Tribe News

11/809

Midwinter

12/809 is due

Sunday 05 November 2017, 18.00 (Australian Time)

GM Messages

Culture Update 11/809

Bald Chief Art Prize:

Prizes:
0530   1st Gold Cup, 40 Gold, +0.02 Morale
0506   2nd Ivory Cup, 20 Gold
0409   3rd Bronze Cup, 10 Gold

Nominations to host the 811 Tribal Games close at the deadline for 12/809 turns and should be sent to jmperkins@gmail.com. The 810 Games will be held in 2/810, hosted by 506 – details next issue.

Proposed Rule

Salting

1 worker converts 10 provs into 8 Dried Meat using 1 Salt.

 10 workers per level until 10, then unlimited.

Dried Meat weighs 5 lbs and may be eaten as provs
(will only be introduced with coding support)

Local Support Rules – see below

Current Religions

Disciples of Attara 0361
Janus 0445
Velavanu 0302
Minerva 0437
THOZ 0524
The Eyes of Horus 0525
The Wandering Eye 0497

Fleets

If you have illicit Fleets (that is, not enough vessels) normal Adm requirements will be waived til this is rectified.

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

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 <u>Friday Australian time</u>.

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.

Clan Ratings 10/809

225, 277, 123, 208, 204, 363, 224, 361, 232, 213,
218, 274, 220, 243, 254, 261, 514, 308, 469, 255,
530, 330, 445, 299, 461, 506, 437, 287, 302, 282,
493, 401, 455, 405, 400, 489, 412, 491, 478, 409,
442, 507, 421, 521, 456, 516, 291, 497, 500, 411,
432, 474, 519, 430, 470, 526, 085, 518, 200, 512,
472, 528, 527, 529, 532, 531, 508

Clan Ratings 11/809

225, 277, 123, 208, 204, 363, 361, 224, 232, 213,
218, 274, 220, 243, 254, 514, 261, 308, 469, 255,
437, 530, 330, 445, 461, 506, 401, 299, 287, 282,
302, 491, 493, 400, 405, 455, 412, 489, 478, 409,
497, 507, 442, 421, 521, 456, 291, 500, 411, 432,
519, 430, 470, 085, 526, 518, 200, 510, 512, 516,
528, 531, 532, 533, 508, 472, 525,

Auction Results 11/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Slaves 14	Elephants 10	Iron 200	Pearls 20	Opium 20
Currency	(Silver)	(Gold)	(Coin)	(Provs)	(Olives)	(Spice)
	231000	35				
	200000	34				
	115000	27		8000		36
	20000	17		2200	31	28
	14170	11	7	1000	10	18

Auctions 12/809

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)	(Pewter)	(Furs)	(Tea)	(Coin)

Clan Ranks 09/809

85	Private
123	Captain
204	First Sergeant
208	Sergeant Major
213	Sergeant Major
218	Sergeant Major
220	Corporal
224	First Lieutenant
225	Captain
232	Sergeant
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Lance Corporal
277	Second Lieutenant
282	Private
287	Private
291	Private
299	Private
302	Private
308	Corporal
330	Corporal
361	Second Lieutenant
363	Sergeant Major
400	Private
401	Private
405	Private
409	Private
411	Private
412	Private
421	Private
430	Private
432	Private
437	Private

442	Private
445	Private
455	Private
456	Private
461	Private
469	Private
470	Private
472	Private
478	Private
489	Private
491	Conscript
493	Conscript
497	Conscript
500	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
512	Conscript
514	Conscript
516	Conscript
518	Conscript
519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	Conscript
527	Conscript
528	Conscript
530	Conscript

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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

Rules Supplement

Transfer Codes

From   **To**

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

Local Support Rules
This is a more detailed outline of Longhouses etc.

3.12 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. These are known as "Special Hexes". Each Special Hex is unique. When you find one and land a Unit (Element, Tribe) on it, you should contact the GM to find out the specific rules for that Special Hex.

3.13 Locals and Cultural Support

Once you create a named Village (your Home City), you may begin to interact with the locals that inhabit the land around you. Before they extend any offers, you must have a culture worth sharing with them. This is represented by having at least 1 Cultural Skill at skill level 3 or higher. Once you meet this requirement, you may begin to support the locals by building up their settlements.

There are four (4) tiers of settlements you may build for the Locals. The four tiers require an increasing amount of effort to reach and you are limited in how much the Locals will accept based upon the amount of Culture that your village provides. Culture requirements will be explained later.

The Tiers:

Tier 1: Longhouses (LH): Longhouses are the basic structure of large familial units. Longhouses support Hamlets.

Tier 2: Hamlets (Ham): Longhouses are improved into Hamlets. Each of your Hamlets must be supported by two (2) Longhouses.

Tier 3: Towns (Town): Hamlets are improved into Towns. Each of your Towns must be supported by two (2) Hamlets.

Tier 4: Cities (City): Towns are improved into Cities. Each of the Cities must be supported by two (2) Towns (of any type).

Initial Building (Longhouses):

Provided you meet the Cultural requirements, if you are invited you may build a Longhouse in any available hex. The limitations for available hexes are:

1. Distance Between: There must be 4 hexes between the new Longhouse and any existing Settlement (of any type and belonging to any Clan/Tribe), player village or existing NPC structure (trading towns, ports, etc). There may not be more than 20 hexes between either an existing Settlement belonging to the same village or the village itself. Rather than constantly monitoring the positioning of settlements the GM shall conduct audits from time to time. Settlements found to be in violation

2) Support Rings: The new Longhouse must be in the correct 'Ring'. Each Ring may only hold a certain number of settlements. Once a 'Ring' is full, further Longhouses must be built further out. See "Settlement Rings" below for more information. You may not build in Ring B until Ring A is full, in Ring C until Ring B is full and Ring D until Ring C is full etc.

Once you meet these requirements, you must move a Unit to the hex and build the Longhouse using the required resources. The Hex that holds the Longhouse is renamed to "<Clan#> - # Longhouse". The # sign is replaced with the number of this settlement (first settlement 1, second settlement 2, etc). You may build additional Longhouses provided that you continue to meet the Culture requirements.

Longhouses provide only minor benefits in and of themselves. They allow the hiring of locals for the Village for a specific project and they may hold a Garrison. See Local Hiring and Garrison below for more information.

Improving Settlements:

Tier 2 (Hamlets): Your Longhouses may be improved into Hamlets once you meet several conditions.
1) Cultural Level: You must meet the required Cultural Skill requirements.
2) You must have three (3) Longhouses not supporting other Hamlets.

Once you meet these requirements, you may build the upgrade for the Longhouse   and convert it into a Hamlet using any Unit (a Garrison included). You may upgrade other Longhouses provided that you continue to meet the above requirements. The Hex that holds the new Hamlet is renamed to "<Clan#> - # Hamlet" where # remains the same as the Longhouse before it.

Hamlets provide only minor benefits in and of themselves. They allow the hiring   of locals for the village for a specific project and they may hold a Garrison. See Local Hiring and Garrison below for more information.

Tier 3 (Towns): Your Hamlets may be improved into Towns once you meet several conditions.
1) Cultural Level: You must meet the required Cultural Skill requirements.
2) You must have three (3) Hamlets not supporting other Towns.
  1. Note: See Castle / Palace Control below.
3) You have built the upgrades in the Hamlet using any Unit (including a Garrison) 1 per "Local Admin" level

Once you meet these requirements, you may upgrade a Hamlet into a Town using   any Unit (Garrison included). When you upgrade a Hamlet into a Town, you must pick the type

of Town (Basic or Specialty) and you may not change it in the future. Specialty Towns are discussed below.

You may upgrade other Hamlets provided that you continue to meet the above requirements. The Hex that holds the new Town is renamed to "<Clan#> - # Town - <TownName>" where the # sign remains the same as the Hamlet before it. The Town Name is selected by the Chief controlling the village.

Towns provide basic benefits once established with specific town types providing extra bonuses. All Towns provide the following:

1) Locals: Each Town, regardless of type, provides 200 Locals to the Village each year.
2) Gold: Each Town, regardless of type, provides 50 Gold to the Village each year.
3) Local Hiring: Towns allow the hiring of locals for the village for a specific project
4) Garrison: Towns require a Garrison.

Tier 4 (Cities): Your Towns may be improved into Cities once you meet several conditions.

1) Cultural Level: You must meet the required Cultural Skill requirements.
2) You must have three (3) Towns (of any type) not supporting other Cities.
3) You have built the upgrades in the Town using any Unit (including a Garrison)

Once you meet these requirements, you may upgrade a Town into a City using any Unit (Garrison included). See "NPC City Upgrade" below for specifics.   You may upgrade other Towns into Cities provided that you continue to meet the above requirements.

Cultural Requirements:

The strength of your village's (or City's) culture determines how many local settlements will let the village interact with them in a meaningful way.

There are two Cultural Requirements to take into consideration:

1) Minimum Cultural Skill Level: You must have one skill that is equal to or greater than the minimum Cultural Skill Level for that type of settlement. This specific number can be seen on the Settlement table below.
2) Cultural Points: Each settlement, regardless of type, requires 1 Cultural Point. Your village has a number of Cultural Points equal to the total of its Cultural Skill levels. The following is a list of Cultural Skills:
   1. Art
   2. Dance
   3. Music

4. Triball

Settlement Rings: There are 4 Settlement Rings that are defined by the distance from the Village. These are concentric rings. Each Ring may hold a certain number of settlements belonging to that village. Settlements may not be built in a ring until the inner rings are full of settlements belonging to that village.

1) Ring A: Hexes that are 5 to 9 hexes away from the village. Max Settlements: 7
2) Ring B: Hexes that are 10 to 15 hexes away from the village. Max Settlements: 8
3) Ring C: Hexes that are 16 to 20 hexes away from the village. Max Settlements: 9
4) Ring D: Hexes that are 21 or more hexes away from the village. Max Settlements: N/A

Local Hiring: A Village may hire locals for a specific project. The number of Locals available depends on the number of Longhouses, Hamlets, Towns and Cities that are part of the village's Local Support. Only one project may be worked on each turn. Each Local requires 20 Silver / Month (turn) of use and may not exceed the number of Actives /Warriors being used on that project by the village.

Note. There is no code to support this feature of TribeNet at this stage and it is incumbent on players to be familiar with how to work things. In short to step into the role of administrator rather than assuming the GM will do it. It you do not feel comfortable with this then don't pursue Local Support. If you are offered a "Local Support" option you may transfer the offer to another player.

Garrisons:

Garrisons may be established in settlements by the owning Clan. A Garrison (for this purpose) is an immobile Unit independent of Administration or Diplomacy requirements. Garrisons are established to provide protection to that settlement.

To establish a Garrison, the player must move a Unit to the settlement and put in a Special Message to the GM (Example of Orders below) with the number of Warriors to transfer to the Garrison. The Garrison receives a unit number ####g#. A Clan may have a maximum number of supporting Garrisons equal to 10 spread out among any number of settlements and 1 per Garrison skill level. Note – these are distinct units from Courier units and have nothing to do with them.

Garrisons are limited in actions to Defense, Hunting, Herding and one other Activity (not Shipbuilding or Engineering) and Settlement Upgrade. Garrisons may scout in a standard repeated pattern.

Garrisons carry a $0.55 AUD cost per turn.

Towns/Special Towns:

When a Hamlet is upgraded into a Town, the Clan may pick the type of Town that is formed. Each type of Town has specific requirements and benefits. Research may allow additional Town types. Once a Town type is selected for that upgrade, it may not be changed in the future.

Defenses: Each Settlement is defended by a number of Locals based upon their type. Additional Locals may be hired for 120 Silver per Year each. There is no limit to the number that may be hired. Locals have skill level 0 and Morale 1.00 but may be affected by fortifications built for them.

Castle / Palace Control:
If the village that is supporting the Locals has a Castle or Palace, then this structure provides support to additional Towns. A Castle counts as 2 Hamlets for supporting an additional Town once the first town has been formed. A Palace counts as a further 4 Hamlets for supporting additional Towns once the second town has been formed. The Castle/Palace does not require Longhouses to support it. Instead utilizing this feature of a Castle or Palace requires 20 Administrators assigned per Settlement each turn.

Settlement Table:

Type of Settlement	Cultural Skill Minimum Level	Requirements	Benefits Provided
Longhouse	3	Engineering 3 400 Logs	Defended by: 20 Locals Local Hire: 50 Locals / Longhouse
Hamlet	3	Engineering 3 500 Logs	Defended by: 50 Locals Local Hire: 100 Locals / Hamlet
Town	6	10' Stone Wall (120yards) 1 Well	Defended by: 100 Locals Every Year: 200 Locals / Town Every Year: 50 Gold / Town Local Hire: 200 Locals / Town *Castle / Palace Bonus
Regular		-	Every Year: 50 Actives / Town
Port		Jetty 2	Acts as a Port, must be on an Ocean hex
Exporter		Trading Post	Provides a Random Commodity Export Mission.
City	9	10' Stone Wall (200yards) 1 Well	Defended by: 250 Locals Local Hire: 1,000 Locals / City See NPC City Upgrade below.

		Requires Garrison	

Cities provide the following benefits to the Clan Home City that supports them:

1) **Local Hiring**: The Village may hire 1,000 Locals per NPC City for a specific project.
2) **Locals**: Every Year, the NPC City provides the Home City with 25 Locals per Settlement.
3) **Actives**: Every Year, the NPC City provides the Home City with 10 Actives per Settlement.
4) **Commodities**: Every Year, the NPC City provides the Home City with 10 Gold per Settlement.

Pathway to NPC City: The following shows a straight, no excess, path towards an NPC City. It shows the Actions, the minimum skill at each level and the total number of settlements of each type at the end of that action. This example has no excess building of Longhouses, etc. If you want to have more Longhouses, Hamlets and Towns, then you'll need to meet all the requirements for those extras.

#	Action	Min Skill	Cultural Points	Longhouses	Hamlets	Towns	Cities
1	Build LH	3	3	1			
2	Build LH	3	3	2			
3	Build LH	3	3	3			
4	Convert LH to Hamlet	3	3	2	1		
5	Build LH	3	4	3	1		
6	Build LH	3	5	4	1		
7	Build LH	3	6	5	1		
8	Convert LH to Hamlet	3	6	4	2		
9	Build LH	3	7	5	2		
10	Build LH	3	8	6	2		
11	Build LH	3	9	7	2		
12	Convert LH to Hamlet	3	9	6	3		
13	Convert Hamlet to Town	6	9	6	2	1	
14	Build LH	6	10	7	2	1	
15	Convert LH to Hamlet	6	10	6	3	1	
16	Build LH	6	11	7	3	1	
17	Build LH	6	12	8	3	1	
18	Build LH	6	13	9	3	1	
19	Convert LH to Hamlet	6	13	8	4	1	
20	Build LH	6	14	9	4	1	
21	Build LH	6	15	10	4	1	
22	Build LH	6	16	11	4	1	
23	Convert LH to Hamlet	6	16	10	5	1	
24	Convert Hamlet to Town	6	16	10	4	2	
25	Build LH	6	17	11	4	2	
26	Convert LH to Hamlet	6	17	10	5	2	
27	Build LH	6	18	11	5	2	
28	Build LH	6	19	12	5	2	

29	Build LH	6	20	13	5	2	
30	Convert LH to Hamlet	6	20	12	6	2	
31	Build LH	6	21	13	6	2	
32	Build LH	6	22	14	6	2	
33	Build LH	6	23	15	6	2	
34	Convert LH to Hamlet	6	23	14	7	2	
35	Convert Hamlet to Town	6	23	14	6	3	
36	Convert Town to City	9	23	14	6	2	1

Player Messages

Anon to All

Religious Constitution
Ve Vant Vegetables
The VeVaVe is a strictly vegan religion.
No meat consumption is allowed.
No animals may be slaughtered.
No skin, leather, fur, gut or bone products may be produced or employed.
No research is permitted involving animal based products.
Animals includes fish. And icky things. Repeat, no ichy or icky things.
All members must attempt Farming at least every second Primary attempt until level 10 is achieved. Once Farm10 is achieved, Distilling must be attempted instead. Once Distilling 10 is achieved, Cooking becomes the target skill.
All members must attempt Farming Research in the following sequence.
1 Cabbages
2 Potatoes or Rice
3 Soybeans (for tofu)(and soy sauce)
All members must prioritize Vinegar (for pickling and especially for sauerkraut) as their initial Distilling Research
Cooking Research must first be concentrated on sauerkraut/tofu/soy sauce in any order.
Benefits
Smugness - for each level of religion and each turn in the religion, each member receives +0.01 to their smugness rating

0282 to All

The Bone Connection

        The young warriors had been standing respectfully for nearly two hours now as the envoys continued their lengthy discussion on important matters of trade. One visitor sipped his drink thoughtfully from the village's only chalice before continuing to make the same point about barge docking for the third or fourth time. It was getting hard to keep

track. Aandvaar looked on wistfully, thinking about all the things he'd rather be doing besides stand here in the midday sun. Even goat herding seemed less dull at the moment. But earlier that morning Og had warned them all sternly, "Do not show any sign of weakness in front of the visitors!"

All young warriors would stand at the ready throughout the negotiations. And Og would be watching for the poor soul who so much as cleared his throat or scratched his nose. They knew there'd be hell to pay if he saw it – and he always saw it. Og never missed a single detail.

Aandvaar knew that he should clear his mind, but he just couldn't take any more of this drivel while he had to stand perfectly still and wait Janus knows how much longer. Besides being bored out of his mind, he was parched as well. What was that blathering idiot talking about now?

" … and so if I understand you correctly; we are to supply a contingent of warriors to locate this ore deposit some distance away – was it beyond that hill you say?

Yes. Quite right. Beyond that hill, perhaps four months' travel.

Oh, four months' travel? I thought it might be five. But back to my understanding. We send the contingent to mine the ore.

Correct.

Any you send a different contingent on those barges to pick up the ore.

Yes.

And you bring the ore back here –

Where you refine it.

Oh, yes, yes. We are developing our refining capacity now. Quite remarkable.

Of course.

There was something bubbling up in Aandvaar, and he didn't even know it. It started as a little hum. Not out loud of course. Just in his head, or maybe his gut. But it began to build, little by little.

So this is where the trade guild comes in?

Yes, quite right again.

The trade guild – we're going to need more horses you know – Ivvania. Make a note of that. We're going to need to put our breeders to work.

You were saying?-

Oh, yes. The trade route. Hmm. Let me see. The trade route goes to your main village.

No, not quite. It goes to the smaller village.

The smaller village? What the devil for?

Because the main village is just too far.

Oh, yes, yes. Of course. I remember now.

It was definitely building to a crescendo. The humming was becoming audible, but just barely.

Ok. So the people in the smaller village carry the refined metal to the main village.

You're nearly there, go on.

And the main village mixes it with another metal?
Yes.
Never heard of that. Two metals together. Hmm. What will these young people think of next?

Aandvaar had lost all track of where he was. His humming had grown loud enough for several warriors on each side to clearly hear him, although the words weren't quite clear yet. Og sensed something was amiss.

So this new mixed metal is transported again to someone who wishes to buy it?
Exactly.
And the profit works its way back through all the connect-

That's it! Connections!! Aandvaar dropped his spear and belted out:

"The leg bone's connected to the… knee bone.
The knee bone's connected to the… lead bone.

a few giggles escape from his immediate neighbors

The lead bone's connected to the… barge bone.

now snorting from most of the line

The envoys stopped and stared in disbelief.
Og was not pleased, and started in Aandvaar's direction.

The barge bone's connected to the… funny bone…

And the entire row literally collapsed in convulsive laughter. Pandemonium ensued.

The envoy's gasped as Og and two older warriors hauled Aandvaar off behind the camp but he continued to scream,

"The Bear Clan's connected to the..Barge Clan…

Research Proposals