

Tribe News

01/809 *Springtide*

02/809 is due

04th June, 2017
18.00 (Australian Time)

GM Messages

Cultural Update

Cultural Update

Tribal Games - Nominations are now closed to host the 810 Tribal Games. Clans 400, 445 and 506 are the candidates. If you see strange people shaking babies and kissing hands it is probably the delegates from one of these clans after your votes. Relax, that's votes, not goats.

Orders for the Games are due with your 2/809 orders so this is the last reminder. Details and an order form were included in the the TribeNews for 10/808, or you can always email Jeff at jmperkins@gmail.com which is also where to submit orders. Many events require no skill, so new clans will be on equal footing with those reseaching to put the first goat into space.

Mangalian Song Contest - submissions are due 3/809, full details are included with this issue of TN. Voting closes on the 4/809 due date (one of these is likely to be affected by Peter heading far enough north to warming his poor old bones, move out of range of any network and take out his frustrations with us on some poor inoffensive crocodiles.)



809 Mangalian Song Contest



Prizes:

1st Gold Cup, 40 Gold, +0.02 Morale

2nd Ivory Cup, 20 Gold

3rd Bronze Cup 10 Gold

Scoring consists of two aspects, a performance rating (Dance Skill + Music Skill + small random factor) + Votes.

Only entrants can vote. All entrants can vote for up to 3 OTHER participants in order. The act you vote 1st receives 3 pts, 2nd = 2 pts and 3rd = 1 pt. If acts are evenly placed, there will be a sing-off.

How to enter:

Minimum entry - email jmperkins@gmail.com by the due date for 3/809 to enter including your Dance and Music skill levels.

Optional extras

Lyrics entry - include up to 4 lines of lyrics and they will be turned into a dubious song.

Song entry - send an mp3 of your song, this could be an original composition, your attempt at karaoke or a karaoke re-write. Songs are not limited to 4 lines of lyrics, please include them as they will be needed for the video. Try to keep songs under 2.30 length if they go substantially over please also supply an edited version under 2.30.

Video entry - Send your video in a common format. Try to keep it under 2.30 or please also supply a short edit. No lyric limit, no need to provide the lyrics with the video. No limit on the number of singers/dancers/performing animals in the video. If the performing animals bit has caused someone to do a quick rewrite and force everyone into extra rehearsals I apologize.

Entries will be listed along with links to submitted files in the TribeNews for 3/809 as well as Facebook.

If your voting is not going to be influenced by the quality of performances you can submit your votes with your entry. Otherwise:

Voting closes with the due date for 4/809. As with entry, this should be sent to Jeff at jmperkins@gmail.com

A 'video' of the Mangalian Song Contest will be put together. Somehow.

[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 font when/if they are 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.

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

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:

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

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 01/809

225, 277, 361, 123, 224, 363, 208, 213, 204, 232,

218, 254, 220, 243, 274, 261, 308, 255, 330, 469,
 230, 282, 299, 437, 287, 302, 461, 445, 408, 401,
 405, 412, 426, 455, 491, 409, 489, 507, 478, 400,
 430, 291, 474, 472, 442, 493, 497, 432, 411, 085,
 500, 470, 421, 514, 516, 510, 512, 508, 518, 519,
 456, 520, 200, 521,

[Auction Results 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)
					44	
				16000	31	
	35			14920	21	20
	34	5	2100	10000	5	12
	23	3	442	6200	4	11
	8	3	300	1100	3	8
	2	1	250	500	2	1

[Auctions 02/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 13	Diamonds 20	Hives 5	China 20	Skill Increase +1 (up to lvl 8)
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)

[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	

Song Contest Entry

0461 Song Contest Entry

The Battle Ending the Ugly Ogres Invasion

(to the tune of The Battle of New Orleans)

[if you know the tune, sing it as you read the lyrics]

In 1-14 we took a little trip
Along with Stiff-Necked Jackson up the mighty South-West Stream
We took a little bacon and we took a little beans
And we caught the bloody Ogres south of a town called Askew-Dream

We fired our bows and the Ogres kept a-comin'
There wasn't nigh as many as there was a while ago
We fired once more and they begin to runnin'
On down the South-West River to the Putrid Swamp they go
(One-two-three, with a-one-two-three)

We looked down the river
(Hut-two)
And we see'd the Ogres come
(Three-four)

And there must have been a hundred of 'em

(Hut-two)

Beatin' on the drums

(Three-four)

They stepped so high

(Hut-two)

And they made their bugles ring

(Three-four)

We stood beside our cotton bales

(Hut-two)

And didn't say a thing

(Two-three-four)

We fired our bows and the Ogres kept a-comin'

There wasn't nigh as many as there was a while ago

We fired once more and they begin to runnin'

On down the South-West River to the Putrid Swamp they go

Old Stiff-Necked said we could take 'em by surprise

(One-hut, two-three-four)

If we didn't shoot our bows

(One-hut, two-three-four)

'Till we looked 'em in the eye

(One-hut, two-three-four)

We held our arrows

(Hut, two-three-four)

'Till we see'd their faces well

Then we opened up our hunting bows

And really gave 'em -- well, we

We fired our bows and the Ogres kept a-comin'

There wasn't nigh as many as there was a while ago

We fired once more and they begin to runnin'

On down the South-West River to the Putrid Swamp they go

Yeah, they ran through the briars

(One-hup-two)

And they ran through the brambles

(Hup-two-three-four)

And they ran through the bushes

(Hup-two)

Where a rabbit couldn't go

(Hup-two-three-four)

They ran so fast

(Hup-two)

That the hounds couldn't catch 'em

(One-two-three-four)

On down the South-West River to the Putrid Swamp they go

(One-two, hup-two-three-four)

We fired our bows and the Ogres kept a-comin'

There wasn't nigh as many as there was a while ago

We fired once more and they begin to runnin'

On down the South-West River to the Putrid Swamp they go

Yeah, they ran through the briars

(Hup-one-two)

And they ran through the brambles

(One-two-three-four)

And they ran through the bushes

(Hup-two)

Where a rabbit couldn't go

(Hup-two-three-four)

They ran so fast

(Hup-two)

That the hounds couldn't catch 'em

(One-two-three-four)

On down the South-West River to the Putrid Swamp they go

(One-two, hup-two-three-four)

Hut-two-three-four

Sound off, three-four

Hut-two-three-four

Sound off, three-four

Hut-two-three-four

Hut-two-three-four.

Player Messages

0461 to All

From the Tales of the Ancient Master-at-Arms

The Second Night with the old Master-at-Arms in the Redclaymen's Warriors Training Encampment

One of the men selected for training as a Junior Leader asked why there seemed to be so much training on Close Order Drill throughout the warriors' training, especially in the beginning. The Old Master-at-Arms took a sip from his mug of warm mead and thought for a few seconds.

"There's really a half dozen reasons why we do this. First, this is a good way to move units (or in your case, mobs) from place to place in a standard orderly manner. Remember, a warrior has a need to feel like a warrior at all times. He wants to move, walk, look, sound and impress as a warrior. That includes moving in groups from place to place."

"Second, Close Order Drill provides simple formations from which combat formations may be readily assumed. The purpose of warriors is to do the fighting for the clan. That requires skills in many features of combat, and formations is a foundation of much of that."

"Third, Close Order Drill teaches discipline by instilling habits of precision and automatic response to orders. Some situations and orders require instant obedience without thought or evaluation of the orders and this trains the men to be able to do that."

"Fourth, Close Order Drill is the best method of developing young leaders in the exercise of command by giving the proper commands and allowing them to experience the feeling of control as the drilling troops follow the orders."

"Fifth, Close Order Drill is used to make troops comfortable and familiar with carrying and handling individual weapons and equipment. They will not only gain skill in carrying the weapons, but also in doing it as part of their unit."

"Finally, Close Order Drill teaches the individuals and the units how to carry awkward or long weapons without constantly banging into each other or tangling up every time a turn is made. This is particularly important when switching from spears to pikes."

0491 to All

"Rituals and traditions make the real identity of a clan", the monk in an orange robe walking next to Severijn told. "What is a clan without these rituals? Just a collection of people assigned to tasks." Severijn was intrigued by his stories. Especially the stories about the city of Angkor interested him. A city like he had never known before with a total different tradition than ours.

Of these strange traditions one had a great impact on our clan, the teachings of Velavanu. One only has to look at the festivities in Arrengard started by this new philosophy. Grand feasts are organized and goats butchered to be distributed to those less fortunate. The festival of Sotapanna meant for the people a very welcome escape from the hard work in the past and the hard work expected in the coming months.

The first month of spring had always been a joyous moment for the people of the clan. In the past our people celebrated the return of the sun and the awakening of nature. Small feasts, not on the scale as witnessed today, dedicated to nature. In this month the most important ritual was "the march to the forests". A march to remember the day where small groups roamed these forests gathering what they needed. A way to harvest and show gratitude to the riches nature has to offer us.

With the teachings of Velavanu this tradition was strengthened as witnessed by the thousands of people participating in this year march. Everywhere on the trail participants share their food and enjoying the traveler's songs and dancing. But not all left the meeting house. Those staying behind invited the locals to their feasts. In the hall these friends

were seen enjoying the food, dance and singing. Tempting them to stay and start a new life in the clan. They are always a welcome addition to our cause.

"Maybe I'm witnessing the birth of new rituals here," Severijn thought. But for now he just enjoyed walking the trail, dance and sing. A welcome escape from how to assign tasks to his people, the diplomacy between friendly clans and anticipating on how to deal with those less friendly.

0472 to All

The Mangalorian Song Contest judges are taking a page from American Idol this year. I sent my entry in early and they replied with a withering comment. You woul think Simon Cowell is a judge.

"I see your clan has no discernible talent for dancing and music. Did nobody tell you this was a song contest you are entering not Ru Paul's Drag Race?"

..... burn

(Don't forget to include your Music and Dance skill levels when sending off your entry to Jeff)

0409 to all



0445 to All

A Brief Look at Combat Flow Part 1

Setup:

The Game Master contacts both players involved in the combat and provides them with the combat order spreadsheet. This spreadsheet tracks the people who are involved in the combat, their equipment, skills, morale, fortifications and any other oddity that may come into play. It is during this stage that you determine how you will split your combatants up between Ranged, Cavalry and Infantry.

Ranged Phase:

All your archers, your slingers, your arbalesters, your crossbowman, your yoeman archers, your siege weapons and your falcons (Disclaimer: There are no falcons) take this opportunity to shoot at your enemy. Find his weak spot or just shoot him in the knee to end the adventuring career of your most bitter rival. Ranged currently does a comparable amount of damage to Melee but that doesn't take into account the damage of cavalry or the cost of equipping proper ranged combatants. Then again, their damage is really modified when you take into account weather and terrain so there is that. Your ranged ammunition hits targets proportionate to the enemy's

Potential Casualties:

When your ranged people hit a target, the target is considered a Potential Casualty. This currently means that they're either going to be dead soon or be wounded, except if you have fortifications but those come later. Once your people have inflicted their potential casualties to the enemy, then the enemy's armor comes into play. Currently, armor shifts Potential Casualties to Wounded and the rest of the PCs are converted into Dead (most likely).

Armor includes Head, Shield, Torso, OverTorso, Legs, etc. Each category can have a number of pieces of armor equal to the number of people in that group. 100 warriors can wear up to 100 helmets. 101 helmets assigned will do nothing but give the enemy more spoils should they beat the snot out of you. Also, those 100 warriors can wear 100 shields, 100 pieces of torso armor, etc. Once all the armor is assigned, the weighted armor value is determined for that group of soldiers.

This combined number, currently, is the percent of PC that is converted into Wounded instead of Dead. If you have 45 Armor Value for that unit, 45% of the PCs would be Wounded, 55% of the PCs would be dead.

Moving Forward into Melee:

Once both sides shoot each other to pieces and armor tries to save the day, the survivors and unwounded get to march forward into battle to further splatter blood. 100% of the unwounded Cavalry and 100% of the unwounded Infantry move to fight. Only 50% of the unwounded Archers move forward to fight (acting as further infantry).

You want to make sure that you gave your archers some melee weapons though so that they aren't trying to beat plate mail wearing cavalry unconscious with their bare hands (which, incidentally, are half as effective as clubs which means not that much).

The dead stay dead and the wounded crawl back to the backlines to bleed on some shamans, witch doctors and leeches.

Rules Supplement

Transfer Codes

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

And when receiving items.

From Seeking from 4263

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