

Tribe News

03/809

Springend

04/809 is due

Sunday 09 July, 2017, 18.00 (Australian Time)

GM Messages

Culture Update 03/809 via 0500

Song Contest - the deadline to vote will be the same as that for turn submission for 4/809. Elsewhere in this issue should be a list of entries in the form of lyrics submitted and/or links to music or video files. To vote you must have entered the contest. Each entrant can vote for their 1st, 2nd and 3rd favorite OTHER entrants. That is you cannot vote for yourself. Votes can be emailed to jmperkins@gmail.com and must also include your clan number.

810 Tribal Games

The 810 Tribal Games will be hosted by 506. They will take place in hills, which could complicate a couple of events.

From the 809 Games, the events Dwile Flonking, Fishing, Hoplite & Jump, Kabbadi & Tug of War will carry over. These events will be replaced or renewed for two games by the host of the 811 Games.

The new events for 810 (and which will also carry over to the 811 Games) will be: Dancing, Hide and Seek, Kite Flying, Sculpture and the new optional even Raindance. Raindance uses the hosts terrain (hills for 810, unknown so far for 811), Dancing and Religion.

This means the 810 games will contain 25 events and each clan will be allowed 25 entrants. Clan 500 will contest each games by entering 1 entrant into each event regardless of how bad we are at it. Raindancing really?

Break the cabal for 811 or I believe competitive choreography is on the cards.

Making Life Easier for GM

1. When Hunting please do not show more implements than your Hunters can use. Eg 100 Hunters using 80 Traps, 20 Slings, 78 Spears, 45 Bows. Doing this means that I have to manually check when the implements run out after having assigned them on your behalf. Bottom line, if you have more implements available than your Hunters can use just show the implements that Hunters can use. In this case 80 Traps (@ 5 per), 20 Slings, 74 Spears
2. Please show Scouts in red fond when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
3. Unless there is a particular reason (and there usually isn't) keep all Scout parties similar. Tis tedious when party 1 has one Warrior on foot, party 2 has 2 mounted on horse, party 3 has 2 on foot, party 4 has 3 mounted on Elephant etc.
4. Occasionally your scouts might pull up one s hex short of where you expected. This is often because they have passed into an area with different weather pattern. Sometimes it is the judgement of the player. And sometimes it is the vagaries of the process. It is just one of those things that happens - if it happens a second time (in succession) please let me know.
5. Unless there is an urgent need, and there usually isn't please keep minimalism in mind when doing Activities. Winter is a great time for cutting Staves and Shafts if you are Jungle/Deciduous. But rather than having 10 people cut 10 Shafts and another 10 cut 10 Staves in Month 10 and the same in Month 11 (4 entries for me) have 20 people cut 20 Shafts in Month 10 and 20 cut 20 Staves in Month 11 (2 entries for me). Similarly, take Leatherwork - rather than making Trews, Hoods and Jerkins every turn have everyone on Trews one month, Jerkins the next, Hoods the next.
6. When transferring goods show the good first and then the number. Eg Shovels 10 (not 10 Shovels). The module asks for the good first - and please don't mix this up. Shovels 10, 25 Mattocks, Slaves 5 is not a good look esp when I am in auto drive.
7. In Activites show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.

New Starts

New starts may not be attacked for 12 turns. They may attack a Clan already in the game for at least 12 turns however, if a new start attacks an "established" Clan the 12 month moratorium lapses.

Elements

Free Element for new players.

New players are entitled to one Element (split from the main Tribe free of any Admin levels (that is, at Adm0). And also the Trade Element. So if you have a Trade Element, a free Element and 2 normal Elements your main Tribe is entitled to four Elements.

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 TribeNews

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

Clan Ratings 02/809

225, 277, 361, 224, 123, 363, 208, 213, 204, 232, 218, 254, 220, 243, 274, 261, 308, 330, 255, 469, 282, 299, 287, 302, 437, 461, 445, 408, 401, 412, 405, 491, 455, 489, 507, 409, 478, 493, 400, 430, 291, 472, 442, 497, 432, 411, 085, 500, 463, 470, 421, 516, 510, 508, 512, 518, 514, 456, 519, 200, 521,

Clan Ratings 03/809

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

Auction Results 03/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Hirelings 13	Steel 100	Gold 20	Silk 20	Elephants 10
Currency	(Gold)	(Cotton)	(Tin)	(Coin)	(Silver)	(Diamonds)
					37000	
					25000	11
		18000			20000	5
	20	2290	2134		15401	3
	3	500	411		1000	2

Auctions 04/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 20	Slaves 13	Steel 100	Tea 500	Spice 40	Coffee 500
Currency	(Silver)	(Jade)	(Provs)	(Skins)	(Coffee)	(Gold)

Clan Ranks 03/809

<..\..\Excel\Processing\Ranks.xls>

Hall of Fame

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

Player Messages

0400 to All

Inspired by success at the Tribal Games, the next generation of Archers is training hard.



The Hoopers of Winterbourne Tarka were late in responding to the call for entries to the 809 Mangalian Song Contest and while they prepared two songs for submission, due to technical reason (no one can understand my accent) only one song was ready for the deadline. Here follows a little background to both songs.

1) Inspirational Chanting

(by the Inspirational Choir of 0299)

Since the very founding of the village of Winterbourne Tarka in 02-807 there has been a weekly ritual, carried out by the Holy Virgin Queen Enrod, of inspirational speeches given to her most loyal subjects. At the conclusion of the third such inspirational speech the Holy Virgin Queen instructed The Senior Administrator to make the necessary arrangements that future inspirational speeches were more inspirational. The concept of the Inspirational Choir was born.

The Inspirational Choir consists of twelve of The Senior Administrator's favoured underlings, each dressed in their ceremonial administration robes, adorned with either a kepi or ushanka dependant upon the season. The choir is split into the instrumental section and the vocal section. The instrumental section consists of seven people who provide the percussion, one leads the others on a goatskin bongo while the remaining six each have a Cocobolo stave to provide the backing rhythm. The five in the vocal section provide the chanting the baritone provides the 'murmur' while the others the actual inspirational chant. The dialect is peculiar to a small ethnic group within the Hooper tribe and understood by very few of the rest.

Each performance of the Inspirational Choir is identical to the last, save the duration. The Inspirational Choir must maintain its chanting while the Holy Virgin Queen is speaking, stopping only once she has concluded her inspirational speech and left the Meeting House. The clip that accompanies this is thankfully only 45 seconds long but does give a flavour of what a longer performance is like.

There is a strict 'no alcohol' policy enforced on the Inspirational Choir following an incident at the end of 808 when Ale was first produced at Winterbourne Tarka. With his judgement somewhat impaired, midway through the Holy Virgin Queen's inspirational speech, the baritone ceased his 'murmur' and began singing an improvised version of the shepherd's song:

"We are the goat men,
We are the goat men,
We are the goat men,
Of Winterbourne."

This song does not form part of the competition entry by 0299

2) Ramaté's Prayer

(not submitted for the 809 contest)

In the time before the Hoopers undertook the great trek south to their new home of Winterbourne Tarka, life was a great deal harsher. In that time it was not unusual for the seasonal hunt to fall short of the tribe's needs and people often went hungry, or less often, they starved. Ramaté's Prayer is from that time.

One of the tribe's hunters when searching the barren tundra came upon a calf caribou, but as he readied his bronze spear he refrained from his throw. There was something about the calf that reminded him of the youngest of his three daughters, Ramaté, who the previous month he and his loving wife had buried, the child having starved after an unusually harsh winter. Perhaps it was the colour of the fur, or the look in its eye, whatever the hunter was convinced that his daughter had been reincarnated as the doe. Faced with the prospect of killing the animal he believed was his daughter reborn the hunter's dilemma was only ended when the calf walked towards him and lay its throat upon the bronze spear. The hunter understood that this was his daughter and she was giving her life that her sisters could live. As he killed the calf the hunter gave a prayer to his daughter.

Over time the prayer became known as Ramaté's Prayer and today it is spoken by the tribe's hunters over the carcass of any large animal that is killed as part of the hunt.

0461 to All

Changes in Fleet Operations

The ruling Council of the Redclaymen Tribe have now assigned females to ship crews and placed them in separate private OFF LIMITS areas on all ships of the fleet.

Speaking to the fleet personnel before starting their next exploration venture the ranking ship captain announced, "The female sleeping quarters will be out of bounds for all males. Anybody caught breaking this rule will be fined 10 silver."

He then continued, "Anybody caught breaking this rule for a second time will be fined 50 silver! Being caught a third time will cost you a fine of 500 silver!

Are there any questions?"

A gruff aged file leader from the fleet assault forces stood up and asked: "How much for a season pass, Sir???"

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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