

Tribe News

08/809

09/809 is due

Sunday 17 September 2017, 18.00 (Australian Time)

GM Messages

Culture Update 8/809 from 0500
Art Competition

This year we are awarding the Bald Chief Prize.
Entry is fairly easy.

Create or obtain an image (jpg/gif/png) of your tribe's chief (elder etc) Submit this with your tribe number AND your Art level to jmperkins@gmail.com by the due date for 10/809 orders. Submissions will be published in that or the next TribeNews.

Votes will be due the turn following the publishing of the submissions. All entrants can vote 1st, 2nd and 3rd for submissions – including their own this time – applying 3 pts, 2 pts or 1 pt.

Scores will be based on art skill, votes received and a small random factor.

While it is traditional to trade goats for votes, feel free to be innovative with your corruption.



Sample image, blueness may be symbolic rather than a realistic depiction. Maybe.

Prizes:

1st Gold Cup, 40 Gold, +0.02 Morale

2nd Ivory Cup, 20 Gold

3rd Bronze Cup, 10 Gold

Don't be discouraged if you don't have any art skill Few tribes will. If you lack a clique.... Well that's another issue entirely

Rule Proposal

At Adm6 a Tribe can have 3 Elements/Fleets. To be regarded as a Fleet you must have sufficient boats with the Fleet to carry the population plus goods. To qualify for any benefits available to Fleets and not Elements, the unit must be able to move by water, i.e. it have sufficient naval carrying capacity for its population plus goods held.

Trying to counter the unaesthetic practice of players using Fleets without ships as defaco Elements (which also complicates the rules on Locating/Raiding by and vs coastal Fleets)

Making Life Easier for GM

1. When Hunting please do not show more implements than your Hunters can use. Eg 100 Hunters using 80 Traps, 20 Slings, 78 Spears, 45 Bows. Doing this means that I have to manually check when the implements run out after having assigned them on your behalf. Bottom line, if you have more implements available than your Hunters can use just show the implements that Hunters can use. In this case 80 Traps (@ 5 per), 20 Slings, 74 Spears
2. Please show Scouts in red fond when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
3. Unless there is a particular reason (and there usually isn't) keep all Scout parties similar. Tis tedious when party 1 has one Warrior on foot, party 2 has 2 mounted on horse, party 3 has 2 on foot, party 4 has 3 mounted on Elephant etc.
4. Occasionally your scouts might pull up one s hex short of where you expected. This is often because they have passed into an area with different weather pattern. Sometimes it is the judgement of the player. And sometimes it is the vagaries of the process. It is just one of those things that happens - if it happens a second time (in succession) please let me know.

5. Unless there is an urgent need, and there usually isn't please keep minimalism in mind when doing Activities. Winter is a great time for cutting Staves and Shafts if you are Jungle/Deciduous. But rather than having 10 people cut 10 Shafts and another 10 cut 10 Staves in Month 10 and the same in Month 11 (4 entries for me) have 20 people cut 20 Shafts in Month 10 and 20 cut 20 Staves in Month 11 (2 entries for me). Similarly, take Leatherwork - rather than making Trews, Hoods and Jerkins every turn have everyone on Trews one month, Jerkins the next, Hoods the next.
6. When transferring goods show the good first and then the number. Eg Shovels 10 (not 10 Shovels). The module asks for the good first - and please don't mix this up. Shovels 10, 25 Mattocks, Slaves 5 is not a good look esp when I am in auto drive.
7. In Activites show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.

New Starts

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

Elements

Free Element for new players.

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

Email Address for Tribe Net Orders

peter.rzechorzek@optusnet.com.au

Web

<http://tribenet.com.au/>

Facebook

<https://www.facebook.com/groups/TribeNet/>

<https://www.facebook.com/tribenet.pbem>

Mailing Address

On application

Reports

The usual time for Reports to be sent to players is 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 08/809

225, 277, 123, 208, 363, 361, 224, 204, 232, 213,
218, 220, 274, 243, 254, 261, 308, 469, 330, 255,
461, 514, 287, 437, 282, 299, 491, 302, 405, 412,

445, 401, 493, 455, 489, 400, 478, 472, 524, 409,
 421, 442, 521, 497, 530, 507, 291, 516, 456, 500,
 411, 432, 506, 430, 085, 470, 519, 518, 200, 510,
 512, 526, 527, 528, 525, 529,

[Clan Ratings 07/809](#)

225, 277, 208, 123, 361, 363, 224, 204, 232, 213,
 218, 274, 220, 243, 254, 261, 308, 330, 469, 255,
 461, 287, 437, 514, 282, 302, 299, 405, 445, 412,
 491, 401, 493, 455, 489, 409, 421, 478, 506, 497,
 400, 507, 442, 291, 472, 500, 456, 432, 411, 474,
 430, 085, 470, 519, 200, 463, 518, 510, 512, 521,
 516, 527, 526, 528,

[Auctions 09/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Hirelings 13	Steel 100	Gold 20	Silk 20	Elephants 20
Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)

[Auction Results 08/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 22	Hirelings 13	Diamonds 20	Musk 30	China 20	F/cense 80
Currency	(Silver)	(Coin)	(Horses)	(Coffee)	(Fodder)	(Pewter)
					111100	
					33400	
	232000				29000	
	190000		225		25000	
	188000		150		23791	
	150000		128		14000	
	94000		61		11500	
	72000		11		8200	

Clan Ranks 06/809

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

469	Private
470	Conscript
472	Conscript
478	Conscript
489	Conscript
491	Conscript
493	Conscript
497	Conscript
500	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
512	Conscript
514	Conscript
516	Conscript
518	Conscript
519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	Conscript

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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

0461 to All

Some thoughts on moving out in bad weather

When you stop, pick your campsite location wisely. If you get off your horse at where the scouts stopped to set up camp, and you find the grass squelchy beneath your boots, a river rushing by and dark clouds gathering overhead, what do you do? Get back on your horse.

Move to high flat ground. A slope would allow water to roll into your tents and camp. Areas near rivers or ponds could flood. Don't set up under large branches that might fall in a heavy storm. In fact, don't set up under trees at all. After the rain stops the trees will drip for hours.

Set up the tents with a tarp strung overhead, sloped so the rain flows where you want it to pour off. Don't let it touch your tent roof. Use a ground cloth in the tent to give a layer of protection between you and the cold ground. Dig a small trench around the tent with an outlet leading down away from the tents.

Set up the tents with the openings facing the morning sun. It's easier to get up and moving on cold wet mornings that way.

When you set your poles with notches for hanging in and out of the tents, have your water skins hung upside down. Water always freezes from the top. If you have temps dip below freezing overnight you'll still have some water available to sip. On that subject, don't forget to have your people drink during rain storms. With the rain, we often forget about being thirsty.

Place a candle in a bowl in the tent to provide light in selected tents. In the tents designated to have fires make sure the coals don't go out. The night guards should also be on firewatch.

Set up the leather strips to capture rainwater and run it into vessels to capture it. It's the best way to maintain water for drinking.

Use a vessel as a portable piss collector. Unless you like walking in the rain and dark, or you can hold it all night, it will make the tent a lot less objectionable.

0302 to All:

Jayavanan stood near the small pile of rocks on the hill overlooking the Gulf of Velavanu as dawn was breaking, meditating, as was his custom. Soon the small pile of rocks would be replaced by a Shrine of Velavanu. Now, however, his thoughts were of the group of seafarers who had left the village so many months ago.

He remembered the day well. "You intend to go out on the Gulf in this?!!", Jayavanan had exclaimed. "Yes my chief." Samnang replied, bowing deeply. "The wood is well fitted, and strong. Our paddles are sturdy, and will serve us well." Jayavanan knew that many among his people had whole-heartedly taken to the water. He also knew the tales of old when traders crossed not only land, but the sea, trading goods and ideas. If Angkor was to become the city of his vision then this was part of their destiny. "Then I wish you and your men well, Samnang". With that Samnang and his crew pushed off from shore, jumped in, sat down, and began paddling. Many among the Khemeri watched until they were completely out of sight.

Months after that day there were rumors and stories from the locals of sightings of Samnang and his crew further along the coast, but the last of those reports were many months ago. He as many others wondered if they would ever see their friends again.

It was as he pondered those very thoughts that he heard a commotion from down along the beach. Just then Kiri and Ponele'ak, his trusted guards, came running up. "My chief! You must see this!" The three men hurried down the hill and out to the beach. A crowd had gathered. They looked out and could see a boat approaching. Surprisingly, though, it appeared that someone was standing on the bow. As the boat got closer the waves approaching the shore caught them, and then they all stood in unison slightly crouched balanced on the rails of the boat, paddles in hand. The crowd was cheering as more Khemeri poured onto the beach from the village. Then one final wave caught them and brought them rushing ashore, and as the boat hit the beach the men all deftly leaped from it. Samnang and his crew had returned!

The crowd swarmed them and welcomed them home. Jayavanan approached Samnang and greeted him. "Samnang, we are so pleased that you have returned. Tell us about your voyage."

"Whoaaa, once you get out there, man, it's like there's nothing but you and the water, and it's all about that next wave. Then when you hit it, you just gotta paddle out and go for another." Clearly, the experience had been transformative, Jayavanan thought.

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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