transfer.

Adjacent hex transfers apply for Tribes of the same Clan.

Goods will follow the unit that owns them, so there is no need to itemise all that is being ferried if you are ferrying a tribe or an element. However, if a large amount of people and goods are being moved and there may be a question of weight capacity or people numbers being compromised, you should include the calculation of weights/carrying capacities/maximum people and report this to the GM in a note. This is particularly important when ferrying over one hex of lake/ocean.

Regardless of size, a ferried unit will start on one bank and end on the other. That is, the only move a ferried unit can make in a turn is from one bank to the other.

The cost in MPs to ferry a unit is:

<b>METHOD</b>	<b>RIVER MPs</b>	<b>LAKE/OCEAN MPs</b>
Ferry	1	8
Rowing vessel	1	8
Sailing vessel	1.5	12

A Ferry crossing is to and fro, so the effective MPs for a Ferry are doubled.

Thus, for example:

A Ferry has 30 MPs if crewed by 4 and 60 MP if crewed by 8. It costs 1 MP per river crossing. As a crossing is to and fro, the effective MP for a Ferry is 2. Thus each Ferry can make 15 crossings with a crew of 4 and 30 crossings with a crew of 8.

A Barge, a rowed vessel, has 30 MPs plus 2x Rowing skill. If, say, the Tribe has Rowing 1 it therefore has 32 MPs, meaning it can ferry across 1 hex of lake 4 times.

Ferrying over 1 hex of lake or ocean presents some logistical problems with regards to people, as each vessel has a strict limit on people who can be carried. You will need to make all the necessary calculations and present them to the GM in a note.

Players should indicate the details of Ferrying in their Orders.

For Ferries, in Activities the operating Tribe should show an entry for the Activity:

ACTIVITY		PEOPLE ASSIGNED		NOTES
Operate Ferry		8		To ferry 0789
Operate Ferry		4		To transfer goods from xxxx (if another Clan). See Transfers

There are two ways of showing movement by ferry.

- Using the 'Follow' order – the preferred method
- Using the direction order

If you have a unit at the destination hex, or you know the number of another Clan's unit that will be at the destination hex, it is recommended that you use the 'Follow' order, as it is easier to process. Note that when ferrying back to the unit operating the Ferry, there will always be a 'Follow' order.

If moving to a hex not already occupied, you must indicate the hex to be moved to by using the name of the jetty.

For example:

Unit	Movement	Notes
<b>0789</b>	Follow 3789	Using Ferry
<b>0789e2</b>	To 0789 Jetty 04 N	Using Ferry

Ferrying by Ferry may operate simultaneously in both directions (that is, the otherwise empty ferry on the return leg may be utilised, but you must have built the Ferry to do this). If this is happening, you must be very clear about how the Transfer/Movement is to take place. Any confusion or requirement to double guess by the GM may result in nothing happening at all.

When ferrying by barge or other vessel over 1 hex of water, make sure you make the GM aware of what is being attempted and give all calculations of weight and people in your Messages to the GM.

In Movement Orders you should show:

Unit	Movement	Notes
<b>0789</b>	Follow 3789f2	Unit is being ferried by barge
<b>3789f2</b>	SWx2	Barge fleet. Ferrying over 1 hex of lake.

## 4.8 Summary of naval vessels

Below is a composite table of naval requirements.

Vessel	SAIL MOVEMENT					ROW MOVEMENT					MEF	DAMAGE RATING (DR)		Max People	Def Pts	Cargo
	MP	Nav	Sea	Sail	Crew#	MP	Nav	Sea	Row	Crew		Sail	Hull			
Ferry						30 (60)			0	4 (8)				20		6000
Barge						30			2	6				26		10000
Boat	NA					30	1	1	2	16+1	2	NA	1	17	1	800
Fisher	40	2	2	4	6+1	30	.5	.5	2	6+1	7	2	2	8	2	150
Coaster	40	2	2	4	3+2	NA					8	4	4	20	4	-
Sm Galley	NA					40	1	1	3	48+2	4	NA	10	65	15	5000
Md Galley	NA					40	1	1	3	72+4	6	NA	16	100	24	9000
Lg Galley	NA					40	1	1	3	120+5	8	NA	22	150	30	15000
Trader	36	2	2	4	12+8	NA					2	18	18	80	16	60000
Longship	40	3	2	4	10+6	36	1	1	2	40+6*	6	15	15	100	15	6500
Merchant	40	3	2	4	10+7	20	.5	.5	2	20+7	4	16	16	60	16	20000
Warship	35	3	2	3	10+7	35	.5	.5	2	20+7	4	18	18	60	30	15000

- Colours show size of vessel: **Small, Medium, Large**
- If a ferry is crewed by 8 then MPs are 60. If not crewed, MPS are 30. Maximum people = cargo, so it is either 12 people (plus the crew) OR 6000 cargo.
- Crew: the additional numbers represent people who are required to maintain the vessel. So, for example, the crew of a sailed Longship is increased by 6. You do not order people to maintain boats when they are on land/in boat sheds. Maintain Boats can be taken as a skill. At Maintain Boats 10 you do not need the additional crew to maintain your vessels.
- \* Longships rowed by 80 rowers (+10 Warriors) has a base row movement rate of 40 and a row factor of 3. Can operate above fords if rowed.
- Animals at sea count as :- Goats = 1 person, Cattle = 6, Horses = 9, Elephants = 30, Dogs = 0.5. Camels = 13. All ships can use cargo space to carry animals.
- MEF: Maximum Effective Fishing
- Max People: Maximum number of people the ship can carry. Cargo space cannot be used for extra people
- Cargo@: Maximum amount of cargo a ship can carry. People space may be converted to cargo space at a rate of 1 person = 500 lbs cargo space (this does not apply to Traders – that is, 60 people in addition to the crew of 20 is the maximum a Trader may carry).
- Traders can carry animals at normal space conversion rates.
- Def Pts: The naval combat system is being revised and not in play at the moment. Def Pts are shown here for future reference
- Oars do not count as cargo.
- If insufficient rowers/oars available MP is reduced proportionally

- Crews simply need to be present for the MV phase and can conduct Activities, such as Fishing. When assigning crew you should consider sending a few more than the minimum required in case there are losses to combat, starvation, etc, that cause crew numbers to fall below the minimum required..
- # Slaves may crew ships
- Fleets may carry 10 Slaves for every Warrior that is overseeing them (at Slv0)

Vessel	ShipB	Wood	Mtl	Logs	Brass	Coal	Sheath	Ram	Leather	Cloth	Rope	O/P	AM's to build	Weight
Boat (Long)	1	5	-	10	-	-	-	-	-	-	-	P	5	1250
Ferry	2	5	3	40	10	40	-	-	-	-	-	-	22	-
Fisher	2	6	3	20	5	20	20	No	2	2	3	P	18	2500
Barges	3	5	3	60	10	40	-	-	-	-	-	none	32	-
Coaster	3	6	3	40	10	40	40	No	6	4	6	NA	36	5000
Sm Galley	4	7	5	100	40	200	100	Yes	10	-	-	O	68	12500
Md Galley	5	7	5	160	60	300	180	Yes	15	-	-	O	110	20000
Lg Galley	6	7	5	220	80	400	300	Yes	20	-	-	O	156	27500
Trader	6	7	4	160	25	100	150	No	40	20	24	NA	144	20000
Longship	8	8	4	150	20	100	100	No	10	15	18	O	122	18750
Merchant	9	8	7	160	40	200	150	*	30	15	20	O	138	20000
Warship	9	8	7	200	50	250	150	Yes	30	15	20	O	160	25000

- O/P = Oars/Paddles to row
- Oars require 1 person, 1 log, Wood 3
- 2 Paddles require 1 person, 1 log, Wood 2
- Bronze may not be substituted for Brass (all boats require Brass)
- Either Copper or Lead may be used as the sheathing material.
- Logs are installed at 2/person
- Metal fittings at 5 lbs/person
- Sheathing added at 10 lbs/person
- Cloth/rope fitted at 1/person
- AM is shorthand for “Active Month” – the amount of work that a worker can do in a month.
- Longboats may not be carried on Wagons. They can be carried on large vessels, though.

## 4.9 Using Ships for Defence

If at the end of Movement a Tribe falls under attack in a hex in which it has access to its own ships (Ocean, Lake, River) it may opt to board those ships (in the same way that it may opt to fall behind fortifications should they be present). They may not move out of the hex in this turn but are deemed to be out of the way of combat. Should the whole Tribe be able to board ships then it is able to avoid combat. On the following turn you may move away – you should indicate this at the start of Orders – the organisation of the “move away” is deemed to replace all Activities for that turn. If you do this, any site will be taken by the attacker. Should you not move away the attacker may force a combat on the following turn.

If the whole Tribe cannot fit its entire people on board, those that cannot fit will be left behind; however, under these conditions it must have sufficient Administration levels to support what is essentially an extra Element.

If all goods cannot be taken aboard, the player needs to specify what will be left behind – or else the GM will.

If on an Ocean, then fresh water needs to be carried aboard and will not be able to do land based

Activities on the following turn.

#### 4.10 Naval Combat

When opposing Fleets are in the one hex, they may engage in combat. Naval Combat works as Field Combat, with some exceptions:

- Mariner skill replaces Combat
- Captaincy replaces Leadership
- Archery = Archery skill
- No Cavalry component.

The one-third limitation on participating Warriors still applies. For example, if your Fleet has 300 Warriors in it then 100 are able to fight.

The number of Warships (x3) and Large Galleys (x2.5) in the fleet will impact the outcome. Each Warship in the Fleet and 10 Warriors assigned and available for combat will act in combat resolution as if they are 30 Warriors (for example: 10 Warriors armed and armoured assigned to combat will act as 10 Warriors armed and armoured PLUS 20 Warriors fighting with bare hands).

#### 4.11 Joint Projects

There are two ways in which Joint Projects can work.

- Where the requisite skill levels are owned by one of the participating Tribe/Villages, but they require the labour from another Tribe (or Tribes) that doesn't have the required skills
- Where neither unit of the Clan possesses the requisite skills individually but they have the requisite skills jointly.

For example: The Clan wishes to build a Shrine. This requires Engineering 5 Woodwork 1 Stonework 2 = 8 skill levels.

In order for the project to be completed at all, each skill required for the project must be known by at least one of the participating Tribes. So one of the Tribes must have Engineering 5, one of the Tribes must have Woodworking 1 and one of the Tribes must have Stonework 2. Any Tribe without whom the project could not be completed (i.e. is supplying a required skill) must contribute at least 20% of the labour for the project.

If all of the required skills are possessed by just one Tribe, then that Tribe must contribute at least 20% of the required labour. This is an example of the first instance above.

Any labour performed by the other Tribe or Tribes (which lack some of the required skills) is reduced in effectiveness by  $10/(10 + \text{number of skill levels in deficit for that Tribe})$ . Skill levels in deficit are calculated by adding up the shortfall across each area. Thus, if a participating Tribe had Engineering 1, Woodwork 3 and no Stonework skills, they would be 4 levels in deficit for Engineering, have no deficit for Woodwork and would be 2 levels in deficit for Stonework. Their total skill deficit would be 6 levels, so their labour is supplied at the rate of  $10/10+6$ . Therefore if 160 labourers were supplied, they would only count as 100 towards the shrine. Because the other tribe has all the required skills, the under-skilled Tribe is not supplying a required skill and there is no minimum required contribution.



If one Tribe has the required Woodwork 1 and Stonework 2 skills and the other Tribe has the required Engineering 5 skills, but neither has all the skills, then both Tribes are required for the project and each must contribute at least 20% of the effective labour.

The skill deficit for each Tribe is calculated by skill area (as for the under-skilled Tribe in the example above). If each had no other skills, the first tribe would have a deficit of 5 skills in Engineering and supply labour at 10/15 and the second would have a deficit of 3 (1 in Woodwork and 2 in Stonework) and supply labour at 10/13.

Joint Projects can occur between 3 units or more, with the same conditions applying.

Players are responsible for calculating the figures. Fortunately, there is a Joint Projects tool that can be requested from the GM or downloaded from the website.

Joint projects must be kept within a Clan. It is allowable for units to work on Research class buildings without the required level of research. However, one of the units must have the knowledge.

#### **4.11.1 Shipbuilding**

If you are using a joint project to build a naval construction, each unit involved in the construction must have the required level of Shipwright skill to participate.

For instance:

If Tribe A and Tribe B are jointly building a shipyard and Tribe A is donating 35 people and Tribe B is donating 27 people, then Tribe A needs to have at least Shipwright 4 and Tribe B needs at least Shipwright 3.

Further, for them all to work together in the same month, the shipyard would need to be big enough to cater for 62 people, ie, be at least Shipyard 7.

#### **4.11.2 Projects with other Clans**

Tribes from different Clans may not combine to work on projects. However, a Tribe may do Engineering for a different Clan and then transfer buildings/works using Transfers. If this involves access to the other Clan's village, then the recipient of the works must indicate that they are allowing such access. Include this in Messages to the GM.

A Clan cannot access another Clan's facilities to do work. For instance, Clan A can build a shipyard for Clan B, but cannot then build ships for Clan B using that shipyard.

Once a Tribe has access to a village, the defensive works of that site do not come into effect should an attack be announced; any such attack would be resolved under normal field combat.

### **4.12 Trade Envoys**

Requires Economics 6.

Only 1 Trade Envoy per Tribe is permitted.

Trade Envoys may be placed with any other Clan that will accept them (the receiving Clan does not need Eco6, but may hold no more than one Trade Envoy at any time).

The Envoy must travel physically to an NPC town via your Tribe/Element/Trade Element/Fleet.

NPC towns are defined as those that have a trading price list.

The following turn, with assistance of locals, it is sent to the NPC town of your choice. It may then be physically collected from this town by a unit belonging to the destination Clan.

Twice per year (during Fair months) you may deliver EITHER 1 Wagon load of goods to units with the Envoy present (a maximum of 2 Envoys may be used in any one month) OR up to one of 50 Gold, 400 Silk, 100 Jade, 100 Diamonds, 100 Frankincense, 2500 Coffee, 2500 Tea, 500 Coin, 50 Opium, 500 Olives, 250 Spice, 200 China, 100 Pearls, 400 Ivory OR one of 5 Elephants, 10 Horses, 20 Dogs.

The Envoy may be captured via a Raid and/or successful combat and held to ransom (or be killed). While the Envoy is alive, the spawning Tribe may not create another one.

A Trade Envoy may travel via Ports.

The process, in summary:

- 1) Get Economics 6
- 2) Ask the GM for an Envoy and put it in an Element, etc
- 3) Move Element to an NPC Town
- 4) Tell GM where the Envoy moves (another NPC Town that you know of – it will arrive there the following turn)
- 5) The Target clan moves an Element to the same NPC Town
- 6) Target clan tells GM they're picking up the Envoy.

### 4.13 Longhouses

From time to time locals in your area, or those you find in your travels, may invite you to perform certain tasks for them, like building structures or trading goods, in particular hexes. Structures are also known as “Special Hexes”. The rules below apply to Longhouses but include more generic rules that apply to any “remote” build a Clan may engage in. Whether you gain an invitation to build Longhouse depends on whether you are settled and your length of time and status in the game.

Hexes with Longhouse and other structures are deemed to be under the control of the Clan that built the Longhouse. However, they may be destroyed by other Clans at normal rates of reverse engineering.

They are built where the player nominates

Longhouse	Engineering 3	Logs 400	Logs installed at 2/person
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A nominal force of 20 Locals will defend sites that are built for them. Locals have combat skill levels of 0. Morale is 1.00. The Defensive factor of these locals is increased with fortifications that you may build, which give the same defensive factors as per your village fortifications. You may also recruit extra Locals to defend, via payment to them. They cost 10 silver per turn per local, contracted for 12 turns at the start of each year. At this point there is no limit on numbers. The Clan also needs to furnish weapons and armour to the locals. You may also assign Mercenaries and International Mercenaries to defend these sites. They will fight alongside Locals in MOTC mode – however it is incumbent upon players to do the MOTC numbers.

If you also have one of your own units in the hex it may help defend the Longhouse with the help of Locals in MOTC (assuming the fortification is large enough to hold all people).

Should a fortification be taken by an opposing Clan, the site may be used by the conquering Clan for the same benefits, but they will have to rebuild the structure. The site may be claimed back by the original Clan under the conditions above.

Clans may not build their own Villages in these hexes.

Where the Special Hex in question offers to trade (for example, Coffee for Hirelings) you should regard this as the only thing the Locals/Trader will do. That is, they will not offer information, trade other goods, negotiate, etc, unless instigated by them.

Longhouses are differentiated by Class:

<b>Class</b>	<b>No of hexes from Clan's Home City/village</b>
A	10-12
B	12-15
C	15-20

- There may be more Classes but they are not shown here for space purposes. Be aware that further Classes of Longhouse will follow a similar patten as above.

- The Home City is what your village becomes once you start developing Politics (see Part 5). However, it can be informally applied to a well-developed village that has been around for a while and has fortifications; that is, Politics research is not essential.
- A Clan may build a maximum of 3 Class A Longhouses, 3 Class B, 3 Class C, etc.
- The three Longhouses of any particular Class need to be roughly 120 degrees separation.
- Three Class A Longhouses need to be built before commencing Class B etc.
- The player should nominate where Longhouses are to be built but they cannot be in hexes already named or in a hex with another Clan's Meeting House.

#### 4.13.1 Longhouses, Hamlets & Towns

Once three or more Longhouses belong to a single Clan the Clan may designate one of the hexes as a Hamlet. If the Hamlet is attacked the locals will contribute 50 Locals to assist in its defence (the Locals fight at their own levels – see above).

Once six or more Hamlets are controlled by a Clan it may nominate one of the Hamlets to be a Town. This will require at least a 120 yard 10' stone wall plus Well in this hex. This Town will be able to attract recruits from the local area once per year. 200 Locals, 50 Actives and 50 Gold per Town will join the Clan Home City.

A second Town requires 12 or more Longhouses. Double recruits will be attracted. 200 Locals and 50 Mercenaries per Castle held by the Clan will also join. If the Town is attacked the locals will contribute 100 Locals to assist in defence. A Town will not be lost if the Clan loses control of "Non-Town" hexes.

#### 4.14 Archaeology/excavation

One dedicated Tribe per Clan based in a Village may become an Archaeology Tribe (it is not a mobile unit). The Tribe with Archaeology may spawn an additional Element and may gather artefacts from archaeological sites.

The Element requires no extra Administration level.

The Archaeology Element may contain no more than 20 Warriors and no more than 100 Actives (and no Inactives). It can only be attacked, raided, etc, by other Archaeology Elements.

The Element may not occupy nor otherwise make use of a fortified site.

The Element will not be able to Scout or Suppress. It will be detectable if observed by normal scouting parties from other units. Essentially, though, it is invisible to the rest of the community, representing the general lack of interest in people for those that dig for old pots, and the obsession of people that do so.

It will not observe units other than other Archaeology Elements. This rule will be invoked if the player attempts to use the Archaeological unit to cynically gain information on other units.

It cannot transfer general goods to other Clans and is not a trading unit, but may trade/transfer Artefacts with Archaeology Elements from other Clans

To dig for 1 Artefact you will need 10 Actives/Warriors using picks or shovels, and have the appropriate level of Excavation to perform the Activity.

Artefacts weigh 10 lbs.

An archaeological site will be guaranteed within 15 or so hexes of the parent Tribe and will likely be placed in fairly inhospitable places like mountains and swamps. The player needs to ask for this placement. The GM will give directions to the specific hex. An Element can gather artefacts from the site at the guaranteed rate of 1 artefact per turn. Artefacts can only be carried by Archaeology Elements, though more may be held by the parent Tribe.

Only one Element may excavate a particular site per turn. If two or more Elements try to excavate the site, the unit with the highest Excavation level wins the dig. Where levels are equal, the successful excavator will be the one that has named the site.

12 Artefacts may be exchanged for 150 Actives (people who are drawn to the Tribe due to the mystique of the artefact). The 12 Artefacts must be returned to the parent Tribe for this to be possible. These Actives may be transferred to any other unit of the Clan that occupies the same site as the Archaeology Tribe.

15 Artefacts may be exchanged for 160 Warriors. The 15 artefacts must be returned to the parent Tribe for this to be possible. The Warriors may be transferred to any other unit of the Clan that occupies the same site as the Archaeology Tribe.

Artefacts may be sold at the Fair at the rate of 1200 silver each. A maximum of 5 may be sold at a single Fair. The Artefacts, and the parent Tribe, must be present at the Trade Fair. The trading of Artefacts counts against trade limits.

8 artefacts may be traded for 0.01 Morale increase (but not beyond 1.50) which may be received by any other unit of the Clan that occupies the same site as the Archaeology Tribe.

#### 4.14.1 Museum

At Archaeology 10 you can build a Museum.

Museum	Archaeology	Literacy	Engineering	Economics	Stonework	Stones
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	10	7	8	8	4	6000
<ul style="list-style-type: none"> <li>• Only one Museum is permitted per hex</li> <li>• Each Tribe with Archaeology 10 is limited to one museum only.             <ul style="list-style-type: none"> <li>• The Tribe can buy up to 5 artefacts from NPC's for 500 silver each during the Fair.</li> <li>• Transactions count against Fair limits.</li> </ul> </li> </ul>						

## 4.15 Scout mission - locate

Locating is deemed to occur in any hex the Scout Party passes through. If successful, Scouts will lead a war party to the victim's hex – the war party being the Tribe's assigned defence warriors.

Your Scouts will report on the first target they Locate and will not continue into the next hex. Where there is more than one target in the hex, the target will be determined randomly. Any target that has zero (or few) defenders in the same hex will be overrun.

You can order not to attack particular units as they move through the hexes; for example, under (or over) xxx people, specific units and so on. Conditionals should not be overly complex. For example, it is acceptable to say "Locate one target, 0999 if present" but not "Locate target with fewest defenders".

There are two skills relevant to Locate – Scouting and Spying. If you are very low in one or the other you can expect the target Tribe to discover your mission if they have Suppression orders in place.

Should two different Scouts locate two separate targets (via two scouting parties) your Warriors will be committed to two battles. Should this not be desirable you should say, for example, "Locate one target only".

Scouts from one Tribe can Locate on behalf of another Tribe as long as those Tribes are in Meeting of the Clan. If in Meeting of the Clan, the total number of defenders is counted as the War Party.

A Locate commits you to a battle, but if neither party wants to fight then they should both indicate "Defend" in their Combat Orders.

### 4.15.1 Coastal Fleets & Locate

Fleet in a coastal hex may send Scouts to Locate other fleets that are also in coastal hexes. Coastal Fleets may Locate land based units. Land based units cannot Locate coastal Fleets or a unit travelling via a Fleet.

### 4.15.2 Locate vs Fortified sites

A Locate vs a fortified site will only result in combat where a site cannot house all people in the unit(s) being attacked.

People will be accommodated in the fortified site before animals. The defender may opt for combat, but if they do not, any animals left outside the site will be taken by the Locate force, subject to herder numbers. Any people left outside will be taken as slaves. Slaves taken by the attacker may be no greater than the number of attacking Warriors/2 mounted or 1 for each 4 on infantry.

Where multiple units are housed within the site, the main unit (usually the main Tribe) will be given precedence, followed by sub-Tribes. For example, Tribe 0250 has 3000 people, Tribe 1250 has 1000 people and Element 1250e1 has 500 people. If the site can hold 2000 people, then all of 1250 and 1250e1 will be left outside, along with 1000 people from 0250.

Any unit(s) defending in the Field (or in the site must) be defeated before other units in the site can be attacked/overrun, etc. Meeting of the Clan rules will be relevant here.

The Locating unit is not committed to an attack vs the site (even if the defender enters into combat).

You cannot order a siege via a Locate - but you can Assault in this way. If a unit Locates a fortified site it may choose not to Assault; however, the defender of the site may enter the Field to force a battle.

Besieging Forces may not themselves use Locate (unless they are willing to break the Siege).

#### **4.15.3 Scout mission – Raid**

Scouts on a raid will try to take slaves from another Clan. In any one turn a particular Tribe may raid only one other particular Tribe. If you do not specify the Tribe that the raid is against the first Tribe encountered will be deemed as the target.

Raiding is deemed to occur in any hex passed through (not just in the final hex). Your Scouts will return to report the first units(s) they raid (that is, they will not continue into the next hex unless there is a specific order to target a particular unit). If you want to use Raid in the hex your unit is in your Movement Orders be “Still”.

Raiders may wear jerkin and hood (the only armour permissible) and carry one melee weapon. Scouts with a Raid Order will fight any Warriors on Security in a combat/melee without any defensive modifiers (that is, as if vs open camp). They do not fight the assigned defenders. Raids occur prior to any combat via Locate.

If you specify a raid vs a particular unit, the raiders do not have to deal with security from another Clan's unit in the hex, though they will have to deal with any suppressors, as would Scouts on Locate.

You cannot combine Scouting numbers from sub-Tribes unless you are in Meeting of the Clan – in which case you need to supply relevant weighted figures for any combat type skills.

A Tribe is limited to a maximum of 10 Raiders per Tactics level in each Scouting party. For example, at Tac10 a Scouting party may contain up to 100 Raiders.

Where scouts from the one unit is Raiding vs the same opposing unit, the total scouts in the relevant parties will be added together for the purposes of adjudication. For example, two Raids by two groups of 100 (Tac10) shall count as a single raid by 200. Short of research, the maximum Raiders that may be assigned by a Tribe is 800 (Tac10 and 8 Scout parties).

Slaves will be taken from Slaves first, Hirelings and then across all three people classes.

##### **4.15.3.1 Stages of resolution**

1. Resolve through Combat: Raiders vs Security as a melee.
2. Effective Raiders = those that remain unwounded after melee. Note: if more than 70% of the Raiders etc are wounded the rest will be enslaved.
3. Unwounded mounted takes 1 Slave per two raiders, Infantry take 1 Slave per 4 raiders.  
Note: when the Raid is vs a Fortification then Cavalry is treated as Foot.

Only 1 slave per unit member is permitted overall, 2 if shackles. For example, a Raiding unit of 200 people which already holds 100 Slaves may take a maximum of 100 Slaves in a Raid, however, if the 100 are shackled they count as 50 and thus the raiding party may take up to 150 more Slaves if they are able).

#### 4.15.3.2 *Modifiers*

Moat/Ditch the Raiding is ¼ Slaves

Walls the Raiding is 1/5

Walls and Ditch/Moat the Raiding is 1/6

It is assumed fortifications are sufficient to hold all people. For the purposes of Raid resolution the fortification is assumed to hold just people (that is, goods do not need to be factored in). A pro rata calculation will be made if the fortification is not sufficient to hold all.

### 4.16 General Combat-style Activities

There are some combat-style activities that can be included in the Activities phase of Orders. If you are using them, you should show the Activity, the number of Warriors assigned and the equipment being used. Only Warriors can be assigned to them.

#### 4.16.1 Security

Warriors assigned to Security will attempt to counter spies and raiders. The Tribe skill of Security will help with this.

Spies will be attacked (even if they are from truced Clans), but normal scouts on Patrol will be left alone.

You can assign up to 33% of your Warriors to this Activity, but only 50% of the Warriors assigned to Security will be able to defend the Tribe in combat should the need arise, unless they are injured on Security duty (whereabouts this happens in the turn shall be determined by the GM on a case by case basis).

Specification of the cavalry component of your Security force could be advantageous.

Security forces may be activated conditionally. For example, if Raiders are greater than xxxx do not activate Security. You should also cater for the possibility that there might be more than one Raiding group.

If in Meeting of the Clan, numbers on Security in various sub-Tribes will be added. Despite the fact that half of Security may fight in defence, equipment assigned to Security may not be used in defence.

#### 4.16.2 Suppression

Suppression requires its own Warriors assigned. These are in addition to any on Security.

It is the only defence against scouts attempting Locate. They will attack all scouts ordered to Locate.

Suppression is an extroverted form of Security. Warriors assigned will attempt to intercept scouting parties entering the Tribe's hex. The default position is that they will attack any scout groups except their own and those of truced Clans. However they may be ordered to attack truced Clans if you order it so or the truced Clan has given scouts Locate orders.

You may specify other units – using their number – that should also not be attacked

If an alien scout party is found, a melee will ensue. The Locating unit is considered to be the attacker and the Suppressors the defender.

Depending on numbers, equipment and skills, some scouts from the Locating party may escape to report their findings.

A successful Suppression will not learn the specific orders of the scouting group - but in some cases they may (a hidden % roll will determine this).

You can assign up to 33% of your Warriors to this Activity, but Warriors assigned to Suppression will not be able to participate in defence. Suppression is a separate activity to defence. If the suppression force is not strong enough to deal with the locating scouts (or fails to detect them) then the locating exercise may still take place. No equipment assigned to Suppression may be used in defence.

There are two skills relevant to Suppression – Scouting and Security. Other factors in play are terrain, numbers of scouts, weapons, numbers mounted, Combat and Leadership skills and morale.

#### **4.16.2.1 Multiple Units**

If there are multiple units, from either the same or different Clans, using Suppression in a hex, then Scouts entering the hex negotiate Suppressors from two units only. The largest unit will be the first to engage.

A unit using both Security and Suppression will count effectively as two separate units for resolution of conflict.

#### **4.16.3 Torture**

This activity, aided by its own skill, is performed by a Warrior to get information from a captive. Captives are considered to be slaves.

Torture must be performed immediately after capture (rather than in the next set of Orders).

Capture occurs, most commonly, from successful Suppression and Overrun. Combat is resolved after Reports are issued, so Torture is conducted and resolved in the same week following the Turn Report.

Questions should be listed in the order asked.

The chance of successfully having a question answered is  $(10\% + \text{TorLvl} \times 10)\%$ . You can ask one question per discrete group captured. For example, capturing 2 different scout parties would allow 2 different questions to be asked.

The question may be put to up to 5 slaves using 1 torturer.

Questions should relate to the Clan in question, not to what other Clans are doing, etc

Where possible the answer should be quantifiable.

Your Torture Skill in any one sub-Tribe covers any torture activity that might be performed.

Any people employed as torturers mid turn may not be used for Activities following turn.

#### **4.16.4 Fortifying a Ford/Pass**

A fortified site can defend a Ford/Pass as long as the defender opts to take the field. If the defender does not opt to take the field, it allows attacking Tribes access to its hex - but not passage through the hex.

Passage through the hex by the attacking Tribe is possible if:

- the defender is defeated
- the defender is placed under siege



If two or more Tribes are attempting passage through the hex, they may do so on the turn following the defender being placed under siege (as long as the siege is retained).

If multiple Tribes are defending, then similar rulings will apply. That is, all Tribes must be defeated in the field before passage across the ford is possible.

Note

- An attacker trying to cross a defended ford or pass may engage in only one combat for the turn.
- Scouts attempting to move through fords/passes to Locate, etc, are much more likely to be spotted by Suppressors. Any melee arising from this will not be affected by the fortification

## 4.17 Combat

This section is in the process of being updated. The rules laid out below are those that currently exist in the original Mandate – the section numbers relate to their original position in The Mandate (old version).

Incredible as it may sound, there are some anti-social xenophobes, lurking round the hexes, just waiting to assault your Tribe. Believe it or not, there are some wimps out there who assign fewer warriors to defence than you do...

### 10.1 Initiating Combat

- 1) You may encounter a Tribe which attacks you.
- 2) You may be in the same hex as a Tribe (or its element) with whom you are at WAR.
- 3) You might order an attack yourself - there are several ways to do this:
  - a) Order an attack on a specific Tribe(s) (including truced Tribes)
  - b) Order an attack on any Tribe (truced Tribes are presumed to be exempted unless specified otherwise)
  - c) Order an attack as above BUT with the attack conditional upon weather/terrain etc.
  - d) You may attempt to ambush a Tribe (see Tactics)
  - e) Note that you can attack units which have been located by your scouts - see scouting activity. Scouting skill will determine if your warriors are successfully led to the prospective defenders.

### 10.2 Availability for Combat

Warriors are only available for combat if they performed NO other activity that turn (see security). The same applies to equipment and horses. If there is pre-Activity combat the goods held at the end of the previous turn are those available (note though that losses due to such combat will not be known to you until after your turn, and thus Activities, has been processed, in effect then you are allowed to assign people to Activities who might actually be dead (in some places they call this the Public Service). The following count as assigned defenders and are not available for combat. Security (at 50%), Pacifiers\*, Scouts and Suppressors.

\* Pacifiers may participate in Defense but may not be used in an aggressive Attack (for example, via Locating).

Failure to maintain a reasonable sized defence force can have deleterious effects upon your future in the game.

Notes:

If you have sub-Tribes occupying the one hex (without ditch/walls etc) they must be defended individually (unless in Meeting of the Clan). That is, an aggressor moving into the hex gets to fight ALL sub-Tribes. If some of these have Zero defenders then they are wiped!

If you have built a big ditch without water supply a sieging force will quickly bring you to your knees – you will lose 20% of people per turn to thirst alone, and will probably surrender after two turns.

#### 10.2.1 Mobilisation

Mobilisation (a Group B Skill) comes into effect if a unit is Attacked. 5% times Mob level of the remaining available warriors may add to assigned Defenders for combat. For example, a unit has 10,000 Warriors. 2000 are assigned to standing Defense for the month - leaving 8000 remaining available Warriors (usually performing other

duties such as Hunting, Mining etc). At Mob5, 25% of the 8,000 (that is, 2,000) may be added to the original 2000 for a total of 4000 Defenders in the event of an attack. If you initiate an attack Mobilisation is not relevant to you. Each Tribe must have the Skill of Mob in order to use the Skill (if in Meeting of the Clan players must supply pro-rata figures). Where research etc allows Actives etc to act as Warriors these can be assigned to standard defence and may fall under the Mob rule, they are also the first to be called upon when Mobilisation applies. When showing numbers of defenders in Orders pls include numbers after Mobilisation is factored in.

Town Bell (research) adds 10% (for example, at Mob5, 35% of remaining Warriors become available).

Note: Militia are always available in the original defense.

### 10.3 Multiple Combats

A Clan may attack/engage a maximum of two other Clans in a turn (regardless of whether the engagement is Field, Assault, Siege). This applies whether the Clan announces the attack or is the victim of it. However, this might involve attacks against multiple sub-units of a Clan from the one (or two) Clan(s). Similarly, multiple sub-units of a Clan may attack up to two Clans. For example, if 0100 and 0101 and 1101 (the latter two not in Meeting of the Clan) meet an enemy they may all engage. But if 0100, 0101 and 0102 meet an enemy only two of them may attack.

Note: Where a Tribe/Unit is engaged in more than one (that is, two) combats in a turn that each of these combats be **One Sector Combats** (not three).

#### Determining order of Multiple Battles

Where there are multiple battles (for example, A and B vs C and D ) occurring in a hex the order is determined randomly by the GM. This is the case in Field AND Siege/Assault attacks.

Where the multiple battle consists of A and B vs C (only) in a Siege/Assault then A and B may indicate the order in which they wish to attack. If the defender (in this case C) chooses to enter the Field then the order of attack becomes random. The typical scenario is a planned Siege/Assault against a single site. Note that A and B may suggest an order of attack in situations where there are two or more sites in a hex as long as they are attacking only one. If a second site decides to enter considerations then the GM may have to make a judgement regarding the order.

Where (for example) two Clans (A and B) attack four Clans (C, D, E and F) the combat will play out so that A and B are attacked by two different Clans each. This might be A vs C and D, and B vs E and F). Another example, where Clans A, B, C, D, E, F attack Clan G then A, B, C, D, E, F might decide amongst themselves which two of A, B, C, D, E, F attack. But which of these chosen two goes first may be determined randomly.

In short, the GM reserves the right to determine the order of attacks if there are not clear factors in play.

#### Assault/Siege

~~For the first turn of Assault/Siege by multiple attackers (where the attackers in in the victim's hex) one of options A, B or C are chosen according to the relative Terrain Proficiencies (TP's) of the Attacker (s) vs Defender.~~

~~A. If the two Attackers both have +1 higher TP (Assault Attack) than the Defender (Assault Defence) then a maximum of 2 Clans may Assault the site in the first turn of the attack. Alternatively, one Clan may Assault and one may Siege, but only one Clan at a time may Siege.~~

~~B. If they cannot satisfy this condition then a maximum of 1 Clan may Assault the site in the first turn. Then Option A on subsequent turns.~~

~~C. If the Defender is greater in TP than the Attacker then a maximum of 1 Clan may Assault the site in the first turn. And a Village with fortification (moat, wall etc) is entitled to call on extra warriors (as long as they are available). This figure cannot exceed 20% of the warriors placed on defence. For example, a Village with 500 on defence is entitled to call on an additional 100 (for 600) in the advent of an attack — as long as there are 600 warriors in the site. Then Option A on subsequent turns.~~

~~D. An Assault via a Locate counts as the first turn of an Assault. If a Clan is Located by more than one attacking Clan then the options A to C come into play. Similarly if a Clan is already present in the hex and a second Assaults the same victim via a Locate. However, equipment that may not be moved, such as Assault Bridges, Siege Towers, Trebuchets etc may not be deployed.~~

~~In complex cases the GM reserves the right to make a judgement.~~

#### Locating

If the two attacks a Clan is entitled to are the result of a Locate Order it is possible that the author of the Locate may well fall under attack via a counter Locate from either the target or another Clan (raising the possibility of more than two attacks in the turn in total). In this case, the two attacks that proceed are determined by which Scouts have the shortest distance to travel. If the distances are equal then the original author of the Locate may initiate one attack and also receive one. It is possible that the author of the Locate might find two targets but also be the victim of two Locate orders. Again, the shortest routes determine who fights first (and therefore, who fights at all).

If the author of the Locate identifies more than two targets all targets will be revealed but attacks may take place against only two of them. The particular attacks are determined by which Scouts have the shortest distance to travel. If the distances are equal then the targets are determined randomly unless there are other decisive factors in play (for example, the author has specified a particular unit ID number).

In general though, GM judgement is again applied. Obviously any attacks initiated via Locate are null if the author of the Locate falls under two direct attacks via Clans occupying the hex of the Clan issuing the Locate Orders. You may receive a request like this "Six Clans have located 0600e1. Please choose the four primary units to go into battle, and I shall select 2 of them randomly."

#### 10.4 Routing

A badly outnumbered force is likely to rout, abandoning equipment in the field. Low morale and losses make routing more likely. If your forces rout the enemy gains battlefield spoils. If a rout, the victor claims half the Weapons and Armour used in that sector by the routed forces.

A unit that fully routs (that is, loses the battle) will be available to fight against further opponents in that turn – with Warriors on defense minus numbers wounded in the first battle.

Routing in combat does not mean that the unit cannot move - Combat is independent of Movement.

#### 10.5 Combat Orders

If you are at War with a Clan and you end the turn in the same hex as this Clan a combat will ensue. However, it is often the case in these situations that both sides choose to Defend (and hence no combat arises). To save on paperwork (for both GM and players) I will not issue Request for Combat Orders automatically in these situations. If you end up in a hex with someone you are at War with, and you wish to press the attack, please instruct me as soon as possible upon receipt of your Report and I will issue a request for Combat Orders. This does not apply to over-runs.

If you become involved in a combat you will be requested to submit, "Combat Orders". You will be told who you are fighting, what the terrain and weather is like, how many warriors and what equipment are available. Players using MS Word should fill out the Table provided - enter your own details.

Warriors and equipment may be assigned to the following groups: -

Missile troops: - Archers (inc slingers)

Heavy weapons (Ballista's. Each ballista requires a crew of 4.)

Melee troops: - Cavalry

Infantry

Missile troops operate first and will fire vs enemy Archers, Infantry and Cavalry. Unwounded Infantry and Cavalry and 50% of unwounded Archers will be available for the melee phase.

Another decision, which must be made, is whether you wish to attack or defend. Defending gives you a slight advantage in combat, which can vary according to terrain.

If you attack your forces will charge at the enemy.

If you defend, your infantry will hold steady with any cavalry vs the first wave of attackers (presumably their cavalry).

Please include the number of Troops fighting with no weapons. Insert your figures directly into the example Table provided. Please insert your skills into the other Table. If you are in Meeting of the Clan the skills (except for Healing) should be weighted.

Note: if Combat Orders are not received within the due period (48 hours after distribution of Combat Requests) then Warriors assigned to defense are assumed to Defend. The GM will distribute any equipment available. If there are multiple players/units involved, any units that would ordinarily have been overrun will be overrun (for example, two units at War with each other where one has assigned sufficient defenders and the other one has assigned zero will still result in an overrun even if Combat Orders are not received by the due time).

If both sides Defend there is no detailed Combat Report.

##### 10.5.1 Conditional Orders in Combat

Conditional Orders should refer not to what the opposition is doing as to what you are doing - otherwise a vicious circle may develop.

You can conditionally deploy troops according to your own numbers and losses, not according to your opponents (perceived!?) weaknesses, strengths etc, etc. This includes making your attack conditional upon the number of

troops opposing you. You are given overall numbers of Troops on each side when the Battle Requests are sent. It is up to your Spies, and other Intelligence, and your intuitions to determine whether you should attack or not. Sometimes you will attack against unanticipated strength – this is the “Fog of War”.

### 10.5.2 Running Away

Tempting though it is to request, as part of Movement Orders, “if outnumbered, run away”, some consideration must be given to the possibility that this becomes a standard and universal strategy. Mangalia would become too friendly even for a pacifist like myself. In short, this order does not work. If you go looking, expect to fight!

### 10.5.3 Quitting during the Fight

Should a player choose to drop out during a Combat and deny their opponent a rightful victory and spoils, the GM shall make a judgement - which might amount to something like 20% of the vanquished army joining the “Victors” as Slaves or Hirelings.

## 10.6 Overruns

If one side has a clear numerical advantage (all things being equal this is a 10:1 advantage), then the defenders are overrun. However, the battle may be “played out” by the GM to confirm the result. Otherwise the player will be notified of the loss of his brave warriors. No Battle Report will be provided. Fortifications will effect the outcome for the defenders. If a position is fortified it cannot be overrun as such. It will surrender however if it is clear that the position will take 40% casualties in the attack (that is, in some cases the battle will not be played out - but the attacker needs sufficient Siege Equipment and/or missile weapons to do this). Should this be the case 40% of the occupants are deemed to be killed prior to Slave taking.

An overrun results in a Surrender - no casualties occur to either side. All goods held by the overrun Unit are lost. Slaves taken by the attacker may be no greater than the number of attacking Warriors/2 mounted or ¼ Infantry. The attacking Tribe/Clan may hold no more slaves than permitted by its Slavery limits (plus adjustments for Shackles). Should Slaves taken be less than the overrun unit’s population, the unit will survive (though the attacker will not be identified). Should the attacker decide not to, or is otherwise incapable of taking Slaves, then people may be killed at the “Slave taking rate” - for example, if an attacker is entitled to take 100 Slaves it may opt instead to kill 100 people.

Overruns do not count against the two-attack limit (and if a unit is overrun it does not count as a battle victory). No TP’s are gained though Morale is 0.02 up for the winner and 0.02 down for the loser.

### Notes

1. Where a group of units belonging to a Clan are together but not in Meeting of the Clan they are treated as separate combats most likely determined randomly. For example, A vs X, Y, Z. Should A meet X first and be defeated then they do NOT have the opportunity of overrunning Y and Z.
2. Should multiple targets be attacked via a Locate Order overruns will apply (unless the Locating unit has specified fewer targets than are available)
3. A unit cannot be overrun by another unit if it has already engaged in battle in the turn with that unit. If at the end of the two combat limit a unit finds itself outnumbered by 10:1 or better it may be overrun by that unit if it has not engaged in combat in the turn with that unit.
4. Where two (or more) units have attack Orders vs an enemy unit and one of the units wins through overrun (and the other one doesn’t) the enemy unit is deemed to be overrun by all attacking units. Similarly in the case of surrender. Since all goods are lost to the first unit that overruns the gains for subsequent units are limited to Slave taking.

## 10.7 The Battlefield

The standard battlefield is considered as a single sector.

## 10.8 Combat resolution

Combat is resolved in the following phases:

- 1) Missile phase (missile damage is vs enemy Archers, Cavalry and Infantry in ratio)
- 2) General melee 1 (includes Cavalry and Infantry)

## 10.9 Combat Rules

A separate document contains more details regarding the mechanics of Combat. Should players want to see this they should let the GM know.

## 10.10 Factors influencing combat

Are terrain, weather, combat skill, archery skill, heavy weapons, leadership skill, terrain proficiency, weapons and armour used and Morale.

Cavalry will have a skill equal to the lower of Combat & Horsemanship.

Some hexes (due to Terrain or other factors admit of only single sector battles. These are shown as OSC which

means One Sector Combat (only) in this hex.

### 10.11 Assigning equipment

Cavalry/infantry should be assigned a weapon, they may also be assigned a shield, helm, chain mail AND breastplate (or an equivalent).

Missile troops may also be equipped with a melee weapon and armour, but they cannot employ shields.

### 10.12 After the battle

If your enemy has routed/lost the battle you get to loot the battlefield. Looting is standardized in the sense that a routed enemy loses 50% of its goods used in the Field. If the battle is won there is also looting for Slaves by any unwounded Warriors. For every 2 mounted Warriors one Slave is available, for every 4 Infantry one Slave is available (see restrictions on Slave holding). Shackles do not count in this stage of Looting.

All wounded warriors will be tended by the tribal healers. Good healing skills, herbs (1 herb treats 1 warrior), reasonable weather and terrain and not fleeing the battlefield all improve the chances of a warrior recovering.

### 10.13 Brucegeld

If you are attacked you may offer "Brucegeld" to the attacker. The Brucegeld is an amount (measured in Goods including people offered as Slaves) that will "buy off" the attack. Both players must agree to the Brucegeld for it to be applicable. If the attacker accepts the Brucegeld the attack is called off (for that turn only).

If Brucegeld is offered both players MUST still submit combat orders.

#### 10.13.1 Fiefdom

Fiefdom is a Brucegeld option for players (rather than a rule).

1. If a Clan/Tribe is in danger of being knocked out of the game it may offer to subjugate itself to its attacker. That is, to offer itself as a Fiefdom. The attacker, (hereafter known as the Lord), may or may not accept. If accepted the whole Clan has Fiefdom status.
2. A Clan in Fiefdom may carry on all activities, alliances, religious worship etc as it had - however, it may not attack its Lord (note that this does not mean that the Fief will not transfer weapons etc to the Lord's enemies – unless this is written into the agreement between Lord and Fief).
3. The terms of the Fiefdom are to be negotiated between the players - but a minimal idea is that the Fief would automatically transfer a quantity of goods to the Lord once per year (regardless of location). Once the agreement is in place it cannot be broken unless the Fief is liberated.
4. Liberation occurs if the Lord is forced to give up the Fiefdom (the Lord being knocked out of the game is the most obvious way in which this would come about). The Fief holder always has the option of granting freedom.
5. Any Clan under Fiefdom may not participate in the benefits of Nation or Statehood.

### 10.14 Special circumstances

Combats while crossing fords allows the defender extra benefit (+4 to Archery and Combat). The attacker cannot use Cavalry.

## 11. Combat – "Sieging and Assaulting a Village"

1\* The old Siege/assault combat modules are replaced by "field combat" – this can be forced by the attacker (depending on Siege etc skills and depending on walls etc) after a number of turns. An Assault can be forced immediately. see also DeVA.

2\* The nature of the fortifications will result in combat advantages to the defender (no Cavalry).for either of these options. The bonus vs Assault will be quite significant – to prevent easy overruns etc. less so for siege

A Fortified site (referred to also as a Village site) may be attacked in two ways:

3\* Assault: results in combat only.

4\* Siege: cuts off the site from the outside world and traps the defenders within the Village walls. (see DeVA)  
A Siege may include "Assault" style attacks, thus a Siege may be viewed as an Assault that also maintains a perimeter.

To attack a site you need to give the general order "Siege" or "Assault", you may not keep moving after siege combat. On the first turn (only) of a Siege, or any turn of an Assault, the defender may decide to abandon the site and pursue field combat instead.

Note that besieging and defending forces are liable to suffer from disease and Sanitation skill will reduce the chance of this occurring during a protracted siege. Sanitation levels increase the time a Village may withstand a siege.

The besieger must deploy Warriors equal or greater in number to 20% of the total in the site population. For

example, a site containing 6000 people requires 1500 Warriors to maintain a Siege. In addition 100 Warriors must be maintained per Gate.

“Assault” MEANS that you are attacking a site

Note: when combat is in the Field the terrain type is relevant to determining combat modifiers. For example, fighting in LCM confers a significant advantage to the defender. However, if the battle is a Siege or Assault vs a site the terrain is not relevant (the site being determined to have been built in a flat section of the hex). That is, any terrain modifiers are the same regardless of whether the Siege/Assault is in PR or LJM or whatever.

Where a site cannot house all people in the unit(s)

The defender may opt to enter the Field. Should the defender choose to defend from the site (as opposed to entering the Field) people will be accommodated in the site first (before animals). Any animals left outside may be taken by the attacking force. Any people left outside may be taken as Slaves. Slaves taken by the attacker may be no greater than the number of attacking Warriors/2 mounted or ¼ Infantry.

Where multiple units are housed within the site

The main unit (usually the main Tribe) will be given precedence. Then follows sub-Tribes. For example, 0250 has 3000 people, 1250 has 1000 people and 1250e1 has 500 people. If the site can hold 2000 people then all of 1250 and 1250e1 will be left outside along with 1000 people from 0250.

Any unit(s) defending in the Field (or in the site must) be defeated before other units in the site can be attacked/overrun etc. Meeting of the Clan rules will be relevant here.

**11.1 DeVA**

DeVA is in practice what happens during a Siege. The effect of DeVA is to prevent the site from doing Activities other than Village Activities (for example, Quarrying, Mining, Hunting). DeVA is assumed to operate if a site is placed under Siege. If under Siege or DeVA a Village may not Scout, or Transfer Goods to outside Units. Should the Sieging Tribe wish to enforce this against a Village (units envillaged in a fortified site) it should be foreshadowed in the previous turn’s Orders and confirmed at the start of the turn - “Deny extra Village Activities (DeVA)” – this early signal to the GM is required so that the target’s Activities are not inadvertently processed. However, extra Village Activities may be conducted by an envillaged Tribe if it announces that it is prepared to enter Field Combat against the potential besieging Tribe(s) in that turn (assuming it had not committed itself to remaining within its fortifications on the previous turn). A Tribe may announce “DeVA” and then move - but it must also conduct an Assault if it does this.

Assaults are a turn to turn proposition - whereas Sieges lock the Village in once it commits itself to its fortifications (as long as the Siege is maintained).

Troops assigned to the Reserve during an Assault are also deemed to be outside Village missile range.

If DeVA is invoked (and unless under Siege), the Defender has the option of taking the Field or retreating behind fortifications. If the Defender takes the Field then DeVA cannot be invoked. If there are two (or more) aggressive Clans in the hex and only one is invoking DeVA then the defender need only enter the field against this Clan to break the DeVA. If two Clans are invoking DeVA then both must be engaged in Filed combat to break DeVA. Because DeVA is a form of combat a maximum of two Clans may invoke DeVA against a single opponent. Where there are two Village sites in the hex a single Clan may invoke DeVA vs both, but must be prepared to meet both in the field etc.

If the Clan invoking DeVA builds its own fortifications in the same hex it may continue to invoke DeVA as long as it (for whatever reason) does not retreat behind fortifications, perhaps as a result of a third party invoking DeVA on it. If a unit retreats into fortifications as protection vs Raid, Combat etc then it cannot announce DeVA on the following turn. The GM makes judgements on a case by case basis.

**11.2 Heavy Weapons \***

Heavy weapons are limited to:

Heavy Weapon	Horses to move	Warriors to man	Defender space required (DF’s)	Missile
Ballista	2	4	6	Shafts

**11.2.1 Heavy Weapons and Meeting of the Clan**

If you have a Tribe with Heavy Weapons\* skill especially developed then you may use your Heavy Weapons Troops at the skill level of this Tribe (that is, not a weighted average) as long as the total HW troops deployed does not exceed the number of warriors in the Tribe in question (that is, in the case of HW you may effectively deploy specialist troops). If you deploy more troops in HW than are available in this Tribe then HW Skill must be weighted for the troops used. For example, 0200 has 2000 warriors with HvyW0, 1200 has 100 Warriors with

HvyW8. If you deploy no more than 100 troops in HvyW (in Meeting of the Clan) they may be deployed at lvl8. However, if you wanted to deploy 200 troops to HvyW they would be deployed at lvl4.

\*short of research this skill applies only to the operation of Ballistae.

## 5 Advanced concepts

Set out below are the concepts and rules that apply to level 10 skills and above.

### 5.1 Research

Research is where TN players can help in the evolution of the game. At this stage, you are not just a player, you are a game designer. You are both designing a specialised niche for your Clan and helping to advance the game concept.

Over the years, throughout various iterations of TN, players have advanced ideas for research. These ideas are contained in a Research List, a document that is freely available, and by the time you have made it to this stage in your Clan's development you will have scoured numerous times. Note, though, that the Research List is presented, essentially, as the original list. Some of the topics listed will not be available in this iteration of the game and players should negotiate on a case by case basis. Because the research process is so fluid, it may well be that you can mount an argument that a topic previously made unavailable should now be included, perhaps in a new form.

Research is your chance to truly individuate your Clan while also activating your imagination and putting to good use all that you have learnt during your time in the game. From time to time you will be asked by the GM to suggest topics for inclusion in the list, and you will be encouraged to participate in discussions with other players to come up with ways to enrich the game experience, not just for those at the research level, but also for those at the beginner and intermediate level.

TribeNet is not restricted to a particular historical or cultural period (for example, from the outset you have stone axes alongside iron swords) though the aim is to reflect actual developments. The research is meant to represent vertical chronological developments in historical civilisations, but with a mind to the individual flavour of the TN world. If one were to look for an end point for what is possible in the TN world it would be found in the sort of technology that supports siege cannons, and naval siege cannon. Combat related research will not progress into hand held gunpowder weapons, field cannon, oil powered vehicles, etc; ultimately the sword and shield will remain the focus of combat. While research nods in the direction of Earth history always remember that TN is not Earth. The idea is to add to player interest and game experience, and research is followed in this light. Thus any line drawn with respect to what is and what isn't appropriate in Earth development, even to what should be research and what should be standard, is going to be arbitrary to some extent and is a fact of TribeNet life.

Any ideas you have will be subject to GM discretion so that all suggestions are in-keeping with what is reasonable within the parameters of the game.

#### 5.1.1 Skills

If you have not attained Level10 in a skill after 12 consecutive turns of Primary attempts this will automatically be granted. It is the player's responsibility to keep records of these attempts.

At skill level 10 you may conduct your research.

Each Tribe may research 1 skill per turn in addition to your normal skill attempts. The difficulty of the topic researched is measured in terms of its Development Level (DL). For example, gunpowder is much more difficult to make than a knife.

You have a 5% chance of achieving a DL0, which represents the start of your research into the topic of choice. If you do not achieve a DL0 within 12 consecutive attempts, you will be automatically granted the level. It is the player's responsibility to keep records of these attempts.

From there, DL1 would be about 50%, DL2 about 45% and so on. You progress through the DLs at a steady 5% chance of success until you reach the required level. Once the DL level of your research topic is reached, you gain the ability to make/perform that item/activity

DLs pertain to the specific topic and are not transferable.

Once a topic is completed you may start the process again with a new topic.

### 5.1.1.1 Transferring

In general, items made through research may be transferred to other Tribes for use. Villages in which buildings are built may be transferred, but in most cases the new occupant cannot use the researched building unless they have the relevant research. For example, you cannot use a Hospital unless you have completed Healing research into Hospital (though the building may be built by someone else). On the other hand, a Fence may be transferred and used.

### 5.1.1.2 Research Orders

Once you have a research project underway (that is, DL0 or better) you need to show research attempts in Orders. In the Skill Attempts section, add a 4<sup>th</sup> column called Research.

Tribe	Primary	Secondary	Teacher	Research
0500				Refining: Coke

Research development can be suspended at any time without losing the idea and without sacrificing your research level once half the required level is attained (For example, DL1 out of 2). If you wish to do this you must show it in your Messages to the GM at the start of your Orders. Eg "Coke Refining research On Hold"

It is not intended here to list all the possibilities of research in all skills. The process at this stage is fluid, the possibilities are limitless and there is a special document to catalogue the effects. However, to give you some idea of the potential for research and what is possible at level 10, a few examples are given below.

## 5.2 Books

Books can facilitate transfer of knowledge from one Clan to another or from one Tribe to another.

Books may not be written on: Administration, Diplomacy, Economics, Literacy, Politics or Research, and a few other topics here and there.

Only one Book may be attempted per turn per Tribe, and A Tribe may hold only one Book at any one time.

Only one Book may be transferred by a unit in a turn – unless the unit is absorbed. Books held by a unit will not automatically be absorbed if the unit is absorbed. Players must advise the GM if a unit is being absorbed and Books are involved.

A Book written by a sub-Tribe will not automatically be shown to its Goods Tribe.



### 5.2.1 Book Writing

To write a book on any topic you must have knowledge of that topic, ie you must have researched it.

A Book refers to a volume of books on a topic. The number of books in a volume required for a topic is equal to the DL for that topic and requires 10xDL level of Parchment, 1 Leather, 3 Gold (for embossing) and a candle.

For example: Herding Dogs is DL6, so a volume for Herding Dogs consists of 6 books, each using 60 Parchment for a total of 360 Parchment 6 Leather and 18 Gold (and 6 candles?).

There is a 5% chance x Literacy skill of successfully creating a permanent and portable book containing the research knowledge of 1 topic. If the attempt fails all materials are wasted.

No people are required to write it.

Players must list the % chance plus materials used in their Orders for Writing Books.

### 5.2.2 Book Reading

A Book may be read by the Tribe as part of its research attempts and constitutes a research attempt. .

To read a Book requires a level 10 in the relevant Skill. For example, you cannot read a Book on Trade Routes unless you have Eco10. Similarly, you cannot read a Book on Com12 unless you have Com11.

Each level of literacy adds a 5% chance of obtaining the next level

Once every DL of knowledge is assimilated, the knowledge is successfully acquired

Only one Parent Tribe may attempt to read a particular Book each turn (ie Elements and Fleets do not read Books).

If reading a Book in order to attain a research level, the Book must be held by that Tribe until the research is completed, else the research will lapse.

To read from a Book once DL0 is attained counts as a Research Project under development (see University Costs below).

Players must list the % chance of success in their Orders.

## 5.3 Libraries

A Library increases the chances of reading/writing a book by 50% (i.e., a 20% chance becomes 30%). Libraries require:

ITEM	SKILLS REQUIRED			MATERIALS REQUIRED		
	Engineering	Stonework	Woodwork	Stones	Logs	Candles
Library	6	2		2000		50
		2	4	1800	20	
<ul style="list-style-type: none"> <li>• Stones installed at 5/person</li> <li>• Logs installed at 2/person).</li> </ul>						

<ul style="list-style-type: none"> <li>• Only Villages can build Libraries.</li> <li>• Only members of the occupying clan may utilise the library</li> </ul>
--

## 5.4 Universities

One university will allow one entire Clan to receive its benefit as long as all users are in the same hex. University requires:

ITEM	SKILLS REQUIRED				MATERIALS REQUIRED		
	Research	Engineering	Stonework	Woodwork	Stones	Logs	Candles
University	10	8	4		10000		100
			4	4	9000	100	
<ul style="list-style-type: none"> <li>• Stones installed at 5/person</li> <li>• Logs installed at 2/person).</li> </ul>							
<ul style="list-style-type: none"> <li>• Only Tribes may build a University</li> <li>• Gives increased research capacity if the Tribe has more than 1 level 10 skill (or trying to read a book/s)</li> <li>• It cannot be used via adjacent hex rule</li> <li>• Multiple Tribes may take part</li> <li>• The Tribe needs to meet certain population criteria.</li> </ul> <p>A University allows up to 1 extra research attempt for every 500 population physically present and belonging to the Tribe using the University at the start of the turn eg: If a Tribe has 1340 people in it can attempt 3 research topics, If a Tribe has 600 people in it can only attempt 2 topics</p> <p>These attempts should be shown in Skills in Orders by adding a 5<sup>th</sup> and 6<sup>th</sup> column, with a heading to reflect that you are using University.</p>							

### 5.4.1 University (Research) Costs

Research-in-progress using a University requires funding.

Research Costs are calculated according to the formula:  $200 * (1+2+4+7+11+16+22+29) \times$  Silver, with the first research topic in each Tribe being free PLUS the second topic in the first 5 Tribes being free as well. Each number in brackets represents one topic beyond the free offerings (regardless of which sub-Tribe the topic is in). For example:

- 5 topics in the main Tribe is 3 topics beyond the free limits and would be  $200 * (1+2+4) \times$  Silver or 1400 Silver.
- 3 topics in the main Tribe and 3 topics in each of the first two sub-Tribes is 3 topics beyond the free limits and would be  $200 * (1+2+4) \times$  Silver or 1400 Silver.
- 4 topics beyond the free limits would be  $200 * (1+2+4+7) \times$  Silver = 2800 Silver.

Refer to Tribe Manager for an automatic calculation.

Players should show Research Costs in their Orders as a transfer to 1263 from any unit in the

same hex as the University.

Players are responsible for listing their funding costs each turn. If funding is not available or not shown, the Research has a chance of lapsing and/or incurring a loss of DL levels.

## 5.5 Politics

Politics relates to the control of a territory, and is usually backed up with a military presence. At Politics 10 the basic concept of a State, with a national rather than an ethnic identity, is applied to your Clan populace and the immediate locals. Only one State per Clan is allowed.

Once Pol10 (GL0) is achieved, a claim to City-Statehood, with attendant territorial claims on the hex occupied by the Tribe, is conferred on the village. The village becomes your Home City, which may not be moved once created.

A Home City must number at least 6000 people. If the population falls below 6000 the Pol10 and GL0 will be retained but Home City benefits (including researched GLs) will be lost.

If a Clan takes up Statehood it must be the only Clan with a village in the hex. Similarly, control cannot be extended into hexes in which another Clan already has a village. However, a foreign Tribe may be based in a controlled hex without a treaty but it cannot set up a village.

A city gives a Morale bonus of 10% (of existing Morale) vs invaders - that is, in Combat within a controlled hex.

Players may make a limited request – for example, running a Triball tournament. However, this must be within the parameters of the game and involve little administrative activity from the GM. The player is responsible for working out the details

Players are responsible for keeping accurate data relating to their Home City benefits, dates etc.

The centre of your State is your Home City. To extend the boundaries of the State you must research Governing Levels (GLs).

Each GL adds a 1 hex radius to the bounds of your state (to a maximum of GL5).

GL levels may be taken beyond level 5 for the purposes of building Nations

Other facets of Politics at this level include:

- Pacifiers: to control hexes in your state.
- Tithes: the right to tax the native population.
- Governing: to allow you to build a Courthouse.

ITEM	SKILLS REQUIRED			MATERIALS REQUIRED	
	Engineering	Stonework	Woodwork	Stones	Logs
Courthouse	7	4	3	12000	500
<ul style="list-style-type: none"> <li>• Stones installed at 5/person</li> <li>• Logs installed at 2/person).</li> </ul>					

- Militia: to recruit locals to fight invaders
- Recruitment/Immigration: to recruit Actives from the local population.
- Fair: where all trade limits on goods are multiplied by 2, and by 3 if a Trading Post exists.

- Nations (research prerequisite: Daimyo): At Pol10, and with either Dip10 or Adm10, Clans may develop into Nations.

Politics is well-traversed path in past incarnations of TN. There is much detail in the above possibilities. You should contact the GM for more detail when you get to this level.

## 5.6 Economics

At Eco10 one Tribe in the Clan can build a Bank.

ITEM	ECONOMICS	ENGINEERING	IRON	STONES
Bank	10	5	200	4000
<ul style="list-style-type: none"><li>• Stones installed at 5/person</li><li>• Iron installed at 10/person).</li></ul>				

The Bank must be built at least 10 hexes from your Home City or Home Village and cannot be built in any hex previously named or where there is an existing unit with fortifications.

The effect of the Bank is to provide an interest return on your silver deposit 12 months from the month of deposit. You should indicate in your notes the amount of deposit when you make it. Only 1 deposit per year is allowed.

Deposits show in the Bank status and are removed from your normal goods status, which you would need to show when a deposit is paid. You must show the adjustment to the bank status every 12 months.

Once a Bank has been built, the Tribe with Eco10 may attempt the Skill: Banking (as a Group C skill). Each level of Banking increases the return on your deposit by 10%. The level is determined at the time the deposit is made.

At Bank10 your return in 12 months will be 100%. Researching to Bank 11, etc, will still increase your returns.

If the Bank is destroyed, you lose your investment, which is taken by the unit destroying the Bank.

Once the initial Bank (Silver) has been built, up to three other Banks (Gold, Diamonds, Jade OR Frankincense) may be built. These will need to be at least 20 hexes from your original Bank and be placed at NWx 20, NEx20, SWx20 or SEx20.

Banks may be fortified in increments of 4000 Stones, 200 Iron, up to 20x the original build investment. Banking research may increase this.

## 5.7 Religion

Formal religions may be established either individually or between players within the campaign. This does not preclude in any manner a Tribe or Clan from having their own 'unofficial' set of beliefs that they pursue. Once you decide to pursue a religion you (and/or others that join it) must rough out some ideas that guide your belief system and present them to the GM for discussion.

Clans as a whole join a religion; you cannot have part of your clan join a religion and another part remain unaffiliated. Once you join an organised religion you must attempt Rel 1.

A maximum of 8 Clans may be in any one organised religion. When there are 10 religions in the game, members may exceed 8, to a maximum of 12.

An organised religion is considered to be a religion with at least 4 Clans. There may be no more than 10 organised religions in the game at any one time.

A religion will lapse should its membership fall below 4 Clans. Should this happen, the Head of Religion may not submit another proposal for at least 24 game months. The Head of Religion is responsible for much of the religion's administration.

Players may individually attempt the Religion skill. This requires no Constitution. Short of research, an individual approach confers no other benefit.

You may participate in the research topics available at Rel 10, which you can design specifically for your religion.

The founding of a religion must be announced in *Tribe News*

### 5.7.1 Benefits

Formal religions offer 3 benefits. The benefits are determined in consultation with the GM

Benefits accrue at various Religion skill levels and correspond to levels of religious membership.

SKILL LEVEL	MEMBERSHIP LEVEL
4	Tertiary
6	Secondary
8	Primary

The degree of benefit to the Tribe will be determined in part by:

- The severity of the restrictions/festivals for members
- The Tribe Religion skill
- The number of Clans involved in the religion

### 5.7.2 Sacrifices

Sacrifices are standardised at 80% of Actives meditate in one spring month and 40% of Actives in one winter month.

### 5.7.3 Religious Structures

With Religion skills you can build Shrines, Temples and Cathedral:

Religious Structures	SKILLS					MATERIALS				Comments
	Rel	Eng	Wood	Metal	Stone	Stones	Logs	Brass	Lead	
Shrine	2	5	1		2	1500	100			Any Village/hex, 1 per Clan required (not Elements)
Temple	6	7	3	3	4	15000	500	100		Any Village/hex, 1 per Clan required (not Elements)
Cathedral	10	9	5	5	5	150000	3000	500	100	1 per religion

- Shrine: 0.02 Morale to nominated Tribe. If site vacated or Shrine destroyed this is -0.04 to Morale)
- Temple: 0.04 Morale to nominated Tribe. If site vacated or Shrine destroyed this is -0.08 to Morale)
- Cathedral: 0.08 Morale for the builder (applied to one Tribe only). 0.04 Morale to all other Clans in the religion (applied to one Tribe only). If site vacated or Cathedral destroyed this is -0.12 Morale to the Head of religion and -0.06 Morale for other members.
- Cathedral brings with it: Bishop (enables research of Archbishop – see Research List).
- Clans may not build religious structures for other Clans

See also [Totem](#) (Woodwork)

Religion is a personal thing and you can design it to give benefits and sacrifices as you see fit. However, all religions will be subject to GM discretionary powers, so your religion must always be designed in consultation with the GM.

## 5.8 Specialists

Specialists double production in their chosen field.

At Level 11 Research, you may nominate to Train Specialists by advising the GM that you wish to, for example:

“Train Specialists in Quarrying”

Specialists are trained and promoted through the Tribe (not Elements/Fleets). It takes 3 months to train a Specialist. It is the responsibility of the player to record progress and to keep the GM informed. During this time, the trainees do no other work.

When training is completed, you nominate:

“Promote 50 Quarry workers”

Specialists double production before implements are used. For example, 50 Specialists quarrying with 50 mattocks would quarry 750 stones (not 1000). If you are using 50 Specialists quarrying with 50 mattocks you would show this in Orders as 150 Effective Quarryers, and note that 50 Specialists are involved and are using 50 mattocks.

SKILL	ITEM	PEOPLE	EFFECTIVE WORKERS	NOTES
Quarry	Stones	50	150	Using 50 Specialists, 50 Mattocks
Engineering	University	1900	2000	Using 100 Specialists

Specialists cannot do Activities outside their area of specialisation and may not be transferred from their original unit. They do not need double facilities; for example, 10 refining specialists do the job of 20, but they can still do it in a Refinery 1.

### 5.8.1 Specialist Areas

It is best to liaise with the GM about Specialist areas for research as not all skills may have Specialists.

With almost everything at this level, however, negotiation is the key.

## 5.9 Level 11 skills

Some skills will have increased output as their research, for example Hunting, Herding, Mining. In such cases, they will advance to Level 11 (DL5).

Each higher level is 1 DL higher (that is, level 12 = DL6).

At Lvl11 Specialists will become available.

## 5.10 Other skills

Many skills have yet to be explored in such depth as those above, such as Astronomy, Apothecary, etc. There may be hidden wonders and practical benefits in store for an enterprising player willing to research such topics.

## 5.11 Research topics at a glance

Below are examples of research topics, presented here only as an overview. The Research Document is an ever growing, living document and should be consulted for a full list of topics and their requirements:

Skill	Topic		
<b>Administration</b>	Extra Element	Extra Movement	
<b>Alchemy</b>	Blasting Powder		
<b>Apiarism</b>	Reusable Frames	Breed New Queens	Propolis
<b>Apothecary</b>	Hashish		
<b>Archaeology</b>	Relic	Tomb Robbers	
<b>Archery</b>	Marksmen	Yeoman Archers	
<b>Armour</b>	Full Plate	Greaves	Bascinet
<b>Art</b>	Heraldry	Marble Statue	Festival
<b>Astronomy</b>	Astral Navigation		
<b>Baking</b>	Fine Bread		
<b>Brickmaking</b>	Advanced Brickmaking		
<b>Combat</b>	Army	Training	Home Guard
<b>Cooking</b>	Banquet	Stew	
<b>Dance</b>	Festival		
<b>Diplomacy</b>	Extra Clan	Fair 3	
<b>Distilling</b>	Absinthe	Port	Tavern
<b>Economics</b>	Traders Guild	Marketplace	Board of Trade
<b>Engineering</b>	Canals	Fords	Fen Drainage
<b>Excavation</b>	Expert Dig		
<b>Farming</b>	Agriculture	Inactive Workers	Herb plot
<b>Fishing</b>	Trawling Nets		
<b>Forestry</b>	5-8 logs per person	Managed Plantation	Saw
<b>Healing</b>	Hospital	Salves	
<b>Herding</b>	Herd Dogs	Stables	Breeding

<b>Hunting</b>	Mongol Hunt	Hunting dogs	Trappers
<b>Heavy Weapons</b>	Professional Crew		
<b>Leadership</b>	Generals	Battle group	Recruitment
<b>Literacy</b>	Sensai	Ghost Writer	Haiku
<b>Leatherwork</b>	Whip	Harvest bag	
<b>Milling</b>	Windmill		
<b>Mining</b>	Seam Wedges	Mine Cart	Geology
<b>Metalwork</b>	Knife	Kegs	Scraper
<b>Music</b>	Military Band	Bagpipes	
<b>Politics</b>	Castle	Sheriff	Doomsday Book
<b>Quarrying</b>	6-9 stones per person	Masons	
<b>Refining</b>	Coke	Steel	Saltpetre
<b>Religion</b>	Monastery	Missionary	Fanatic Warrior
<b>Sailing</b>	Expert Sailor		
<b>Salting</b>	Salt Panning		
<b>Scouting</b>	Extra Movement		
<b>Siege Equipment</b>	Catapult	Trebuchet	Siege cannon
<b>Shipwright</b>	Increased Productivity		
<b>Spying</b>	Assassin	Infiltration	Identify home city
<b>Stonework</b>	Chisel	Scraper	
<b>Tactics</b>	Wargames	Tactical systems	Wagon circle
<b>Woodwork</b>	Wheelbarrow	Wain	Scaffolding
<b>Weapons</b>	Crossbow	Scimitar	
<b>Weaving</b>	Basket	Tapestry	Exotic weaving



## 6 Skills

This is a list of skills used in the normal course of the game. Some do not have an effect until researched or until they are required after research by other skills.

### 6.1 Administration

<b>Group B</b>	<b>Used to determine the number of Elements/Fleets you can have (<a href="#">Back to skill list</a>)</b>	
Skill level determines allowances		
<b>SKILL LEVEL</b>	<b>ELEMENTS/FLEETS ALLOWED</b>	<b>NOTES</b>
0	Bonus Element	For new players only
0	Trade Element	One can be formed at any time
2	1	
4	2	
6	3	One unit must be a Fleet
<ul style="list-style-type: none"> <li>New players are entitled to a Bonus Element, which is split from the original Tribe. Does not count towards allowances</li> <li>Trade Element does not count towards allowances</li> </ul>		

### 6.2 Alchemy

<b>Group C</b>	<b>Research skill (<a href="#">Back to skill list</a>)</b>
No benefits until after level 10	

### 6.3 Apiarism

<b>Group C</b>	<b>Used to tend hives (<a href="#">Back to skill list</a>)</b>					
Skill level determines output An apiary is required						
1 person maintains 5 hives and collects honey and wax each month						
An apiary can be built using:						
<b>SKILLS</b>			<b>MATERIALS</b>			
Engineering	Woodwork	Metalwork	Logs	Iron	Coal	Other
6		3	100	20	100	2 Cloth or 20 leather
6	4		160			2 Cloth or 20 leather
<ul style="list-style-type: none"> <li>Logs are installed at 2/person, which includes the installation of other materials.</li> <li>Cannot be built in arid, desert, tundra, snow</li> <li>Each apiary houses up to 20 hives</li> <li>Hives can be collected from Seeking or bought at the Fair.</li> <li>Iron may be replaced using 150% as much bronze or brass and 75% the coal (rounded up).</li> </ul>						

## 6.4 Apothecary

<b>Group B</b>	<b>Research skill (<a href="#">Back to skill list</a>)</b>
No benefits until after level 10	

## 6.5 Archaeology

<b>Group C</b>	<b>Used to find artefacts (<a href="#">Back to skill list</a>)</b>
Conditions apply	
<b>LEVEL</b>	<b>NOTES</b>
1	Can spawn Archaeology Element without regard for Administration
10	Can build Museum
<ul style="list-style-type: none"> <li>• Tribe must be a village</li> <li>• Only one Tribe per Clan can have an Archaeology Element</li> </ul>	

## 6.6 Archery

<b>Group B</b>	<b>For using missile weapons in battle (<a href="#">Back to skill list</a>)</b>
No skill required Skill determines performance in battle	

## 6.7 Armour making

<b>Group A</b>	<b>For making metal armour for combat (<a href="#">Back to skill list</a>)</b>					
No limit on number of people in activity						
ARMOUR	SKILL	COAL	IRON	BRONZE	PEOPLE	DESCRIPTION
Scutum	2	15		5	2	bronze shield
Haubes	3	10		3	2	bronze helm
Shields	3	30	5		2	
Cuirass	4	20		30	3	bronze breastplate
Helms	4	20	3		2	
Chain Mail	6	40	18		4	
Breastplate	8	40	20		4	
<ul style="list-style-type: none"> <li>• A unit may have no more than 45 different items of armour.</li> <li>• Coke may be used instead of coal.                             <ul style="list-style-type: none"> <li>• Steel can be used to make chain, breastplates, helms and shields at 1 skill level higher than working with Iron. Some gold and silver to pay for expertise and materials is required. See Refinery Research.</li> </ul> </li> </ul>						

### 6.7.1 Armour categories

Each warrior may wear one piece of armour from each of the following categories:

Head	Helm, Haube, Hood
Shielding	Shield, Scutum, Heater
Torso	Chain, Scale, Ring, Jerkin
Over torso	Breastplate, Cuirass, Cuirboilli, Bone
Leg	Trews

### 6.8 Art

<b>Group C</b>	<b>Cultural activity at the Fair (<a href="#">Back to skill list</a>)</b>
Skill level determines payment from Fair	

### 6.9 Astronomy

<b>Group C</b>	<b>Research skill (<a href="#">Back to skill list</a>)</b>
No benefits until after level 10	

### 6.10 Atheism

<b>Group B</b>	<b>Used primarily to counteract religion (<a href="#">Back to skill list</a>)</b>
Requires level 10 to form Atheistic Constitution	

### 6.11 Baking

<b>Group C</b>	<b>To make bread from grain or flour (<a href="#">Back to skill list</a>)</b>	
10 per level A bakery is required.		
1 person bakes 15 bread using 40 flour 1 person bakes 5 bread using 20 lbs of grain		
A bakery can be built using:		
<b>ENGINEERING</b>	<b>LOGS</b>	<b>NOTES</b>
3	40	Logs are installed at 2 per person
<ul style="list-style-type: none"> <li>The building requires ovens to be installed.</li> <li>Ovens can be installed any time after the structure has been built, or they can be installed at the time the structure is built.</li> <li>Ovens do not need any skill to install.</li> </ul>		
They require:		
<b>COAL</b>	<b>IRON</b>	<b>NOTES</b>

200	100	Per 10 people who can use the bakery each month
<ul style="list-style-type: none"> <li>• Ovens are installed at 10 lbs/person.</li> <li>• A bakery can hold up to 100 ovens</li> <li>• Each village is restricted to 10 bakeries</li> <li>• 1 Bread = 1 Prov</li> <li>• Bread must be eaten in the turn it is made.</li> <li>• Iron may be replaced using 150% as much bronze or brass and 75% the coal (rounded up).</li> <li>• See Stonework for alternative</li> </ul>		

## 6.12 Bonework

<b>Group A</b>	<b>For making bone items (<a href="#">Back to skill list</a>)</b>			
No limit on number of people in activity				
ITEM	SKILL	BONES	PEOPLE	DESCRIPTION
Bone Axe	1	1	2	+ 1 club & 1 leather
Bone Spear	3	1	2 in forest	or 1 person with 1 shaft
Bone Frames	4	3	2	
Bone Armour	8	10	4	+ 2 leather

## 6.13 Boning

<b>Group A</b>	<b>For extracting the bones of herd animals (<a href="#">Back to skill list</a>)</b>	
10 people per skill level Unlimited at level 10		
ANIMAL	NUMBER BONED PER PERSON	BONE YIELD
Camel	1	8
Cattle	3	12
Dog	3	0
Elephant	1	12
Goat	6	12
Horse	2	12

## 6.14 Brick making

<b>Group C</b>	<b>To make bricks/stones (<a href="#">Back to skill list</a>)</b>	
10 people per skill level Unlimited at level 10 A brickworks is required.		
A brickworks can be built using		
Engineering	Logs	Notes
5	80	Logs are installed at 2/person
<ul style="list-style-type: none"> <li>• The building requires kilns to be installed.</li> </ul>		

<ul style="list-style-type: none"> <li>• Kilns can be installed any time after the structure has been built, or they can be installed at the time the structure is built.</li> <li>• Kilns do not need any skill to install.</li> </ul> <p>They require:</p>			
<b>Coal</b>	<b>Iron</b>	<b>Notes</b>	
200	40	Per 10 people who can use the brickworks each month	
<ul style="list-style-type: none"> <li>• Kilns are installed at 10 lbs/person.</li> <li>• A brickworks can hold up to 100 kilns</li> <li>• Each village is restricted to 10 brickworks</li> <li>• Iron may be replaced using 150% as much bronze or brass and 75% the coal (rounded up).</li> </ul>			
Production:			
<b>Clay</b>	<b>Fodder</b>	<b>Coal</b>	<b>Makes</b>
20	10	4	120 bricks
<ul style="list-style-type: none"> <li>• 4 bricks = 1 stone</li> <li>• Bricks are recorded as Stone in Inventory</li> <li>• Clay must be in the unit's Inventory at the start of Activities</li> <li>• See Stonework for alternative</li> </ul>			

## 6.15 Captaincy

<b>Group B</b>	<b>Provides leadership at sea <a href="#">(Back to skill list)</a></b>
No skill required Skill determines performance in battle	
<ul style="list-style-type: none"> <li>• Replaces Leadership in Fleets</li> </ul>	

## 6.16 Combat

<b>Group B</b>	<b>Gives skill in battle <a href="#">(Back to skill list)</a></b>
No skill required Skill determines performance in battle	

## 6.17 Cooking

<b>Group C</b>	<b>Cultural activity that makes provisions from food crops <a href="#">(Back to skill list)</a></b>	
10 people per skill level Unlimited at level 10 Skill level determines payment from Fair		
<b>PEOPLE</b>	<b>GRUEL</b>	<b>USING</b>

	<b>COOKED</b>	<b>GRAIN</b>	<b>GRAPES</b>	<b>HONEY</b>	<b>GUT</b>
1	4		60	20	40
1	6	180			

- 1 Gruel = 1 prov using either 30 Grain, 15 Grapes, 5 Honey or 10 Gut.
- Gruel will not be shown as an item. The raw materials will be converted to Provs via Cooking. Order “Cook provs” using <whatever> (not Cook Gruel).
- Cooking can be done at sea.

## 6.18 Curing

<b>Group A</b>	<b>For turning skins and furs into leather. (<a href="#">Back to skill list</a>)</b>
10 people per skill level Unlimited at level 10	
<ul style="list-style-type: none"> <li>• Each person turns 2 skins into 2 leather using 5 gut</li> <li>• Each person turns 2 furs into 2 leather using 5 gut</li> </ul>	

## 6.19 Dance

<b>Group C</b>	<b>Cultural activity for the Fair (<a href="#">Back to skill list</a>)</b>
Skill level determines payment from Fair	

## 6.20 Diplomacy

<b>Group B</b>	<b>Used to determine the number of Tribes in the Clan (<a href="#">Back to skill list</a>)</b>
The original Tribe exists at level 1 1 sub-Tribe permitted per level beyond level 1	
<ul style="list-style-type: none"> <li>• The maximum number of tribal units per Clan is 5 (Original Tribe + 4 sub-Tribes)</li> <li>• Levels apply only to highest skill level in the Clan</li> <li>• Can trade at the Fair with Diplomacy 7.</li> </ul>	

## 6.21 Distilling

<b>Group C</b>	<b>Used to make alcoholic drinks (<a href="#">Back to skill list</a>)</b>	
Requires Distillery with stills 10 people per still		
A distillery can be built using		
<b>Engineering</b>	<b>Logs</b>	<b>Notes</b>
4	80	Logs are installed at 2 per person

<ul style="list-style-type: none"> <li>• The building requires stills to be installed.</li> <li>• Stills can be installed any time after the structure has been built, or they can be installed at the time the structure is built.</li> <li>• Stills do not need any skill to install.</li> </ul>		
They require:		
<b>Coal</b>	<b>Copper</b>	<b>Notes</b>
500	100	Per 10 people who can use the distillery each month
<ul style="list-style-type: none"> <li>• Stills are installed at 10 lbs of metal/person.</li> <li>• A distillery can hold up to 100 stills</li> <li>• Each village is restricted to 10 distilleries</li> </ul>		
<b>Production:</b>		
10 people produce:		
<b>SKILL</b>	<b>ITEM</b>	<b>INGREDIENTS</b>
2	2 barrels of Ale	200 Grain
4	2 barrels of Mead	40 Honey
6	2 barrels of Wine	200 Grapes
8	2 barrels of Rum	200 Sugar cane
9	2 barrels of Brandy	100 Grapes, 100 Sugarcane
<ul style="list-style-type: none"> <li>• Barrels are required</li> <li>• Each barrel contains 100lbs of beverage</li> <li>• If in arid or desert, all but wine require 100 lbs of water.</li> <li>• Only 1 type of grog may be made a turn per distillery.</li> </ul>		

## 6.22 Dressing

<b>Group A</b>	<b>For turning skins and furs into leather. (<a href="#">Back to skill list</a>)</b>
10 people per skill level Unlimited at level 10	
<ul style="list-style-type: none"> <li>• Each person turns 4 skins into 4 leather using 1salt.</li> <li>• Each person turns 4 furs into 4 leather using 1salt.</li> </ul>	

## 6.23 Economics

<b>Group B</b>	<b>Used for trading at the Fair (<a href="#">Back to skill list</a>)</b>		
<b>ACTIVITY</b>	<b>LEVEL</b>	<b>REQUIREMENTS</b>	<b>NOTES</b>
Fair	4	Meeting House and Trading Post	
Fair	5		For nomadic Tribes
Trade Envoy	6		
Bank	10	Engineering 5, 4000 stones, 200 iron	Will take 820 workers to build

## 6.24 Engineering

Group C		Used for building structures and fixing breeches in fortifications ( <a href="#">Back to skill list</a> )				
No limit on number of people in activity						
STRUCTURE	LEVEL	LOGS	IRON	COAL	STONES	NOTES
Ditch	2					
Lodging	2	200				Also requires Fire Control 2; 1 lamp
Meeting House	2	100				Required to start a village
Refinery	2	100				Logs installed at 2 per person
Trading Post	2	100				Required for trade at Fair
Longhouse	3	400				
Bakery	3	40				
Moat	3					
Distillery	4	80				
Jetty	4	100				
Palisade	4					Logs depends on extent of fortification
Bank	5		200		4000	Also requires Economics 10
Boatshed	5	20				
Brickworks	5	80				
Charhouse	5	100				Also see Forestry
Mill	5	110	20	100		Also requires Metalwork 3; 1 Rope and 1 Millstone
Well	5				210	Also requires 1 Rope In flat terrain only
Wooden Tower	5	200				
Apiary	6	100	20	100		Also requires Metalwork 3; 2 Cloth or 20 Leather
Apiary	6	160				Also requires Woodwork 4; 2 Cloth or 20 Leather
Shipyard	6	50	6	20		Can use 9 Brass/ Bronze and 15 coal
Well	6				300	Also requires 1 Rope In hill terrain only
Well	7				480	2 Rope In low mountain terrain only
Stone Wall	7,8,9					Number of Stones depends on height of wall and extent of fortification. See <a href="#">Stone Walls</a>
Cistern	8				100	Also requires Stonework 4 Stones installed at 5 per person Per 1000lb water
Stone Tower	8				3000	
Well	8				600	Also requires 2 Rope In high mountain terrain only
Keep	9					Stones depend on extent of fortification
<ul style="list-style-type: none"> <li>• This list is only a guide to what is possible in Engineering.</li> <li>• Refer to Villages, Naval Rules for more detail</li> <li>• Much more is available at Level 10 and Research in many other skills</li> </ul>						



## 6.25 Excavation

<b>Group A</b>	<b>For exploration of archaeological sites (<a href="#">Back to skill list</a>)</b>
10 people per skill level Limited to numbers in Archaeology Element limit	

## 6.26 Exploration

(DOES NOT APPEAR IN SKILL LIST)	<b>For exploration of features (<a href="#">Back to skill list</a>)</b>
No skill required Skill determines performance	
<ul style="list-style-type: none"> <li>• No people need to be assigned. If it seems risky, warriors from your defenders should be assigned.</li> <li>• It is best to use this in Messages to GM in Orders rather than in Activities.</li> </ul>	

## 6.27 Farming

<b>Group C</b>	<b>For growing and harvesting crops (<a href="#">Back to skill list</a>)</b>		
No skill required Skill determines output			
<b>CROP</b>	<b>IDEAL CLIMATE</b>		
Cotton	Flat sub-tropical		
Grain	Temperate climates		
Grapes	Hills. Temperate climates		
Sugar	Flat tropical		
Tobacco	Sub-tropical		
Some crops do not grow at all in some climates  2 types of crops – plowed and maintained			
<b>PLOWED CROPS</b>	<b>MAINTAINED CROPS</b>		
Cotton	Grapes		
Grain			
Sugar			
Tobacco			
<b>PLOWING :</b>			
<ul style="list-style-type: none"> <li>• Cannot be done in winter or in heavy rain/snow</li> <li>• In winter, plowed land reverts to unplowed land</li> </ul>			
<b>PEOPLE</b>	<b>TOOL</b>	<b>ACRES</b>	<b>NOTES</b>
1	Rake	1	
1	Hoe	2	
1	Plow	8	Require 1 horse or 1 cattle

<b>PLANTING and HARVESTING :</b>			
<ul style="list-style-type: none"> <li>• Cannot be done in winter</li> <li>• Crops are ready for harvest 3<sup>rd</sup> turn after planting</li> </ul>			
<b>Each person plants/harvests (acres):</b>			
<b>CROP</b>	<b>PLANTING</b>	<b>HARVESTING</b>	<b>HARVEST TOOLS</b>
Cotton	3	2	
Grain	5	3	6 with Scythe
Grape	2		
Sugar	3	2	4 with Scythe
Tobacco	2	1	
<b>MAINTAINED CROPS (PERMANENT CROPS) :</b>			
<ul style="list-style-type: none"> <li>• Initially plowed and planted in any spring month</li> <li>• Field maintained in one spring and summer month (but not in year of planting)</li> <li>• Harvested in any autumn month</li> <li>• Failure to maintain fields will result in loss of crop</li> </ul>			
<b>Schedule:</b>			
<b>SEASON</b>	<b>ACTIVITY – Year 1</b>	<b>ACTIVITY – Subsequent years</b>	
Spring	Plow and plant	Maintain field	
Summer		Maintain field	
Autumn	Harvest	Harvest	
Winter			
<b>Maintain fields:</b>			
1 person		5 Acres	
1 person	1 hoe	10 Acres	
<b>Harvest permanent crop</b>			
1 person	1 Acre	No tools	
See <a href="#">Farming</a> in general rules for more information			

## 6.28 Fire control

<b>Group C</b>	<b>Used to build a lodge (<a href="#">Back to skill list</a>)</b>			
Required for building a lodge for Locals, Hirelings and Mercenaries beyond 2000 people				
<b>FIRE CONTROL</b>	<b>ENGINEERING</b>	<b>LOGS</b>	<b>LAMP</b>	<b>NOTES</b>
2	2	200	1	Logs installed at 2 per person

## 6.29 Fishing

<b>Group A</b>	<b>For getting provisions from water hexes (<a href="#">Back to skill list</a>)</b>
No limit on number of people in activity when performed on land with a water hexside. A Fleet cannot fish more than it has people unless salting takes place.	
Fishing is based on Fishing Units at the following rates:	

FISHER	UNITS	NOTES
1 Active/Warrior	.5	
1 Person with net	.75	Nets may not exceed number of people
Fishers (vessel) on shore	4.5	6 people per Fisher
Fishers (vessel) off shore	7.5	6 people per Fisher
Other vessels		MEF limits apply
<ul style="list-style-type: none"> <li>• MEF = Maximum Effective Fishers. See <a href="#">Summary of naval vessels</a>.</li> <li>• Number of Fishers may not exceed people/6</li> <li>• People can perform fishing as an Activity, as long as the unit is coastal, lake or river.</li> <li>• Nets add to returns</li> <li>• Fleets can also fish off the coast, and in ocean.</li> <li>• See <a href="#">Salting</a></li> </ul>		

### 6.30 Fletching

Group A	For making arrows ( <a href="#">Back to skill list</a> )		
10 people per skill level Unlimited at level 10			
PEOPLE	COAL	IRON	ARROWS PRODUCED
1	10	1	10
<ul style="list-style-type: none"> <li>• Coke cannot be used instead of coal</li> <li>• In field battle, bowmen use 5 arrows per missile phase.</li> <li>• Iron arrow heads give greater accuracy than wooden tipped arrows (a ready supply of wooden tipped arrows is assumed to be available and do not need to be made)</li> </ul>			

### 6.31 Foraging

(DOES NOT APPEAR IN SKILL LIST)	For gathering fodder for animals ( <a href="#">Back to skill list</a> )
No skill required No limits apply	
<ul style="list-style-type: none"> <li>• Can be performed only in prairie and grass hills</li> <li>• Each person gathers 50 fodder</li> <li>• Each person gathers 100 fodder using a scythe</li> </ul>	

### 6.32 Forestry

Group A	For cutting logs and stripping bark in forests, and for making charcoal ( <a href="#">Back to skill list</a> )
10 people per skill level Unlimited at level 10 (Capped at 10000 effective workers)	
<ul style="list-style-type: none"> <li>• Each person fells 4 logs in any forest or jungle hex</li> </ul>	

<ul style="list-style-type: none"> <li>Each person strips 20Lbs of bark in any forest or jungle hex</li> </ul>		
<b>6.32.1 Charcoal making</b>		
<ul style="list-style-type: none"> <li>Turns logs into charcoal</li> <li>Requires Forestry 5 and a Charhouse.</li> </ul>		
<p>A charhouse can be built using</p>		
<b>Engineering</b>	<b>Logs</b>	<b>Notes</b>
5	100	Logs are installed at 2 per person
<ul style="list-style-type: none"> <li>The building requires burners to be installed.</li> <li>Burners can be installed any time after the structure has been built, or they can be installed at the time the structure is built.</li> <li>Burners do not need any skill to install.</li> </ul> <p>They require:</p>		
<b>Coal</b>	<b>Iron</b>	<b>Notes</b>
200	50	Per 10 people who can use the charhouse each month
<ul style="list-style-type: none"> <li>Burners are installed at 4 lbs of metal person.</li> <li>A charhouse can hold up to 100 burners</li> <li>Each village is restricted to 10 charhouses</li> <li>Iron may be replaced using 150% as much bronze or brass and 75% the coal (rounded up).</li> </ul>		
<p><b>Production:</b> Each person turns 2 logs into charcoal</p>		
<ul style="list-style-type: none"> <li>Charcoal is equal in use to 10 coal</li> <li>Workers are part of Forestry allowance.</li> <li>Tar is a by-product of the Activity</li> <li>See Stonework for alternative</li> </ul>		

### 6.33 Furrier

<b>Group A</b>	Specialist hunting that leaves animal hides intact ( <a href="#">Back to skill list</a> )
<p>No skill required. Output is affected by skill level, season, terrain and weather.</p>	
<ul style="list-style-type: none"> <li>Furriers produce far fewer provisions than hunters, but provide skins and furs.</li> <li>Furriers not equipped with a missile weapon and or snares/traps will not be very productive, and less than 10 people assigned in winter may come back with nothing.</li> <li>A hex with a river, lake or ocean on its border has a 10% improvement on furring</li> <li>The number of bordering hexes with water also give slight improvements in returns</li> </ul>	

### 6.34 Glasswork

Group C		To make glassware ( <a href="#">Back to skill list</a> )				
Numbers limited by the number of glasspipes used						
ITEM	SKILL	PEOPLE	SAND	LEAD	COAL	REQUIREMENTS
10 Beads	1	1	9	1	5	1 Glasspipe per 10 users
Beaker	4	1	9	1	10	1 Glasspipe per 10 users
Lens	8	5	45	5	50	1 Glasspipe per 10 users
<ul style="list-style-type: none"> <li>• 1 person digs 20 Sand in any hex that has a river hexside or is adjacent to an ocean or lake hex.</li> <li>• Shovels double the rate at which sand is dug</li> </ul>						

### 6.35 Gutting

Group A		For extracting the gut of herd animals ( <a href="#">Back to skill list</a> )	
10 people per skill level Unlimited at level 10			
ANIMAL	NUMBER GUTTED PER PERSON		GUT YIELD
Camel	1		8
Cattle	3		12
Dog	3		3
Elephant	1		12
Goat	6		12
Horse	2		12

### 6.36 Healing

Group B		For reviving wounded people ( <a href="#">Back to skill list</a> )	
No skill required Effectiveness based on skill level and use of herbs			
<ul style="list-style-type: none"> <li>• Healing can be performed by any Tribe member (even if wounded).</li> <li>• Herbs assist healing, especially in the hands of skilled healers.</li> <li>• One healer heals up to 5 wounded.</li> <li>• Healers heal their own Tribe's people - but Herbs are communal if joint Tribes are behind Fortifications.</li> <li>• Warriors wounded in a battle are not available for a second battle in the same turn.</li> <li>• Healing happens at the end of the turn, not after every combat, that is, if you are involved in two combats in the turn, wounded Warriors will not be able to participate in the second one.</li> </ul>			

### 6.37 Heavy weapons

<b>Group B</b>	<b>For using siege equipment (<a href="#">Back to skill list</a>)</b>			
No skill required Skill level determines performance Combat limits apply				
<b>Heavy Weapon</b>	<b>Horses to move</b>	<b>Warriors to man</b>	<b>Defender space required (DF's)</b>	<b>Missile</b>
Ballista	2	4	6	Shafts

### 6.38 Herding

<b>Group A</b>	<b>For tending herd animals (<a href="#">Back to skill list</a>)</b>
No skill required. Breeding rates are affected by skill levels, season, terrain and weather.	
<b>ANIMAL</b>	<b>NUMBER HERDED PER PERSON</b>
Camel	7
Cattle	10
Dog	10
Elephant	5
Goat	20
Horse	10
<ul style="list-style-type: none"> <li>You must assign people to look after your animals.</li> <li>Unherded animals may stray at the rate of 20%.</li> </ul>	

### 6.39 Horsemanship

<b>Group B</b>	<b>A cavalry skill (<a href="#">Back to skill list</a>)</b>
No skill required Skill determines performance in battle	

### 6.40 Hunting

<b>Group A</b>	<b>For finding provisions to feed the Tribe (<a href="#">Back to skill list</a>)</b>
No skill required. Provisions found are affected by skill levels, season, terrain and weather. No limits apply	
<ul style="list-style-type: none"> <li>Hunting provides food for your Clan. Hunters not only hunt animals, but they gather other edible items as well, such as mushrooms, berries, nuts, tubers, snakes, possums, and any number of other food stuff. They do this automatically during the activity.</li> <li>Hunters can use missile weapons or traps or snares (up to 5 snares or traps /hunter).</li> <li>Legitimate tools for hunting are: Traps, snares, bows, slings, arbalests, spears, bone spears, stone spears, spetums, nets. These should be listed in your Orders.</li> <li>Items that have no effect on hunting returns are: Clubs, axes, horses.</li> </ul>	

<ul style="list-style-type: none"> <li>Hunters will gather provs on the basis of numbers assigned for the turn, that is, you cannot give conditional orders such as “cease Hunting at 10,000 provs” or “gather a maximum of 3 per Hunter”.</li> <li>Use the Tribe Manager to provide the GM with an Equivalent Hunting figure (that is, number of hunters once implements are factored in).</li> <li>Hunting is performed in the hex that the Tribe/Element is in at the start of the turn.</li> <li>A hex with a river, lake or ocean on its border has a 10% improvement on hunting</li> <li>The number of bordering hexes with water also give slight improvements in returns.</li> </ul>
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## 6.41 Intelligence

<b>Group B</b>	<b>Used for gathering information from locals (<a href="#">Back to skill list</a>)</b>					
The level of the skill determines what information you can ask for						
<b>LEVEL</b>	<b>TYPE OF INTELLIGENCE</b>					
3	Nearest hex of specified terrain type (nearest or close to nearest)					
3	Nearest mine of specified ore (base ores only)					
4	Nearest Rich Seeking hex OR special hex (player to specify)					
5	Nearest Rich Seeking hex of specified type (A to E)					
6	Rough distance of known trading town (that is, you specify the name)					
7	Nearest unknown trading town (known towns named by player in request are excluded)					
10	Nearest source of named exotic mineral or commodity					
<ul style="list-style-type: none"> <li>Only one request may be made per year</li> <li>Accuracy of information gained depends of the distance.</li> <li>Distance is linear distance, not MPs</li> <li>Accuracy is about 10% of distance, for example for a site which is 20 hexes away it should be within 2 hexes of stated location.</li> <li>The reference point of the request can be any Tribe or Element with the Intelligence skill at the required level.</li> </ul> <p>Special hexes, towns, etc are organic and can spring up at any time as the TN world evolves.</p>						

## 6.42 Jewelry

<b>Group A</b>	<b>For producing baubles (<a href="#">Back to skill list</a>)</b>					
No limit on number of people in activity						
<b>ITEM</b>	<b>SKILL</b>	<b>COAL</b>	<b>COPPER</b>	<b>GOLD</b>	<b>GEMS</b>	<b>PEOPLE</b>
Trinket	1		1			1
Ornament	3	2	2			1
Goldwork	5			15		1
Inlay	8			20	1	2

### 6.43 Leadership

<b>Group B</b>	<b>Gives organisation and cohesion in battle. (<a href="#">Back to skill list</a>)</b>
No skill required Skill level affects results in battle	

### 6.44 Leatherwork

<b>Group A</b>	<b>For making leather items (<a href="#">Back to skill list</a>)</b>				
No limit on number of people in activity					
ITEM	SKILL	PEOPLE	LEATHER	FRAME	NOTES
2 Hoods	1	1	2		Light head protection
Heaters	2	1	3	1	A form of shield
Sling	2	1	1		For use in combat and hunting
Jerkins	3	2	4		A type of armour
Trews	3	1	2		leg armour
Backpack	4	2	2		Adds 30lbs to a person's carry capacity
Rope	4	2	5		
Saddlebags	5	2	4		Adds 100lbs (50lbs when scouting) to a horse's carry capacity
Whip	5	1	1		See Slavery
Saddle	6	3	4		Item used in some research topics

### 6.45 Literacy

<b>Group C</b>	<b>For reading and writing books (<a href="#">Back to skill list</a>)</b>
No benefits until Research levels are reached	

### 6.46 Maintain boats

<b>Group C</b>	<b>For tending boats (<a href="#">Back to skill list</a>)</b>
No skill required Numbers built into naval requirements Naval requirements not needed at level 10	
<ul style="list-style-type: none"> <li>• When at sea, the number of people performing this activity is given as part of the crew for the vessel</li> <li>• When vessels are in a boatshed, no people need be assigned</li> <li>• When vessels are not being used and not in a boatshed, people need to be assigned</li> </ul>	

### 6.47 Mariner

<b>Group B</b>	<b>For combat at sea (<a href="#">Back to skill list</a>)</b>
No skill required	



Skill determines performance in naval battle
<ul style="list-style-type: none"> <li>Replaces Combat in Fleets</li> </ul>

### 6.48 Meditation

(Does not appear in skill list)	<b>For doing nothing (<a href="#">Back to skill list</a>)</b>
No skill required	
<ul style="list-style-type: none"> <li>Meditation consists of sitting around doing nothing. Usually used by Tribes with Religion as part of their devotional duties or if you have no Activity you wish to perform</li> </ul>	

### 6.49 Metalwork

<b>Group A</b>	<b>For making metal items for Hunting, Combat and general use (<a href="#">Back to skill list</a>)</b>					
No limit on number of people in activity						
ITEM	SKILL	PEOPLE	IRON	COAL	OTHER	COMMENTS
20 Pellets	1	1		1	10 Lead	5 used per archery (prep) phase. Pellets improve the effectiveness of slings in battle.
10 Quarrels	2	1	1	10		IRON ONLY. Arrows for arbalests
Shovel	2	2	2	10		Doubles digging rates per person. + 50% to mining output
Trap	2	1	1	4		
Barrel	3	2	2	4	1 Log	
Mattock	3	2	8	25		Doubles Quarrying rate per person. +50% to mining
Pick	3	2	3	15		Doubles mining output per person +50% to digging
Adze	4	2	4	20		Doubles logging rates per person
Hoe	4	2	3	10		Increase plow rate per person to 2 acres
Shackle	4	1	2	15		Shackled slaves count 50% towards limits held
Lamp	5	1			10 Silver 1 Brass	1Oil, 1Cotton per lamp required each winter
Scythe	5	2	3	15		Doubles harvest rate per person for grain, sugar & fodder
Plow	6	5	10	25	1 Log	Increases plow rate per person to 8 acres
Cauldron	8	4	20	100		see cuirboilli (Leatherwork)
Glasspipe	9	3	2	40		For working glass

- Metalwork items (unless stated otherwise) may be made using bronze or brass instead of iron. The same amount of metal is used but only 75% (rounded up) coal is needed.
- Indicate in Orders the type of metal used when making tools.
- Metal cannot be recovered from items once they are made.
- There is no facility for using coke instead of coal.
- Oil is made by distilling olives.
- See Shipbuilding for other uses of Metalwork

### 6.50 Milling

<b>Group C</b>	<b>For making flour (<a href="#">Back to skill list</a>)</b>			
10 people per skill level Unlimited at level 10 Number of workers restricted by level of Mill Requires a mill				
A mill can be built using				
<b>Engineering</b>	<b>Metalwork</b>	<b>Logs</b>	<b>Notes</b>	
5	3	110	Logs installed at 2 per person	
<ul style="list-style-type: none"> <li>• The building requires equipment to be installed.</li> <li>• Equipment must be installed in the same turn.</li> </ul> It requires:				
<b>Coal</b>	<b>Iron</b>	<b>Rop e</b>	<b>Millston e</b>	<b>Notes</b>
100	20	1	1	Per 10 people who can use the mill each month
<ul style="list-style-type: none"> <li>• Equipment is installed at 10 lbs/person.</li> <li>• Each village is restricted to 1000 mills</li> <li>• A mill needs 2 cattle or 2 horses to operate it</li> <li>• Iron may be replaced using 150% as much bronze or brass and 75% the coal (rounded up).</li> </ul>				
<b>Production:</b>				
Each person grinds 80 grain into 120 flour.				

### 6.51 Mining

<b>Group A</b>	<b>For digging ores and minerals out of the ground (<a href="#">Back to skill list</a>)</b>
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No skill required Output is influenced by skill level, number of miners, ore mined and weather. No number limits apply	
<ul style="list-style-type: none"> <li>• returns over time).</li> <li>• mining.</li> <li>•</li> <li>•</li> <li>•</li> <li>•</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>Mines are inexhaustible (some Gold and Diamond mines might diminish returns over time).</li> <li>Mines of gold, jade, gem and other rare goods might run out with saturated mining.</li> <li>Hexes with deposits will only have one minable mineral.</li> <li>Only salt can be found in non-hill/mountains.</li> <li>Higher skill reduces the degree of danger in losing people to mining accidents.</li> <li>To mine deposits that are the result of research (for example, limestone) requires that your miners have the relevant research (even though you might discover such deposits).</li> <li>Picks and shovels increase output.</li> </ul>

## 6.52 Mobilisation

<b>Group B</b>	<b>For increasing the number of defenders in an attack (<a href="#">Back to skill list</a>)</b>
Skill level determines the increase in defenders used	
<ul style="list-style-type: none"> <li>• Each level adds 5% of Warriors assigned to Activities to Warriors available for defence</li> <li>• Does not allow a unit to exceed the 1/3 Warrior limit for combat</li> </ul>	

## 6.53 Music

<b>Group C</b>	<b>A cultural activity for the Fair (<a href="#">Back to skill list</a>)</b>					
No limit on numbers in activity Skill level determines payment from Fair						
<b>6.53.1 Musical Instruments</b>						
ITEM	MUSIC	WOODWORK	METALWORK	PEOPLE	LOGS	OTHER
Drum	1	3		2	1	1 Parchment
Horn	3	5		2	1	
Flute	4	4		2	1	
Trumpet	6		6	3		4 Brass, 20 Coal
Harp	7	6		5	2	30 Strings
Lute	8	8		4	1	12 Strings

## 6.54 Navigation

<b>Group B</b>	<b>For increasing distances in naval movement (<a href="#">Back to skill list</a>)</b>
No skill required Skill increases Fleet movement	

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### 6.55 Politics

<b>Group B</b>	<b>For influencing a region (<a href="#">Back to skill list</a>)</b>
No benefits until after level 10	

### 6.56 Pottery

<b>Group A</b>	<b>For making ceramic containers for water/alcohol (<a href="#">Back to skill list</a>)</b>					
10 people per skill level Unlimited at level 10						
ITEM	SKILL	PEOPLE	COAL	CLAY	HOLDS	WEIGHS(empty)
Ewer	1	1	3	5	20	5
Jar	1	2	5	10	50	10
Urn	1	4	10	20	150	20
<ul style="list-style-type: none"> <li>• Clay may be dug at Pottery 1 from any hex adjacent to a river/lake.</li> <li>• Potters dig 20 clay/person</li> <li>• There is no limit on the number of people who can dig clay.</li> <li>• 1 clay weighs 1 lb</li> <li>• Pottery may be performed without clay adjacent to a river or lake.</li> <li>• If in arid or desert, 1 lb of water per 2 lbs of clay is required.</li> <li>• Indicate in Orders if you are or are not using clay.</li> </ul>						

### 6.57 Quarrying

<b>Group A</b>	<b>For extracting stones from the ground for use in stonework structures and fortifications (<a href="#">Back to skill list</a>)</b>
10 people per skill level Unlimited at level 10 (capped at 100,000 effective workers).	
<ul style="list-style-type: none"> <li>• Each person provides 5 stones in any mountain or hill area</li> <li>• Each stone is a cubic foot</li> <li>• Productivity increased by using mattocks</li> </ul>	

### 6.58 Refining

<b>Group C</b>	<b>For turning ores into usable metal and for combining two metals (<a href="#">Back to skill list</a>)</b>
10 people per skill level Unlimited at level 10 Refinery required Number of workers restricted by level of Refinery	
A refinery can be built using:	

<b>Engineering</b>	<b>Logs</b>	<b>Notes</b>				
2	100	Logs are installed at 2 per person				
<ul style="list-style-type: none"> <li>The building requires smelters to be installed.</li> <li>Smelters can be installed after the structure has been built, or in the same turn.</li> <li>Smelters do not need any skill to install.</li> </ul> <ul style="list-style-type: none"> <li>Iron may be replaced using 150% as much bronze or brass and 75% the coal (rounded up).</li> </ul> <p>They require:</p>						
<b>Coal</b>	<b>Iron</b>	<b>Notes</b>				
200	50	Per 10 people who can use the refinery each month				
<b>Coal</b>	<b>Bronze/Brass</b>					
150	75	Per 10 people who can use the refinery each month				
<ul style="list-style-type: none"> <li>Smelters are installed at 10 lbs metal/person.</li> <li>A refinery can hold up to 100 smelters</li> <li>Each village is restricted to 10 refineries</li> </ul>						
Each person assigned to Refining may process:						
<b>TO MAKE</b>	<b>ORE USED</b>	<b>COAL USED</b>	<b>YIELD</b>			
Iron	20	10	15			
Copper	20	4	15			
Tin	20	6	15			
Zinc	20	8	15			
Lead	20	6	15			
<b>TO MAKE</b>	<b>METAL</b>				<b>COAL USED</b>	<b>YIELD</b>
	<b>COPPER</b>	<b>LEAD</b>	<b>TIN</b>	<b>ZINC</b>		
Bronze	25		5		10	30
Brass	16			4	10	20
Pewter		8	32		10	40
<ul style="list-style-type: none"> <li>Only 1 transmutation may be performed in any given month per refinery.</li> <li>See Stonework for alternative refinery.</li> </ul>						

## 6.59 Religion

<b>Group B</b>	<b>For following a deity or philosophy (<a href="#">Back to skill list</a>)</b>
<p>No skill to start a religion                      Religion approval from GM                      Individual religion determines benefits</p>	

## 6.60 Research

<b>Group C</b>		<b>Increases the chance of gaining more knowledge (<a href="#">Back to skill list</a>)</b>					
		No benefits until level 10					
<b>ITEM</b>	<b>SKILLS REQUIRED</b>				<b>MATERIALS REQUIRED</b>		
	Research	Engineering	Stonework	Woodwork	Stones	Logs	Candles
University	10	8	4		10000		100
			4	4	9000	100	
<ul style="list-style-type: none"> <li>University increases number of research topics that can be attempted</li> </ul>							

## 6.61 Rowing

<b>Group B</b>	<b>For increasing naval movement (<a href="#">Back to skill list</a>)</b>
<p>No skill required Skill increases Fleet movement</p>	

## 6.62 Sailing

<b>Group B</b>	<b>For increasing naval movement (<a href="#">Back to skill list</a>)</b>
<p>No skill required Skill increases Fleet movement</p>	

## 6.63 Salting

<b>Group A</b>	<b>For turning fish into provisions (<a href="#">Back to skill list</a>)</b>
<p>10 people per skill level Unlimited at level 10</p>	
<ul style="list-style-type: none"> <li>1 person can salt up to 100 fish using 0.1 salt per fish.</li> <li>Fish not salted in the turn caught will be lost.</li> </ul>	

## 6.64 Sanitation

<b>Group C</b>	<b>To stop diseases in a village (<a href="#">Back to skill list</a>)</b>
<p>No skill required Skill level determines effectiveness</p>	

## 6.65 Scouting

<b>Group B</b>	<b>For increasing the efficiency of scouts (<a href="#">Back to skill list</a>)</b>
No skill required Skill level determines effectiveness	

## 6.66 Seamanship

<b>Group B</b>	<b>For increasing naval movement (<a href="#">Back to skill list</a>)</b>
No skill required Skill increases Fleet movement	

## 6.67 Security

<b>Group B</b>	<b>For countering spies and aggressive scout missions (<a href="#">Back to skill list</a>)</b>
No skill required Skill affects effectiveness	

## 6.68 Seeking

<b>Group C</b>	<b>For finding goods at Springtide (<a href="#">Back to skill list</a>)</b>
No skill required Skill affects number of items found Limit of 50 people per item sought Warriors per item may not exceed those listed in the Tribe Manager and horses may not exceed Warriors.	
Guaranteed returns based on Seeking and Scouting levels, numbers of people involved and the number of horses or elephants used, and the number of backpacks and saddlebags used	
<ul style="list-style-type: none"> <li>• Seeking may be for: wax, hives, spice, recruits, honey, herbs, goats, cattle and horses.</li> <li>• People may be assigned to look these items in Spring 01 only.</li> <li>• Seeking should be included as an Activity only if you cannot use the Tribe Manager spreadsheet. If you are using the spreadsheet, Orders should be listed under Transfers (from 4263).</li> <li>• One Tribe per Clan may Seek</li> <li>• Warriors and Horses deployed for Seeking are not available for Combat or other Activities.</li> </ul>	
<h3>6.68.1 Rich Seeking</h3> <ul style="list-style-type: none"> <li>• A unit in any Rich Seeking hex in Spring 01 may Seek according to the Rich Seeking Table in Tribe Manager.</li> <li>• Rich Seeking occurs in addition to normal Seeking, but results should be bundled by players.</li> <li>• Research that improves normal Seeking does not affect Rich Seeking (unless it</li> </ul>	

increases Seek or Scout Skill).

## 6.69 Sewing

Group A		For stitching two or more things together ( <a href="#">Back to skill list</a> )		
No limit on number of people in activity				
ITEM	SKILL	PEOPLE	REQUIRES	
2 Bladders	2	1	2 gut, 1 leather (holds 10lbs water)	
Ring mail	3	2	1 jerkin, 8 iron, 20 coal, Armour 4	
Scale mail	3	2	1 jerkin, 10 bronze, 15 coal, Armour 3	
Cloth	4	5	20 parchment	

## 6.70 Shipbuilding

Group C		For building fleets ( <a href="#">Back to skill list</a> )												
Number of people used is determined by Shipwright level														
Vessel	ShipB	Wood	Mtl	Logs	Brass	Coal	Sheath	Ram	L'ther	Cloth	Rope	O/P	AM's	Weight
Boat	1	5	-	10	-	-	-	-	-	-	-	P	5	1250
Ferry	2	5	3	40	10	40	-	-	-	-	-	-	22	-
Fisher	2	6	3	20	5	20	20	No	2	2	3	P	18	2500
Barges	3	5	3	60	10	40	-	-	-	-	-	none	32	-
Coaster	3	6	3	40	10	40	40	No	6	4	6	NA	36	5000
Sm Galley	4	7	5	100	40	200	100	Yes	10	-	-	O	68	12500
Md Galley	5	7	5	160	60	300	180	Yes	15	-	-	O	110	20000
Lg Galley	6	7	5	220	80	400	300	Yes	20	-	-	O	156	27500
Trader	6	7	4	160	25	100	150	No	40	20	24	NA	144	20000
Longship	8	8	4	150	20	100	100	No	10	15	18	O	122	18750
Merchant	9	8	7	160	40	200	150	*	30	15	20	O	138	20000
Warship	9	8	7	200	50	250	150	Yes	30	15	20	O	160	25000
<ul style="list-style-type: none"> <li>• Bronze may not be substituted for Brass (all boats require Brass)</li> <li>• Either Copper or Lead may be used as the sheathing material.</li> <li>• Logs are installed at 2/person</li> <li>• Metal fittings at 5 lbs/person</li> <li>• Sheathing added at 10 lbs/person</li> <li>• Cloth/rope fitted at 1/person</li> <li>• Oars require 1 person, 1 log, Wood 3</li> <li>• 2 Paddles require 1 person, 1 log, Wood 2</li> <li>• Each crew member needs an oar or a paddle.</li> <li>• O/P = Oars or Paddles to row</li> <li>• AM is shorthand for "Active Month" – the amount of work that a worker can do in a month.</li> <li>• Weight is the weight of the vessel</li> <li>• Boats may not be carried on Wagons. They can be carried on large vessels.</li> </ul>														

## 6.71 Shipwright

Group B	For establishing the number of people that can work in a shipyard ( <a href="#">Back to skill list</a> )
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10 people per skill level Unlimited at level 10
--

## 6.72 Siege equipment making

<b>Group A</b>	<b>For making equipment to attack fortifications (<a href="#">Back to skill list</a>)</b>							
No limit on number in activity								
ITEM	SKILL	LOG	COAL	IRON	ROPE	WAGON	PEOPLE	RESTRICTIONS
Ballista	8	3	20	3		1	10	2 horses/cattle to transport

## 6.73 Skinning

<b>Group A</b>	<b>Extracting the skin of herd animals for use in Tanning, Curing and Dressing (<a href="#">Back to skill list</a>)</b>	
10 people per skill level Unlimited at level 10		
ANIMAL	NUMBER SKINNED PER PERSON	SKIN YIELD
Camel	3 people skin 2 camels	8
Cattle	1	2
Dog	1	1
Elephant	2 people skin 1 elephant	6
Goat	3	3
Horse	1	3

### 6.73.1 Skinning, Gutting and Boning

- This process can be performed as a combined activity. It is not a skill in itself.
- The ratio for use of this activity is Skin 2: Gut 1: Bone 1. To maximise the activity, this ratio must always be observed. Thus people assigned are always assigned in multiples of 40. Or 30 if you are skinning and/or boning/gutting.

For example:

80 people can SGB 120 goats (thus you must have Skin4, Gut2, Bone2)

60 people can SG 120 goats (thus you must have Skin4, Gut2)

- Gutting and Boning can't be done in combination without Skinning

## 6.74 Slavery

<b>Group B</b>	<b>Used to look after slaves (<a href="#">Back to skill list</a>)</b>
Skill level determines minimum requirements	
LEVEL	NOTES
0	Must assign 1 Warrior as overseer per 10 slaves
1	May control 1 slave per 10 people present without an overseer
Each subsequent level adds 1 extra slave for each 10 people present	

10	May control 10 slaves for each 10 people present
<ul style="list-style-type: none"> <li>Shackled slaves count as half each for control and overseeing purposes.</li> <li>Slaves in the Goods Tribe can be used by any unit in the GT relationship.</li> </ul>	

### 6.75 Spying

<b>Group B</b>	<b>For detecting the strength of other Tribes (<a href="#">Back to skill list</a>)</b>
<p>No skill required Skill affects chances of success</p>	
<ul style="list-style-type: none"> <li>A successful attempt will detect numbers of warriors assigned to defence and security</li> </ul>	

### 6.76 Stonework

<b>Group C</b>	<b>For making stone items for Hunting, Combat and general use (<a href="#">Back to skill list</a>)</b>			
<p>No limit on number of people in activity</p>				
ITEM	SKILL	STONES	PEOPLE	COMMENTS
Stone axe	2	1	1	with 1 club and 1 leather
Stone spear	4	1	1	with 1 shaft
Baking ovens	4			300 stones per 10 people who can use facility
Sculpture	5	5	4	
Brickwork kilns	5			300 stones per 10 people who can use facility
Millstone	6	10	10	
Charring burners	6			300 stones per 10 people who can use facility
Statue	8	10	10	
Refining smelters	8			400 stones per 10 people who can use facility
<ul style="list-style-type: none"> <li>Stones installed at 5 per person.</li> <li>Stones can replace logs @ 10 stones per log in buildings</li> <li>Stones can replace metal in structures and buildings</li> </ul>				

### 6.77 Tactics

<b>Group B</b>	<b>For influencing behaviour on the battlefield (<a href="#">Back to skill list</a>)</b>
<p>No benefits until after level 10</p>	

### 6.78 Tanning

<b>Group A</b>	<b>For turning skins into leather (<a href="#">Back to skill list</a>)</b>
<p>10 people per skill level Unlimited at level 10</p>	

<p>Each person turns 4 Skins into 4 leather using 10 lbs of bark.                  Note: Furs cannot be tanned (See <a href="#">Curing</a>)</p>
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### 6.79 Torture

<b>Group B</b>	<b>For extracting information from captured enemy (<a href="#">Back to skill list</a>)</b>
No skill required Skill level determines effectiveness	

### 6.80 Triball

<b>Group B</b>	<b>For playing a game at the Fair (<a href="#">Back to skill list</a>)</b>
No skill required Skill level determines payment from Fair	

### 6.81 Waxwork

<b>Group A</b>	<b>For making wax items for Hunting, Combat and general use (<a href="#">Back to skill list</a>)</b>					
No limit on number of people in activity						
ITEM	SKILL	WAX	PEOPLE	CAULDRONS	Gold	COMMENTS
5 Parchment	1	1	1			+ 5 skin
20 Candles	2	20	4	1		+ 1 cotton + 5 coal
5 Strings	2	1	1			+ 1 cotton or gut
Seal	3	5			1	1 seal per enduring truce
Cuirboilli	4	10	2	1		+ 2 wax per suit + 2 coal + 2 leather Can make up to 10 c'boilli

### 6.82 Weapon making

<b>Group A</b>	<b>For making weapons for combat and tools for hunting (<a href="#">Back to skill list</a>)</b>				
No limit on number of people in activity					
<b>6.82.1 Iron Weapons</b>					
ITEM	SKILL	PEOPLE	COAL	IRON	COMMENTS
Shafts	1	1			only in forests/jungles
Bow	1	2			+ 1 string, (only in decid/jungle)

Bow	1	1			+ 1 string and 1 stave in any terrain
10 Slings	1	5			+ 1 bolt of cloth, see also weaving
Staves	1	1			Only in decid/jungle
Spear	2	2	10	2	Only in forests/jungles
Spear & Shaft	2	1	10	2	+1 shaft/bone spear in any terrain
Mace	3	2	30	6	
Axes	4	2	20	4	
Swords	6	3	30	5	
Arbalests	8	3	20	2	Requires 1 string

### 6.82.2 Bronze Weapons

				<b>BRONZE</b>	
Spetums	1	2	5	2	Only in forest/jungle
Spetums & Shaft	1	1	5	2	+1 shaft/bone spear in any terrain
Mace	3	2	20	6	
Falchion	4	2	15	2	
Arbalests	8	3	15	2	Requires 1 string

### 6.82.3 Brass Weapons

				<b>BRASS</b>	
Arbalests	8	3	15	2	Requires 1 string

- A unit may have no more than 45 different items of weapon
- When making spears/spetums state whether you are using shafts, or cutting straight from the forest.
- When making bows state whether you are using staves, or cutting straight from the deciduous forest.
- Metal cannot be recovered from items once they are made.
  - Steel can be used to make spears and swords at 1 skill level higher than working with Iron. Some gold and silver to pay for expertise and materials is required. See Refinery Research.

## 6.83 Weaving

Group A	For making items for Hunting, for sale at the Fair and for general use <a href="#">(Back to skill list)</a>					
No limit on number of people in activity						
ITEM	SKILL	PEOPLE	COTTON	GUT	BARK	ROPE
2 Ropes	1	1	20			
2 Slings	2	1	1			
Net	3	2	10			
Rope	3	2		10	10	
2 Snares	3	1				1
Rug	4	5	20			
Cloth	5	5	15			
Net	5	3		10	10	
Carpet	6	10	50			
Tapestry	8	20	100			

- Nets help with fishing, so could help hunting when adjacent to an ocean/lake/river

## 6.84 Woodwork

Group A		For making wooden items for general use ( <a href="#">Back to skill list</a> )		
No limit on number of people in activity				
ITEM	SKILL	PEOPLE	LOGS	COMMENTS
4 Clubs	1	1	0	No logs needed in forest/jungle
4 Clubs	1	1	4	Can be made anywhere
Rake	3	1	1	A person with a rake can plow 1 acre
Wagon	3	10	6	Needs 2 Cattle or Horses to pull, or 1 Elephant to carry
2 Frames	4	2	1	See Leatherwork
Totem	8	10	12	1 per Tribe. Adds 0.01 to Morale to Tribe that builds one or has one built for them by a Tribe in the Clan.
<ul style="list-style-type: none"> <li>• See Shipbuilding for more uses for Woodwork</li> </ul>				

## 7 Administrative

### 7.1 Disclaimer

This set of rules is a re-write of the original rules – The Mandate.

As much care as possible has been taken to ensuring that this rewrite is complete and that it reflects the intention of the original rules. However, the complexity of the game and the subtleties inherent in a game where imagination has pride of place means that often a rule is open to interpretation.

If something is not clear, please ask the GM, an ally or a mentor. Or ask the general question on Facebook.

The Mandate is a living document that has been changed many times since its conception in 1985. It has been through many rewrites and there have been many iterations of the game. Like all living documents, errors can creep in. Do not be afraid to query the document. The Mandate is a life-long learner and has a thirst for knowledge.

### 7.2 Finding Information

The nature of TribeNet is such that there are likely to be many cross-references to ideas and rules. For example, references to elephants might appear in sections other than the section entitled “Animals”. It is recommended that you use the “Search” or “Find” facility to navigate around the document.

Some hyperlinks are provided for you. However, if you find that you are navigating between one section and another, feel free to provide your own links and let the GM know what you require for future versions of the New Mandate. The chances are that others are doing the same.

### 7.3 GM Role & Powers

The GM is something like an umpire who tries to get it right, but is human and thus fallible. However you can be sure that the GM is concerned to preserve the integrity of the game while providing players with excitement and challenges. But since the game is open-ended, the rules can never fully capture future developments and so some changes are bound to happen from time to time. If changes are made, they will be communicated to the players as soon as possible.

The GM enjoys discretionary powers should the actual playing out of any of these ideas produce unacceptable imbalance. Thus, descriptions of topics might be modified once tested under play conditions.

### 7.4 Mistakes

Mistakes resulting from player errors are the responsibility of players, who should accept the consequences for a wrong Order. Why? First, it is unfair on those players who never ask to have corrected what are clearly their errors. Second, it puts the GM in a position where he has to make a judgement between what is and what isn't an error that can be forgiven. There are two exceptions to this. First, some license is given to players new to the game. Second, adjustments may be made where the result does not accord with “reality”; for example, where an item might be “teleported” 20 hexes away because the incorrect Element number was assigned. If there are mistakes that result from GM error these should be pointed out and will be corrected.

## 7.5 Errors

Sometimes players will attempt Activities with insufficient goods on hand. Sometimes you will be told simply that you cannot produce the item attempted. But sometimes a module error will be produced such that a random amount of goods will be produced. For example, **Error**, Skin (40) means you had no skins but produced 40 Leather. You should bring this to my attention the following turn – indicating the unit and the quantity of adjustment required.

There are also occasional GM errors, either of moderation or typing. Most errors are usually easy to fix, but all players are urged to monitor their turns for possible mistakes and report them promptly in Messages to the GM will suffice.

## 7.6 Rule Changes

Any changes or adjustments to the rules are infrequent and usually quite minor. They are generally flagged in *Tribe News* with a lead in period prior to adoption. In general, you can assume that anything sent out that refers to the rules is done to gauge player response to the proposal in question, which may then be further modified in the light of this, or dropped altogether. A guiding principle is that unless a new idea for a rule receives close to universal acceptance, it is not adopted.

## 7.7 New Starts

In general, there is no problem for new players to request a startup near their friends, as long as this does not compromise the position of other players who are in the general area and if there is enough room.

New starts may not attack or be attacked for 12 turns. They may, however, engage in Raiding.

## 7.8 Restarts

This option is available if your Clan takes heavy losses in combat or you otherwise desire a restart.

Being knocked out of the game is not fun but it is not the end of the world. A restart position can be constructed to acknowledge the player's past involvement in the game. A big loss in combat is not intended to knock the player (as opposed to the Clan) out of the game. To this end, a restart is designed to retain most of what the player has built up over the years of play (while also rewarding the victor with the spoils of victory). One thing that will be lost is the Clan number (and name), and this can carry an emotional impact. The sort of location you restart in is determined by a player's political history – certain players have established the sort of reputation that might see them more open to the likelihood of attack than others; that is, the player is not distinguished from the Chief running the Clan.

## 7.9 Taking over established Clans

Once players drop out, so do their Clans, unless there is a specific request at the time for a new player to take over the position. This request must come from both the retiring and the incoming player.

Any Credit or Debt will be retained.

The GM reserves the right to make judgements on a case by case basis.

## 7.10 Costs

Basic (one Tribe)	\$Aus 5.00	(\$3.10+\$1.90)
Each extra Tribe	\$Aus 1.90	

Each Element	\$Aus 1.00
Each Fleet	\$Aus 0.80

Costs are standardised in \$Aus.

A 4% increase will occur annually from Sept 2017

### 7.10.1 Payment Options

The primary method of payment is via PayPal (including Credit Card payments). PayPal charges around 3.5-4.00% for each and all types of transaction. The GM and players each carry 50% of this cost.

The main address for this is [peter.rzechorzek@optusnet.com.au](mailto:peter.rzechorzek@optusnet.com.au). Lynda Sharp is the name of the account

If you do not use PayPal directly, another arrangement is for a group of overseas players to get together and send a single PayPal payment (that is, you send a Personal Check to the "PayPal Agent" and they forward to me through a single PP payment. There are or will be players in both the USA and UK who act as agents for this purpose.

Cash in \$US through the post is also an option. This has been very reliable to date but if you wish for extra insurance you can use Registered Post. Amounts should be kept to under US\$100.00.

Players in Australia should use Personal Cheque (to by-pass the PP fee), Money Order, Direct Deposit or Cash through the post.

Overseas players may also use Personal Cheque. International PC's attract a fee of \$10.00.

### 7.10.2 Credit

This is the policy on Accounts.

1. At \$20.00 deficit the player's Clan *may* be eliminated from the game at the GM's discretion. This discretion involves a consideration of the reasons why a player might be in debt and would look favourably at long standing players who have reliably kept their credit up to date. Longstanding players who constantly carry a \$20.00 plus debt will not be viewed so favourably.
2. At the GM's discretion any Clan more than 3 turns behind in payment *is* frozen till credit is addressed (the turn will Hunt and Herd and incur costs but will not be sent to the player).
3. Any Clan in combat will lose 0.01 for each \$1.00 in deficit beyond \$20.00. For example, (bad credit of \$30.00) would be 0.1 to Morale. The bottom limit is **0.05 Morale**. This is decided on the day the combat is processed.
4. Clans may be reinstated from where they left upon receipt of payment.
5. A player in Credit may vouch for another player. Should the player vouched for reach -\$20.00 drop out or be eliminated from the game, the outstanding amount shall be deducted from the player in Credit.

## 7.11 Vacation Strategy

In the event that your Clan is attacked during your absence, you may wish to send me the name of another player to handle your battle orders in your place.

\* This is not crucial but a couple of reasons why it is useful (mostly never acted on). First, if there is some sort of cyber crisis I have an alternative way of getting in touch with the player (for example, a player in England once had a major crash and went quiet, another player looked him up in the phone book, rang him and arranged default orders). Secondly, it enables me to guard against bogus



players, people who try to run two positions. This has not happened for a while but if I have an address and get suspicious I can ask someone to ring/write to see if the player is legit. If you are uncomfortable with this then just a City, State and Country will do.

## 7.12 Ethics

There is nothing wrong with introducing friends to the game, but there are two things that are clearly unacceptable.

First, the idea of players introducing “friends” who then (ab)use their Clans with suicidal attacks vs their host (resulting in easy Slaves), give away their good weapons in exchange for rubbish or for nothing (or variations on this theme), spy on or harass enemy positions and then drop out and so on – in short, “friends” who are nothing more than puppets in the service of their host.

Second, the idea of having the “friend’s” Clan used as a disposable commodity, for example, by attacking another legitimate player in order to soften them up and then dropping out.

These sorts of tactics are rarely in evidence – let’s keep it that way.

There are also other signs that all is not what it seems to be. Here are some of them:

1. Running a dummy/address “player” behind the Clan - often a Web based email account.
2. Not providing a home postal address.
3. Sending correspondence/Orders from different “players” from the one Account/Computer.
4. Falling behind in payments to the GM.
5. Engaging in little or no personal correspondence with other players.
6. Regularly being the subject of complaint by other players.

None of these on their own is particularly significant - but when the factors combine I have cause for concern, and though no player has yet been evicted from the game this is always a possibility.

## 7.13 Censorship

This is something I do not like being called upon to adjudicate. There have been no major problems here either, but there have been a couple of brush fires. We should always be sensitive to the fact that some younger people play the game; that we hold different religious, political and moral views and the right to have these views respected should be acknowledged; that some players object to language that is overly colourful; and that personal references can be offensive.

The bottom line is that I rely largely on the integrity of the players to construct and maintain the ethical standards in the game.

## 7.14 Sending Messages

Sometimes I will send messages to your Continent’s List. Please do not “Reply” to this List as there are players on it who want messages only from the GM, and others who do not want their mail boxes filled with group replies. General discussion of issues is best conducted via either a discussion List or through publication in Tribe News. Please do NOT mail the list when you are responding to a discussion point. Using Facebook as a forum for player interaction is good – it is easy to set up and you can dedicate an address/list to TN.

## 7.15 Rumours

As a player you do have to be careful to distinguish rhetoric, truth and lies, and untruth and fact. One of the trials of the GM occurs when a player hears a rumour and treats it as fact (for example, Clan xxxx has developed nuclear power and this is unfair ...). The player puts their concerns to me, and I have to try to respond without denying or confirming the rumour (which gives the player concerned extra information). Make sure you check your sources before heading down this path.

## 7.16 Clarification of rules

The GM is sometimes called upon to interpret, clarify, adjust or expand upon the rules. This is because the rules as written cannot cover every game contingency - if they could, TribeNet would not be open-ended. It seems to me that where there is a conflict between a rule (or a particular interpretation of that rule) and the overall interests of the game, a consideration in favour of the latter should weigh more heavily. This might at times mean relegating the interests of individual players. It goes without saying that when such decisions are called for they are not taken lightly – the GM strives for impartiality and objectivity while understanding that the ultimate goal of play is to have fun.

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## 8 TABLES

### 8.1 Terrain

The terrain types in the TN world are:

<b>CODE</b>	<b>TERRAIN</b>	<b>EXPLANATION</b>
ALPS	Mountain	A bigger version of HSM
AR	Arid	Bad grassland without water
BH	Brush Hill	Hill covered with brush
BR	Brush	Conifer forest with fewer trees (Forestry not possible)
CH	Conifer Hill	Hill covered with conifer forest
DE	Desert	Arid without grass
DF	Deciduous Forest	Forests that lose leaves in autumn
DH	Deciduous Hills	Forested hills that lose leaves in autumn
GH	Grassy Hills	Hill covered with grass
HSM	High Snow Mountains	High mountains covered in snow (cannot be entered)
JG	Jungle	Wet forests
JH	Jungle Hills	Hills covered in wet forests
LCM	Low Conifer Mountains	Low mountains covered with conifer forest
LJM	Low Jungle Mountains	Low mountains covered in wet forest
LSM	Low Snow Mountains	Low mountains covered in snow
PI	Polar Ice	Flat land permanently covered in ice
PR	Prairie	Flat grassy land
RH	Rocky Hills	Hill covered with rocks
SH	Snow Hills	Hills covered in snow
SW	Swamp	Sodden grasslands
TU	Tundra	Poor grasslands
<b>RELATED MAP ITEMS</b>		
FORD	Ford	Shallow spots on rivers that allow you to cross
L	Lake	A body of fresh water
O	Ocean	A body of salt water
R	River	Moving bodies of water

## 8.2 Terrain Movement Point Costs

TERRAIN	MOVEMENT POINTS		
	FLAT	HILL	LOW MOUNTAINS
Arid	3	5	9W
Brush	4	6	
Conifer Forest		6	10W
Deciduous Forest	5	6	
Desert	5		
Grass		5	
Ice	7		
Jungle	5	6W	10W
Prairie	3		
Rock		6	
Snow		7W	10W
Swamp	8W		
Tundra	4		
Volcano			10W
High Mountains	Cannot enter except via passes. 8 MPs to enter. No restrictions		
Mountains	Costs 7 MPs instead of that shown above if entered via a pass. No entry restrictions		
Ocean/Lake	Cannot enter except with sailing/rowing vessel		
River	Blocks movement		
Ford	Allows river to be crossed at a cost of 1 MP		

### 8.3 Weights

Each item has a specific weight for carrying capacity purposes.

<b>lbs</b>	<b>ITEM</b>
0.1	Arrows/Coffee/Coins/Diamonds/Frankincense/Gold/Herbs/Jade/Opium/Pearls/Quarrel/Silver/String/Tea/Trinket
0.5	Bladder/China/Olives/Pellets/Rake/Slings/Snare
1	Bark/Blubber/Bones/Bows/Clay/Cotton/Flax/Flour/Flute/Grain/Grape/Gut/HBow/Honey/Lute/Metal/Oil/Ores/Parchment/Pewter/Salt/Sand/Shackle/Shaft/Spice/Stave/Sugar/Tobacco/Trap/Wax
2	Adze/Arbalest/Backpack/Frame/Fur/Glasspipe/Hoe/Hood/Leather/Scythe/Shovel/Skin/Trews
3	Haube/Helm/Horn/Mattock/Spear/Spetum/Picks
4	Axes/Clubs/Heaters/Mace/Trumpet/Saddlebag
5	Falchion/Jerkin/Oar/Paddle/Scutum/Shield/Sword
8	Cuirboilli/Saddle
10	Bone Armour/Drum/Fodder/Harp/Net/Provisions/Rope
10/110	Barrel – Empty/Full
15	Cloth/Ring/Scale
18	Chain
20	Breastplate/Candle/Cuirass/Hives/Ladder/Tapestries/Urn
50	Rug
100	Carpets/Cauldrons/Plows/Stones
150	Goats/ People/Slaves/Sculpture
200	Logs
300	Ballistae/Wagons
500	Boat /Mill Stone/Statue
1000	Cattle
1400	Horses
2000	Totem
4500	Elephant

## 8.4 Skill Groups

Skills are arranged in groups. These are:

Group A		Group B		Group C	
Armour	Arm	Administration	Adm	Alchemy	Alc
Bonework	BnW	Apothecary	Apoth	Apiarism	Api
Boning	Bon	Archery	Arc	Archaeology	Arch
Curing	Cur	Atheism	Ath	Art	Art
Dressing	Dre	Captaincy	Capt	Astronomy	Astr
Excavation	Exc	Combat	Com	Baking	Bak
Fishing	Fish	Diplomacy	Dip	Brick Making	Brk
Fletching	Flet	Economics	Eco	Cooking	Cook
Forestry	For	Healing	Heal	Dance	Dan
Furrier	Fur	Heavy Weapons	HvyW	Distilling	Dan
Gutting	Gut	Horsemanship	Hor	Engineering	Eng
Herding	Herd	Intelligence	Int	Farming	Farm
Hunting	Hunt	Leadership	Ldr	Fire Control	Fire
Jewelry	Jew	Mariner	Mar	Glasswork	Glass
Leatherwork	Ltr	Mobilisation	Mob	Literacy	Lit
Metalwork	Mtl	Navigation	Nav	Maintain Boats	MtnB
Mining	Min	Politics	Pol	Milling	Mil
Pottery	Pot	Religion	Rel	Music	Mus
Quarrying	Qry	Rowing	Row	Refining	Ref
Salting	Salt	Sailing	Sail	Research	Res
Sewing	Sew	Scouting	Set	Sanitation	San
Siege Equipment	Seq	Seamanship	Sea	Seeking	Seek
Skinning	Skn	Security	Sec	Shipbuilding	ShB
Tanning	Tan	Shipwright	ShW	Stonework	Stn
Waxwork	Wax	Slavery	Sly		
Weapons	Wpn	Spying	Spy		
Weaving	Wv	Tactics	Tac		
Woodwork	Wd	Torture	Tor		
		Triball	Tri		