TRIBENET

BEGINNERS RULES

Basic outline of the rules for the first 3-6 turns for new players

INTRODUCTION

This is an abbreviated version of the full set of rules. It is intended to guide you through the first 3-6 turns. Whenever you feel you have outgrown this guide or your curiosity has been aroused for what else is possible, by all means look at the larger picture. The full rules are known as *The Mandate* and can be acquired from the website or the GM.

OVERVIEW

Your Tribe is divided into 3 equal groups of people:

Warriors: Who may perform either a Warrior activity or a general activity.
Actives: Who perform general activities.
Inactives: Who eat, breed & perform passive activities.

Your tribe will grow faster if you keep the numbers in each of the three groups equal. See the People section under Things to Know for more information on this.

Tribes are located on a hex(agon)-grid map aligned north-south (flat-topped hexagons), each hex represents 25 miles across. Directions are indicated by N, S, NE, NW, SE and SW. Your Tribe can move around the map by giving directional instructions during the movement phase. The setting is the northern hemisphere.

Turns (representing game months) are processed every two weeks. There are 4 seasons and 12 months, split as follows:

Season	Month	Month	Month
Spring	Springtide	Midspring	Springend
Summer	Firstfair	Midsummer	Summerend
Autumn/Fall	Autumn	Midfall	Harvestend
Winter	Lastfair	Midwinter	Winterend

Each turn you will receive a personal Report on your results and a newsletter called *Tribe News*.

TURN SEQUENCE

Game turns have the following sequence:
- Special Instructions (for clarifying orders to the GM; statements of truce, war; messages to other tribes via the GM; anything else that doesn't fit the other headings)
- Activities (for assigning people/animals/items to an activity).
- Transfers (for transfers, trades, creating Elements and sub-Tribes, and for anything that can easily be reproduced in a standard format)

- Tribe movement
-
- Scout movement
-
- Skill attempts

SPECIAL INSTRUCTIONS

In the early phase of the game, this is rarely used. It is used to give orders like: Truce, Auction bids and whatever else you need to say to make it plain to the GM what you are doing.

And

This section is used to give orders like:
- Splitting your tribe
- Seeking
- Fair transfers

See Part 2 for more information on these items.

The format used in Orders to show what you are doing is along the lines of:

ITEM	FROM	TO	WHAT	WHEN
Goods	XXXX (your Tribe)	XXXX (other Tribe or sub-Tribe)	Horse 50	BM (Before Movement)

ACTIVITIES (the main thing that needs to be done)

Each turn you must put your people to work to make things and defend themselves. Some things to keep in mind regarding activities are:

- You can only perform activities in the skills owned by your Tribe.
- Activities occur in the hex where you start. You cannot get goods from neighbouring hexes. For example, you must be in a forest hex to cut logs; you cannot get the logs from the neighbouring hex; you cannot hunt for food in a neighbouring hex.
- Tasks are based on skill levels, although there are some activities that you do not need a skill for. The activities produce goods that you can use, either for your Tribe or for trade, auction or combat. They can also build structures.
- Activities occur before movement. Goods produced in the activities phase cannot be used in the same turn in which they are built; they must be on hand at the start of the turn. It is important to note that if it is not in your Status sheet at the start of the turn, it cannot be used (provisions are an exception to this rule).
- The number of people allocated to an activity may be governed by skill levels.
- When creating your orders please give the skill used, what is being attempted and the number of people involved, and whether any special items are being used. Items used affect the output of the Activity and you should show Effective Numbers, but for the first few turns this is not necessary.
- Warriors and Active's should not be separated. When processing, the number of people deployed will be taken (rather than any statement of number of goods produced).

Show Activities along the following lines:

Tribe XXXX

SKILL	ITEM MADE	QUANTITY	PEOPLE	NOTES
Herding			220	
Hunting			2745	Using Bow 600; Sling 300
Mining	Zinc ore		300	Using Pick 20
Forestry	Logs	40	10	
Dressing	Leather	40	10	Using Skin 40; Salt 40
Scouting			16	See Scouting below
Defence			332	Using Spear 332; Shield 100
Total People			3633	

TRANSFERS

This section is used to give transfer orders:

- 0250 to 1250   Logs 50

MOVEMENT

Units may move through hexes by giving directional orders (N, S, NE, NW, SE, SW).

Your Tribes and Elements will have a certain number of movement points (MP) depending on whether they are fully mounted or not (See Appendix 1). A fully mounted unit has every person (including Inactives) on a horse. Units that are not fully mounted have people walking or have wagons being pulled by livestock. Herd animals do not slow a fully mounted unit, unless they are pulling wagons.

How far you can go depends on the terrain (See Appendix 2) you move through and the weather you experience (See Appendix 1). Because you don't know the weather beforehand and may not know the terrain, you may not always be certain of where your units will end their movement. You should plan for this uncertainty

Tribes and Elements only report on the ores they find in the hex they end in; they do not search those they pass through. Be sure to check your Status to check what is in the final hex. Refer to the line in your Report that reads something like:

0XXX Status DECIDUOUS HILLS, L SE 0XXXe9, 1XXX, Coal

If your Movement Orders are the same as another of your units, order "follow XXXX."

When following ocean, river, etc, nominate which side the feature you are following should be on. Follow coast does not work for land based units; they can only follow the ocean/lake/river.

The preferred way of setting out movement orders is shown in the following examples:

Direction	Meaning
Nx3, NE, Nx2	North for 3 hexes. Northeast for 1 hex, North for 2 hexes
N to limit	North as far as possible
NWx4, N to limit	Northwest for 4 hexes, North as far as possible
Follow river right (FRR)	Follow the river, keeping it to the right
SW, SE, SW, Follow ocean left (FOL)	Southwest 1 hex, Southeast 1 hex, Southwest 1 hex, Follow ocean keeping it to the left

The terrain through which units travel dictates how far they will go. See Appendix 2.

See also Terrain types at Appendix 4.

See more on weather in Part 2.

SCOUTING

Scouts perform their activity after the Tribe has moved. You may use up to 8 scouting parties per Tribe. Only Warriors may be assigned to scouting parties. Warriors/horses/items assigned to scouting parties may not be used for other activities that turn.

There is no guarantee that scouts will return, although it is common that they do.

Scouting is to a particular hex (no MPs are used for the return journey). Hexes passed through will have their terrain described in your tribe's Status report. As well as mapping out territory, scouts will search for ores. Unless stated otherwise, all scouts will Search. See the section on Scouts for more details.

Scouting parties must be made up of either ALL on foot or ALL mounted.

The composition of a scouting party is entirely up to the player. Players have their own preferences – usually 1-3 scouts fully mounted with no equipment

Scout movement is shown using the same directional orders as the Tribe.

See Appendix 1 for rate of movement for scouts.

Example:

0XXX Scouts

SCT GROUP	UNIT	MOVEMENT	NOTES
1	XXXX	N to limit	Scout 2; Horse 2
2	XXXX	S to limit	As above
3	XXXX	SE, S, SW to limit	As above
4	XXXX	NWx2, SW to limit	Scout 3, Horse 3, Sword 3
5	XXXXe1	Follow Ocean Left	Scout 1, Horse 1
6	XXXXe1	Follow Ocean Right	As above
7	XXXXe2	S, SW, S, SW, S	Scout 4
8	XXXXe2	Nx3, SEx2	Scout 6, Spear 6, Shield 6

SKILL ATTEMPTS

Each turn every Tribe may attempt to increase 2 skills. The chance of success for the primary attempt is:

Skill Attempt	Chance of Success (%)	
	Primary	Secondary
1	100	50
2	90	45
3	80	40
4	70	35
5	60	30
6	50	25
7	40	20
8	30	15
9	20	10
10	10	5

Skills are arranged in groups (see Appendix 3). Your Primary skill attempt can be drawn from any group. It is best to select your Secondary skill from a different group. You can select the Secondary from the same group as the Primary but it will have only another 25% chance of success

A skill may not be attempted twice in a turn by the same Tribe.

Layout the skill attempts along the following lines:

TRIBE	PRIMARY	SECONDARY
XXXX	Forestry 2	Seeking 2

In this example the Tribe will have a 90% chance of achieving Forestry 2 (a Group A skill) and a 45% chance of achieving Seeking 2 (Group C). If instead of Seeking the second attempt was another Group A skill at level 2 (eg: Bonework 2) then the chance of success for that attempt would be 22.5%

A third skill may be attempted from Group A only using Teachers. See Things to note for more details.

Show Teacher skill attempts along the following lines:

TRIBE	PRIMARY	SECONDARY	TEACHER
XXXX	Seeking 3	Archery 2	Woodwork 1

In this example, the Tribe will have an 80% chance of achieving Seeking 3 (Group C), a 45% chance of achieving Archery 2 (Group B), and a 50% chance of achieving Woodwork 1 (Group A).

THINGS TO NOTE

Communication

It is highly recommended that you ask the GM for a mentor or contact your fellow players early and often in the game. They can often answer questions that they themselves had to have answered by their mentors. If you do not have someone to ask questions of, you will find it hard going.

If you feel isolated or confused, let the GM know. He will assign a mentor to you.

Terminology

At the outset you have one Tribe. When you split the Tribe, either into an Element or a sub-Tribe, the combined units become known as the Clan.

People

If an imbalance in the Warrior/Active/Inactive ratio occurs, for example, by Warriors or miners dying, or an Element being split off, this imbalance will rectify over time. A balance of Warrior/Active/Inactive is needed for population growth, with the least number being used as the basis for growth for all three.

Elements don't have to obey the Warrior/Active/Inactive ratio, either when created or any time thereafter, but to receive the benefit of breeding they will need a balance.

Conditional Movement Orders

Sighting other Units

You will not sight other units during the Movement phase. Conditional Orders like, "stop if another tribe is sighted" will not work. On the other hand, if one of your units ends the turn in the same hex as another unit then this will be shown on your report. This is relevant to both Trade and Combat. No information about the other unit will be given.

Weight

An Order like "dump enough xxxx to move" will not work – you need to state how many xxxx's, even if you have to estimate how many provs you will hunt in the turn. As a broad rule of thumb: people carry 3 provs each, Wagons carry 200, Elephants 100 and Horses 30. Don't carry Fodder around and Logs and Stones are heavy (for example, a Wagon is used for each 10 Logs).

Follow

Orders like "follow obstacle **if** met", "follow river to the east **if** encountered", etc, are less likely to be recognised than specific directional Orders.   Conditionals are not accepted mid-orders; for example, NE then follow ocean if encountered". However, NE/Follow Ocean Right is acceptable.   "Follow Pass" cannot be accepted.

These notes do not cover all possibilities but they indicate the general nature of Orders that are unacceptable.

FAIR

A trading event called the Fair occurs twice a year (in the months of Firstfair and Lastfair). It exists "in the ether" so you do not have to go anywhere to trade there.

To trade at the Fair you need Economics 4, a village and Trading Post, or Economics 5 if you are nomadic.

Trade prices are determined by the Fair Price List (ask the GM for one or get it from the website). The "Buy Price" is what the Fair will pay you. The "Sell Price" is how much you need to pay to purchase the item.

It is highly unlikely that you will have the necessary skills to be able to attend the Fair in your first 6 turns. It is included here to make you aware of it for future planning.

Provisions/Water/Fodder/Animals

Provisions (provs)
Each turn you will consume 1 unit of provisions for each Tribe member. Hunting supplies most provisions, any shortfall will need to be made up from your herds.

Hunting occurs prior to eating each turn and represents the sum total of all provs gathered by the Tribe from all sources.

Animals provide the following amount of provisions when slaughtered:

Goats = 4
Cattle = 20
Horses = 30
Elephants = 60

Starvation
Starvation can occur, but it will not be a concern to new Tribes.

Water
Water is assumed on land. You do not have to gather it during a land-based activities phase. Water is required only if you start a turn in an Arid/Desert/Ocean hex.

Fodder
You will not need to feed your animals. It is assumed that there is adequate food for all animals in all seasons. Herd animals will only require fodder in Desert, Arid, Ocean and Lake hexes

Morale

Each Tribe has a morale level that affects a number of factors in the game. This will not be a concern for new players

Default Turns

Default orders may be given to the GM at any time. If the normal orders are not received, the default orders will be used. These have to be clear or they will be ignored.

If no Orders are received for the Tribe, an attempt will be made to run a turn based on the last Orders.

As a last resort a default turn will be run consisting of:
- Animals will be herded
- Warriors will be allocated to Defence,
- Remaining Actives and Warriors will be allocated to Hunting.
- Previous month's skills will be attempted
- Population growth will still occur

Reminders that Orders are due

The GM will send a general reminder that Orders are due. You do not need to respond to this if Orders have already been sent at the time of receipt. However, the GM will follow this up some time later with a personal reminder.

Other Documents and tools

Tribe News – the game newsletter. This will be sent to you along with your Turn Report. It has some information on ratings and rankings (ratings are a mystery to all, but is based on your Tribe's possessions and wealth; rankings are a total mystery to all but the GM). *Tribe News* also alerts you to Auctions and various other GM announcements. Contributions to *Tribe News* are welcome. Payment for contributions will be in some form of rare currency (silver, gold, gems, frankincense) that will be added to your Status.

Tribe Manager – a spreadsheet that will help you with Hunting, Seeking, Mining, Triball and Cultural Activities at the Fair, as well as some other things that are beyond the scope of these Beginners Rules

Fair Trade – a spreadsheet necessary for visits to the Fair.

An excellent mapping tool is Hexographer, available free or for a modest fee for the professional version http://www.hexographer.com/

Final note for all new players

As you can see, there is a fair amount of detail. These Beginners Rules should see you through the first 3-6 turns, and even beyond. It is recommended that you concentrate on mastering these rules before venturing to the full rules.

As your interest in the game deepens, your Orders will become more detailed and your Tribe will develop. You can enhance this development by talking to other players and studying the full rules. The full rules (*The Mandate*) is best used by searching for terms.

It cannot be stressed enough that the real heart of TribeNet is in player communication, whether it be for seeking answers to queries or cementing an alliance. Establish contact with other players as soon as possible – to exchange maps, locations of resources, trade possibilities, strategies and general discussion. It is rare (but not impossible) for players to enjoy the full value of TN without such interaction**.**

You can communicate, either directly with other players or through the GM.

Should you run into a Tribe you wish to contact and you do not have their email address you can send a message to the GM, who will then forward it on. Please specify the Tribe number in question.

You can also send messages to other players via *Tribe News*.

TribeNet facebook page for Clan chiefs is at https://www.facebook.com/groups/TribeNet/

You will also find a primer for new players at the end of this document.

PART 2

This section can be seen as addenda to what you will need to know to complete your Orders or to give you new insights.

SCOUTS

The carrying capacity of Scouts is a little different to the carrying capacity of a Tribe:

UNIT	NOTE	CARRYING CAPACITY (lbs)
Wagon		2000
People	On foot	15
Horse	Unridden	150
Horse	Ridden	50

Scouts report on all the hexes they pass through. If they find any ores or any other item, it will be shown in the Scout Report. This is different to how Tribes and Elements work; they only search the final hex.

Movement of Scouts stops when their MPs are exhausted or the next hex cost too many MPs

Finds by Scouts are random; they have no relationship to anything and have no other meaning other than that they were found and added to the Inventory. Items found by scouts are automatically included in your Inventory; you do not have to do anything else.

SEEKING

Seeking is an event that happens in the first month of the year (Springtide). You may seek: wax, hives, spice, Actives, honey, herbs, goats, cattle and horses

No particular skill is required, but higher Seeking and Scouting skills will increase the amount you find.

Please show finds from Seeking as a Transfer from 4263 to the unit doing the Seeking.

FAIR

It is up to you to work out your buy and sell quantities using the Fair Price list. Please show transactions from the Fair as a Transfer to/from 7263 to the unit doing Fair trading.

SPLITTING THE TRIBE

You can split your Tribe into 4 other Tribes. The resulting Tribes are called, collectively, the Clan. Each Tribe has its own skills and acts as an independent entity.

You can also split each Tribe into smaller units called Elements. Elements continue to be a part of the Tribe that spawned it (the Parent Tribe).

Setting up a new Tribe
- Diplomacy level determines the number of sub-Tribes you can have. The highest Diplomacy level in the Clan determines how many Tribes you can break into. You may have one Tribe per level of Diplomacy (in the most skilled Tribe) to a maximum of 5 (that is, 4 sub-Tribes) (eg Dip 1 = 1 Tribe, Dip 2 = 2 Tribes, etc)
- When you split off a sub-Tribe from an existing Tribe the brand new creation will have no skills UNLESS you choose to give it some of the Parent Tribe's skills. At no other time may skills be transferred.
- Initially you may transfer as many goods and people as you like into a new sub-Tribe (ie the initial setup does not follow normal Transfer protocol), as long as they satisfy the 1/3 of each type of people condition, that is, equal numbers of Warriors, Actives and Inactives.
- You may transfer more people after the initial startup as long as the subsequent transfers hold to the 1/3 ratio.
- It is permissible to absorb the entire population of a Tribe into another Tribe, but all

skills of the absorbed Tribe are lost.   A sub-Tribe can only be reabsorbed back into the Tribe with the highest Diplomacy level.

- If you set up a new Tribe BM, it can move in the same turn and do scouting. However, its Activities phase is incorporated into that of the Parent Tribe.

Show the split in Transfers as:

ITEM	FROM	TO	WHAT	WHEN
New Tribe	0XXX	1XXX	Warrior/Active/Inactive numbers Animal numbers Goods numbers Skills (eg Woodwork 3; Herding 4)	BM

Sub-Tribes are numbered 1XXX, 2XXX, etc.

Setting up an Element

- Administration level determines the number of Elements you can have. You may have one Element per two levels of Administration, to a maximum of 3 Elements (one of which MUST be a fleet)
- Elements move independently of the Parent Tribe. They cannot attempt their own skills but possess those of the Parent Tribe, consequently their Scouting and Activities are subject to the restrictions of their Parent Tribe. For example, 8 scout groups are allowed per Tribe. If the Parent Tribe sends out 3 scout parties, the Element cannot send more than 5 scout parties. Similarly, if the Parent Tribe has Forestry 1 (which limits it to 10 Actives) and it uses all 10 Actives for Forestry, the Element cannot assign anybody to the Forestry activity.
- The 1/3 ratio does not need to be maintained for Elements. The ratio is calculated by Tribe. For example, a Tribe with 200 Warriors, 100 Actives and 100 Inactives and with one of its Elements with 0 Warriors, 100 Actives and 100 Inactives is considered to have the 1/3 ratio satisfied.
- Elements must be smaller than the Parent Tribe.
- If you set up a new Element BM, it can move in the same turn and do scouting. However, its Activities phase is incorporated into that of the Parent Tribe
- You may transfer as many goods and people as you like into a new Element (ie the initial setup does not follow normal Transfer protocol)

Show the Element setup in Transfers as follows:

ITEM	FROM	TO	WHAT	WHEN
New Element	0XXX	0XXXe1	Warrior/Active/Inactive numbers Animal numbers Goods numbers	BM

Elements are numbered XXXXe1, e2
Elements of sub-Tribes are thus numbered 1XXXe1, 2XXXe1

Trade Element
- The Trade Element may be created as a one off unit and is not subject to Administration level. You simply ask for this to be created in Orders using Transfers (or in Special Instructions if you prefer).
- It must be formed using 20 Warriors, 10 Actives and 30 horses at startup, but it can vary thereafter.
- The Trade Element has movement bonus and can move 37 MPs if it is fully mounted and has no wagons.
- It may not Scout; it can only do Hunting and Herding.
- It cannot initiate combat, though it may be attacked. If the Trade Element is destroyed, it can be recreated using 20 gold, which must be supplied by the Parent Tribe

TEACHERS

Each turn you may make a 3rd skill attempt according to the following criteria:
- Your normal skill attempts must be from Groups B and/or C
- The third attempt must be from Group A
- You cannot acquire any skill level above 7 by this means;
- The skill is not guaranteed (it is like a second Secondary attempt - with the same probability of success);
- The Teacher charges according to the following table:

Attempt Level	Cost (silver)
1	300
2	600
3	900
4	1200
5	1500
6	1800
7	2100

- You must take skill levels in numerical order - for example you cannot take a level 3 unless you already have level two in that skill.
- Use the Skill Attempts section of your Orders to indicate your choice.
- Silver will be taken from the Tribe attempting the skill.

See the Skills section for more details for each skill.

TERRAIN

Each hex has a certain terrain attached to it. It is assumed that there is a mix of landforms and vegetation in each hex, but the terrain assigned to the hex is the predominant feature.

See Appendix 4 for terrain types.

TRADE TOWNS

During the normal course of the game, you may come across Trade Towns. All Tribes are able to trade with these towns from Springtide to Harvestend (months 1 to 9). The Tribe, sub-Tribe or Element must physically visit the town to trade, ie, be in the same hex.

Players should ask for a pricelist when they share a hex with these towns.

TRANSFERS

- Transfers can only occur before Movement.
    - Items may be traded out by any particular unit in the turn to any other unit.
- The units involved in the transfer must be specified exactly.
- There are two conditions for trade to occur:
    1. Sharing the same hex - that is, the parties to the trade have a Tribe/Element, etc, occupying the same hex at the same time.
    2. Automatically transferring if the Tribes/Elements of the SAME CLAN are in adjacent hexes and at least one of them is a village (that is, has a Meeting House). This cannot be done in the turn the MH is built.
- Items transferred are not available for use until the next turn (although provs can be eaten).
- Goods can be transferred AM in emergencies.
- People can be transferred between Tribes and sub-Tribes. You cannot transfer people or slaves to another player's Tribe.
- Transfers cannot be conditional on the Transfer Orders of other players.
- By using hex-to-hex transfers, wagons can be moved into restricted terrain.

Note: Always list the good first and then the number. For example, if you are transferring 800 picks you would show "Pick 800" rather than "800 Picks".

Please try to make no more than one reference to any transfer (for example, do not include them at the start of Orders and then again under an individual Tribe).

Show all transfers in the one place in your Orders and do not make reference to any goods you expect to receive from other players.

TRUCES, AUCTIONS and CLARIFICATIONS

Truce
A truce is when you agree with another Tribe not to engage in combat. Once made, a truce cannot be broken without notice. You cannot attack a tribe you are in a truce with.

To make a truce show in Special Instructions:

Truce with XXXX (the number of the Tribe you wish to truce with)

The other Tribe must show a reciprocal desire to truce. Failure of one or the other Tribes to declare the truce in the same turn will result in no truce being made.

To break a truce:

Break Truce with XXXX (the number of the Tribe you wish to truce with)

You cannot attack the Clan in the turn you break or cease the Truce.

<u>Enduring Truce</u>

Partners in an Enduring Truce may not attack each other for two turns after the cessation or breaking of the Truce is announced cf one for standard Truce). Requires 1 Seal (see Waxwork) per enduring Truce.

Seal	3	5 Wax + 1 Gold					1 Seal per enduring Truce

Auctions

Auctions are shown in *Tribe News*. *Tribe News* will show what is being auctioned and the currency in which the auction will take place.

To bid at an auction show in Special Instructions:

XXXX (Your Tribe) bids XXX (the amount you are bidding and currency you are bidding with) for Lot XX (the item you are bidding for)

eg: Tribe 1234 bids 300 goats for Lot 3 (Diamonds 10)

Other

There are times when you may want the GM to be aware of something that you are either unsure of or don't know how to show it elsewhere in your Orders, or you might want to send an anonymous message to somebody. For example:

1234 is building the village on the SE hexside.
All Seekers are using elephants, but I don't know how to show this.
Anonymous message to 4321: I'm coming to get you!

WEATHER

There are a number of climate zones. They are not immediately apparent and you will have to find them yourself.

At the start of your Results, it will tell you what the weather was for the month. This is based on your starting position. The weather will have effects on your movement, your hunting and some production activities, like mining, for that month irrespective of whether you crossed from one climate to another.

It is possible that your Element or sub-Tribe will have different weather, depending on their relative starting positions.

See weather types and their effect on Movement at Appendix 1.

WEIGHTS

When the Tribe moves it must carry all of its goods. There are limits on what each person, animal and vehicle can carry.

A carrying capacity for land-based units is given with your Report – but it is a rough guide only, used mainly as a prompt for the GM to take a closer look. Ignore the Mounted Carrying Capacity figure in your Report - rather you should use the Tribe Manager to calculate mounted carrying capacity.

Monitoring the weight your Tribe is carrying is your responsibility.

See Appendix 5 for carrying capacity and individual item weights

PART 3

SKILLS

Here is a chart of every skill in the game arranged in their groups. Skills in **bold** are those you are most likely to use your first few months of play and are given in further detail below. If you want more detail on these skills or those listed but not explained, please refer to The Mandate.

Group A		Group B		Group C	
Armour	Arm	**Administration**	Adm	Alchemy	Alc
Bonework	BnW	Apothecary	Apoth	Apiarism	Api
Boning	Bon	**Archery**	Arc	Archaeology	Arch
Curing	Cur	Atheism	Ath	Art	Art
Dressing	Dre	Captaincy	Capt	Astronomy	Astr
Excavation	Exc	**Combat**	Com	Baking	Bak
Fishing	Fish	**Diplomacy**	Dip	Brick Making	Brk
Fletching	Flet	**Economics**	Eco	Cooking	Cook
Forestry	For	Healing	Heal	Dance	Dan
Furrier	Fur	Heavy Weapons	HvyW	Distilling	Dan
Gutting	Gut	Horsemanship	Hor	**Engineering**	Eng
Herding	Herd	Intelligence	Int	Farming	Farm
Hunting	Hunt	**Leadership**	Ldr	Fire Control	Fire
Jewelry	Jew	Mariner	Mar	Glasswork	Glass
Leatherwork	Ltr	Mobilisation	Mob	Literacy	Lit
Metalwork	Mtl	Navigation	Nav	Maintain Boats	MtnB
Mining	Min	Politics	Pol	Milling	Mil
Pottery	Pot	Religion	Rel	Music	Mus
Quarrying	Qry	Rowing	Row	Peeling	Peel
Salting	Salt	Sailing	Sail	Refining	Ref
Sewing	Sew	**Scouting**	Sct	Research	Res
Siege Equipment	Seq	Seamanship	Sea	Sanitation	San
Skinning	Skn	Security	Sec	**Seeking**	Seek
Tanning	Tan	Shipwright	ShW	Shipbuilding	ShB
Waxwork	Wax	Slavery	Sly	**Stonework**	Stn
Weapons	Wpn	Spying	Spy		
Weaving	Wv	Tactics	Tac		
Woodwork	Wd	Torture	Tor		
		Triball	Tri		

Administration

Description	Used to determine the number of Elements you can have **(Group B)**		
Details	**Skill Level**	**Elements allowed**	**Note**
	2	1	
	4	2	
	6	3	One Element must be a Fleet

Archery

Description	Use missile weapons in battle **(Group B)**
People	No skill required Limits apply
Notes	Skill level affects results in battle Refer to section on Combat in The Mandate

Armour

Description	Make metal armour for combat **(Group A)**
People	No limit
Product	Scutum, Haube, Shield, Cuirass, Helm, Chain Mail, Breastplate
Use	Defends Warriors in battle

Details	Armour Type	Skill level	Coal	Iron	Bronze	People
	Scutum (bronze shield	2	15		5	2
	Haubes (bronze helm)	3	10		3	2
	Shields	3	30	5		2
	Cuirass (bronze breastplate	4	20		30	3
	Helm	4	20	3		2
	Chain Mail	6	40	18		4
	Breastplate	8	40	20		4

Note	See also Bonework/Leatherwork/Sewing/Waxwork for more armour types

Bonework

Description	Making bone items **(Group A)**
People	No limit
Product	Axe, Arrow, Spear. Frames, Armour
Use	Combat, Hunting

Details	Bonework	Skill level	Bones	Leather	Club	Shaft	People	Notes
	Bone Axe	1	1	1	1			
	Bone Arrow	3	10				1	Makes 10 arrows
	Bone Spear	3	1			1	1	2 people, no shaft if in forest
	Bone Frames	4	3				2	
	Bone Armour	8	10				4	+2 leather to make cuirboilli

Note	See also Boning Bone Spears can be used in Hunting and Furrier See also Armour/Leatherwork/Sewing/Waxwork for more armour types

Boning

Description	Extracting the bones of herd animals **(Group A)**

People	10 per skill level.
	Unlimited at level 10
Product	Bone
Use	Making bone weapons and armour
Details	Each person removes bones of 6 goats, 3 cattle, 2 horses, 1 elephant
	Yield is 12 bone
Note	Can be used in association with Skinning and Gutting as 1 Activity (See SGB)
	Skinned animals also provide provisions
	Skinned animals do not need to be herded

Combat

Description	Engaging other Clans in battle **(Group B)**
People	No skill required
	Limits apply
Notes	Skill level affects results in battle
	Refer to section on Combat in The Mandate

Curing

Description	Turn skin into leather
	Turn fur into leather **(Group A)**
People	10 per skill level.
	Unlimited at level 10
Product	Leather
Use	Used in Leatherwork
	Making Bone Axe, Cuirboilli (See Bonework and Waxwork)
	Making Bladder (see Sewing)
	Making Stone Axe (see Stonework)
	Alternative to cloth in apiaries
	Required in Shipbuilding. Book writing
Details	Each person cures 2 skin or 2 fur using 5 gut
	Yield is 2 leather
Note	

Diplomacy

Description	Used to determine the number of sub-Tribes you can have **(Group B)**
Details	The original tribe exists at level 1
	1 sub-Tribe per level beyond level 1
	Maximum of 4 sub-Tribes
Note	Levels apply only to highest skill level in the Clan
	The maximum number of tribal units per Clan is 5 (Original Tribe + 4 sub-Tribes)

Dressing

Description	Turn skin into leather
	Turn fur into leather **(Group A)**
People	10 per skill level.
	Unlimited at level 10
Product	Leather
Use	Used in Leatherwork
	Making Bone Axe, Cuirboilli (See Bonework and Waxwork)
	Making Bladder (see Sewing)
	Making Stone Axe (see Stonework)
	Alternative to cloth in apiaries
	Required in Shipbuilding. Book writing
Details	Each person dresses 4 skin or 4 fur using 1 salt

	Yield is 4 leather
Note	

Economics

Description	Used to trade at the Fair **(Group B)**			
Details	**Activity**	**Level**	**Requirements**	**Notes**
	Fair	4	Meeting House and Trading Post	
	Fair	5		For nomadic Tribes
Note	It is mainly a research skill			

Engineering

Description	Used for building structures **(Group C)**	
People	No limit	
Product	Buildings, Fortifications	
Use	Essential skill for villages	
Details	**Level**	**Construction type**
	2	Meeting House, Trading Post, Ditches, Refinery
	3	Moats, Bakery
	4	Jetties, Distillery
	5	Boatshed, Brickworks, Charhouse, Mill, Wooden Towers
	6	Shipyard, Apiary
	8	Stone Towers, Cistern
Note	Engineering is used to fix breeches in fortifications	

Forestry

Description	Cutting logs and stripping bark from trees **(Group A)**
People	10 per skill level. Almost unlimited at level 10 (no more than 10,000 effective foresters can be used)
Product	Logs, Bark
Use	Logs used in Woodwork Bark is used in Tanning Logs made into charcoal (requires a charhouse) Required to make barrels and plow (see Metalwork) Required for musical instruments Logs used in buildings and fortifications
Details	Each person cuts 4 logs Each person strips 20 bark
Note	Only in forest or jungle hex Productivity can be increased by using adze (see Metalwork)

Furrier

Description	Specialist hunting that leaves animal hides intact **(Group A)**
People	No skill required No limits
Product	Provisions, skins, furs
Use	See Dressing and Curing Provs to feed Tribe
Details	No skill required Output influenced by numbers, skill, terrain, season and weather

Note	Furriers without a missile weapon or snare/trap will be unproductive
	Produces far fewer provisions than Hunting

Gutting

Description	Extracting the gut of herd animals **(Group A)**
People	10 per skill level.
	Unlimited at level 10
Product	Gut
Use	Waxwork for strings for bows
	Curing skins
	Weaving ropes and nets
Details	Each person obtains intestines of 6 goats, 3 cattle, 2 horses or 1 elephant
	Yield is 12 gut
Note	Can be used in association with Skinning and Boning (See SGB)
	Gutted animals also provide provisions
	Gutted animals do not need to be herded

Herding

Description	Tending herd animals **(Group A)**
People	No skill required
	No limit
Product	Animals
Use	Food for the Tribe
	Horses and elephants to carry goods and people
	Cattle and elephants to pull wagons
Details	1 person can herd 20 goats, 10 horses, 10 cattle or 5 elephants
	No skill required
Note	Breeding rates affected by skill level
	Animals do not deplete the available grass

Hunting

Description	Finding provisions to feed the Tribe **(Group A)**
People	No skill required
	No limit
Product	Provisions
Use	Food for the Tribe
Details	Output influenced by numbers, skill, terrain, season and weather
	No skill required
Note	Productivity can be increased by using traps, snares, bows, slings, arbalests, spears, bone spears, stone spears, spetums, nets (see Leatherwork, Weapons, Bonework, Stonework, Weaving, Metalwork)
	Food source is never depleted

Leadership

Description	Gives organisation and cohesion in battle **(Group B)**
Notes	Skill level affects results in battle
	Refer to section on Combat in The Mandate

Leatherwork

Description	Make leather items for Hunting, Combat and general use **(Group A)**
People	No limit
Product	Hood, Heater, Sling, Jerkin, Trew, Backpack, Rope, Saddlebag. Whip
Use	Defends Warriors in battle

Missile weapon for Combat, Hunting, Furrier
Increase carry capacity
Keep slaves in order

Details	Item	Skill level	Leather	Frame	People	
	Hood (light head protection)	1	2		1	
	Heater (shield)	2	3	1	1	
	Sling	2	1		1	
	Jerkin (armour)	3	4		2	
	Trew (leg armour)	3	2		1	
	Backpack	4	2		2	
	Rope	4	5		2	
	Saddlebag	5	4		2	
	Whip	5	1		1	

Note	Backpack adds 30lbs to a person's carry capacity
	Saddlebag adds 100 lbs to a horse's carry capacity (50 lbs when scouting)
	A warrior with a whip controls 20% more animals or slaves

Metalwork

Description	Make metal items for Hunting, Combat and general use **(Group A)**
People	No limit
Product	Pellets, Quarrels, Shovel, Trap, Barrel. Mattock, Pick, Adze, Hoe, Shackle, Scythe, Plow
Use	Improve missile phase in battle
	Improve Hunting returns
	Improve output for Forestry, Quarrying, Mining
	Keep slaves in order

Details	Item	Skill level	People	Iron	Lead	Coal	Logs
	20 Pellets	1	1		10	1	
	10 Quarrels	2	1	1		10	
	Shovel	2	2	2		10	
	Trap	2	1	1		4	
	Barrel	3	2	2		4	1
	Mattock	3	2	8		25	
	Pick	3	2	3		15	
	Adze	4	2	4		20	
	Hoe	4	2	3		10	
	Shackle	4	1	2		15	
	Scythe	5	2	3		15	
	Plow	6	5	10		25	1

Note	Metalwork items (apart from Quarrels) may be made using bronze or brass instead of iron. The same amount of metal is used but only 75% rounded up of coal is needed.
	Pellets improve the effectiveness of slings
	Shovel doubles digging rate of user for ditch/moat/sand/clay; adds 50% output of a miner
	Mattock doubles quarrying output of user; adds 50% to output of a miner
	Pick doubles miner's output of user; adds 50% to output of a digger
	Adze doubles a forester's output
	Hoe allows a person to plough 2 acres
	Shackle increase number of slaves that can be kept
	Scythe doubles harvesting rate of a farmer for grain and sugar; doubles fodder collecting capacity
	Plow allows person to plough 8 acres
	Metal cannot be recovered from items once they are made

Mining

Description	Extracting materials from the ground **(Group A)**
People	No skill required
	No limit
Product	Coal, Iron ore, Copper ore, Lead ore, Zinc ore, Salt, Silver, Gold and assorted minerals
Use	Used in almost all walks of life and activity
	Required for buildings, ships, tools, armour, weapons and sundry other activities
Details	Output influenced by numbers skill and weather
Note	Only salt will be found in flat land
	Productivity can be increased by using mattock, shovel or pick (see Metalwork)

Quarrying

Description	Extracting stones from the ground **(Group A)**
People	10 per skill level.
	Almost unlimited at level 10 (no more than 100,000 effective foresters can be used)
Product	Stone
Use	Used in Stonework
	Required for some buildings and fortifications
Details	Each person quarries 5 stones
Note	Only in hills or mountains
	Productivity can be increased by using mattock or pick (see Metalwork)

Scouting

Description	Mapping and exploring terrain **(Group B)**
People	No skill required
	No limit on number of scouts in a party
	8 scout parties per Tribe
Product	Map, Information
Use	Makes Movement easier for the Tribe
	Gives perspective to Tribe's position
Details	See separate section in rules

Seeking

Description	Finding goods in Springtide **(Group C)**
People	No skill required
	Limit of 50 people per item sought
Product	Wax, Hives, Spice, Actives, Honey, Herbs, Goats, Cattle, Horses
Use	Various uses
Details	Guaranteed returns based on Seeking and Scouting levels, numbers of people involved and the number of horses or elephants used, and the number of backpacks and saddlebags used

Skinning

Description	Extracting the skin of herd animals **(Group A)**
People	10 per skill level.
	Unlimited at level 10
Product	Skin
Use	Tanning, Curing, Dressing into leather
	Making parchment
Details	Each person obtains the skin of 3 goats, 1 cattle or 1 horse
	Yield is 3 skin
	2 people are required to skin 1 elephant
	Yield is 6 skin
Note	Skill can be used in association with Gutting and Boning (See SGB)
	Skinned animals also provide provisions
	Skinned animals do not need to be herded

Description	A mixture of Skinning, Gutting and Boning skills.
Details	Skinning, Gutting and Boning can be used as combined activities.
	SGB can only be performed in multiples that keep an SGB ratio of 2:1:1.
	For example: 20 Skinning, 10 Gutting, 10 Boning or 4 Skinning, 2 Gutting, 2 Boning
Note	This is not an individual skill

Note:

Stonework

Description	Make stone items for Hunting, Combat and general use **(Group C)**
People	No limit
Product	Axe, Spear, Sculpture. Millstone, Statue
Use	Defends Warriors in battle
	Increases effectiveness of Hunting, Furrier
	Items to sell at the Fair

Details	Item	Skill level	Stones	Clubs	Leather	Shafts	People	
	Stone Axe	2	2	1	1		1	
	Stone Spear	4	1			1	1	
	Sculpture	5	5				4	
	Millstone	6	10				10	
	Statue	8	10				10	

Note	Stones can replace logs @ 10 stones per log in buildings
	## Stones can replace metal in structures and buildings:

Building	Level	Notes
Baking Kilns	4	Requires 300 stones per 10 people who can use the facility
Brickwork Oven	5	
Charring Burner	6	Installed at 5 per person
Refining Smelter	8	Requires 400 stones per 10 people who can use the facility
		Installed at 5 per person

Tanning

Description	Turn skin into leather **(Group A)**
People	10 per skill level.
	Unlimited at level 10
Product	Leather
Use	Used in Leatherwork
	Making Bone Axe, Cuirboilli (See Bonework and Waxwork)
	Making Bladder (see Sewing)
	Making Stone Axe (see Stonework)
	Alternative to cloth in apiaries
	Required in Shipbuilding, Book writing
Details	Each person tans 4 skin using 10 bark
	Yield is 4 leather
Note	Cannot tan furs

Waxwork **(Group A)**

Description	Make wax items for Hunting, Combat and general use **(Group A)**								
People	No limit								
Product	Parchment, Candles, String, Cuirboilli								
Use	Make strings for bows Make leather armour Items to sell at the Fair								
Details	**Item**	**Skill level**	**Wax**	**Cotton**	**Coal**	**Gut**	**Leather**	**Skin**	**Cauldron**	**People**
	5 Parchment	1	1					5		1
	20 Candles	2	20	1	5					4
	5 Strings	2	1	1						1
	5 String	2	1		1					1
	Cuirboilli	4	10+ 2		2		2		1	2
Note	Cuirboilli requires 10 wax + 2 extra wax per suit. Up to 10 suits can be made								

Weapons **(Group A)**

Description	Make weapons for Combat and Hunting **(Group A)**						
People	No limit						
Product	Shaft, Bow, Sling. Spetum, Stave, Spear, Mace, Axe. Falchion. Sword						
Use	Combat Some items help Hunting returns						
Details 1 (Iron Weapons)	**Item**	**Skill**	**Iron**	**Coal**	**String**	**Stave**	**Cloth**	**People**
	Shaft	1						1
	Bow	1			1	1		1
	10 Slings	1					1	5
	Stave	1						1
	Spear	2	2	10				2
	Mace	3	6	30				2
	Axe	4	4	20				2
	Sword	6	5	30				3
	Arbalest	8	2	20				3
Details 2 (Bronze Weapons)	**Item**	**Skill**	**Bronze**	**Coal**	**String**	**People**	
	Spetum	1	2	5		2	
	Mace	3	6	20		2	
	Falchion	4	5	15		2	
	Arbalest	8		15	1	3	
Note	Shafts can only be made in a forest/jungle hex Bows can be made without a stave if in deciduous/jungle hex Staves can only be made in deciduous/jungle hex Spear and Spetum can be made by 1 person in any forest/jungle hex Arbalests can be made with brass						

Weaving

Description	Make items for Hunting, for sale at the Fair and for general use **(Group A)**					
People	No limit					
Product	Rope, Sling, Net, Snare, Rug, Cloth, Carpet, Tapestry					
Use	Slings and snares for hunting Slings for combat Goods to sell at Fair					
Details	**Item**	**Skill**	**Cotton**	**Gut**	**Bark**	**Rope**	**People**

Item	level					
2 Ropes	1	20				1
2 Slings	2	1				1
Net	3	10				2
Rope	3		10	10		2
2 Snares	3				1	1
Rug	4	20				5
Cloth	5	15				5
Net	5		10	10		3
Carpet	6	50				10
Tapestry	8	100				20

Note	Net helps with fishing, so could help hunting when adjacent to an ocean/lake/river

Woodwork

Description	Make wooden items for general use **(Group A)**
People	No limit
Product	Clubs. Rake, Wagon, Frame. Totem
Use	Clubs for combat, see also Bonework Rakes for farming Wagons increase carry capacity Frame for combat, see Leatherwork
Details	(see table below)

Item	Skill level	People	Logs	Comments
4 Clubs	1	1	1	No logs needed in forest/jungle hex
Rake	3	1	1	A person with a rake can plough 1 acre
Wagon	3	10	6	Wagons require 2 cattle, 2 horse or 1 elephant to pull if they are being moved
2 Frame	4	2	1	
Totem	8	10	12	

Note	

APPENDIX 1:

MOVEMENT RATES

Type of unit	Mode of travel	Notes	Movement Points (MP)
Tribe/Element	Fully mounted	Cannot have wagons or ballistae, unless these items are being carried by elephants. May travel with herd animals	27
	On foot		18
Scouts	Fully mounted	No wagons, ballistae, goats, cattle What about elephants?	15
	On foot		8
Trade Element	Fully mounted	Cannot have wagons or ballistae, unless these items are being carried by elephants. May travel with herd animals	37
	On foot	On foot or encumbered by wagons	18

WEATHER

WEATHER	EFFECT
Light rain Light snow Wind	+1 MP per hex/ford
Heavy rain Heavy snow	+2 MP per hex/ford

APPENDIX 2: MOVEMENT POINT COSTS

TERRAIN	MOVEMENT POINTS		
	FLAT	**HILL**	**MOUNTAINS**
Arid	3	5	9W
Brush	4	6	
Conifer Forest		6	10W
Deciduous Forest	5	6	
Desert	5		
Grass		5	
Ice	7		
Jungle	5	6W	10W
Prairie	3	6	
Rock		6	
Snow		7W	10W
Swamp	8W		
Tundra	4		
Volcano			10W
High Mountains	Cannot enter except via passes. 8 MPs to enter. No restrictions		
Mountains	Can enter mountains via a pass. 7 MPs to enter instead of that shown above. No entry restrictions		
Ocean/Lake	Cannot enter except with sailing/rowing vessel		
River	Blocks movement		
Ford	Allows river to be crossed at a cost of 1 MP		

NOTES:
- W = wagons, ballistae cannot enter unless there are sufficient elephants to carry them.
- Items that cannot enter certain terrain types without the help of passes may not leave those terrain types except via a pass. Wagons, ballistae can use passes.

APPENDIX 4: TERRAIN TYPES

In the turn status report the following contractions are used for the various terrain types:

CODE	TERRAIN	EXPLANATION
ALPS	Mountain	A bigger version of HSM
AR	Arid	Bad grassland without water
BH	Brush Hill	Hill covered with brush
BR	Brush	Conifer forest with fewer tres (Forestry not possible
CH	Conifer Hill	Hill covered with conifer forest
DE	Desert	Arid without grass
DF	Deciduous Forest	Forests that lose leaves in autumn
DH	Deciduous Hills	Forested hills that lose leaves in autumn
FORD	Ford	Shallow spots on rivers that allow you to cross
GH	Grassy Hills	Hill covered with grass
HSM	High Snow Mountains	High mountains covered in snow (cannot be entered)
JG	Jungle	Wet forests
JH	Jungle Hills	Hills covered in wet forests
L	Lake	A body of fresh water
LCM	Low Conifer Mountains	Low mountains covered with conifer forest
LJM	Low Jungle Mountains	Low mountains covered in wet forest
LSM	Low Snow Mountains	Low mountains covered in snow
PI	Polar Ice	Flat land permanently covered in ice
PR	Prairie	Flat grassy land
R	River	Moving bodies of water (cannot cross except by ford)
RH	Rocky Hills	Hill covered with rocks
SH	Snow Hills	Hills covered in snow
SW	Swamp	Sodden grasslands
TU	Tundra	Bad grasslands

APPENDIX 5: WEIGHTS

Carrying capacity

Unit	Note	Carrying Capacity (lbs)
Wagon		2000
People	On foot	30
Horse	Unridden	300
Horse	Ridden	100
Horse	Pulling wagons	300
Elephants		1000

Item weights

WEIGHT (lbs)	ITEM
0.1	Arrows/Gems/Gold/Herbs/Quarrel/Silver/String/Trinket
0.5	Bladder/Pellets/Rake/Slings/Snare
1	Bark/Blubber/Bones/Bows/Cotton/Flax/Flute/Grain/Grape/Gut/HBow/Honey/Lute/Metal/Ores/Parchment/Pewter/Salt/Sand/Shackle/Shaft/Spice/Stave/Sugar/Tobacco/Trap/Wax
2	Adze/Arbalest/Backpack/Frame/Fur/Hoe/Hood/Leather/Scythe/Shovel/Skin /Trews
3	Haube/Helm/Horn/Mattock/Spear/Spetum/Picks
4	Axes/Clubs/Heaters/Mace/Trumpet/Saddlebag
5	Falchion/Jerkin/Oar/Paddle/Scutum/Shield/Sword
8	Saddle/Cuiboilli
10	Bone Armour/Drum/Fodder/Harp/Net/Provisions/Rope
10/110	Barrel – Empty/Full
15	Cloth/Ring/Scale
18	Chain
20	Breastplate/Candle/Cuirass/Hives/Kayak/Ladder/Palanquin/Pavis/Tapestries/Urn
50	Rug
100	Carpets/Cauldrons/Plows/Stones
150	Goats/ People/Slaves/Sculpture
200	Canoes/Logs
250	Ramp
300	Ballistae/Wagons
500	Boat /Mill Stone/Statue
1000	Cattle
1400	Horses
4500	Elephant

Distilling the Fog : Notes and Musings for New Players

What follows is an attempt, based upon my personal experience with TribeNet over several years of game play, to offer new players a bit of insight and advice to get them through those first few chaotic turns. This is my personal view only, and other players may have different opinions with regard to my methods or playing style, so it is strongly suggested that you read this, and consider the advice given, with that in mind. As always, you should play your position in the manner you feel brings you the most personal satisfaction and entertainment. That having been said, let me tell you a story....

1)   Ask Peter for the establishment of a Trade Element as soon as you can after you get your set-up turn. This unit, while unable to do much beyond Hunting and Herding (it cannot even send out scouts), may seem, at first glance, to be a bit of a waste of valuable population and horses, but here's the Trade Element's most valuable asset; Increased Movement!

The Trade Element (hereafter referred to as the "TE") has a far better movement point allowance than any of your beginning units. This means that it may cover more ground, and plow through tough terrain with ease, opening up mapping of your immediate area and beyond. Using the TE to explore terrain beyond the limits of your normal scouting parties will let you know the general makeup of your immediate topography, and, from there, give you a better idea as to which direction you can or should move. Few things hurt worse than waiting two weeks for your turn results to arrive, only to find out that your main tribe ran into a river or ocean one or two hexes away (and the forward moving scouting parties did the same thing.) The TE can help prevent this from happening; just give it directional movement orders to cover as many hexes as possible ahead of the tribe, so it doesn't get stuck. I commonly use something like this: NE2, SE2, NE2, etc. This way, if the TE runs into an obstacle or harsh terrain along the way, it will hopefully change direction on the following move, and continue on it's way.

You can always send a few scouts out from the main tribe or one of the sub-units to go over the terrain the TE has uncovered, just to see if there are any valuable resources in those hexes. Remember: A tribe or element will not search every hex it passes through during movement, only the hex it ENDS the turn in. Scouts, sent back along the travel path, will report on anything the tribe or element may have missed along the way.

Later on, when your clan becomes more "sophisticated", the TE can be used to shuttle resources between distant elements quickly, due to it's increased movement rate. Mining iron ore or diamonds 15 hexes away from your village? The TE can haul the goods back in record time. Giving the TE a "to limit" movement order, in fact, gives them an even bigger boost to movement rate...between 5 and 8 additional MP has been my experience so far.

As you can see, the advantage of having a TE early on cannot be over-stated.

2)   "After Movement Transfers" are being phased out. Don't make them

part of your plan. In their stead, the limit on "Before Movement Transfers" is being eliminated. Yes, this means that there will be a bit of a delay between the manufacture and transfer of an item between units, and when that unit can actually use the item (it needs to be on-hand at the *start* of the turn in order to use it), but the upside is easier processing for Peter, and no limit to how many different items may be transferred. The limit used to be 6 different items per transfer, which was, as the name suggests, limiting.

3) A scouting find of "Find 7 goats" does *not* mean that you have found a coveted "Goat Hex"...it is a *random* find only, and will likely never happen again if you return to that hex. It's like one of your scouts finding a pair of old, discarded socks in a bush.."Hey, Guys! Check *this* out!!". You get a pair of socks, and that's it.

A find of 'Find Iron Ore", or "Find Coal", or even "Cattle Trader 4" indicates a stable presence in the hex, and is worth checking out. "Find 2 socks" is not.

4) Verify your weight and Carrying Capacity via the Tribe Manager spreadsheet every turn, especially when the numbers listed on your turn report look dodgy. Tribe Manager is useful for a number of purposes and calculations, but requires vigilance. I like to save one version for each of my tribes and elements, so I only have to update what has *changed* from the last report. It's important to know how close you are to reaching the top of your Carrying Cap, believe me. "Unit is overweight and cannot move" is the TN equivalent of a "Dear John" letter. No one wants that, do they? Keep track of your weight.

5) Build Traps and Snares, or any kind of projectile weapon, as soon as you can. These will help in Hunting quite a bit. Your first few turns will probably see you with enough provision to get by for a while, but they won't last long. You've got enough to worry about without fretting over whether your tribes and elements will make it through the winter without killing your entire goat herd.

Traps require Metalworking 3, but you'll need that skill later on, anyway, so go ahead and do it now. Until you find a reliable source of iron, and someone to refine it for you if you don't have the capacity, you may be tempted to make them out of Bronze, or make Slings and Snares out of leather or rope instead, and that's okay. I won't judge you. You do you. The point is, without these things, more Warriors and Actives are required to keep your clan fat and happy, and that means other things aren't getting done. Those trees don't just fall over and form wagons, after all.

6) Make contact with anyone and everyone as soon as you start. Your first issue of Tribe News will have every player's e-mail address right there in the header. Shoot...click "Reply All" if you can't be bothered with selecting who to contact first. I won't hold it against you, I promise.

Ask for maps, resource locations, rumors, ATM PIN numbers, it doesn't matter! Just make contact! And, the people you contact, and build relationships with, don't necessarily need to be in your immediate area, or even on the same continent as your clan. It helps, certainly, but distance is not a deal breaker. I have 4-5 allies with whom I share information and intelligence on a near daily basis, and I won't even have an element or fleet anywhere near them for about two more game years. Information is almost as valuable as gold when you are just starting out, perhaps even more so.

Ask for rules clarifications if you aren't sure about something. See if your neighbors want to cooperate for mutual support, trade, and defense. Keep each other informed of new tribes or elements wandering into the area, so unintentional conflicts and scuffles don't happen (or do, depending on how you play the game).

Also, take part in the Facebook discussions if you have a mind to. We have a great community of gamers here who will be more than willing to help you out if they can. Some may be trying to eat you, though. It happens.

7)　　　　　　It may seem prudent, when first starting out, to build those Combat skills up as soon as possible. "I'm not going to be anyone's victim" is a common refrain, but, hold the phone....your clan can't attack or *be* attacked for the first game year. This means you have about 6 months of *real* time to devote to other pursuits before you have to worry about that bloody business.

　　　　　　If you are dead-set (pun intended) on being a warrior clan, you might be better served spending those blissful 6 months of peace increasing your Armormaking, Weaponsmaking, Refining, and Engineering skills. I mean, look at the "weapons" and "armor" you started off with; a few clubs, some cast-off leather disco pants, and a few choice insults? That's *hardly* the proper equipment for forging an empire on the skulls of your vanquished neighbors, right?! Relax a bit. Blood and Gore will come in time. In the meantime you're going to need some *infrastructure* to power that Dynamo of Destruction you are building. Might I suggest: Economics?

　　　　　　Yes, yes...I know..."Economics is neither Sword *nor* Shield!" But, with Economics comes trade, and with trade comes money, and iron, and steel...the three best friends your war machine ever had. Because, those are three of the most important items you'll need to back up your bellicosity and vitriol.

　　　　　　Besides, once you see the benefits you can achieve and obtain through non-violent cooperation, discourse, and resource sharing, you might just abandon those dreams of kicking *my* butt! It's what I call a "win-win".

8)　　　　　　When it comes time to think about splitting off an element or sub-tribe, there are a few things to consider. Primarily, *why*? Is there a *specific* reason you are doing it? Because, if you don't have a plan, don't split the clan, man!

　　　　　　Splitting your clan incurs additional turn costs, and lowers your Clan Rating, and, possibly, your position in the Clan Ratings. Who knows why? Only Peter, and he's keeping pretty tight-lipped about it. But, more importantly, it weakens your main tribe. If you split off a sub-tribe of, let's say 1/3 of your Actives, Inactives, and Warriors, your main clan is now only 2/3 as effective as it once was. There is some merit in keeping your clan united as long as you can; Defense, Mining, Hunting, Herding,etc. The clan that stays together plays together, after all. No need to monitor the provisions or locations of multiple units; no need to ferry items back and forth between sub-units; no need to *ever* worry about that whole Meeting Of The Clan business. You are *one* unit, and you get stuff *done*!

　　　　　　That having been said, there are distinct advantages to splitting off an element, or even a sub-tribe. You get one free element when you start. You can equip it in any fashion you desire, but you may want to consider keeping it small at first. You can always add people or goods/animals to it later. Unless you find iron ore, coal, or some other valuable resource nearby, and wish to begin mining/producing it quickly, there is little reason for your first element to be a big one.

　　　　　　I like about 50 Warriors, fully mounted, to run out and do additional scouting early on (similar to the TE I discussed earlier). If there is a hex or geographical feature which you find interesting, you can send the element there to check it out, rather than lumbering the entire clan over there, wagons and all. The element is kind of like a "mini me" tribe...it will have all of the Skills and capabilities of the tribe that spawned it, but in a scaled down version. It can hunt, herd, quarry, cut logs, make wagons...whatever your spawning tribe can do. It's useful, but I think it needs a *purpose* before you go too far afield with it. If you just want to use it for exploring, it's a perfect unit for that, and I recommend

keeping it very small in that case.

The advantage of splitting off an entirely new sub-tribe is, essentially, a doubling of your skill attempts each turn. There are other advantages which will become apparent later, such as full scale mining, refining, or shipbuilding operations at a distance, but, for now, the ability to gain extra skills is the primary advantage. Sub-tribes, unlike elements, have and develop their *own* skills, separate from the parent, or *main* tribe. You may want your main tribe to be your Combat and Trade tribe, and a sub-tribe to concentrate on Engineering and Refining. Again, this is a *purpose* for splitting the clan, and it's a valid one. It's important to think about and set a *goal* for any new sub-tribe before you create it. What do you want it to *do*? Remember: Elements can always be re-absorbed into the tribe which spawned them without detriment....sub-tribes cannot. They will lose *all* of the skills they have acquired previously, and that's a lot of wasted knowledge and ability.

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9) To envillage, or not to envillage...that is the question. There is something quite alluring about the freedom to roam about the countryside, exploring new terrain, and mapping your entire continent. Finding new neighbors (and killing them), and unlocking the mysteries of your home land can keep you occupied in TribeNet for a very long time. It certainly has it's appeal, and I did it for a very long while last time I played. And, there is nothing wrong with that (though some will argue about the whole "killing" part, but to each his own, am I right?) But, eventually, most players find a spot where they decide to put down the foundations for future growth...a village.

Having a village opens up a new world of opportunities which simply cannot be had as a purely nomadic clan. Refining, Distilling, Farming, Shipbuilding, Libraries, Universities....even the formation of a Nation...these are only some of the benefits afforded by village life. Village walls and other defensive works will also help protect the tribes and elements behind them, should some ne'er-do-well decide he wants to take what you have built (or...you know...eat you.)

Does every player eventually dream of owning a village? No. But, the preponderance of players do, because they see the advantages gained by village-only operations.

Building a village does not have to mean an end to your days of blissful wandering, either. You still have the option of other elements and sub-tribes remaining as mobile and care-free as you choose. Fleets can set sail from a coastal village to explore even further afield, and your other units can do so by land. But, the benefits of having a stable base of operations should not be under-estimated, even at an early stage in the game.

Hold on, though...you don't want to just plop a Meeting House in any old random hex. You would be better served by using your time afoot to seek out some prime real estate. A coal hex, with iron nearby, and trees, on a hill, is pretty great. Keep it coastal if you intend to build ships (or, build another village elsewhere for that purpose.) Consider natural defenses, too. A hex which can only be attacked by crossing a single river ford, with all of the nifty resources nearby is, in my opinion, nearly ideal (the ford can be blockaded to keep grabby hands out.) The only better spot, in my mind, is the exact same situation on an island off the coast. Gilligan and The Skipper would agree with me, I'm sure.

So, read up on the village rules, and decide if village life is for you, but don't be too hasty to start chucking logs into any old patch of dirt you find. Remember: when it comes to real estate, it's all about *location, location, location.*

10) If you *do* decide to build a village, but can't find one of those "ideal" spots I mentioned, don't fret. There are facilities in the rules to deal with that situation. Logs and stones can substitute one for the other in many buildings, but that substitution does require a little bit of skill above the standard Engineering.

Likewise, Logs may be transformed into charcoal with a Charhouse (works the same as coal), and Clay can be turned into bricks at a Brickworks (replaces stones). Copper and tin can be turned into bronze, and copper and zinc transformed into brass at a Refinery (takes the place of Iron in *most* cases, but not all). Even the refinery smelters, themselves, can be made out of stone instead of iron (though this requires a Stonework skill level of 8.) Similarly, Stonework and stones can be used to make Brickwork ovens, Charcoal burners, Baking kilns, etc. So, all is not lost if you don't find that coveted coal/iron village site (or someone else found it first, and you can't evict them). Just make

sure you have access to wood, stones, copper, and other base metals, and you'll be fine.

In Closing, I hope that the advice and anecdotes laid out above will help to clarify a few things about TribeNet which I struggled with when I first started playing. At the very least, I hope it gives you something to think about. If you have any questions, comments, or accusations, we are The Blackrune Free Company (0421), and all phone lines are currently open. Enjoy!