

Tribe

News

09/808

Harvestend

10/808 is due

09 April 2017

18.00 (Australian Time)

[GM Messages](#)

[Making Life Easier for GM](#)

1. If you are not showing equivalent Hunters 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, 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 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.

Fair

Next turn

Trading Towns closed for Winter

Please don't forget.

Cultural Events for the year 809

Details for the Tribal Games to be held in 2/809 will provided in the next TN and on Facebook.

At the moment we have 3 nominees to host the 810 games, Clans 400, 445 & 506. Hopefully they will seek your endorsement in the true spirit of the games.

810 host nominations will close on the due date for 12/808 and be published in the 1/809 TN.

Nominations should be directed to jmperkins@gmail.com including your tribe number.

Waterfront Sites

Rivers/Lake can provide Jetty possibility, and they along with Ocean increase your Defensive Factor. Apart from these a Village fortification is totally independent (eg a River hexside does not participate in Moat requirements).

Scouts as last turn

Please indicate when this is the case - **red font is the protocol** - saves me quite a bit of time.

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 08/808

225, 361, 123, 277, 213, 224, 208, 204, 363, 218,
 232, 254, 243, 220, 274, 261, 308, 255, 469, 330,
 230, 302, 299, 437, 445, 408, 426, 401, 405, 282,
 287, 455, 412, 461, 491, 400, 291, 442, 478, 411,
 409, 453, 430, 466, 085, 472, 493, 432, 489, 414,
 421, 456, 470, 504, 507, 422, 497, 506, 500, 508,
 511, 510,

Clan Ratings 09/808

225, 361, 277, 123, 213, 224, 204, 208, 363, 218,
 232, 254, 243, 220, 274, 261, 308, 469, 255, 330,
 230, 302, 299, 437, 445, 408, 282, 426, 405, 461,
 412, 401, 287, 455, 491, 478, 474, 400, 442, 291,
 493, 409, 411, 430, 453, 472, 466, 085, 489, 432,
 456, 470, 421, 504, 497, 507, 500, 506, 508, 511,
 510,

Auction Results 09/808

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Hirelings 13	Steel 100	Gold 20	Silk 20	Elephants 20
Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)
	46	15011	355	60000	75001	10
	41	13331	260	30539	52000	3
		7735	50	24003	22000	3
		6000	31	13722	11000	3
		4501		11874	2700	3
		1100		5100		
				3000		
				3000		

Auctions 10/808

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 13	Steel 100	Tin 200	Spice 40	Jade 10
Currency	(Silver)	(Jade)	(Brass)	(Skins)	(Fodder)	(Grain)

Clan Ranks 09/808

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

455 Conscript
456 Conscript
461 Conscript
469 Conscript
470 Conscript
472 Conscript
474 Conscript
478 Conscript
489 Conscript
491 Conscript
493 Conscript
497 Conscript
500 Conscript
504 Conscript
506 Conscript
507 Conscript
508 Conscript
510 Conscript
511 Conscript

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

Hall of Fame

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

Player Messages

0274 and 0500 to All

Jeff Perkins (JP) was the originator of TribeNet (then called Tribe Vibes). Here he is being interviewed by Stephen Thompson (ST - Tribe 274).

ST: What do you think is the biggest change since Tribe Vibes days?

JP: Effective military manpower is smaller now only one third of warriors (who are one third of the tribe) can be deployed, apparently in response to horrors that have been witnessed during a dark, dark age. Combined with the Mobilisation skill, this has led to many more hunters being available and has made transportation of food a bigger issue than it used to be.

ST: There appears to have been some sort of kerfuffle with a few man-eating tribes and some other alliances. From what I gather, it became a total war game. Did you expect Tribe Vibes to become a war game or did you have it in mind to be a civilisation game? Is there an effective difference?

JP: The original campaign always had those with military tendencies, and they add a valuable threat and thus depth to the game, a genuine motive for balanced development with an eye to defense. Too many, of course, and you could end up with a mayhem that would be difficult to introduce new tribes, and an environment which could drive the less military-minded out. At the tribal density I maintained it was never likely to become a war game, even with relatively scarce resources. But combat was an option which could, and sometimes would, occur. Civilization, with its victory conditions is more inevitably a war game. In the time span depicted in such games it is inevitable that conflict will feature strongly.

[The full text can be found on the website](http://tribenet.com.au/tribe-news/conversation-with-the-maker)

<http://tribenet.com.au/tribe-news/conversation-with-the-maker>

0461 to All

Why the Redmen Dance to the Mammoth

A man and his family made their living hunting for beaver. They hunted from lake to river, river to stream, careful not to overhunt an area so that the population of beaver would not get too low in any one area. The woman sometimes silently wished that they would find a village trade and settle down with their little baby, but her husband was restless, and so they kept hunting on the move.

One evening, after setting up a hunting camp on a large lake, the young mother went out to net some beaver, carrying her baby upon her back. When she had a couple dead beaver on the toboggan, she started back to camp. As she walked through the darkening evening, she heard the thump-thump-thump of mighty footsteps coming from somewhere behind her. She stopped; her heart pounding. She was being followed by something very large. Her hands trembled as she thought of the meat she was dragging behind her. The creature must have smelled the bloody meat and was stalking the smell.

Looking back she saw a tall, barrel-shaped, long-haired creature with huge tusks and a very long trunk striding boldly through the snowy landscape. It was a horace - a mammoth - and it looked hungry. She straightened quickly and hurriedly threw the dead beavers into the snow. Then she ran as fast as she could back to camp, dragging the toboggan behind her.

She told her husband at once about the terrible mammoth that had stalked her and taken the beaver meat. Her husband shook his head and told her she was dreaming. Everyone knew that the mammoth had all died away.

After her husband went to set more beaver nets, she prepared the evening meal. While it was cooking over the fire, she walked all around the camp, making sure that there was an escape route through the willow-brush just in case the hungry mammoth attacked them in

the night. The husband and wife lay down to sleep next to the fire after they finished the evening meal. The husband chuckled when he saw that his wife kept her moccasins on and the baby clutched in her arms. "Expecting the mammoth to attack us?" he asked jovially. She nodded, and he laughed aloud at her. Soon he was asleep, but the woman lay awake for a long time, listening.

The wife was awakened from a light doze around midnight by the harsh sounds of the mammoth approaching. "Husband," she shouted, shaking him. He opened his eyes grumpily and demanded an explanation. She tried to tell him that the hungry mammoth was coming to eat them, but he told her she was having a nightmare and would not listen. The wife begged and pleaded and tried to drag him away with her, but he resisted and finally shouted at her to begone if she was afraid. In despair, she clutched her little child to her chest and ran away from the camp.

As she fled, she heard the harsh roar of the giant creature and the sudden shout of her husband as he came face to face with the creature. Then there was silence, and the woman knew her husband was dead. Weeping, she fled with her child, seeking the village. Sometime in the early hours of the morning, she heard the thump-thump-thump of the creature's massive feet stomping through the snow-fields, following her trail. Occasionally, it made a wailing sound like that of a calf crying.

The woman kept jogging along, comforting her little baby as best she could. As light dawned, she saw the village full of active people moving around on the shores of the river Ron. She crossed the icy expanse as quickly as possible and warned the people of the fierce mammoth that had killed her husband. The warriors quickly went and prepared spears, bows and arrows and leapt in front of the gigantic beast, experienced hunter bred people began peppering the beast with arrows, spears and pellets, first from one side and then the other. The mammoth roared and weaved and tried to attack individual hunters, but the teamwork forged in years of hunting and during battles big and small, served the tribe well. Finally the beast died, and gave the village a treasure of skins, oils, meat, bones and ivory.

And from that day to this, the people celebrated winter's arrival with a dance to the memory of the brave warriors and hunters that saved the village that day. They have always had chiefs to lead them in the dance, and no mammoths have troubled them again.

0400 to All



Gwerin Coch on the move

0445 to All

A Brief Look at Archery

There will come a time in every Clan's life when it must put down the plows and pick up the pikes. Just before picking up those pikes, a portion of your warriors will pick up slings and bows. It will help to know what you are in for when the time comes. For those who are not aware, only one-third of your warriors may fight in a single battle. So if you bring 900 warriors, 300 of them will be fighting while 600 of them are support and reinforcements. Of that one third, you will need to decide how many will be Archers, Cavalry and Infantry. Today we will look at that first set.

Archery Results are based upon the following major categories:

- 1) **Number of Effective Archers:** The number of effective archers is not as simple as saying you have 100 Archers. Well it is up until you get into specialty research projects that may make some of your archers more 'efficient' than others. Currently both regular Archers and Yoeman Archers (a research project) have an efficiency of 1.0. So 1 Archer = 1 Effective Archer. Later, if research allows, maybe you'll have Rangers that have an efficiency of 1.5 (thus 2 Rangers is equal to 3 Effective Archers).
- 2) **Number of Effective Weapons:** Like Effective Archers, effective weapons requires more than just counting up the number of slings, bows, horsebows, arbalests and crossbows you brought with you. You also have to count any specialty ammo (pellets, iron arrows, etc). The Mandate tells you how many rounds of each ammunition you should bring to get maximum boosts here.
- 3) **Skill Stuff:** Your Archery skill is a huge modifier. The amount that the skill is worth depends on the weapon being used. Each point in Archery adds 0.25 to the Modifier for Slings but only 0.20 for Bows. Horsebows however get an increase of 0.35 for each level of Archery you have. Additionally, you get a bonus to Archery if you declare Defending when it comes time to put orders into play.
- 4) **Terrain Modification:** Some weapons function better in certain terrain. Bows aren't really that great when attacking in a Low Conifer Mountain but if you're on the Prairie, the modifier is much higher.
- 5) **Weather Modification:** Like Terrain Modifiers, Weather also plays a role. Shooting fine stringed weapons in the pouring rain is only about 10% as effective as shooting those same arrows when the weather is clear. Bows, not the best in wind, rain or snow.
- 6) **Leadership and Training:** Your Leadership skill has an effect but not as much as your Archery skill. You can raise Leadership to get that extra boost in Archery and Melee combat, but it won't be as effective as raising Archery and Combat skills.

The good news is that a high Leadership skill (Rating 10) gives you access to some good combat related research projects.

- 7) Leaders and Morale: Morale is the key here. Morale is a pure modifier. Higher Morale = More Death Dealing on the battlefield. Happy people have more to lose and thus go out and slaughter your enemies with glee. Eventually you may find Leaders to help out and increase this modifier. Or maybe you'll research a Hero or something.
- 8) Random Factor: Lady Luck tosses the dice and helps to determine what exactly happens. This luck can either reduce or increase the number of potential casualties that you cause. Better get to finding lucky rabbit feet.

As you can see, a lot goes into just Archery and the above only deals with creating Potential Casualties. The enemy wears armor, has healing abilities, maybe even has some fortifications to hide behind. In the end, the only people who benefit from wars are those who sell the weapons and those who get paid to clean up the dead. Oh and the slavers. They make a killing.

0506 to ALL

Frotia, sister of Trimilia, ground dozens of fresh, green Myrrh leaves into a paste with a stone, quickly finding a rhythm with her strong hands. She liked working with Myrrh, she thought, it was the herb of the those who slept peacefully and undisturbed. Frotia liked her sleep.

The bells around the door jangled and Frotia jumped, startling her as Mercurio, the local government inspector, entered her little apothecary.

"Frotia, do you have Queen Hapshepsut's Lotion?"

Frotia wiped her hands on her apron and stepped to the front of the store. She located small glass bottle from behind a shimmer of vials that caught the light in every which way and turned to face Mercurio.

"Of course Mercurio. My lotion will keep our Queen young. She will apply it to her face and bathe in it. It will keep her skin firm and she will never age. Her sleep will be consistent and gentle."

Mercurio removed the cap from the bottle. The lotion was taupe in colour and almost glowed inside. He could see the thick fleks of gold swimming inside the thin green Myrrh coloured cream.

"Thank you Frotia, you services and discretion are appreciated, as always."

Mercurio left a small purse of gold coins on the counter and left the store.

Hippatia, Frotia's husband, managed the plumbing at the palace. Every Sunday he cleaned the filter on Queen Hapshepsut's bath and scraped off the thick fleks of gold that were, by design, too thick to run through the filter, and took them home. In another year he would have enough gold to put down a deposit on a little cottage in the Ewrsheam Cathills.

0302 to all

Pujari Nimith taught Jayavanan and the others at length. He began by noting that the goal of Velavanu was enlightenment and ultimate happiness, and that this was the true foundation of their lost city, Vyadharapura, which their clan had abandoned three generations prior. The Four Stages were not something to simply be memorized, but experienced. He discussed each with them nonetheless. After thoroughly explaining each of the four stages, he returned again to the first, Sotapanna. One must enter The Stream through the Ritual of Happiness and thus begin the process of enlightenment.

Pujari Nimith continued, saying to Jayavanan that the reason he was drawn here to learn more of Velavanu was the same reason he sought to establish this new city for his clan. Your desire for both is one, he explained. Thus, would the foundation of Angkor be built. Pujari Nimith could see the eyes of Jayavanan and the others opening as he continued throughout the night.

Finally, he concluded his lesson. They all had questions and wished for him to continue, but he motioned that they would continue another time. As they filed out of the meeting house dawn was breaking. It was the dawn of Velavanu.

0437 to All

Announcement

Due to the recent increase in the allowed number of members per religion (from 8 to 10), entry into the Minerva religion is now available for 2 more clans.

The Minerva religion focuses on skill development and requires each member clan to permanently send 5% of their population to Minerva. In return they gain additional opportunities to gain skills which can be transferred back to their parent clans.

If you might be interested, contact Osman of the Kayi (email gamer42_au@yahoo.com) for more details.

Fiction

Osman looked askance at the ungainly vessel tied to the jetty.

"So this is a barge, which is going to provide us with river transport?"

"Yes, mighty chief Osman. It is a gift from our allies in thanks for our help."

"How does it work? How do they make it move?"

Fingut shuffled nervously. "We are not sure exactly - it does not have oars, paddles or a sail."

"Does it just float down the river? How do we get it back upstream?"

"Well, my lord, 'down the river' is a tricky concept. Our engineers are not even sure which way the water flows. You can certainly reach an ocean going East on the river. But our allies tell us that you can also reach an ocean by starting West on the river (though with many more twists and turns)."

"Does it get pulled along by people or animals on the riverbank?"

"No my lord, it can travel much further in a month than even our mounted trade teams. And it can move from one side of the river to the other, even when there are no fords."

"So, how exactly does it get anywhere?"

"As far we can tell, after the crew have done their tasks for the month, they go on board the barge and concentrate really hard on where they want to be (somewhere not too far, which is connected by water) and then the barge moves there."

"Blessed Minerva - remind me never to travel in one of those contraptions! Still, if it gets our goods up and down the river quickly, it will be very handy."

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

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