Tribe News

11/808 Midwinter

12/808 is due

May 07th, 2017
18.00 (Australian Time)

GM Messages

Trade Element

Can assign Warriors to Defense, Suppression and Security. Can Hunt and Herd <u>and one other Activity</u> (apart from Engineering and Shipbuilding).

A Trade Element cannot spawn another element.

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).

Distilling Glitch

The module is capping number of workers per Still at 5. Until this is fixed in the code we will have to assume this is the rule.

Courier Elements
(I would like this to be included as of 12 808)

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 if with they have > 20 Warriors are assigned to Security*.
They require the skill (Group B) "Courier". At Courier1 you may form 1 Courier Element. At Courier2 a second Courier Element etc. The Courier Element may be split from the 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 $0.50.

Notes

1. A different Courier unit from the same Clan must wait a turn after delivery before collecting a new load.and subsequent benefits are increased by 10% each trip.
2. 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 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).
3. 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.
4. Commodities may not be delivered to a different Clan.
5. Courier units cannot spawn Elements/Fleets/Garrisons.
6. 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.

* Along the Spice and Silk trading Routes there are local caravanserais located for couriers to shelter, take defense and act as early warning of Raiders and Bandits in the area.

Special Hexes

Recently there have been some discussions about which hexes are available for one Clan only and which may be used by multiple Clans.

Here are some examples:

iron monger

cattle trader

dog seller

All these can be used by multiple Clans but only one unit at a time from any one Clan

cairn

scroll

storehouse

Once the Scroll is taken it is gone from the hex. Only one Clan may build other two - but these can be destroyed by another Clan entering the hex and then rebuilt by that Clan.

mercenaries

trackers

Mercenaries used by any Clan. Trackers in general can be used multiple times but (particularly, Trackers) may run out with overuse.

Note: in virtually all cases of Special Hex use by "Clan" is meant "any unit of the Clan, but only one unit from the Clan".

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.

Via 0500 to All

Cultural Update

Nominations to host the 810 Tribal Games close on the due date for submission of your 12/808 turns. Details for participation in the 809 Tribal Games were included in the TN that came out with 10/808 turn results. Games nominations, submissions and queries can be sent to jmperkins@gmail.com

Mangalian Song Contest entries will be due with 3/809 turns, voting with 4/809. Entries must specify your clan, and the dance/music skills along with either 4 lines of lyrics if any quality, or for the enthusiastic mp3 songs or videos (try to keep them short, 2.30 a strongly suggested maximum.) More details as we get closer.

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.

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

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:
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.

Trading Towns closed for Winter

Please don't forget.

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 <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.

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 10/808

225, 277, 361, 123, 224, 363, 208, 213, 204, 218,
232, 254, 220, 243, 274, 261, 308, 255, 330, 282,
299, 230, 437, 469, 302, 287, 408, 445, 405, 461,
426, 412, 401, 478, 409, 400, 455, 442, 291, 493,
411, 430, 432, 489, 472, 463, 085, 491, 470, 421,
507, 500, 497, 506, 508, 510, 511, 200, 456, 512,
513,

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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,

Auction Results 11/808

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)

Lot #	Lot 1 Warriors 21 (Silver)	Lot 2 Slaves 15 (Silk)	Lot 3 Hirelings 30 (Provs)	Lot 4 Steel 200 (Furs)	Lot 5 Gold 20 (Tea)	Lot 6 Olives 40 (Cattle)	
	170000	50	45	38000	120	59	
	161000	42		30635	75	44	
	150001	35		10000	46	41	
	105000	34		6000	21	36	
	67000	28		5800		31	
		22		5000		23	
		4		700		4	

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)

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	0363	01 800	08 807	
Sergeant				

Player Messages

0400 to All

Y Saith have appointed Aelwen as Olympiadd Gemau Trefnydd. A series of planning meetings have been held and sites visits to the proposed venues have been arranged.

0445 to All

A Brief Look At Weapons – Ranged

As we already briefly looked at Ranged combat, it seems fitting that we also look at the instruments of death that we use to reach out and touch others in not so friendly ways. To better understand ranged weapons, we must first realize that there are a few different ammunition types for ranged combat.

> Types of Ammunition (General):
> Pellets: Used by Slings
> Arrows: Used by Bows and Horsebows
> Quarrels: Used by Crossbows and Arbalests
> Shafts: Used by Ballista
> Other: Used by Trebuchet

This type of ammunition gives us a very vital piece of information. It tells us what sort of damage the weapon does. Bows do Arrow damage. Slings do Pellet damage.   This damage type comes of importance later when discussing armor. A short summary of that later conversation would go like "Some armor can stop swords but not arrows. Different armor is useful against different weapons. Pick your armor wisely." But for now, we'll stick with the knowledge that Damage Type is important later to help reduce armor effectiveness.

Beyond Ammunition Type (which becomes damage type), Ranged weapons have a Base Value. This is a modifier regarding how much damage that weapon will do if you removed all other factors. Bows have a Base Value of 4 while Crossbows have a Base Value of 6. Poor Slings only have a Base Value of 2.5. Obviously you'd always want to use a Crossbow if this value was the only item of importance but those in the real TribeNet world know that skills and materials come into play often.

For all the weapons we are talking about here, the skill of note is Archery. Archery includes slings and crossbows and arbalests. The higher your Archery skill is, the more Skill Modifier (mentioned below) is added into the equation. The Skill Modifier is multiplied by your skill and added to Base Value mentioned previously. Bows have a Skill Modifier of 0.2, Crossbows 0.15 and slings 0.25. If you were a master slinger with Archery of 10, you would add 2.5 (from your skill * Skill Modifier) to the Sling's Base Value and have a Modified Value of 5. For master archers, you'd only add 2 to their base value of 4 to get 6.

Obviously, at each level a Bow is always better than a Sling in the same hands, though there is the whole "wax" issue to resolve first.

Weather, weather, weather. I don't know whether to ignore you and hope you go away or confront you up front. Because I don't believe ignoring Heavy Snow will make life easier, we will have to discuss it here. Everyone can agree that it is harder to shoot an arrow in driving sleet than it is nice clear sunshining day.   Each weapon interacts differently with the various weather patterns we experience while trying to move across our Prairies. Bows shooting in Wind have a 70% reduction in effectiveness while Slings only have a 30% reduction. Light Rain is easier to deal with than Wind, while Heavy Rain renders a Bow nearly ineffective (90% reduction). Weather acts as a pure multiplicitive modifier. Heavy Rain = 0.10 for Bows, therefore, if you were originally going to kill 444 of another Clan's Warriors in FINE weather, the Heavy Rain means you're only killing 44 Warriors. Sorry, don't try shooting thin shafts of wood through driving horizontal rain.

Terrain and Your Choices. I say your choice because once Combat begins, you have only a few choices (number of archers being one of those). This choice though deals with if your Army will be taking the field of battle in an all out attack or if you'll play the waiting game and hope everything works out for the best. If you Attack, you may cause more Casualties but you'll take more casualties most likely. If you defend, there is usually a small loss in offensive capabilities but not as many of your people will be laying on the field of wild flowers spilling out their intestines. Why does Terrain matter for this choice? Because the differences between Attacking and Defending depend on the terrain you are currently spilling blood on.   For instance, it is better to Attack with Slings on Prairie than it is to Defend with Slings on Prairie due to this modifier. As you stand on the Low Snow Mountain peaks and cast stones at your enemies, the Monks, if you declared Defend your Sling pellets would have a greater effect than if you tried to jump over the snowmen and cast that pellet.

Ammo: You need a lot of it. Lets say 10 rounds of ammo per weapon, be it Quarrel, Pellet or Arrow. Anything beyond this set of ten is overkill and not in the way you desire.

Once you know your weapons, your terrain and the basic concepts of Ranged Combat, you can start figuring out how to be more effective when the cannibals, barbarians, or bandits come to town.

0500 to All

Peter R
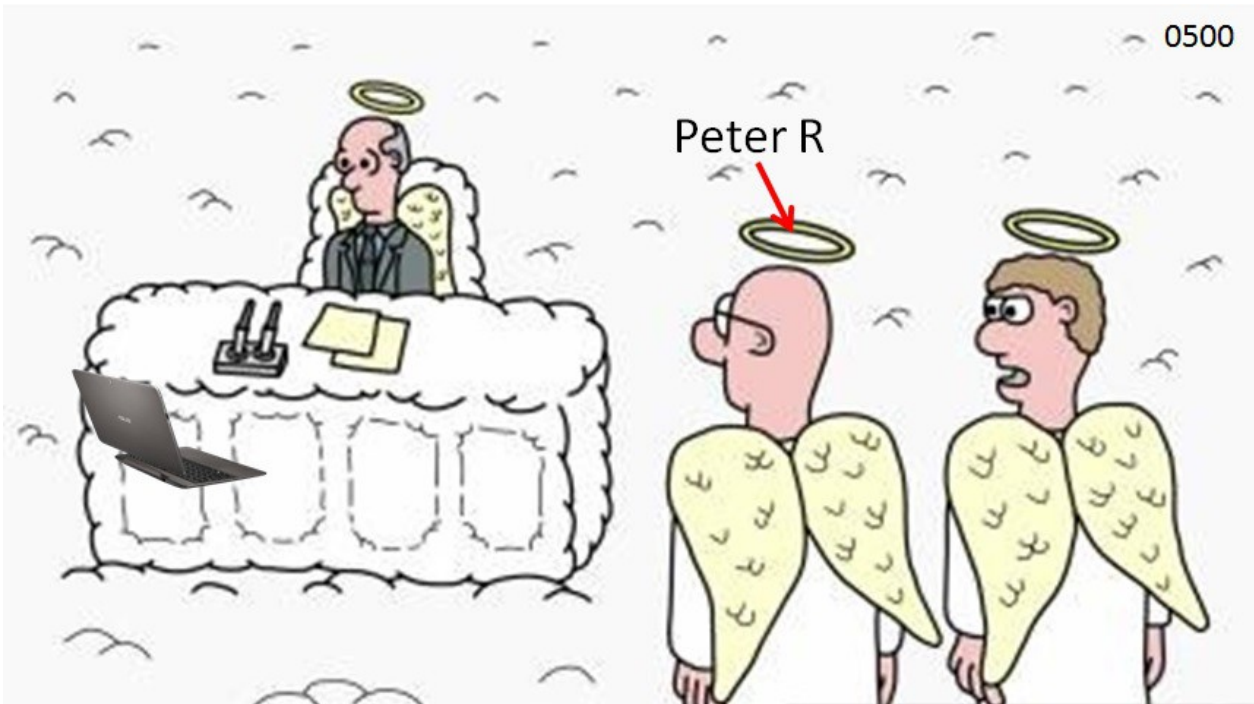
Even better than the movement orders – you'll really appreciate the workload as only one of your players made it up here. The rest are all in Hell with the original GM.

0461 to All

Good Luck? Bad Luck? Or it is what it is?

In the village of RonR on the banks of the Ron River there is an old man who lives alone with his son. They are poor. They have a small plot of land outside the village to grow grain and vegetables and a rude hut to live in. They also have a good mare, their pride and joy.

One day the mare ran away. The old man's friends came to him and commiserated with him. "What a wonderful mare that was!" they stated. "Such bad fortune that she ran away."

"Who knows?" the old man said.

Two weeks later the mare returned accompanied by a fine wild stallion. Friends and neighbors came and congratulated the old man. "How wonderful that the mare returned and with such a magnificent stallion. What good luck!"

"Who knows?" the old man said.

A couple weeks later the son fell off the stallion while riding and broke his leg. Neighbors and friends came to express their sympathy. "It is such a shame that your son broke his leg in the middle of harvesting season. Such bad luck!"

"Who knows?" the old man said.

Two weeks later an invasion of cannibal tribes brought war to the land and all able-bodied young men were ordered to join the warrior units. The men from the old man's part of the village were at the front of a battle to control the ford over the River Ron, and all the men were killed before reinforcements could arrive. The entire unit from that area of the village were killed to the last man in what became known as the Bloody Battle at the Ford.

The young man with the broken leg stayed home. His leg healed and he and his father bred many fine horses and tended their fields. When asked by his son if they were a lucky family, "Who knows?" the old man said.

0409 to All

0437 to all

Osman looked doubtfully at his chief engineer Umit.

"Explain again how this works - you already have a 10 feet high wall and you need another 15 feet high of stones to increase the wall from 10 feet to 15 feet?"

"O mighty chief, as the wall increases in height, there is more stone above each point. A thickness that will support 10 feet of stone above it, will not support 15 feet. It would become weak and unstable - ready to crumble under attack. By thickening the walls at the base we make them able to support the greater weight above them."

"On that basis, you should only have to thicken the bottom 5 feet - the top 10 feet should only be as thick as the current 10 foot high wall."

"My lord, it is not that simple. The existing 10 feet high wall already has a base that is thicker than its top for strength and stability. That process needs to continue as the walls get higher. Doubling the height means roughly 4 times the stone."

Umit drew a figure to illustrate his point.
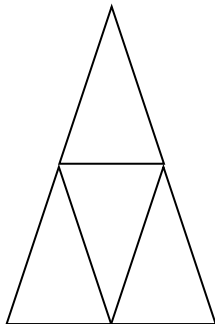
"Very well, Umit. I suppose you know what you are doing.
What about the mix of stones and bricks? Does it really make no difference what we use?
How can those bricks made from clay be as strong as stone hewn from the earth?"

"Thanks be to the Earth Mother – we can use stone from the earth and stone from bricks just the same. Praise to her who sustains us."

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