

Tribe News 12/808 Winterend

01/809 is due

May 21st, 2017
18.00 (Australian Time)

GM Messages

A sign of ageing benevolence

An internal Clan transfer of up to 3 types of good (not people) is permissible After Movement (one unit to one other unit only).

Merging Sites

While you can build for your own and other Clans, you cannot merge sites already built. Eg if 0250 had a TP and Moat, and 0250e1 has a Moat 120 in the one hex you cannot transfer the Moat to 0250 (apart from the month in which it is built).

Courier Elements (now in play)

Courier Elements

Courier Elements are designed for players who want to trade using NPCs but they do not use up Adm levels and are cheaper than conventional Elements.

Courier Elements are mobile Garrisons that may be deployed (and must be exclusively) between specific commodity Importers and Exporters on the one hand and International Towns/Cities on the other. They may Hunt and Herd and perform one other Activity each turn (but not Eng or Shipbuilding). They may also perform Security (those assigned to Security will ALSO act as Suppressors vs any Locating scouts). However, they are immune to attack in any "origin" or "destination" hex if with they have > 20 Warriors are assigned to Security. They may be Raided/Attacked along the route as per conventional rules of engagement (but should this become widespread practice a simple form of adjudication will be introduced).

They require the skill (Group B) "Courier". One Tribe only may take the Courier skill. At Courier1 you may form 1 Courier Element. At Courier2 a second Courier Element etc. The Courier Element may be split from Tribe only (and not Elements of the Tribe). While the Courier Element is independent of standard Adm levels it must observe other rules of Elements, eg it can't be larger than the Tribe it splits from.

They cost \$0.55.

Notes

1. A different Courier unit from the same Clan must wait a turn after delivery before collecting a new load and commencing a new run. Exporter to Importer are one way deliveries and a Clan may run only one CE on this specific leg at any one time. Whereas NPC city to city are two way deliveries and a Clan may run one CE on each leg at the same time. For example, a particular Clan may have a Courier Element traveling from Whulan to Beijung at the same time as another of its CEs is traveling from Beijung to Whulan. Bottom line; the Clan may use no more than 2 CEs for a specific International NPC route and no more than one for a specific Exporter/Importer route (though you may have more than one route operating at any one time).
2. Subsequent commodity cargo and benefits are increased by 10% each trip. For example, 100 Silk first trip becomes 110 the second and 121 the third etc.
3. The designated Courier unit starts with normal MV points but will have MV points increased +4 each trip after the first trip up to max +20. This is only for trips you have already established between specific Importer and Exporter or Cities (that is, it is not generic). A Contract for delivery must be signed to gain the +4. This is essentially to let me know what is happening, that the unit is the designated (eg Coffee Exporter to Coffee Importer) courier and that it will not deviate from its mission (unless to take evasive action). A +8 holds while your Courier unit returns to either the Exporter or your Village – this applies immediately the first delivery is completed (the player must tell me when this happens). Non Courier units (inc Trade Element) do not get this bonus.

4. If your Courier unit is delivering to more than one recipient in the course of its journey this does not entitle you to an extra MV modifier.
5. Commodities that are being delivered on behalf of the NPC may not (in whole or part) be delivered to a different Clan via Courier Elements. Once your reward bonus has been received this may be so transferred.
6. Courier units cannot spawn Elements/Fleets/Garrisons.
7. Most Exporters employ no more than 5 Clans to do deliveries at any one time. Should more than 5 Clans desire to do a delivery the task will be put to auction. For example, should 4 Clans have courier units underway and 2 more Clans arrive to take up a specific NPC's offer the successful courier will be the highest bidder in a currency determined by the NPC.
8. The job of the Courier units to deliver goods/commodities. While it may defend itself in no way can it be used as a defacto military unit. Any cynical use in this sort of way will be noted by the GM and measures taken.

Summary

1. You know where the Importer is ONCE you have made the first delivery via a conventional unit.
2. Once this delivery is made you can create a Courier Element for this specific route.

Making Life Easier for GM

1. When Hunting please do not show more implements than your Hunters can use. Eg 100 Hunters using 80 Traps, 20 Slings, 78 Spears, 45 Bows. Doing this means that I have to manually check when the implements run out after having assigned them on your behalf. Bottom line, if you have more implements available than your Hunters can use just show the implements that Hunters can use. In this case 80 Traps (@ 5 per), 20 Slings, 74 Spears
2. Please show Scouts in red fond when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
3. Unless there is a particular reason (and there usually isn't) keep all Scout parties similar. Tis tedious when party 1 has one Warrior on foot, party 2 has 2 mounted on horse, party 3 has 2 on foot, party 4 has 3 mounted on Elephant etc.
4. Occasionally your scouts might pull up one s hex short of where you expected. This is often because they have passed into an area with different weather pattern. Sometimes it is the judgement of the player. And sometimes it is the vagaries of the process. It is just one of those things that happens - if it happens a second time (in succession) please let me know.
5. Unless there is an urgent need, and there usually isn't please keep minimalism in mind when doing Activities. Winter is a great time for cutting Staves and Shafts if you are Jungle/Deciduous. But rather than having 10 people cut 10 Shafts and another 10 cut 10 Staves in Month 10 and the same in Month 11 (4 entries for me) have 20

people cut 20 Shafts in Month 10 and 20 cut 20 Staves in Month 11 (2 entries for me). Similarly, take Leatherwork - rather than making Trews, Hoods and Jerkins every turn have everyone on Trews one month, Jerkins the next, Hoods the next.

6. When transferring goods show the good first and then the number. Eg Shovels 10 (not 10 Shovels). The module asks for the good first - and please don't mix this up. Shovels 10, 25 Mattocks, Slaves 5 is not a good look esp when I am in auto drive.
7. In Activites show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.

[Cultural update](#) [Via 0500 to All](#)

Cultural Update

Tribal Games - by the time this comes out nominations for hosting the 810 Tribal Games will have closed. At the time of writing clans 400, 445 & 506 have nominated, the final list of candidates will be revealed next issue.

Some early birds already have their Games orders in, the latest date for submission will be the deadline for 2/809. Many of the events don't relate to skill levels, so new clans have as much chance as anyone of earning medals (which can be sold.) Details were published in the TribeNews of 10/808. You can also request details or submit your orders to Jeff at jmperkins@gmail.com

Next issue will also provide details of the Mangalian Song Contest for which entries will be due 3/809. I should be able to have files up for listening/viewing in time to provide links for that TribeNews in which case voting will be due 4/809.

[Dwellings](#)

(still under revision/discussion)

When a site reaches 18,000 people (W/A/I and Slaves) and 1500 Stone Wall it may start to build dwellings.

Note:

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

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

Animal Pens

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

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

Housebricks

Using a brickworks:

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

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

Saw skill 10/Level (Planks - supports already factored in abstractly)
 1 person makes 48 planks using 4 logs (96 with 8 if using a Saw) No building required to perform this.
 A plank weighs 3 lbs and is 6"x1'x10'; 2 planks replace 1 log in housing (same area, less thickness.)
 A builder can install 8 planks per turn

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

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

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

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

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

This is where trowels become very important

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

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

New Starts

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

Elements

Free Element for new players.

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

How to Read your Report

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

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

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

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

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

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

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

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

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

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

Email Address for Tribe Net Orders

peter.rzechorzek@optusnet.com.au

Web

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

Facebook

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

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

Mailing Address

On application

Reports

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

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

Orders/Email

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

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

Contributions to Facebook/TribeNews

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

Clan Ratings 12/808

225, 277, 361, 123, 224, 363, 208, 213, 204, 232,
218, 254, 220, 243, 274, 261, 308, 330, 255, 469,
230, 282, 299, 302, 437, 287, 461, 445, 405, 408,
401, 412, 426, 455, 409, 430, 442, 489, 478, 291,

400, 472, 507, 493, 432, 463, 085, 411, 491, 500,
 470, 497, 506, 421, 511, 510, 512, 516, 508, 456,
 515, 200, 520, 518, 519, 521

[Clan Ratings 11/808](#)

225, 277, 361, 123, 224, 363, 208, 213, 204, 218,
232, 254, 220, 243, 274, 261, 308, 330, 255, 469,
230, 282, 299, 437, 302, 287, 461, 405, 426, 408,
401, 412, 445, 478, 455, 409, 430, 474, 442, 291,
400, 472, 489, 493, 432, 411, 463, 085, 491, 500,
507, 470, 497, 421, 506, 508, 511, 510, 512, 456,
516, 515, 200,

[Auctions 01/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Hirelings 13	Brass 200	Steel 100	Olives 100	Silk 100
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)

[Auction Results 12/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 21	Slaves 15	Hirelings 30	Steel 200	Gold 20	Olives 40
Currency	(Silver)	(Silk)	(Provs)	(Furs)	(Tea)	(Cattle)
	191050	46	64500	3160	176	1854
	191000	22	35001	1200	2	783
	185000	20	10001	700		240
	170001	20	10000	263		59
	120000			103		
	67000					

Clan Ranks 12/808

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

472	Conscript
478	Conscript
489	Conscript
491	Conscript
493	Conscript
497	Conscript
500	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
511	Conscript
512	Conscript
514	Conscript
515	Conscript
516	Conscript

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

Hall of Fame

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

Player Messages

0500 to All

Going For The Ten?

I noticed some recent advice to some new tribes to pick a single skill and prioritize getting it to level 10 and that this skill should be herding.

Herding is a great skill and one that my main tribe is pursuing. This will be the first we get to level 10 first, barring the vagaries of random number generators and a run of luck with our sub tribes skill attempts.

However, using only primary skill attempts, getting a single skill to level 10 from scratch should take around 29 turns and even if you start with level 5, getting from 6 to 10 would be expected to be around 23 turns.

That is a lot of missed opportunities to develop other skills, including ones which complement your primary skill. Take Herding. With the number of animals you start with, and given that elephants, horses and wagon-pulling cattle are largely wasted as food sources, Herding is now a great source of food.

So with around 3000 goats to start with and allowing for a base average of 2.5% increase per month, or 75 goats and each level of herding increasing that by 10%, each herding skill will add 7.5 goats/month or 30 provs.

By comparison, to start with, you will have nothing better to do with 7000+ actives and warriors than to hunt. As each hunter benefits from the 10% extra returns, a base average of 1.4 provs per hunter would result in an extra 980 provs per turn, more with hunting skewed to better months, better terrain and with some hunting tools employed.

Of course mutilating goats provides other benefits, like skins, gut and bones. All very useful for some early production options. Except. To make decent use of these materials you are going to want to get some extra levels of skinning, gutting, boning, forestry (for bark), leatherwork, bonework, weapons, quarrying which you might not want to wait 2.5 years to start working on. Remember going for Herding 10 straight away is using up your Group A skill attempts. By contrast, even without any skill, a few hundred furriers could bring in some extra skins as well as furs.

If it's your ambition to settle your main tribe, large herds might not be ideal, either. Each cow and horse requires the same space as a person during a siege, those thousands of goats will also chew into your space and all add to needs for fodder and water in a siege. One of the benefits of settling is the option to concentrate on farming instead of hunting/herding as the primary method of feeding the tribe.

Getting a skill to level 10 has great long term potential for research but it isn't going to happen quickly and there are many things you will be giving up pursuing this path. Of course, splitting off subtribes makes it far more viable to specialize early, but comes with real world costs and vulnerabilities of its own.

0461 to all

From 0461

Sanitation Instructions for Redclaymen Villages and Long Term Operations Sites

Five types of waste to be concerned about are: Human, animal, liquid, rubbish and garbage. Each person in the encampment requires 5 gallons of water daily.

The term potable water refers to water safe to drink for humans and animals.

See Engineering Instructions for details on wells and cisterns construction.

The Tribe's 3 rules of water usage are: Don't waste water. Only drink from designated sources. Do not cross contaminate sources.

When setting up a new latrine it must be at least 120 paces down slope from the cooking areas and water sources.

When using an unknown water source the water must be first boiled for the time needed to perform the Morning Chant 2 times.

To dispose of human waste use: Saddle Trenches; Mound Latrine; Burn out pit; Deep pits; or Pail latrines.

Garbage must be buried at least 100 paces from any water source.

0409 to all



0437 to All

Osman looked at his advisor Gurt - despite the cold weather persisting into early spring, the man was not dressed as warmly as most in the court; apparently his bulk helped insulate him against the cold.

"So, Gurt, we have survived another winter, but the margin in some places was narrower than I would have liked. That should be a thing of the past now we have our farms and related buildings set up, right?"

Gurt shuffled apologetically, clearly he did not enjoy sharing disappointing news.

"O mighty Osman, there are some problems with feeding everyone from farming. We can easily produce enough grain, but converting grain to food we can eat requires cooking or baking. Cooking does not require any buildings, but it produces a porridge or gruel which is both unpleasant and very wasteful of grain - the best use we have found for it so far is as an aid in extracting information from prisoners. It is so wasteful that even with ploughs and scythes and good farming skill, farming + cooking would take about as many people as hunting to feed people; and it would take a long time to train enough cooks."

Osman interrupted

"But baking is more efficient, isn't it? And we have already built several mill and bakeries to enable bread production. I thought this was going to be the solution to feeding everyone."

"Yes my lord, baking (especially from milled flour) is much more efficient. One baker can make enough bread 15 people. Even allowing for the farmers and millers required, it is still significantly more efficient than hunting."

"So what is the problem?"

"We cannot quickly train enough bakers, my lord. Even with 90 people each from the 5 tribes, so 450 bakers in total (supported by 150 millers), we could only feed 6750 people from baking. The only way out of this is to have a tribe that knows baking so well it no longer has to train bakers specifically, but rather everyone in the tribe can bake. Until then a large part of the clan will still need to be fed by our old methods."

Osman considered the situation.

"It will take a while to train all the bakers and millers we need to fully rely on farming. What else can we do to free up more people, while that training is proceeding? What about improving our hunting skills?"

"My lord, as you know we have studied hunting quite carefully, because it is so critical to feeding our people. Outcomes depend greatly on terrain, weather and season - even the best hunters will not produce much during a snowy winter month on a prairie. Adding to our already good hunting skills will improve outcomes a little, but we still will be short of provisions in a winter month.

We have looked at fishing - it seems relatively low efficiency, but we plan to pursue it as a contingency, because it can be done on board ship or while besieged (if there is water access).

The other promising option to enhance our food output relatively efficiently is to improve our herding skill. We are told by the scholars at Minerva that clans which know more about herding have faster herd growth. Once we get our herds and herd growth high enough, we can feed people from the herds while still growing our herds as fast as our population. Sadly, the factors determining herd growth are not yet well understood, so I cannot say what skill level we will require to achieve this balance."

Osman stared at Gurt

"You mean to say that we might have been better off just honing our herding skills rather than spending all this time and effort finding good farming land, developing tools and farming (and milling and baking) skills? Perhaps my old friend Ergurt was right to distrust progress!"

"My lord, I am sure in time the decision to develop farming will be shown to be a good way to feed most of our people. The size of herds needed to feed most or all of us without shrinking the herds each month seems likely to be very large, which would mean a lot of people tied up herding."

"Very well. It seems to me that we should continue to develop all these options: baking & milling, hunting and herding, as well as fishing as a fall back. That way we can be flexible in the future, and support the soldiers and others we need to defend ourselves."

[Rules Supplement](#)

Transfer Codes

From

To

Dump to 0263e1

General Usage to 1263

usage, some Silver expenditure etc)

Fair (to and from) 7263

(includes Shipbuilding, Engineering, Water

And when receiving items.

From Seeking from 4263

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