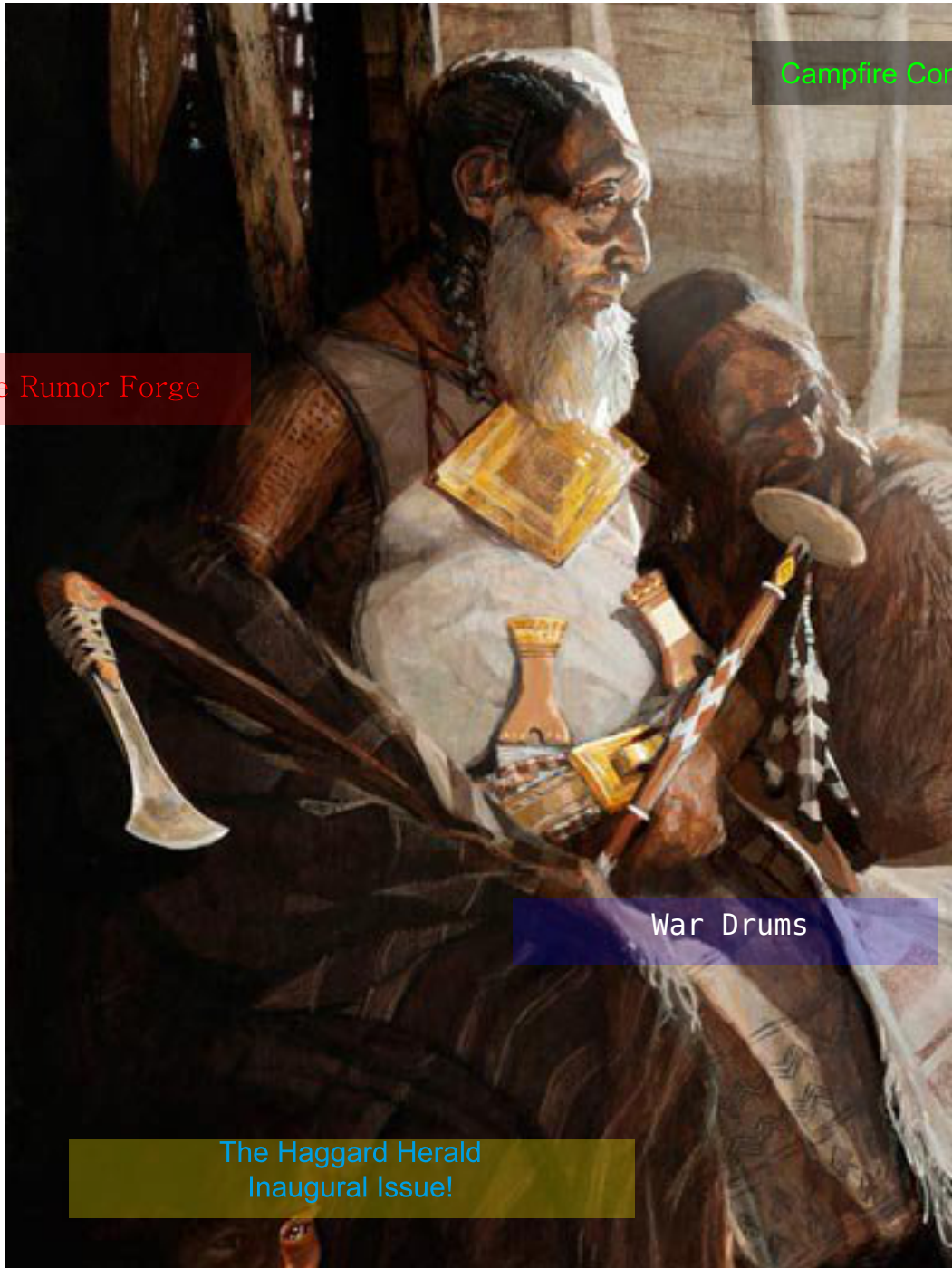


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The Blackrune Free Dispatch

Issue 0/Vol. 1

Compiled, Edited, and Published by The Blackrune Free Company (0421)



Campfire Confessional

The Rumor Forge

War Drums

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Inaugural Issue!

Campfire Confessional

Welcome to the Inaugural Issue of *The Blackrune Free Dispatch*, a compilation of news, rumors, stories, and artwork compiled, edited, and published by the scribes of The Blackrune Free Company (0421).

The Free Company hopes that this publication will meet with the approval of the various Clans assembled across the Known World, and we strongly encourage any and all submissions. We hope to publish each issue to coincide with the distribution of turn reports, but, as this is a flight of fancy more than a requirement, we make no guarantees.

The *Dispatch* is not an official TribeNet publication, so the stories, advice, and insults herein should never be taken as “game gospel”. It is what it is...largely a piece of Fan Fiction, and a pleasant distraction for us and, we hope, you.

So, please..gather your Clan together, tap a barrell or two of Ale, and thumb through these pages. If you find it to your liking, please feel free to submit a story, a piece of artwork, a rumor or two, or even a description or tale of battle. We love a good story.

(Submissions may be e-mailed to c.j.stanifer@gmail.com)

The Rumor Forge

* Word around the wash basin seems to indicate that the various varmints of the VVV have been working together on the far off continent of Tresmania. Do they still hunger for human flesh, or have they finally discovered the rewards of Farming?

* A strange ship has been sighted along the northern shores of the Expeditionary Continent. Witnesses claim that the crew appear haggard, and the sails tattered from a long voyage.

* Reports are streaming in from the sub-continent West of Mangalia of a massive rift which has opened up and sundered that land mass. There are tales of a narrow ocean channel now running from the Southwest to the Northeast, making land travel between Cyberia and Mangalia impossible.

* An odorous wind brings evidence that King Kelvin may be stirring from his seasons-long slumber. Deforestation in the immediate area alludes to the possibility that the King may be preparing for a mass exodus...or an invasion!

* A fleet of ships flying the flag of the Simian Clan has beached itself off of Tresmania's eastern shores. Observers report crews unloading large shipments of steel, warhorses, and various implements of destruction. Tresmanian natives are curious, and a bit concerned.

War Drums!

In this section we hope to print tales of glorious Battles, Border Skirmishes, Assaults, Sieges, and Rumors of War. Some chiefs doubtless hope to never see their names in these pages. Others, perhaps, relish the idea. For others, still, it is an inevitability.

For now, though, the lands appear to be under a blanket of relative peace and tranquility, with clans working in unison for mutual benefit.

How long this peace will last is anyone's guess.

(Feel free to submit your stories or battle reports for this section. Everyone loves a gang fight!)

The Haggard Herald

Here, as a courtesy to our fellow Clan leaders, we will post public announcements from the populace, open messages between Clans, advertisements for products or services available in the game, and anything else which does not fit neatly into one of the other column categories.

We will also be following the Facebook forums, and will post a series of “Frequently Asked Questions” here. Those questions answered by the GM will be annotated as such. The rest will be attributed to the Clan or player answering

the question whenever possible.

FAQs

Q) How do I indicate, in orders, which Activities are being conducted by my Warriors, and which are being done by my Actives?

A) Warriors and Actives may both conduct general activities (Forestry, Mining, Hunting, Herding, etc), so there is no need to separate the two groups in most cases. Warriors are the only starting group, however, which may perform Defense, Suppression, Scouting, and Security functions, and when assigned to this they may not be assigned to general activities. Ex: If you have 1,000 Warriors, and have assigned 300 to Defence, only 700 may be assigned to other activities such as Herding and Hunting. (editor)

Q) How do I show which Activities are being done by my main tribe, and which are being done by sub-tribes and elements?

A) In the Orders Template (which you should have received with your start-up package), create a separate "box" for each of your units. In my case, I would have one box for 0421, one for 0421e1, one for 0421e2, one for 1421, and one for 1421e1, etc... Make sure the unit number is clearly visible so Peter knows which unit is performing the activities.

Q) If the Trade Element is equipped with Wagons, does it still gain the +10 movement point bonus?

A) Yes (Peter). Bear in mind, however, that, unless the wagons are empty and being carried by elephants, that +10 movement bonus is based on the walking rate of 18, rather than the fully mounted rate of 27 (David Shockey, paraphrased). To gain the most benefit from the MP bonus, it is best to leave wagons out of the equation.

Q) I keep hearing about a "Trade Element". How do I get one, and what is it good for?

A) The Trade Element (TE) is a bonus unit available free of Admin skill requirements, with limited abilities (cannot scout, and can only hunt and herd), but improved movement. As soon as you can, you should ask Peter for the establishment of a

TE. Do so in the Notes section at the top of your orders. The TE, in the initial stages of your Clan's life, is a great unit for scouting out your immediate terrain. Later, it can haul goods to and from distant elements of your Clan quickly. (editor)

Q) Does Terrain effect Hunting returns?

A) Most certainly. Non-mountain forested hexes provide the best returns (Deciduous, Deciduous Hills, Conifer, Conifer Hills, etc). Arid, Prairie, Swamp, and other dismal places provide the least, as you can imagine. Prairie is great for herd growth, but not Hunting. Hunting returns are also effected by Weather, Season, and Hunting Skill, in addition to the use of tools and implements.

Q) If my scouts move south and run into a river, does that mean that the entire hex is a river hex?

A) No. Rivers run along the hexside only (along the 'borders' of the hex). They block movement unless a Ford is present. The only hexes which are entirely water are Lake and Ocean hexes.

Q) The Mandate states that Refining Smelters can be made at Stonework 8. Do I need to raise my Stonework skill to 8 before I can refine ores?

A) Not at all. In the Mandate, section 12.12.2, under Refinery Construction, you will see that a Refining Smelter requires 50 Iron and 200 Coal (per 10 people who can use it each turn). The Stonework option is there just in case Iron is scarce in your area, or you have way too many stones :) It's an alternative available, but not a requirement.

Q) I can't find any Iron Ore. Is there another way to make weapons and tools without Iron?

A) Yes. Most (though not all) metal items can be made out of Bronze or Brass. This is from the Mandate, and sheds light on the subject: **(Any Metalwork item 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).

Please indicate in your orders the type of Metal used when making tools. Note that there is no facility for using Coke to do Metalwork (unlike Armour and Weapons).

Q) How many scouts should I send out in each scouting group?

A) Sending out more scouts does not increase the effectiveness of the activity, so the simple answer would be "as few as 1". However, some clans (mine included) like to run Suppression (to keep prying eyes out), so that lone scout may get gobbled up if they run across a group of, say, 10 or more suppressors. If you know, or suspect, that a Clan in your area is running Suppression, your options are to avoid the area, or beef up your scouting groups. But, generally, I prefer to lose 1 scout and horse at a time if things go south.

Q) What is a "Free Element", and how do I get one?

A) The "Free Element" offered to new players is just that...an element which does not require any Admin skill to operate, and does not count against your element total for the tribe (usually, you must reach Admin 2 before you get your first element). Inform Peter that you will be forming your free element in the Notes section at the top of your orders, and equip it in the transfers section.

Q) What is this "Expeditionary Continent" I keep hearing about?

A) The Expeditionary Continent, or "ExA", is a distant land mass which had been previously 'unexplored'. Several Clans were offered the opportunity to have a small element transported to the Expeditionary continent as a bonus unit. The elements are small, and generally very far removed from their parent tribes. The continent is rich in rare minerals and interesting geography, but now the question arises...what do we do with it all?

Q) I ran into a river, and I want to follow it to see where it goes. What's the best way to do that?

A) The best way is to issue a movement command such as "Follow River, keeping it on my left, to limit", or "FRL to limit" (or, of course, "keeping it

on my right" if you wish to follow it in the opposite direction). The tribe or element will then follow the course of the river for as many hexes as their Mps will allow. Its the best way to chart a river into unknown territory, without the river itself blocking your movement. If you pass a ford along the way, that will be reported, as well. The same can be done if you wish to follow a coastline, substituting "follow Ocean Right". The element will then follow the contour of the coast.

Q) Do I need to worry about having enough Water for my people, and Fodder for my animals each turn?

A) Generally, no. The only times Water and Fodder are required are when your tribe/element is at sea, or BEGINS the turn in an Arid or Desert hex, or is under Siege. It is assumed that potable water and forage is available for the clan in all other terrains and situations.

Q) I sent out 8 scouting groups from my main tribe this turn, and only 7 returned. What happened to the last group?

A) Hard to say. At low Scouting skill levels, sometimes scouting groups simply get lost, and never return. It happens from time to time. Also, a neighboring Clan operating Suppression orders may have absconded with your scout, or killed them outright. It also happens. If you lose scouts on a regular basis, and in the same general area, it is likely due to an "external cause", and you may wish to investigate, or bug out of the area.

Q) My sub-tribe passed through a Conifer Hill hex last turn. This turn, an element ended it's turn in that same Conifer Hill hex and found Lead Ore! Why didn't my sub-tribe find it last turn?

A) Tribes and Elements do not report on the minerals in the hexes they pass through, only those in the hex they END the turn in. Scouts, however, report on everything they see as they travel. That's their job, after all. To make sure you don't miss anything along the way,

it's best to send a scouting group to double-back and check the travel path for goodies each turn.

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