

Tribe News

12/809

Winterend

01/810 is due

Sunday 19 November 2017, 18.00 (Australian Time)

GM Messages

Vale Darrick White 0508

Beale (0524) to All

Darrick was a proud gay Texan-Mexican-American and a bit of all 4 filled up his personality. Darrick could throw shade better than a jock throws ball, and he could catch and return it just as fast. His mouth got us into trouble a few times. His imposing height and attitude got us out of trouble got us out of trouble too and when it didn't he never backed down from a fight. Darrick was sincere to a fault. He had little filter and his face told you a story. That's what I loved about him, he was straightforward, when he was mad he was a hurricane and when he loved he loved with the same intensity. He meant the world to me. He was my partner in crime and my on again, off again partner in life. He was a literal giant of a man at 6' 4" and I can't believe his shadow won't fall on me again.

Seeking

Coming turn

[Culture Update 12/809](#)

The 810 Tribal Games will be held in 2/810, hosted by 506, in grass hills. This year there are 25 events. Details are being submitted in a separate file. Orders and votes for the host of the 811 Games can be sent to jmperkins@gmail.com. 811 Games nominees so far: 400, 456, 493, 516



[The 810 Tribal Games](#)

The Tribal Games are a collection of events reflecting the skills, activities and sports of the tribes and villages that make up this varied and cultured world. There are currently 15 mandatory events and 31 optional events from which the host selects 5 to be represented at their games and which will also carry over to the following games (see appendix 1 for full list of events with Team events bolded and appendix 2 for an optional order sheet including the events for 810.) It is expected these will be selected for the advantage of the host and their allies. This comes to 25 events (15 mandatory, 5 optional from previous games, 5 from current games.)

Most events have a skill and/or terrain type (sometimes more than one,) which provides an advantage to participants. Skill advantages are reasonably straightforward - eg for the Archery event, each skill level you possess in archery provides a performance bonus.

Events take place in the terrain of the host. Terrain benefits are environmental based on the broad classifications of flat, hills or mountains. All tribes are considered to be from a flat environment, villages (occupied meeting houses) belong to the terrain type you built them in. If you were hosting the games in your deciduous hill village, the games would take place in hills. Having terrain type the same as the host site is equivalent to a level 5 skill bonus.

A Clan with multiple tribes/villages can select the most advantageous sub-tribe for their events, but for a single event the terrain and skill selected must all come from the same sub-tribe.

Substance Abuse

Following the games, a list of winners and the skills/terrain they claimed will be submitted to the GM. Any found to have enhanced performance by providing alternative facts will be disqualified and medals will be redistributed and the GM may provide a penalty of his choosing.

Hosts

Hosts for 810 and going forward will be elected. After being elected, a host must nominate a site (one of their villages or the tribe) for the next games and select 5

of the optional events to hold. This must be done by the due date of the following turn, to be announced in the next Tribal News. The host site will be flat if the games are hosted by a tribe or flat/hills/mountains depending on the terrain of the hosting clan village.

Participation

Each clan is entitled to enter a number of competitors equal to the number of events in the Games. At present this is 25.

However, you do not need to enter each event. You can choose to ignore some events and enter up to 3 competitors in non-team events. You may only have one entrant in a team event.

The information required to enter is listed in Appendix 2, basically this is your Clan number, who you are voting for to host the next games, how many entrants you are putting in each event (total cannot exceed 25, only 1 entrant allowed for team events, maximum of 3 for non-team events), for events that are affected by terrain, your terrain type (flat/hills/mtns) and your skill levels for relevant skills.

This must be submitted to jmperkins@gmail.com by the due date for 2/810

Rounds

Teams are randomly drawn to play one other team in a knockout format (NPC cities will be used to make the number of entrants convenient, or possibly if they performed well in the event previously. One or more of the better performing losing sides may progress to provide sensible numbers.)

Where there are more than 8 competitors in an event, elimination rounds of pools of at most 8 participants each will be run. The winners of each qualifier will go through to the final, with the best other performances filling out the final to 8.

Results

The results will be published in Tribe News and also on Facebook.

Prizes

For each event the winner will be awarded a gold medal, the second-placed an ivory medal and the third-placed a bronze medal.

Clans are awarded 3 pts for each gold cup, 2 for each ivory and 1 for each bronze with the following prizes for overall medal winner tally winners:

1st Gold Cup 40 Gold +0.02 Morale

2nd Ivory Cup 20 Gold

3rd Bronze Cup 10 Gold

Orders can be submitted using the form labeled Appendix 2.

Appendix 1 All Possible Events - 5 optional events selected by host for their games and the following games

Mandatory Events	Skill	Optional Events	Skill
Archery	Arc	Animal Disassembly	Bon, Gut Skr
Boxing	None	Art	Art
Club & Heater	Com	Basket Weaving	Wv
Discus	None	Bull Taming (Jalikkattu)	Herd
Fencing	Com	Caber Toss	For
Goat Obedience	Herd	Dancing	Dan
Hexathlon Run/Jump/Arc/ Wrest/Horse race, Club & Heater	Per each discipline	Digging	Min
Horse Racing	Hor	Dwile Flonking¹ (Team)	Dan
Javelin	None	Architecture	Eng
Jumping	None	Fishing	Fish
Running	Terrain of location	Fodder Toss	Farm
Stone Put	Terrain Hill/Mtn	Canoeing	Row
Weight lifting	None	Clay Pigeon Making	Pot
Wood cutting	For	Diplomacy	Dip
Wrestling	None	Hide and Seek	Seek
		Hoplite and Jump (full armour)	Terrain, Com Sct
		Kabaddi (Team)	None
		Kite Flying	None
		Literature	Lit
		Mace Throw	None
		Music	Mus
		Pancratium	None
		Raindance	Terrain, Dan Rel
		Sailing	Sail
		Sculpture	Stn
		Shin Kicking	None
		Spelling Bee	Lit
		Stone Cutting	Qry
		TriBall (Team)	Tri
		Tug of War (Team)	None
		Wallbreaking	HvyW

¹ Look it up

Appendix 2

Tribal Games Clan #

Year: 810

Vote For Next Host Clan :

The 810 game are hosted by 506 and are in hills. They may not be alive with the sound of music but there is a lot of stomping that we have been told is meant to be Dancing.

Event	Skills and/or Terrain	Entrants (max 3, 1 for Team events)	Terrain* Flat/Hill/Mtn	Skills
Archery	Arc			
Boxing	None			
Club & Heater	Com			
Discus	None			
Fencing	Com			
Goat Obedience	Herd			
Hexathlon	Terrain/Arc/Hor/Com			/ /
Horse Racing	Hor			
Javelin	None			
Jumping	None			
Running	Terrain of location			
Stone Put	Terrain Hill/Mtn			
Weight lifting	None			
Wood cutting	For			
Wrestling	None			
Dwile Flonking (Team)	Dan			
Fishing	Fish			
Hoplite & Jump	Terrain/Com/Sct			/
Kabaddi (Team)	None			
Tug of War (Team)	None			
Raindance	Terrain/Dan/Rel			/
Dancing	Dan			
Hide and Seek	Seek			
Kite Flying	None			
Sculpture	Stn			
		Total should = 25		

*Terrain for all tribes is flat, for entrants from villages this is the broad terrain of the village. You cannot use the skills from one part of the clan and the terrain of another for the one event.

Current Religions

Disciples of Attara
0361

Janus
0445

Velavanu
0302

Minerva
0437

THOZ
0524

The Eyes of Horus
0525

The Wandering Eye
0497

Fleets

If you have illicit Fleets (that is, not enough vessels) normal Adm requirements will be waived til this is rectified.

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.

[Clan Ratings 12/809](#)

225, 208, 123, 204, 363, 224, 232, 213, 218, 361, 274, 220, 243, 254, 514, 261, 308, 469, 255, 461, 437, 530, 330, 445, 299, 506, 401, 491, 287, 400, 282, 302, 493, 405, 412, 455, 489, 478, 409, 497, 507, 442, 421, 521, 456, 291, 500, 411, 432, 474, 519, 430, 470, 085, 526, 518, 512, 510, 516, 200, 528, 531, 532, 533, 472, 525, 534,

[Clan Ratings 11/809](#)

225, 277, 123, 208, 204, 363, 361, 224, 232, 213, 218, 274, 220, 243, 254, 514, 261, 308, 469, 255, 437, 530, 330, 445, 461, 506, 401, 299, 287, 282, 302, 491, 493, 400, 405, 455, 412, 489, 478, 409, 497, 507, 442, 421, 521, 456, 291, 500, 411, 432, 519, 430, 470, 085, 526, 518, 200, 510, 512, 516, 528, 531, 532, 533, 508, 472, 525,

[Auctions 01/810](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 25	Hirelings 23	Brass 200	Steel 100	Olives 100	Silk 100
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)

[Auction Results 12/809](#)

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)	(Pewter)	(Furs)	(Tea)	(Coin)
	241001	101	220	1445	1000	3
	231000	40		251	201	
	150000	30		102	150	

	116000	20			
	50000	17		39	
	15100	5		33	11

Clan Ranks 12/809

85	Private
123	Captain
204	Sergeant Major
208	Sergeant Major
213	Sergeant Major
218	Sergeant Major
220	Sergeant
224	First Lieutenant
225	Captain
232	First Sergeant
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Lance Corporal
277	First Lieutenant
282	Private First Class
287	Private
291	Private First Class
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 Private
 472 Private
 478 Private
 489 Private

491 Conscript
 493 Conscript
 497 Conscript
 500 Conscript
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Hall of Fame

	Clan	First	Last	Rank
Andy Nicol Lieutenant	0277	01 800	11 809	First
Chuck Berry Major	0204	01 800	11 809	Sergeant
Rich Moore Sergeant	0363	01 800	08 807	

Ada Kerman	0230	10 800	01 809	Corporal
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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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Player Messages

Anon to All

Religious Constitution

Ve Vant Vegetables

The VeVaVe is a strictly vegan religion.

No meat consumption is allowed.

No animals may be slaughtered.

No skin, leather, fur, gut or bone products may be produced or employed.

No research is permitted involving animal based products.

Animals includes fish. And icky things. Repeat, no icky or icky things.

All members must attempt Farming at least every second Primary attempt until level 10 is achieved. Once Farm10 is achieved, Distilling must be attempted instead. Once Distilling 10 is achieved, Cooking becomes the target skill.

All members must attempt Farming Research in the following sequence.

1 Cabbages

2 Potatoes or Rice

3 Soybeans (for tofu)(and soy sauce)

All members must prioritize Vinegar (for pickling and especially for sauerkraut) as their initial Distilling Research

Cooking Research must first be concentrated on sauerkraut/tofu/soy sauce in any order.

Benefits

Smugness - for each level of religion and each turn in the religion, each member receives +0.01 to their smugness rating

0282 to All

The Bone Connection

The young warriors had been standing respectfully for nearly two hours now as the envoys continued their lengthy discussion on important matters of trade. One visitor sipped his drink thoughtfully from the village's only chalice before continuing to make the same point about barge docking for the third or fourth time. It was getting hard to keep track. Aandvaar looked on wistfully, thinking about all the things he'd rather be doing besides stand here in the midday sun. Even goat herding seemed less dull at the moment. But earlier that morning Og had warned them all sternly, "Do not show any sign of weakness in front of the visitors!"

All young warriors would stand at the ready throughout the negotiations. And Og would be watching for the poor soul who so much as cleared his throat or scratched his nose. They knew there'd be hell to pay if he saw it - and he always saw it. Og never missed a single detail.

Aandvaar knew that he should clear his mind, but he just couldn't take any more of this drivel while he had to stand perfectly still and wait Janus knows how much longer. Besides being bored out of his mind, he was parched as well. What was that blathering idiot talking about now?

" ... and so if I understand you correctly; we are to supply a contingent of warriors to locate this ore deposit some distance away - was it beyond that hill you say?

Yes. Quite right. Beyond that hill, perhaps four months' travel.

Oh, four months' travel? I thought it might be five. But back to my understanding. We send the contingent to mine the ore.

Correct.

Any you send a different contingent on those barges to pick up the ore.

Yes.

And you bring the ore back here -

Where you refine it.

Oh, yes, yes. We are developing our refining capacity now. Quite remarkable.

Of course.

There was something bubbling up in Aandvaar, and he didn't even know it. It started as a little hum. Not out loud of course. Just in his head, or maybe his gut. But it began to build, little by little.

So this is where the trade guild comes in?

Yes, quite right again.

The trade guild - we're going to need more horses you know - Ivvania. Make a note of that. We're going to need to put our breeders to work.

You were saying?-

Oh, yes. The trade route. Hmm. Let me see. The trade route goes to your main village.

No, not quite. It goes to the smaller village.

The smaller village? What the devil for?
Because the main village is just too far.
Oh, yes, yes. Of course. I remember now.

It was definitely building to a crescendo. The humming was becoming audible, but just barely.

Ok. So the people in the smaller village carry the refined metal to the main village.
You're nearly there, go on.
And the main village mixes it with another metal?
Yes.

Never heard of that. Two metals together. Hmm. What will these young people think of next?

Aandvaar had lost all track of where he was. His humming had grown loud enough for several warriors on each side to clearly hear him, although the words weren't quite clear yet. Og sensed something was amiss.

So this new mixed metal is transported again to someone who wishes to buy it?
Exactly.
And the profit works its way back through all the connect-

That's it! Connections!! Aandvaar dropped his spear and belted out:

*"The leg bone's connected to the... knee bone.
The knee bone's connected to the... lead bone.*

a few giggles escape from his immediate neighbors

The lead bone's connected to the... barge bone.

now snorting from most of the line

The envoys stopped and stared in disbelief.
Og was not pleased, and started in Aandvaar's direction.

The barge bone's connected to the... funny bone...

And the entire row literally collapsed in convulsive laughter. Pandemonium ensued.

The envoy's gasped as Og and two older warriors hauled Aandvaar off behind the camp but he continued to scream,

"The Bear Clan's connected to the..Barge Clan...

Research Proposals

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