

# *Tribe News*

*04/809*

*Firstfair*

05/809 is due

Sunday 23 July, 2017, 18.00 (Australian Time)

## GM Messages

## Cultural Update

4/809 Culture update including Song Contest results

Prize winners

- 1 506 A Little Less Herding nation
- 2 361 Got My Iron
- 3 507 Scouting Around

Song Contest - The song contest 'video' (primarily audio with slides) is available on Facebook or at Youtube at: <https://youtu.be/ryvgbSL8zuU>

**0500 to All**

Loss of Innocence

At first I thought the Mangalian Song Contest a wonderful thing.

There were people who could dance, people who could sing and people who could play music. But mostly there were people who couldn't.

There was glamour, there was fashion, there were bright fires burning in the night and song after song that suggested there was a brighter world, full of endless possibilities - probably starting just out of hearing range of the contest.

Some cranky old inactives said the only proper songs in the whole show were the traditional chanting and the old one about some time when people had individual skills and could make their own fortunes if they had the talent and we didn't live in some collective pinko commune, dragged down into mediocrity. Whatever that means.

It was very confusing. During a break, a man came onto the stage and told us to raise our hands if we wanted free ale and some barbecued goat. So we all stuck out hands in the air. Later he came back to collect a big gold cup. Apparently we had all voted for him. But we were drunk and well fed, and thought nothing of it.

It was only the next day when we saw the results that we were surprised. Most of the songs that had displayed some talent had done poorly, and acts that the panel's welfare officer had suggested euthanasia for had done very well.

Even worse there were suggestions that the winner had bought the votes by offering bribes or sexual services to other clans. Or their goats.

I am now very worried about the barbecued goat we ate that night. I know the Fair is still running, but I think I need to ask our priest for a ritual cleansing and purging.

## Slaves

Slaves may be transferred between Clans.

## Courier Elements

The role/flexibility of Courier units has been increased by giving two types. You need to nominate at creation which type you are using.

**First.** Can be used Importers and Exporters, International Towns/Cities and **Special Hexes**. MV points increased +4 each trip after the first trip (for deliveries to an Importer from an Exporter) up to max **+8**. While it may defend itself in no way can it be used as a defacto military unit. To this end it may only transfer people to and from its parent Tribe.

**Second.** Can be used Importers and Exporters, International Towns/Cities. MV points increased +4 each trip after the first trip (for deliveries to an Importer from an Exporter) up to max +20. While it may defend itself in no way can it be used as a defacto military unit. To this end it may only transfer people to and from its parent Tribe.

### 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.

## 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.

## Email Address for Tribe Net Orders

[peter.rzechorzek@optusnet.com.au](mailto: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 TribeNews

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

### Clan Ratings 04/809

225, 277, 123, 208, 224, 363, 361, 204, 232, 213,  
218, 220, 254, 243, 274, 261, 308, 330, 255, 469,  
287, 437, 230, 412, 302, 299, 282, 445, 405, 461,  
401, 455, 491, 489, 409, 493, 507, 478, 400, 472,  
497, 442, 291, 500, 432, 411, 430, 085, 421, 506,  
470, 456, 200, 519, 510, 512, 516, 518, 521, 514,  
525, 524,

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225, 277, 361, 224, 123, 363, 208, 213, 232, 204,  
218, 220, 254, 243, 274, 261, 308, 469, 330, 255,  
282, 299, 437, 302, 287, 491, 461, 445, 412, 401,  
405, 455, 489, 493, 507, 409, 472, 400, 478, 291,  
442, 497, 430, 432, 411, 500, 085, 470, 516, 421,  
510, 512, 508, 514, 456, 518, 519, 200, 521, 506,  
524,

[Auctions 05/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 12	Steel 100	Iron 200	Spice 25	Opium 20
Currency	(Silver)	(Spice)	(Gold)	(Provs)	(Olives)	(Bark)

[Auction Results 04/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 20	Slaves 13	Steel 100	Tea 500	Spice 40	Coffee 500
Currency	(Silver)	(Jade)	(Provs)	(Skins)	(Coffee)	(Gold)
				5603		
				4000		
			10000	2800		
			9678	2717		
	198000	70	8000	594		40
	160000	14	2500	547		31
	143001	6	2134	302		5
	67000	5		80	50	4

[Clan Ranks 03/809](#)

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[Hall of Fame](#)

	Clan	First	Last	Rank
Rich Moore	0363	01 800	08 807	
Sergeant				
Ada Kerman	0230	10 800	01 809	Corporal

[Player Messages](#)

0461 to All

Dram and Billo, two farmers from the Northwest River area, went out one day and each bought a goat. When they got home, Dram turned to Billo and said, "Billo, me ol'mate, how are we going to tell who owns which dang goat?"

Billo says, "Well Dram, I'll cut one of te ears off my dang goat, and ten we can tell them apart."

"Ah, dat id be grand," says Dram.

This worked fine until a couple of weeks later, when Dram stormed into the house. "Billo" he said, "Your dang goat has chewed the ear off my dang goat. Now we got two dang goats with one ear each. How are we going to tell who owns which dang goat.?"

"Well Billo," says Dram, "I'll cut ta other ear off my dang goat. Ten we'll ave two dang goats and only one of them will avan ear".

"Ah tat'd be grand" says Billo.

Again, this worked fine until a couple of weeks later, when Billo again stormed into the house. "Dram", he said, "Your dang goat has chewed the other ear offa my dang goat!!!."

"Now, we got two dang goats with no ears!!!. How we gonna tell who owns which dang goat?"

"Ah, dis is serious, Billo" said Dram,. " I'll tell ya what I'll do. I'll cut de tail offa my dang goat. Den we'll av two dang goats with no ears and only one tail."

"Ah tat'd be grand" says Billo.

Another couple of weeks went by and.....you guessed it, Dram stormed into the house once more. "Billo," shouted Dram, "YOUR dang goat HAS CHEWED THE TAIL OFFA MY dang goat, AND NOW WE GOT TWO dang goats WITH NO EARS AND NO TAILS!!!!!!!!!!!!!!!!!!!!. HOW DE ARE WE GONNA TELL 'EM APART ??!!!!!!!!!!!!!!!!!!!!!!!!!!!!!"

"Ah, heck" says Billo, "how's about you have the black one, and I'll have the brown one"

## Rules Supplement

### Transfer Codes

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

### **And when receiving items.**

From Seeking                      from 4263

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