

Tribe Net Rules

The Mandate

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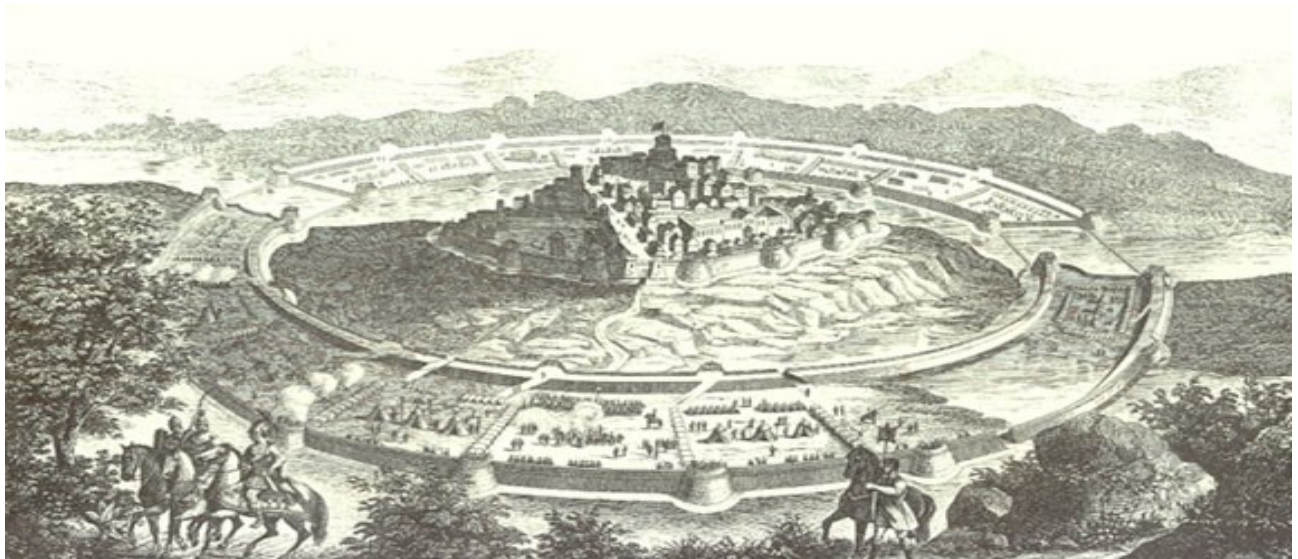
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1. In the Beginning

1.1 The First Orders

Laid out ahead of you are the full rules to Tribe Net. As you will see, there is a good degree of detail. This cannot be digested in a few hours. However, the vast majority of this information you will not need in the early turns. So when constructing your initial Orders, you should rely on the Beginner's Guide and [use its Example of Orders](#) as a guide (rather than trying to read all the rules first).

Your Orders will become more detailed as your Clan develops, as you talk to other players and as you read further.

The essential elements to your Orders are:

Activities: assign the required Herders, Skin, Bone and Gut whatever Goats your skills allow, and the rest of your Warriors and Actives to Hunting (which is best in Spring and abysmal in Winter). You will also be able to assign people to Activities such as Tanning, and Leatherworking (for example, Slings).

Transfers: Scouting: deploy 6-8 Scouting groups of 1–6 mounted warriors in a variety of directions.

Skill Attempts: make your two Skill Attempts.

That's it! For a summary of this [see the Beginner's Guide](#).

3. Try to establish contact with other players as soon as possible – to exchange mapping, locations of resources, trade possibilities, and general discussion. It is rare (but not impossible) for players to enjoy the full value of TN without such interaction. There is a Facebook page: <https://www.facebook.com/groups/TribeNet/>, which can be good way to contact other players.
4. Should you run into a Clan 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 Clan number in question. You can also send messages to other players via Tribe News.

2. Mechanics

2.1 Basics

Tribe Net is a Play by Email (PBEM) game in which each player controls one Clan of people. You should think of a Name for your Clan. From the initial Clan the player may create Tribes (also called “sub-Tribes”). Tribes can spawn Elements and Fleets (as well as Couriers and Garrisons). The general term applied to these entities is “Units”.

Clans are located on a hex(agon)-grid map aligned north-south, each hex represents 25 miles across. Thus directions are indicated by N, S, NE, NW, SE and SW. Your clan can move around the map by giving directional instructions during the movement turn. The setting is the Northern hemisphere.

2.2 Turnaround Time

Turns (representing game months) are processed usually every two weeks. 12 turns make up a game year. A game year has 12 seasons:

Springtide; Midspring; Springend (the Spring seasons)
Firstfair; Midsummer; Summerend (the Summer seasons)
Autumn; Midfall; Harvestend (the Fall/Autumn seasons)
Lastfair; Midwinter; Winterend (the Winter seasons)

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

At Christmas there is a 3-week turnaround.

2.3 Turn Sequence

Game turns follow the following sequence:

1. Miscellaneous orders (for example, creating new units, statements of War, Truce, etc.)
2. Activities (each person/animal/item may be utilised for 1 Activity per turn).
3. Before movement transfers
4. Tribe movement
5. Scouting
6. After movement transfers
7. Skill/Research attempts
8. Provs eaten.

There are some miscellaneous orders which can occur at different points in the sequence.

2.4 Default Turns

If no Orders are received for the Clan the Default turn will consist of: Animals will be herded, 70-80 % of warriors to defence, and remaining Actives and Warriors Hunt (the main Tribe will hunt for all units). An attempt will be made to run a turn based on the last Orders for newer players. The previous month's skills will be attempted. Population growth will occur. The Turn will incur normal costs.

2.4.1 Default Orders

Default orders may be given to the GM. If the normal orders are not received the default

orders will be used. These have to be clear or they will be ignored.

2.5 New Starts

In general it is OK for new players to start near their friends - as long as this does not compromise the position of other players who are in the general area, and if there is enough room. New starts may not attack nor be attacked for 12 turns (unless they do something blatant, for example, moving into someone else's hex). They may, however, engage in mutual Raiding.

2.5.1 Restarts

This option is available if the Clan takes heavy losses or otherwise desires a restart.

Being knocked out is not fun, but it is not the end of the world. A restart position can be constructed to acknowledge the player's past involvement in the game. A big loss in combat is not intended to knock the player (as opposed to the Clan) out of the game. To this end the restart is designed to retain most of what the player and the Clan has built up over the years of play (while also rewarding the victor with the spoils of victory). One thing that will be lost is the Clan number (and name) and this can carry an emotional impact. The sort of location you are about to start in is determined by a player's political history – certain players have established the sort of reputation that might see them more open to likelihood of attacks than others – that is, the player is not distinguished from the Chief running the Clan.

2.5.2 Taking over established Clans

Once players drop out so do their Clans - unless there is a specific request at the time for a new player to take over the position. This request must come from both the retiring and the incoming player. Any Credit or Debt will be retained. New players will usually have a new start – but in some cases there may be an already existing position available. The GM reserves the right to make judgements on a case by case basis.

2.6 Reminders that Orders are due

The GM sends 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, he will follow this up some time later with a personal reminder if he does not think your orders have been received; if you get a personal reminder and think you have already sent your orders, it is advisable to re-send them or at least point to the email when they were sent.

2.7 Other Documents

Along with your turn report you should expect to receive Tribe News – the turn newsletter. There are also Hunting, Seeking and Mining spreadsheets collectively known as Tribe Manager that you should ask for at some stage. There are some other documents that you will not receive in the start-up distribution of materials. One of these is the Q&A document that contains a number of questions asked by the players over the years - it is quite chaotic in structure but quite useful if you use a specific word search routine. There is also the Combat document that provides some of the technical details of combat - weapon damage, armour effects, effect of terrain etc. A third document is the Research list, which lists some topics that can be investigated by tribes that have reached a high level of skill in various areas. However, it is recommended that you ask for these after you are pretty comfortable with the rules and the game.

2.7.1 Reading Excel Sheets

<http://www.openoffice.org/>

Open office a free version (open source) of office it allows you to open and use both Excel files and Word files.

Allows you to use and edit a compatible spreadsheet.

2.8 Finding Information

Use the Contents section of this document as your general guide. However, the nature of open-ended games means that there are likely to be many cross-references to ideas and rules. For example, references to Hunting might appear in sections other than the section entitled "Hunting". Modern word processing has a nifty facility that gets around this problem. This is the "Search" or "Find" facility, usually opened with "Ctrl" + "F" keys. For example, to find all references to Hunting in the rules hit Ctrl+F and enter "Hunting" then work through the document.

3. Basic Concepts

3.1 People

Each Tribe in your Clan is divided into 3 (roughly) equal groups of people being:

Warriors: Who may perform EITHER a warrior activity or a general activity.

Actives: Who perform general activities.

Inactives: Who eat, breed & perform passive activities such as collecting water etc.

In addition there are other classes:

Guards: The defenders of local settlements (see [3.13 Locals and Cultural Support](#)) and structures built in Special Hexes (see [3.12 Special Hexes](#)).

Hirelings & Auxiliaries: Perform general activities. See [3.11 Hirelings, Auxiliaries and Mercenaries](#).

Locals: Perform general activities in the Home Village. These are hired from Local settlements, see [3.13.5 Local Hiring](#)

Mercenaries: Perform limited activities, mainly defending. See [3.11 Hirelings, Auxiliaries and Mercenaries](#).

Militia: Help defend the Home City. See [19.1 Benefits](#) (point 5 Militia).

Slaves: Perform general activities. See [8.31 Slavery](#).

3.2 Morale

Each Tribe has two morale levels: General Morale level that affects a number of factors in the game (including in particular population growth); and Combat Morale level which affects combat.

General Morale may be increased by:

- Successfully increasing a Cultural skill.
- Building structures (see Research)
- Miscellaneous bonuses, which may come via Special Hex invitations.

In cases where structures improve Morale, players must tell the GM if they are vacated.

Combat Morale may be increased by:

- Winning battles
- Holding certain research topics may increase your “effective” morale in combat. For example, Combat Morale is increased by 0.01 for each Relic held to a maximum effect of +0.05 (where opponents each hold Relics, combat morale is only increased for the highest holder via the difference in number of relics held, with the net gain still subject to the 0.05 maximum effect). Bearing an Epic Tapestry into battle raises your Combat Morale by 0.05
- Civilian Support. A Tribe’s General Morale carries over into Combat Morale to a very limited extent. A Tribe with General Morale of 1.100 – 1.199 gains +0.01 Combat Morale when defending a Walled/Ditch/Moat Village site; 1.200 – 1.299 gains +0.02; 1.300 – 1.399 gains +0.03 and so on (i.e. each full 0.1 over base 1.00 General Morale adds +0.01 Combat Morale).

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Combat Morale may also be decreased – losing a Battle is a good way to do this.

Note – the split of Morale into General and Combat morale is relatively new and the Research document (and some other documents) may not reflect this change.

3.3 Provisions/Water/Fodder/Animals

3.3.1 Provisions

Each turn you will need to supply 1 unit of provisions to each Clan member (including Slaves, but not Hirelings, Auxiliaries and Mercenaries – though this may change in the future). People not fed have a rebellious tendency to drop dead. Provs used are calculated after the population increase right at the end of the turn.

Hunting (and Gathering) supplies most provisions initially, any shortfall will need to be made up from your herds, fishing, baking, grain etc. Hunting occurs prior to eating each turn (see also Cooking).

Any time Dogs, Goats, Cattle, Horses, Elephants are killed, Including Skinning, Gutting and/or Boning, Provisions are created, as follows:

Goats = 4 provs	Cattle = 20 provs	Horses = 30 provs	Elephants = 60 provs
People = 10 provs	Dogs = 3 provs		

Provision requirements for People and Slaves are calculated AFTER the Tribe grows in number. Thus, you could start the turn with 10000 People and Slaves, but due to births/deaths/etc... could wind up with 10250 People and Slaves, requiring an extra 250 Provisions. This potential required extra number of Provisions should be considered when planning for a Tribe's needs. Because eating of provs occurs at the end of the turn, it follows that the number of provs that will be eaten by the unit in the turn must be carried by the unit during movement and therefore these provs must be included in carrying capacity calculations.

Killing Animals for Provs

Animals may be killed for provs as an Activity “Killing” (Eating Animals does not work). No people are required to do this, but you do need to indicate the type and number of animal killed. Specify the number of animals to be killed, “kill all” will not work.

Elephants:

Elephants: equal 60 provs, 6 skins, 12 gut, 12 bones. Requires 2 people to skin, 1 to gut, 1 to bone.

They require 30lbs water, 12 fodder per month when these are required in siege, desert, snow etc. Uses 10 yards space during siege. 1 herder herds 5 elephants.

They can carry 3 riders when carrying no other goods. Elephants may carry (one)

Ballistae/Catapult/Wagons and may cross Swamps and other terrain with these items. (Two or more animals cannot be used to carry an item that cannot be carried by one). When Elephants carry Wagons/Ballistae/Catapults these items are treated as cargo and may enter or leave any hex that Elephants may access. However, a single Elephant may carry only one of these items when passing through terrain that would not otherwise permit such items.

Note: if you are using Elephants to carry Wagons/Ballistae/Catapults into terrain they could not normally enter please indicate this next to your Movement Orders. Carried Wagons cannot

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themselves be used to carry Goods. When an Elephant carries a Wagon (empty) through Swamps etc it may carry nothing else. Summary: the role of Elephants is to either carry empty Wagons (and nothing else), which is useful for entering terrain not normally accessible to Wagons. Or to pull Wagons as per Horses and Cattle.

In short Elephants are able to carry empty Wagons (as if they are cargo) and given other conditions are satisfied this allows mounted movement and movement through Swamps and Jungle etc. Elephants may pull Wagons as per Horses but this negates mounted movement AND entry into restricted terrain. The present code allows for some violation of these conditions, but continuation of this situation should not be presumed.

It should be noted that Elephants can be contrary and at times your carrying capacity and movement may not be as anticipated.

3.3.2 Starvation

Occurs mainly due to mismanagement of resources. Remember, even if you have a Unit in the same hex with sufficient provs to feed the starving group this will not save them (unless a Goods Tribe relationship exists). You must transfer the provs to the Unit in question (that is, provs are not automatically transferred to stave off starvation). 1 person will starve for each 5 provs short. If you run out of provs, animals are automatically killed in the following order: Goats, Cattle, Horses (Elephants and Dogs must be killed manually). If you want a different order you should order "Kill xxx (insert animal type)" as an Activity.

3.3.3 Water

People require 10 lbs of water (1 Water = 1lbs) in some terrains. Slaves/Goats/Dogs require 5 lbs of water, Cattle / Horses require 20 lbs, Elephants = 30lbs.

Water may be obtained automatically in any hex (using the Order "Gather Water" in the Activities phase) but arid/desert/sea (unless the former two are next to a fresh water source – in this case you need to indicate this when giving the "Gather Water" order). 1 person will die of thirst for each 5 water short (that is, 20% of people if no Water present). Similarly 20% of Animals will die. Empty vessels may be filled simply by stating so in your Activities phase as "Gather Water". All vessels will be filled (that is, cannot fill partial vessels, if you have too much Water you can Dump some on the following turn). Containers (and Water etc) need to be on hand at the start of the turn (that is, can't depend on receipt from other units in Transfers). If Water is transferred to another unit then relevant containers must accompany it.

Should the Tribe [start](#) a turn in Arid/Desert/Lake/Ocean (non coastal) hex, then Water (and Fodder if the tribe has animals) will be required. Players need to transfer Water to usage if people/animals start a turn in arid, desert, water etc or else show losses to Thirst.

3.3.4 Fodder

You will not need Fodder in the early turns. Herd animals can't find enough to eat in terrain such as desert or if at sea, though Winter itself is not a problem. Horses require 8 Fodder, Cattle 5, Goats 1, Elephants 12. Grain can be used in place of fodder (1 grain = 1 fodder). Players need to transfer Fodder or Grain to usage if animals start a turn at desert etc or else show losses to Starvation (which will be 25% of stock on hand).

3.3.5 Animals

The specific rules for herding and processing animals are set out in [Section 8 Tribe \(General\) Activities](#), but a brief summary of the yields per animal and the people needed is set out below.

Yields per animal				
	Provs	Skin	Gut	Bones
Goat	4	1	2	2
Cattle	20	2	4	4
Horse	30	3	6	6
Elephant	60	6	12	12
Dog	3	1	1	1

Number of animals 1 worker can herd/process				
	Herding	Skinning	Gutting	Boning
Goat	20	3	6	6
Cattle	10	1	3	3
Horse	10	1	2	2
Elephant	5	0.5	1	1
Dog	10	4	8	8

Animals on ships count as cargo. Their weights can be found in the weights chart in [section 6.2 Weights](#). Animals on ships at sea do not need to be herded. Animals on ships at sea will require water and fodder at the same rates as animals in a siege (see [section 13.3 Siege life](#)), which are also set out above in 3.3.3 Water and 3.3.4 Fodder.

3.4 Tribal Interactions

You can communicate, either directly or through the game with other Tribes. Such communications may provide you with useful maps/information (or lies). Due to one reason or another it may turn out that a Clan becomes isolated. The player might prefer this but if you feel you are not getting enough interaction and would like more please let the GM know.

3.5 Transfers/Trade

Transfers occur Before Movement (not before Activities or during Movement). There is currently a limit of 6 items (not including warrior/active/inactive, nor containers for liquids) on the BM transfer between 2 units; there is no limit on the number of items if you are using the automated transfers option. In addition, a single internal transfer of up to 3 goods (not people) is permissible After Movement (one unit transfers to one other unit in the same Clan only). This limit on AM transfers is also removed when using the automated transfer sheet.

The units which you are transferring to and from must be specified exactly.

To Trade (transfer) items there are two means available:

1. By sharing the same hex - that is, parties to the trade having a Tribe/Element etc occupying the same hex at the same time.
2. By transferring if the Tribes/Elements of the SAME CLAN are in adjacent hexes and at least one of the hexes is a Village of that Clan (that is, has a Meeting House). (NB - this cannot be done in the same turn that the MH is built)

Notes:

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1. Any particular item may be transferred only once in a turn. You therefore cannot have unit 1263 receive Staves from 0263 and then transfer them to 1255 in the same turn (but you can have 1263 transfer Staves it already held to 1255, and then receive more Staves from 0263 – make sure your orders have the correct sequence to avoid these problems).
2. The same item type cannot be transferred between the same units more than once in a turn. For example, if 0263 transfers 20 Staves to 1263, it cannot also transfer another quantity of Staves to 1263. This problem usually only arises due to order errors (repeated entries between the same units) or where there is a reorganisation (e.g. splitting off an Element) and regular transfers in the same turn.
3. Items transferred are not available for use in the receiving unit until the next turn (the only exception is that provs can be eaten).
4. People can be transferred within a Clan on the same basis.
5. Transfers cannot be conditional upon the transfers Orders of other players.
6. Slaves may be transferred between Clans on the same basis.
7. Using adjacent hex transfer to move items such as Wagons into restricted terrain is permissible, however Transfers across Rivers (unless Ford) are not. The use of a Ferry does enable adjacent hex transfers across a River, but not across one hex Oceans or Lakes.
8. Please 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”.
9. If alcohol is transferred without containers you can expect to lose 10% through Spillage. Containers need to be shown as part of the Transfer.
10. The After Movement transfer should not be dependent on goods expected to be received from another Clan in before movement transfers. Players should also take care that the intended transfer will be valid (preferably transfer only between units that will certainly be in the same hex). This rule will be reviewed from time to time.

Please try to make no more than ONE reference to any Transfers (for example, do not include them at the start of Orders and then again under an individual Tribe) - and try to include them all in one place in your Orders (Transfers sheet is best). And you do not need to make reference to any goods you expect to receive.

http://www.aurlaea.com/article-177-ancient_trade_and_civilization.html

3.5.1 Transfer Code (see [Section 26](#) Administrative Rules)

3.6 Splitting your Clan and Tribe

You can split up to another four Tribes from your Clan that will each have its own separate skills and skill attempts. This is discussed in sections 3.6.1 -3.6.3

You can also split (and re-absorb) various types of sub-units from a Tribe, which is discussed in sections 3.6.4 - 3.6.8

3.6.1 Diplomacy and Tribe Splitting

You can't split off a new (sub) Tribe unless you have a sufficient Diplomacy level. The main Tribe and sub-Tribes are known collectively as “the Clan”. The highest Diplomacy level in the Clan determines how many Tribes you can break the clan up into.

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You may have one Tribe per level of Diplomacy (in the most skilled Tribe) eg Dip 1 = 1 Tribe, Dip 2 = 2 Tribes etc. The maximum number of regular Tribes a Clan may have is five (that is, four sub-tribes), but additional foreign nation tribes may be added, see Section 23. The total number of regular plus foreign Tribes in a Clan may not exceed 10.

3.6.2 Setting up a new Tribe

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 organisation's skills. At no other time may skills be transferred.

3.6.3 Transferring People

You may transfer as many people as you like into a new sub-Tribe (as long as they satisfy the 1/3 of each type of people condition, that is, equal numbers of Warriors, Actives and Inactives). After the initial start-up of a new sub-Tribe you may transfer people to it from the unit that spawned it or other units in the same hex.

Players are recommended to maintain units (and hence Tribes) at or near an equal mix of types (Warriors, Actives and Inactives), as population growth depends on the size of the smallest type for each unit.

It is permissible to absorb the entire population of a Tribe into another Tribe, losing all the absorbed skills. A Sub-Tribe can only be split from the main unit of the Tribe with the highest Diplomacy level. A Sub-Tribe can only be reabsorbed back into the Tribe with the highest Diplomacy level.

If exceptional circumstances arise which would violate the above conditions (for example, two Sub-Tribes being attacked or otherwise under threat, and where the circumstances would seem appropriate to justify an absorption of one Tribe into another) - the GM will make a judgement on a case by case basis.

3.6.4 Splitting units from a Tribe

Each Tribe may split off various types of units, most of which require that Tribe to possess certain skills.

- a) Elements – these normally require Administration skill, except that new players can have ONE bonus element for their Clan (NOT one per Tribe) and all players can have a Trade Element (again, one per Clan)
- b) Fleets – these also require Administration skill
- c) Garrisons – these require Garrison skill, see [3.6.6 Garrisons](#)
- d) Couriers – these require Courier skill and only one Tribe in each Clan may have this skill, see [3.6.7 Couriers](#)
- e) Archaeology Element – these require Archaeology skill and the Clan may have only one such element (plus an archaeology garrison), see [Section 21 Excavation/Artefacts](#).

These units (of whatever type) continue to be a part of the Tribe and use the Tribe's skills and don't develop their own. These units cannot spawn sub-Tribes, though Elements (except the Trade Element), Garrisons and Fleets can spawn other Elements or Fleets (if the Tribe has sufficient Admin skill) or Garrisons (if the Tribe has sufficient Garrison skill). The term Element is sometimes used in these rules to encompass any type of unit, whether Element, Fleet, Garrison, Courier or Archaeology Element. Depending on context, the term Tribe may refer

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collectively to all the units in that Tribe or just to the primary unit for that Tribe.

Notes:

1) A unit is similar to a main Tribe unit in most respects, except:

(a) a unit does NOT have its own list of Skills, but, instead, automatically possesses all of the Skills of its corresponding Tribe

(b) a unit does NOT make Skill attempts

(c) any Scouting performed by an Element, Fleet or Garrison is included in the "maximum of 8 Scouts per Tribe" limit for its corresponding Tribe (NB Couriers cannot Scout, and Fleets cannot scout at sea and only scout by land when in a land hex, i.e. coastal or riverside)

(d) units must be smaller than the main unit of the Tribe that spawned them (that is, after creation the unit may not be bigger than the numbers remaining in the main unit of the Tribe that spawned it). NB this is an ongoing requirement, not just at creation, so that the main unit of each Tribe should always be larger than any of its other units (elements, fleets, etc).

2) Splits (and transfers into the split unit) should be done after activities and before Movement.

3.6.5 Elements/Fleets

A Tribe is permitted a number of Elements or Fleets as determined by Admin level.

At Admin 2 you may have 1 Element or Fleet (mobile or immobile).

At Admin 4 you may have 2 Elements/Fleets.

At Admin 6 you may have 3 Elements/Fleets.

Trade Element

The Trade Element may be created as a one off unit* (does not need Admin support).

You simply ask for this to be created in Orders. Comprises 20 Warriors and 10 Actives (30 people in total), with 30 Horses at startup. [These are additional people and horses, not taken from the existing Tribe].

The Trade Element has movement bonus of 10 MV. It may not Scout or initiate combat (though it may be attacked – in which case it can defend). It may assign Warriors to Defense, Suppression and Security. It may Hunt (including Furriering as a variant on hunting), Fish and Herd, plus perform one other activity each turn (but not Engineering, Shipbuilding nor Scouting).

- if the Trade Element is destroyed it may be recreated using 20 Gold. It must be supplied completely by the spawning unit.
- a Trade Element cannot spawn another unit.

*you can request a Trade Element once. It has extra Movement capacity but cannot conduct Scouting.

Regular Elements/Fleets

Each Tribe may have a maximum of three Elements/Fleets. In the main Tribe for the Clan, the Trade element does not count against the number of elements supported by Admin skill. So in the main Tribe a player with sufficient Admin skill can have up to four elements/fleets including the Trade element*. Admin research (which can be studied after reaching Admin10) may increase the number of Elements/Fleets held by a Tribe.

Bonus Element

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New players are entitled to one Element (split from the main Tribe free of any Admin levels, i.e. at Adm0). So if you have a Trade Element, a bonus Element and 2 normal Elements (due to Admin 4+) your main Tribe is entitled to four Elements. You can have 3 regular elements for Admin 6+, plus Trade element and Bonus element.

Fleets

Fleets act in all ways like Elements (for example, they can do Activities) except they can move on water (if they have sufficient ships) and cannot move on land (though they may send out scouts by land if in a coastal hex or on a river). If they do not have sufficient ships to move by water, they do not get any of the benefits of being a Fleet.

Converting units

If you are converting units between types, for example Element into Garrison or Fleet into Element, etc, players should note that:

- 1) any structures held by the converting unit are not automatically transferred
 - 2) any modifiers held by the converting unit (e.g. extra Movement) are not automatically transferred
 - 3) some other things (e.g. Hirelings and Locals) also do not automatically transfer.
- Players need to inform the GM if any such adjustments need to be made.

3.6.6 Garrisons

A Garrison is an immobile (once in place) unit independent of Admin requirements but requires the skill Garrison (Gar, Group B). Each tribe with the skill may have one Garrison at Gar1, 2 at Gar2 etc. Their main role is to defend hexes the player considers important.

To establish a Garrison, the player must move a Tribe/Element/Fleet to the hex in question and then create the Garrison. It is also permitted to move a garrison to its target location by carrying it on a fleet (using "Follow #####f#" move orders). The Garrison receives a unit number #####g#. Because of unit designation limits, garrisons are currently limited to 9 per Tribe (#####g1 to #####g9).

Garrisons are limited in actions to Defense, Suppression, Security, Hunting, Herding, Fishing and one other Activity (not Shipbuilding or Engineering). Garrisons may scout in a standard repeated pattern which may be changed once every 12 months but are included within a Tribe's limit of 8 parties. Where a player submits orders through the "auto" sheet, their Garrison units may undertake any activities other than Shipbuilding or any Engineering that requires GM action (i.e. it may do Engineering actions through auto code only), and may change scouting patterns.

Garrisons have a lower RL\$ cost per turn (currently A\$0.57 per turn, see [Section 28 Costs](#)).

3.6.7 Couriers

Courier Elements are designed for players who want to trade with NPCs. They do not require levels in Administration skill (as for regular Elements), but rather the (Group B) skill "Courier". Only one Tribe in a Clan may take the Courier skill. For each level of Courier skill, the Tribe may form a Courier, so at Courier1 it may form one Courier, at Courier2 it may form two Couriers, etc.

A Courier Element may be split only from its Tribe (not from sub-units) and may only transfer people to and from its parent Tribe (or other courier units in its Tribe, but not any other units in its Clan). Courier Elements must observe the usual rules for sub-units, e.g. it must be smaller

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than the Tribe it splits from. They have a lower RL\$ cost than conventional Elements (see [Section 28 Costs](#)).

As for Trade Elements, Couriers may Hunt, Furrier, Fish and Herd and perform one other Activity each turn (but not Engineering, Shipbuilding nor Scouting). They may also perform Security (those assigned to Security will ALSO act as Suppressors vs any Locating scouts). However, they are immune to attack in any “origin” or “destination” hex. They may be Raided/Attacked along their route under conventional rules of engagement. [But should this become widespread practice, a simple form of adjudication will be introduced.]

Couriers have a movement bonus of +14MP (some older courier units may retain higher bonuses attained under prior rules). When you create a new courier unit, players are advised to check that is moving the increased distance, as adding the MV modifier is a manual action for the GM and can be overlooked.

Since quantities are linked to distance travelled it is important that records are kept that track the hex in which the commodity is collected and the hex to which the commodity has been delivered.

For example. 0250c1 collects 160 Frankincense from AA 0101 to be delivered to BC 0101. Your share upon delivery is 40 Frankincense. You show a transfer of 120 Frankincense to 3263 when the unit arrives at BC 0101 and also note this Transfer in comments to the GM. Your Clan may collect no more Frankincense from AA 0101 until delivery to BC 0101 has been completed.

It is assumed that when a Courier collects a consignment to be delivered it will set out to do so directly (though it may pick up and deliver other things along the way). And none of your units may collect a second consignment from any particular Exporter or International City before the previous one is delivered. The system relies on players doing the right thing but there will be audits from time to time and Clans found to be collecting more commodities than delivering them will likely be boycotted by commodity traders. It is worth keeping your own records should evidence of legitimate cartage be required.

Players should assist the GM by giving hex details both upon pickup and delivery.

3.6.8 Absorbing Units

When a unit is eligible to transfer both people and goods to another unit, i.e. both units are in the same clan, they are in the same hex or in an adjacent hexes where a transfer is possible due to MH in either hex and there is no bar on transfers (such as one unit being International), then a unit can be absorbed by that other unit.

When units are absorbed, any goods remaining after other transfers should be transferred to the GT (if there is one) of the receiving unit, and the people transferred to the receiving unit. It is probably best to avoid transferring goods and/or Buildings to a unit (particularly one from another Clan) that is going to be absorbed in the same turn. When a unit is absorbed it will appear (to the data base) to stay on the books for the rest of the turn – so if the “absorb” is processed before the transfer the goods will effectively disappear into the ether.

There is also a difficulty with “transfer from 0xxx1 to 0yyy ..” then later in Transfer Orders “0xxx1 absorb into 0xxx” as the module might not be able to tell which Order to do first (that

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is, the absorb might be done before the transfer). Similarly, avoid absorbing a unit and then creating a new unit with the same number in the one turn.

You can disband a unit completely (meaning that it is abandoned) but will lose 0.01 (General) Morale in its Tribe by doing so.

The Trade Element cannot be absorbed.

3.6.9 Warrior Activities after transfer

Some Warrior activities occur after movement (e.g. Defence, Scouting of any type, Suppression and Security). When a Warrior has transferred to another unit (including a new unit), it may do these after movement activities in its new unit if and only if it did not perform any activity in the unit in which it started the turn.

It is the player's responsibility to ensure that every warrior performs only one activity (and therefore acts in only one unit) during a turn. To assist this, players may want to assign a notional "Transfer" activity to Warriors who will perform after movement activities in their new unit.

Example, Tribe 1999 starts Turn X with 2000 Warriors. Tribe 1999 splits off Element 1999e3 and transfers 500 Warriors into 1999e3. These 500 Warriors in 1999e3 could be ordered:

Suppression	200 Warriors
Scouting	8 Warriors
Defence	292 Warriors

These orders for 1999e3 are valid if and only if no more than 1500 Warriors perform any sort of Activities in Tribe 1999.

3.7 The Meeting of the Clan

This MAY occur in any turn in which there are two or more units of the Clan in the same hex at the start of the turn. Note that this is ENTIRELY at the player's discretion, it is NOT automatic; however if you have a number of units in a hex without fortifications and suspect an attack this is seriously worth considering.

1) Highest diplomacy determines the "senior Tribe" (if equal age of Tribe, size, leadership, then players choice)

This Tribe leads the clan assembled in War.

2) ONLY the senior Tribe may attempt Skill increases that turn (research is not affected).

3) People transfer follows normal rules.

4) All involved Tribes/Elements must stay together for the entire turn (that is, identical movement orders).

5) All a Tribe's warriors assigned to combat help protect the entire Clan - and will fight with the skill and combat morale of their particular Tribe.

6) May be called between Elements of the one Tribe, some, but not all, Sub-Tribes may participate, or indeed Elements of different Sub-Tribes (with or without parent participation) - however, in the latter case the parent Sub-Tribes have only one set of Skill attempts.

7) Must be announced at the start of the Turn.

8) Even if Tribes, their Sub-Tribes and/or Elements, are in the same hex they may be attacked individually if not in Meeting of the Clan. If you suspect danger then Meeting of the Clan is not a bad option.

When in Meeting of the Clan all warriors are treated as if they are a single Clan (with weighted Com, Ldr etc applying to warriors – Healing is done by each sub unit).

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$$\text{Skill} = (\text{warriors in unit1} * \text{skill1} + \text{warriors in unit2} * \text{skill2} + \text{warriors in unitn} * \text{skilln}) / (\text{total warriors in Meeting of the Clan})$$

For example, if 200 warriors at Com6 combined with 100 at Com3 then the weighted skill would be $(200*6 + 100*3)/300 = 1500/300 = \text{Com5}$

3.8 Population balance & growth

If an imbalance in the Active/Inactive/Warrior ratio occurs, for example, by warriors or miners dying, or an Element being split off, this imbalance will rectify over time. A balance of Active/Inactive/Warrior is needed for population growth, with the least number being used as the basis for growth for all three. Furthermore, the population growth will be directed to the lowest of the three population figures until the proportions are equal. If any of these classes falls to a low figure, population growth will be zero.

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

Note: when the unit is less than 9 months old, growth is based on the current population level, but once there is a sufficient history for the unit then values from 9 months earlier are used to determine the amount of growth (though the allocation of the new people between types is always determined by current population mix).

Population growth happens almost at the end of the turn, just before consuming provisions.

3.9 Goods Tribe

A Tribe or Element can be the holder of the goods and animals for other designated Tribes/Elements of the same Clan. Any goods needed or produced will be recorded/held with the Goods Tribe.

While the idea of the GT works quite well, it needs to be fully understood and requires vigilance. Here are some comments:

1. The GT acts as a storehouse for all sub-units (SU's) using it - and thus a GT may provide goods for the Fair or other Trade.
2. Any Transfers from a GT to its SU's and vice versa will not work - and are not necessary. The one exception is when you absorb a unit back into another unit which using a GT (in this case the goods might show as being with the SU). In this case you would order "Transfer All Goods to *insert Goods Tribe #*" on the following turn.
3. The GT should be used only when positions are relatively settled and should not be changed often (and certainly not in mid-Orders). It is also best to wait for a turn once you are settled before you create the GT.
4. You should (and in fact, must) make reference to the GT in your Orders only if there is a change of status (for example, if a particular Tribe is no longer acting as the GT) or if the correct status has not appeared on your Report. If changing GT status please use, for example, "Change GT to xxxx before Activities".
5. Announcing that a SU is to use a GT will not of itself transfer the SU's existing goods into the GT. If this is desired then it should be done in the Transfers section of Orders prior to the announcement of the GT.
The units involved must be in the same hex and/or in an [adjacent hex](#) if the GT or unit(s) using the GT has a Meeting House.
6. When using a GT relationship via adjacent hex ALL goods, including animals, must be in one

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hex. Facilities (such as Refineries, Bakery, Shipyard, etc) must be in same hex as the unit using them. That is, facilities can't be used from adjacent hex, however Engineers may work (for your own Clan) via adjacent hex if you have units in both the hexes.

7. Herding terrain is the terrain in which the Activity is performed.

8. You need to tell the GM if breaking/changing a Goods Tribe relationship, by moving one of the Tribes for example, for all units affected.

9. A Clan may have more than one GT relationship operating. Each unit may only have a single GT. A GT unit may service several units, but may not itself have a GT.

10. Transfers across Rivers using GT (unless Ford) is not possible without an operational Ferry.

11. The rules for creating or ending a GT relationship are:

i) A GT relationship can only be created before Activities, announced in notes/misc orders at start of turn.

ii) A GT relationship can only be dissolved after Activities and before Before Movement Transfers.

iii) A particular unit may only join or leave (but not both) one GT in a turn. For example, if 0250e1 orders use 0250 as its GT it may not also order use of 1250 as GT in the same turn. It is also not possible for a unit to join and then leave a GT in the same turn.

iv) A new unit is created before Activities and before the creation of GT relationships. That is, you may create the new unit, then assign it to have a GT or have it assigned as GT for other unit(s), if this is what you want. However, the new unit will be populated by movement of people from existing units in Before Movement Transfers and therefore will not undertake any activities in the turn when it is created.

v) Absorbing of units happens at the end of the turn.

12. It is a wise policy to have your goods held in the same hex as your main fortifications (and Village). For example, if 1250 is using 0250 as its GT in an adjacent hex then all goods will be held by 0250 in that hex. Any fortifications 1250 has (in its hex) will not protect these goods (or people) in the adj hex. So in this case you should consider either changing the GT to 1250 or building 0250 its own fortifications.

3.10 Auctions (see Tribe News)

The ability to bid at Auction is open to all Clans via a bid(s) at the start of your Orders. Silver is the currency unless otherwise stated. You cannot make conditional bids at Auction (for example, "if I do not win Lot1 then bid at Lot2"). Whatever you bid must be on hand at the start of the turn, and you should indicate the (one) unit from which Silver (or the relevant good, if not Silver) will be deducted. If you bid what you do not have the bid will fail and 10% will be taken as a penalty, or some other penalty if this is not possible.

Items won at Auction will be added to your (0) Tribe, but you can transfer them at the start of the following turn.

Clans under Siege may not bid at Auction. Tied bids will split the Lot for half bid costs.

3.11 Hirelings, Auxiliaries and Mercenaries

Hirelings & Auxiliaries

Hirelings either work for nothing (on behalf of the local community's support for the Clan) or for a one off fee.

Hirelings are held by a unit and can only be used by the unit which is holding them that turn. They may be transferred to other units, including between Clans.

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Auxiliaries (previously called Locals) may not be transferred from the unit to which they are first assigned – if the unit is absorbed the Locals leave. This includes Auxiliaries generated by Local Support settlements, see [3.13 Locals and Cultural Support](#).

You would show any Auxiliaries and/or Hirelings used in your notes section of Orders.

Auxiliaries and Hirelings work as though Slaves (i.e. with the skills of the unit which holds them), but do not need overseeing and do not grow. However, as with Mercenaries they require water if ending a turn at sea etc. Hirelings, Auxiliaries & Mercenaries carry their own goods and do not participate in carrying goods for the purposes of Weight calculations. They take up cargo space on ships as per people. Similarly they count as people if you are forming a fully mounted unit. Auxiliaries and Hirelings will not participate in combat.

Mercenaries

Mercenaries may act only as:

1. Defenders (and they may only be assigned to combat when the unit has orders to “Defend” in combat Orders). This limitation is lifted should the combat with the same opponent continue into successive turns (this would apply to any units of the “warring” Clans involved) but ceases once the succession of combat ceases. That is, during this time you can use your Mercenaries in “Attack” mode.
2. They may replace normal Warriors in combat up to the number of Warriors you are entitled to assign (apart from exceptions such as “Towns”).
3. They may be deployed to defend Special Hexes (no Element required) and, if present, fight with Guards as if in Motc.

Example

a. You have 600 Warriors in your unit. You are entitled to assign 200 to defence/combat. You have 150 Mercenaries available. You may assign 50 Warriors to defence and have the 150 Mercenaries make up numbers to 200.

4. They may oversee Slaves
5. They incur ongoing costs of 10 Silver per month (or 120 Silver per Year) –taken automatically from the unit that holds them. If the unit has insufficient funds, then 20-25% of those not paid will depart.
6. Elements, Fleets and Garrisons composed entirely of Mercenaries are not restricted to the 1/3 rule. Furthermore, these units are not restricted to the “Defend only” rule if attacking each other. These units may be supported by Actives (and/or Inactives) from your conventional Tribe. For example, you have 60 Mercenaries in your Element (and no Warriors). All 60 of these Mercenaries may attack another unit composed entirely of Mercenaries.

Mercenaries start at combat skills 0 (this includes naval combat skills) and Combat Morale 1.00 but these can be increased over time - which usually means paying for them. The player will need to calculate weighted averages for combat skills if using Mercenaries. All equipment must be supplied by the Clan. Mercenaries killed in battle when fighting alongside Warriors are killed pro rata – in the battle the GM will deal only with Warriors – it is up to the player to translate overall losses into Warriors and Mercenaries and give the GM the new numbers. They do not need feeding and do not grow.

See also [3.6.6 Garrisons](#). Mercenaries may form into Garrisons to defend strategic positions.

Lodging

Whereas the normal population of a Clan (including Slaves) is assumed to be housed, Hirelings, Auxiliaries and Mercenaries (beyond 2,000 combined total for the Clan) require accommodation (for the excess over 2000). Requires [Lodging](#) (see [8.21.1 Lodging](#)).

Each Lodging holds 20 people (Hirelings or Mercenaries or Locals).

Hirelings, Auxiliaries and Mercenaries are counted as people for the purposes of site size. They (like all special people) are not able to carry weight (other than their own provisions, which they supply automatically).

3.12 Special Hexes

From time to time Locals in your area or those you find in your travels may invite you to perform certain tasks for them (building structures, trading goods) in particular hexes. Structures are also known as “Special Hexes”. Each Special Hex is unique (though several may be similar). When you find one and have a unit end its turn on it, you should contact the GM to find out the specifics of that Special Hex. NB you need to request information while the unit is in the hex (e.g. not three turns later when the unit has moved away).

There are some rules which apply to Special Hexes:

1. Should a structure on a Special Hex be captured by an opposing Clan, the site may be used (that is, the structure rebuilt and replaced) by the conquering Clan for the same benefits. The site may be claimed back by the original Clan under same conditions.
2. Clans may not build their own Villages in these hexes.
3. Where the Special Hex offers to trade (for example, Coffee for Hirelings) you should regard this as the only thing the Locals/Trader will do. That is, they will not offer information, trade other goods, negotiate etc unless instigated by them (which is the exception rather than the rule). Player should note that Coffee (and other such commodities) are useful as trade items for Slaves, Hirelings, Mercenaries and the use of Ports etc.
4. [A nominal force of 20 Guards will defend sites that are built for them \(unless another number is specified\)](#). These Guards have combat skill levels of 0 however Combat Morale is 1.00. The Defensive factor of these Guards is increased with fortifications such as Moat, Palisade, Stone Walls etc that you may build which give the same defensive factors as per your Village fortifications. These Guards start with no weapons nor armour, though these may be supplied to them. Note that Guards do not refresh between successive combats in a turn, though they may do so after the combat process is completed.
5. You may also recruit extra Guards to defend via payment to them. 10 Silver per turn per person, contracted for 12 turns at the start of each year (that is in Springtide, also known as month 01). At this point there is no limit on numbers. The Clan also needs to furnish weapons and armour to the Guards. These need to be delivered to the site via one of your units. You may also assign Mercenaries to defend these sites. They will fight alongside Guards in MOTC mode – however it is incumbent upon players to do the MOTC numbers.
6. Negotiation/barter with the Locals is not possible (except when GM instigated). Special Hexes are a manual feature and if any such interactions were allowed, the precedent would result in unacceptable additional work for the GM.
7. Special Hexes (sites) can be transferred to other players. As long as there is no

building/demolition involved you do not need to occupy the hex to do this.

Certain Special Hexes have NPC locals who want goods delivered between locations, either from an Exporter to a corresponding Importer or between a pair of International cities (each will have goods to be delivered to the other city). [See also [3.6.7 Couriers](#), which are units that are well suited for doing these services for NPC due to their speed]

1. After delivering a load, another load in the same direction may be collected in the next turn (or later). In the case of an International City pair, the delivering unit can collect the return load in the next turn. No further loads can be collected until the prior load is delivered.
2. The size of commodity loads offered may be indexed over time.
3. Commodities that are being delivered on behalf of an NPC may not (in part or in whole) be delivered to a different Clan. This does not prevent any reward bonus being transferred after a delivery is completed.
4. It is the responsibility of the player to track their loads and provide the GM with information on these. Players should indicate the details of these trades in the notes section of their Orders.

3.13 Locals and Cultural Support

Once you create a named village, you may begin to interact with the locals that inhabit the land around you. Before they extend any offers, you must have a culture worth sharing with them. This is represented by having at least 1 Cultural Skill (Art, Cooking, Dance, Music or Triball) at skill level 3 or higher within the Clan. Once you meet this requirement, you may begin to support the locals by building up their settlements. If you have more than one named village, you must nominate one as your Home Village for cultural support purposes.

3.13.1 Settlement Tiers

There are four (4) tiers of settlements you may build for the locals. The four tiers require an increasing amount of effort to reach and you are limited in how much the Locals will accept based upon the amount of Culture that your village provides. Culture requirements are explained below.

The Tiers:

Tier 1: Longhouses (LH): Longhouses are the basic structure of large familial units.
Longhouses support Hamlets.

Tier 2: Hamlets (Ham): Longhouses are improved into Hamlets. Each of your Hamlets must be supported by two (2) Longhouses.

Tier 3: Towns (Town): Hamlets are improved into Towns. Each of your Towns must be supported by two (2) Hamlets.

Tier 4: Cities (City): Towns are improved into Cities. Each of the Cities must be supported by two (2) Towns (of any type).

Initial Building (Longhouses):

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Provided you meet the Cultural requirements, you may build a Longhouse in any available hex (this may include non-land hexes, such as Ocean or Lake, but in this case the building must be done by a fleet or units carried on a fleet). A non-land hex containing a local settlement is considered an Atoll (land too small to be considered a land hex or allow any land based activities). Atolls may be used as staging points for fleet movement. The limitations for available hexes are:

- 1) Distance Between: There must be at least 4 hexes (that is, at least 3 hexes plus the hex the structure is built in) between the new Longhouse and any existing Settlement (of any type and belonging to any Clan/Tribe). A new Settlement must be 20 hexes or less from either an existing Settlement (belonging to the same village) or the village itself. Rather than constantly monitoring the positioning of settlements the GM will conduct audits from time to time. In addition, a Settlement cannot be built in a hex that is already named (e.g. village, ruins site, trader or other special hex), nor can a village be built in a hex with a Settlement. Settlements found to be in violation of these rules will be removed, generally on a last built, first removed basis. Thus, it is in the player's interest to have the areas around their Village and any new Settlements well scouted.
- 2) Support Rings: The new Longhouse must be in the correct 'Ring'. Each Ring may only hold a certain number of settlements. Once a 'Ring' is full (because the maximum number for that ring has been reached), further Longhouses must be built further out. See "Settlement Rings" below for more information. You may not build in Ring B until Ring A is full, in Ring C until Ring B is full and Ring D until Ring C is full etc.

Once you meet these requirements, you can move a Unit to the hex and build the Longhouse using the required resources. The Hex that holds the Longhouse is renamed to "<Clan#> - # Longhouse". The # sign is replaced with the number of this settlement (first settlement 1, second settlement 2, etc). You may build additional Longhouses provided that you meet the Culture requirements.

3.13.2 Settlement benefits

Longhouses provide only minor benefits in and of themselves. They allow the hiring of locals for the Village for a specific project and they may hold a Garrison. See Local Hiring and Garrison below for more information.

Improving Settlements:

Tier 2 (Hamlets): Your Longhouses may be improved into Hamlets once you meet several conditions.

- 1) Cultural Level: You must meet the required Cultural Skill requirements.
- 2) You must end the turn with at least two (2) Longhouses supporting each Hamlet.
- 3) You cannot upgrade a Longhouse in the same turn you build it.

Once you meet these requirements, you may build the upgrade for the Longhouse and convert it into a Hamlet using any Unit. You may upgrade other Longhouses provided that you continue to meet the above requirements. The Hex that holds the new Hamlet is renamed to "<Clan#> - # Hamlet" where # remains the same as the Longhouse before it. Note that it is permitted to upgrade an existing Longhouse to Hamlet in the same turn as the supporting Longhouses are

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built. For instance if you have 2 existing Longhouses, you may build a 3rd and upgrade one of the existing ones to a Hamlet in the same turn.

Hamlets provide only minor benefits in and of themselves. They allow the hiring of locals for the village for a specific project and they may hold a Garrison. See Local Hiring and Garrison below for more information.

Tier 3 (Towns): Your Hamlets may be improved into Towns once you meet several conditions.

- 1) Cultural Level: You must meet the required Cultural Skill requirements.
- 2) You must end the turn with at least two (2) Hamlets supporting each Town. (NB Castle or Palace in Home City can substitute for some Hamlets, see below).
- 3) You can only upgrade a Hamlet to a Town if it started the turn as a Hamlet.
- 4) You have built the upgrades in the Hamlet using any Unit; 1 per "Local Admin" level

Once you meet these requirements, you may upgrade a Hamlet into a Town using any Unit able to do the required Engineering. When you upgrade a Hamlet into a Town, you must pick the type of Town (Basic or Specialty) and you may not change it in the future. Specialty Towns are discussed below. Note that it is permitted to upgrade an existing Hamlet in the same turn as a supporting Hamlet is established. For instance if you start the turn with 4 Longhouses and 2 Hamlets, you may build another Longhouse, upgrade one of the existing Longhouses to a Hamlet and upgrade one of the existing Hamlets to a Town all in the same turn.

You may upgrade other Hamlets provided that you continue to meet the above requirements. The Hex that holds the new Town is renamed to "<Clan#> - # Town - <TownName>" where the # sign remains the same as the Hamlet before it. The Town Name is selected by the Chief controlling the village.

Towns provide basic benefits once established with specific town types providing extra bonuses. All Towns provide the following:

- 1) Auxiliaries: Each Town, regardless of type, provides 200 Auxiliaries to the Village each year.
- 2) Gold: Each Town, regardless of type, provides 50 Gold to the Village each year.
- 3) Local Hiring: Towns allow the hiring of locals for the village for a specific project, see [3.13.5 Local Hiring](#)
- 4) Garrison: Towns require a Garrison.

Auxiliaries added to the Home Village are governed by the normal rules for Auxiliaries, see [3.11 Hirelings, Auxiliaries and Mercenaries](#). In particular, the Auxiliaries are added to a specific unit at the Home Village and must stay with that unit (the default will be the owner of the Home Village, but GM may agree for them to be added to another unit). There is no cost for these people and they will feed themselves, though they may require Lodging and they will occupy space inside the fortifications if besieged. It is the responsibility of the player to notify the GM when Auxiliaries are due to be added.

Towns/Special Towns:

When a Hamlet is upgraded into a Town, the Clan may pick the type of Town that is formed. Each type of Town has specific requirements and benefits. Research may allow additional Town types. Once a Town type is selected for that upgrade, it may not be changed in the future.

Tier 4 (Cities): Your Towns may be improved into Cities once you meet several conditions.

- 1) Cultural Level: You must meet the required Cultural Skill requirements.
- 2) You must end the turn with at least two (2) Towns (of any type) supporting each City.
- 3) You can only upgrade a Town to a City if it started the turn as a Town.
- 4) You have built the upgrades in the Town using any Unit.

Once you meet these requirements, you may upgrade a Town into a City using any Unit able to do the Engineering work required. See “NPC City Upgrade” below for specifics. You may upgrade other Towns into Cities provided that you continue to meet the above requirements.

Players should note the requirement for providing Lodging counts the Auxiliaries (as well as Mercenaries and Hirelings) added permanently to the Clan, not Locals temporarily hired.

Defenses: Each Settlement is defended by a number of Guards based upon their type. Additional Guards may be hired for 120 Silver per Year each. There is no limit to the number that may be hired for defense. Guards have skill level 0 and Combat Morale 1.00 but may be affected by fortifications built for them. Payments for hiring extra defenders may be made from the Home City (you do not have to have a unit at that settlement). Once hired, defenders need to be assigned to a specific Settlement for the year of their engagement. Players should keep a record of the defenders hired for each settlement (the GM will as well, but this assists in checking in case of errors). Note that defending Guards (including hired guards) fight in full numbers (not 1/3 as for regular troops).

Castle / Palace Control:

If the Home Village has a Castle or Palace, then this structure provides support to additional Towns. A Castle counts as 2 Hamlets for supporting an additional Town once the first town has been formed. A Palace counts as a further 4 Hamlets for supporting additional Towns once the second town has been formed. The Castle/Palace does not require Longhouses to support it. Instead utilizing this feature of a Castle or Palace requires 20 Administrators assigned per Settlement each turn.

Settlement Table:

Type of Settlement	Cultural Skill Minimum Level	Requirements	Benefits Provided
Longhouse	3	Engineering 3 400 Logs	Defended by: 20 Guards Local Hire: 50 Locals / Longhouse
Hamlet (upgrade from Longhouse)	3	Engineering 3 500 Logs	Defended by: 50 Guards Local Hire: 100 Locals / Hamlet
Town (upgrade from Hamlet)	6	10' Stone Wall (min 120yards) 1 Well Requires Garrison	Defended by: 100 Guards Every Year: 200 Auxiliaries / Town Every Year: 50 Gold / Town Local Hire: 200 Locals / Town *Castle / Palace Bonus

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	Regular	-	Every Year: 50 Actives / Town
	Port	Jetty 2	Acts as a Port, must be on an Ocean hex. Only usable by other Clans if they are on the Truce list of the owning Clan.
	Exporter	Trading Post	Provides a Random Commodity Export Mission. A corresponding importer will be created 30-40 hexes away, unless there is already a suitable importer.
City	9	10' Stone Wall (min 200yards) 1 Well Requires Garrison	Defended by: 250 Guards Local Hire: 1,000 Locals / City See NPC City Upgrade below.

A Town or City with access to fresh water (river or lake) can substitute a Jetty for the otherwise required Well. Players should draw the GM's attention to this, if doing so.

Cities provide the following benefits to the Clan Home City that supports them:

- 1)Local Hiring: The Village may hire 1,000 Locals per NPC City for a specific project.
- 2)Auxiliaries: Every Year, the NPC City provides the Home City with 25 Auxiliaries per Settlement.
- 3)Actives: Every Year, the NPC City provides the Home City with 10 Actives per Settlement.
- 4)Commodities: Every Year, the NPC City provides the Home City with 10 Gold per Settlement.

3.13.3 Cultural requirements

The strength of your Clan's culture determines how many local settlements will let you interact with them in a meaningful way.

There are two Cultural Requirements to take into consideration:

- 1) Minimum Cultural Skill Level: You must have one skill that is equal to or greater than the minimum Cultural Skill Level for that type of settlement. This specific number can be seen on the Settlement table below.
- 2) Cultural Points: Each settlement, regardless of type, requires 1 Cultural Point. Your Clan has a number of Cultural Points equal to the total of its Cultural Skill levels. The following are the Cultural Skills for this purpose:
 1. Art
 2. Cooking
 3. Dance
 4. Music

5. Triball

3.13.4 Settlement rings

There are 4 Settlement Rings that are defined by the distance from the Village. These are concentric rings. Each Ring may hold a certain number of settlements belonging to that village. Settlements may not be built in a ring unless all the closer rings are full of settlements belonging to that village. NB this means that if inner ring settlements are lost (e.g. due to enemy action) the player can only build in the lowest incomplete ring.

1)Ring A: Hexes that are 5 to 9 hexes away from the village. Max Settlements: 7

2)Ring B: Hexes that are 10 to 14 hexes away from the village. Max Settlements: 8

3)Ring C: Hexes that are 15 to 19 hexes away from the village. Max Settlements: 9

4)Ring D: Hexes that are 20 or more hexes away from the village. Max Settlements: N/A

Settlements in the D Ring will satisfy the 20 hex limit by reference to another settlement, rather than the home village.

3.13.5 Local Hiring

The Clan's Home Village may hire locals for a specific project in the village, except when under siege. The number of Locals available depends on the number of Longhouses, Hamlets, Towns and Cities that are part of the Home Village's Local Support. Only one project may be worked on each turn. Each Local requires 20 Silver / Month (turn) of use and may not exceed the number of Actives /Warriors/ Specialists being used on that project by the village. These temporary Locals must be assigned each month to a particular unit in the Home City/Village and work using the skills of that Tribe at any task available for Actives and may use equipment supplied by their employing unit or its GT. They do not have to be fed, nor do they require Lodging.

Note. There is no code to support this feature of TribeNet at this stage and it is incumbent on players to be familiar with how to work things. In short to step into the role of administrator rather than assuming the GM will do it. If you do not feel comfortable with this then don't pursue Local Support.

3.13.6 Garrisons in settlements

Garrisons may be established in settlements by the owning Clan and must be established in accordance with the Garrison rules (see [3.6.6 Garrisons](#)). Garrisons are limited in actions to Defense, Hunting, Herding and one other Activity (not Shipbuilding or Engineering). Garrisons may scout in a standard repeated pattern.

Garrisons have a cost per turn which is lower than standard elements (see [28 Costs](#)).

Garrisons in settlements (and other units of the owning Clan) can share the defensive fortifications of the settlement with the defending Guards and therefore (in accordance with the normal rules) can defend as though in MOTC with the defending Guards.

3.14 Hex names, village buildings and local settlements

The name (if any) for the hex each unit occupies is shown in its status report (e.g. "**xxxxe1 Status** PRAIRIE, Beijung, ...") and your named hexes are shown in the summary list at the end of your report. Hex names are independent of structures in the hex. You can (and should) specify the hex name for your village hexes. Units will see the name of any hex they enter or scout.

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The buildings for each village are listed in the status report under the unit which owns that village (and are not in the summary list at the end of your report). Other players generally need to undertake information gathering activities (e.g. spying) to gain information about the buildings in your villages.

Your local settlements are listed in the summary at the end of your report. Their hexes are named corresponding to their nature, e.g. “xxxx Hamlet C3”, but any structures associated with the settlement (e.g. fortifications) are recorded in notes and are not readily apparent to other clans.

3.15 Destruction of local settlements

An enemy force which has defeated the defenders of a local settlement (the base guards, any hired guards and the garrison, if any) gets benefits depending on the level of the settlement:

Longhouse: slaves from winning the combat, plus slaves to bring to minimum of 20

Hamlet: slaves from winning the combat, plus slaves to bring to minimum of 50

Town: 100 Gold, plus slaves from winning the combat, plus slaves to bring to minimum of 100

City: 250 Gold, plus slaves from winning the combat, plus slaves to bring to minimum of 250.

It can also demolish the settlement. Demolition requires applying AM equal to half the work required to construct the various buildings and fortifications (but requires no skill), and is applied in reverse order (first destroying the improvements particular to City, then Town, hamlet and finally Longhouse). This work may extend over more than one month, provided the enemy force remains at the settlement. A settlement which is partially demolished but not destroyed when the attacking force moves away is downgraded to the tier for which it still qualifies.

A settlement which is undergoing demolition (is still occupied by the force which defeated its defenders) does not provide support for any higher tier settlements (so that some of these may need to be downgraded, at least until replacement supporting settlements are constructed or the attackers leave).

3.16 Commonwealth territory (CT)

A Territory can be outlined using Clan-built Local Support Settlements (LSS) and Clan Meeting Houses (CMH). This is just for player interest and personal use at this stage and to give players a reason to think more carefully about where to build LS settlements.

Future research could use this Territory for other things. Any research proposals regarding CT are on hold at this time until an appropriate mechanism and code has been developed. Players are encouraged to submit research proposals using CT anyway so that the scope of the initiative can be assessed.

The CT borders are represented by a line that connects LSS and CMHs. The connected hexes cannot be more than GL level x 4 hexes apart and must complete a loop containing hexes, i.e. it cannot be a line that stretches into the distance or has a loose end. The loop must always be complete and cannot overlap with another CT.

The CT need not include every CMH or LSS.

If the idea develops further, players will need to prove to the GM that the CT abides by the guidelines above.

3.16.1 Activation of Commonwealth territory

The Commonwealth Territory is activated when the following conditions apply:

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1. A Tribe has Politics 10 and has created a Home City hex (or Home Village hex)
2. The Tribe with Politics 10 also has a Cultural skill 10 (Art, Music, Dance, Cooking) and Administrative skill 10
3. A valid CT has been mapped according to the rules set out in 3.16 above.

The player must advise the GM that the CT is activated. They must provide a map of the area and identify the locations of all Meeting Houses and Local Support Settlements and any other structure built by the Clan (e.g., Special Hex structures such as Cairns, Trading Posts, monuments, etc) within the boundaries of the CT (including such places used to compile the border). These hexes require Pacifiers. The number of Pacifiers is calculated based on the number of warriors at the City administering the CT and are calculated the same way as GL Pacifiers are calculated.

So you must calculate Pacifiers for GL purposes AND Pacifiers for Commonwealth Territory purposes. Pacifiers for CT purposes must be hired from the Local population at 20sp per person per month.

For Example:

There are 5000 Warriors at the Home City and you have GL2 = 19 hexes to pacify.

The CT has 27 Local Support sites, 4 villages, 1 Cairn, 2 storehouses = 34 extra hexes to pacify.

Therefore:

950 warriors are required from the Tribe at the Home City hex to pacify 19 hexes

1700 Locals must be hired to pacify the extra 34 hexes

Similarly, extra Governors are required. The number required for administrative work in the CT is calculated as if all Actives in the Commonwealth are in the Home City hex. The number of locals that need to be hired is: CT Calculation minus City calculation (without structure or research modifications - they apply after the calculation). These people are also hired at 20sp per month.

For example:

There are 5000 Actives in the Home City and you have GL 2 = 100 Governors required

There 20000 Actives in the CT and you have GL2 = 400 Governors required.

Number of Local Governors that need to be hired for the CT is $400 - 100 = 300$

You will still need 100 Governors from the Tribe to look after the GL rings.

This calculation needs to be made each month and the GM advised.

Payment for the hire of all Locals must be paid each month by the Home City Tribe.

Note: paid Pacifiers are deemed to be fully armed in accordance with The Mandate rules (see [19. Politics](#)). They are deemed to have been equipped by the Home City, thus this equipment cannot be used in the Home City hex.

The Benefit

When these conditions are met, the basic benefits are activated.

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1. Those Locals hired through standard Local Support rules can be used in any hex where there is a Clan unit within the Commonwealth Territory, irrespective of the size of that unit. These Locals still cost 20 silver per month each, payable by the capital city. They take on the skills of whichever Tribe they join. [NB This does not apply to (permanent) Auxiliaries, only the (hired) Locals paid to work. At the moment Auxiliaries still show in the Report as Locals – this will be corrected eventually.]
2. Transfers of (hired) Locals from one unit to another is permitted, but limited to two transactions per game year. The transfer can happen between any two units within the Commonwealth Territory, i.e. they don't need to be in the same hex or in adjoining hexes.
3. One third of paid Pacifiers (i.e., the CT Pacifiers) are considered to be available anywhere within the Commonwealth at any one time. They are, therefore, available for defence at any hex within the CT that has a Clan-built structure in it.

4. Orders

4.1 Layout of Orders

Simply use the Example given in the start-up materials. However, here are a few extra things that will keep the GM happy.

1. BOLD the Unit number and keep the number to its simplest form. For example, rather than saying “Main Tribe Element 0600e1, *Peter’s Nightmare*” simply say “**0600e1**”. In short, less is best.
2. Can you indicate if your Scouting moves are the **same** as the previous turn - even if the unit moves – but only if ALL groups in the unit are the same. Indicate using **Red Font**.
3. If you intend to set up an Element to explore a Lake (or Ocean) using boats please call it a Fleet. Fleets are the only units coded to move on Lake and Ocean. At this stage this does not apply to one hex ferrying or River movement, which are adjudicated manually.
4. When trading at the Fair **please show the Silver spent and Silver gained in the Fair as (two) transfers, or else the net gain/loss as a single transfer** (do not include Silver used for other purposes, such as any Teachers used in the turn). **The Silver transfers are accounting and do not count against the limit for number of Fair transfers allowed.**
5. Please indicate Metal type (for example, Iron, Bronze) used when doing Wpn, Mtl etc.
6. **Please use the exact title of the Unit** in your Orders as it appears on your Report. For example, if you have 0400e1 on your Report refer to it as 0400e1. This is particularly crucial for Transfers of Goods.
7. Please do not make your Orders for Activities, Movement or Scouting conditional upon Weather. A study of the patterns over time will help you predict what to expect, though sometimes these predictions will be wrong. This is the luck of the draw.

4.2 Mistakes and Errors

Mistakes

Mistakes resulting from player errors are the responsibility of players who should accept the consequences for a wrong Order. Why? First, it is unfair on those players who never ask to have corrected what are clearly their errors. Second, it puts the GM in a position where he has to make a judgement between what is and what isn’t an error that can be forgiven. There are two exceptions to this. First, some license is given to players new to the game. Second, adjustments may be made where the result does not accord with “reality”, for example, where an item might be “teleported” 20 hexes away because the incorrect Element number was assigned.

Errors

Sometimes players will attempt Activities with insufficient goods on hand. Sometimes you will be told simply that you cannot produce the item attempted. But sometimes a module error will be produced such that a random amount of goods will be produced. For example, **Error**, Skin (40) means you had no Skins but produced 40 Leather. You should fix this yourself by dumping the incorrectly produced Leather in the following turn (if you are unsure whether it is actually wrong, the alternative is to bring this to the GM’s attention the following turn – indicating the unit and the quantity of potential adjustment required).

There are also occasional GM errors either of moderation or typing.

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Players should note that the integrity of the game depends in part on players playing the game according to the rules – everyone is taking part to have fun and any sense of achievement or accomplishment in a game comes from success while following the agreed framework of the rules.

Dealing with unexpected outcomes

TN is a game involving a world where stuff happens that is not always what the rules say or what players expect. Sometimes this is GM error (even the divine err), sometimes it is player error, and sometimes it is due to vagaries of the code.

Players should fix what they can without involving the GM and if they make errors that favour themselves or another player, which they cannot easily fix, they should alert the GM and seek his view on what should be done.

If it is a major issue that the player believes is a GM or code error, then he or she may request a review. Such reviews take time and effort for the GM and detract from his normal duties (and his RL), as well as not being much fun for him. In many cases, the problem is player error – and players are therefore encouraged to take a close look at their orders before they take this course. The GM reserves the right to refuse to consider requests from players with a history of requesting reviews of unexpected outcomes which turned out to be the result of player error.

4.3 Names of goods

Players should note that TN goods have two names, their name used for transfers and processing and their “shortname” used for reporting. These are often the same, e.g. “Cotton”, but sometimes differ, e.g. the item “Sugar Cane” is reported as “Sugar” and the item “Arrow” is reported as “Arrows”. This matters when entering goods in automated transfer sheets, as the code will only transfer when the correct (transfer and processing) name is used. Players should therefore be careful to use the correct item name as shown in the Valid_Goods sheet of the orders.

5. MOVEMENT

There are a number of ways to move Tribes. Walking is the most common. But you might move by ferry, barge, or by the various types of larger boats, dealt with fully in the section 'Naval Rules'. Or you might be able to fully mount an Element or indeed, a Tribe. Tribes, elements and scouts and sea craft may move in the 6 possible directions, hex by hex, via the expenditure of movement points. It costs a specified number of movement points [MP] to enter a hex, and when you don't have enough, your movement stops.

5.1 Terrain

ALPS: a bigger version of HSM
AR: Arid: tundra without water.
BH: Brush Hill: Hill covered with brush.
BR: Brush: Conifer forest with fewer trees more bushes (Forestry not possible here).
CH: Conifer Hill: Hill covered with conifer forest.
DE: Desert: Arid without grass.
DF: Deciduous: Seasonal forest.
DH: Deciduous Hill: Hill covered with deciduous forest.
Fords: Shallow spots that are ways across rivers.
GH: Grassy Hill: Hill covered with grass.
HSM: High Mountains: cannot be entered, except through a pass.
JG: Jungle: Wet forest.
JH: Jungle Hill: Hill covered with jungle.
L: Lake a body of water
LCM: Low Conifer Mountains: Hills but higher, difficult to enter covered with conifer forest.
LJM: Low Jungle Mountain
LSM: Low Snowy Mountains: Hills but higher, very difficult to enter.
PI: Polar Ice: Permanent ice and difficult to move through.
PR: Prairie: Grassland.
R: Rivers: Large moving bodies of water impossible to cross unless through a ford or by boat.
RH: Rocky Hill: Hill covered with rocks.
SH: Snow Hill: colder than GH, snow rather than grass.
SW: Swamp: very wet grassland.
TU: Tundra: not very good grassland.

5.2 Movement Rates

Units mounted * (no wagons, ballista, unless Elephants carrying) 27

Units on foot 18

* fully mounted units may travel with herd animals (e.g. Cattle and Goats) at no penalty.

5.3 Orders

1. If your Movement Orders are the same (that is, you must also start in the same hex and have similar movement rate) as another of your units that have already moved please order "follow..."
2. If the movement of one of your units depends upon receipt of a mode of transport from another player in pre-Move trading (like horses, ships etc) please draw the GM's attention to it in your Orders. The GM's preference though is that this be set up on the turn previous.
3. Show Movement as SEx8, or SE8 rather than 8 x SE or SE/SE/SE/SE/SE/SE/SE/SE/SE.
4. When following Ocean, River etc please nominate which side of the unit the feature you are

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following should be on. For example, if you wish to follow a River, then you need to say “follow River keeping it on my left”. The FRL Order will send units and scouts to their MV limit. If you are moving through coastal hexes the Order when following Ocean etc is Follow Ocean Right (FOR). Follow Coast does not work for land based units. There may be problems for Fleets following Lake.

Mariner’s Hazard

If a unit is on a 1 hex wide peninsula, or otherwise has two or more different water options, the order “follow Ocean right” can be interpreted two ways (as there are two different Oceans to follow). The result can be a movement loop. If this happens to you put it down to the hazards of sea travel and on the following turn give a specific direction, for example, NEx2/FOR. Or choose other hexes.

5.3.1 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” are not useful. 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.

If the unit sighted has external structures such as Walls and Moat etc these will not be automatically reported. You must request this information (see also Spying).

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.

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. Orders like “follow River Right (FRR)”, “follow Ocean Left (FOL)” “follow Mnts R or L” are acceptable. Conditionals are not accepted mid-orders, for example, NE then follow Ocean if encountered”. Also FRR for 3 hexes then NW will not work (however, NE/FOR is acceptable). NW/SWL or follow Ocean if encountered is not acceptable. “Follow Pass” cannot be accepted. These apply to Scouts as well as Units.

These notes do not cover all possibilities but they indicate the general nature of Orders that would be unacceptable. Instances might crop up that players may regard as a special case, but once the GM starts accepting special cases it is hard to not accept all of them, and by so doing the whole limitation on conditional MV Orders would unravel.

5.4 Scouting rates

Mounted (no wagons, ballista, goats, cattle)	15
Foot	8

Important! Scouts always start their exploration from where their spawning Tribe/Element ended its movement – and they return automatically to this position at the end of their scouting (the end of the turn). No MV points are used for the return journey.

Hexes passed through will have their terrain described and minerals revealed if present. If Scouts pass through a “Special Hex”, you will need to send a Tribe/Element/Fleet to that hex to get more detailed information.

5.5 Movement Point costs

Flat	MP	NB	Hills	MP	NB	Low Mountains	MP	NB
Arid	3		Arid	5		Conifer	10	W
Deciduous F	5		Deciduous	6		Volcano	10	W
Desert	5		Conifer	6		Jungle	10	W
Jungle	5		Jungle	6	W			
Prairie	3		Grass	5		Snow	10	W
Swamp	8	W	Rock/Brush	6				
Tundra/Brush	4		Snow	7	W	Arid	9	W
Polar Ice	7							

5.6 Movement restrictions

W = Wagons, Ballistae can't enter unless there are sufficient Elephants to carry them.
Wagons, Ballistae may enter terrain normally forbidden, if they enter via Passes.

Module Glitch

The module is allowing movement of Wagons into LJM and LCM's and possibly other hexes. You will need to self-regulate and monitor this.

5.6.1 Hexsides

River - Blocks movement

Ford -Allows river to be crossed at a cost of 1 MP

Pass, Low Mountain - 7 MP to enter hex via pass, no entry restrictions

Pass, High Mountain . 8 MP to enter hex, no restrictions

NB - Items which can't enter certain terrain types without the help of passes may leave those terrain types if the hex entered allows access.

5.6.2 Weather

Light rain, light snow or windstorms +1 MP per hex

Heavy rain or heavy snow +2 MP per hex

It is possible that a moving unit or a scouting group can encounter bad weather in a part of its movement (e.g. by moving from one weather zone to another) and that will not show on the report (which shows the Weather in the hex where the unit ended). If your unit seems to have not moved as far as anticipated this is the most likely explanation. Actual problems with Movement and Scouting are very rare, and the GM would prefer not to spend time chasing questions about hexes seemingly shorted.

TribeNet has an unknown number of East/West running Climate Zones based loosely on their distance from the Equator. Units within the same Climate Zone experience the same weather effects for that turn. The exact boundaries and number of Climate Zones can only be learned from first hand experience.

5.7 River and Lake travel

River and Lake travel (see GM for details). Terrain that is impassable on land is impassable by vessels on river. Movement is unaffected by weather and does not depend on whether it is upstream or downstream. If you are using vessels including Barges and Ferries on a River/Lake and moving into unknown terrain, please review the River Travel doc which can be found at <http://tribenet.com.au/wp-content/uploads/2016/01/River-Travel.docx>. For movement in known terrain, you should typically use GOTO orders.

5.8 Fortifying a Ford/Pass

A Fortified site can defend a Ford/Pass in the manner above as long as the Defender opts to take the Field (that is, engage in Combat). You should show this as “Block” in your notes describing what the unit intends to do. If the Defender does not opt to take the Field it allows attacking Tribes access to its hex - but not passage through the hex. Passage through the hex by the Attacking Tribes is possible if: (a) the Defender is defeated, (b) the Defender is placed under Siege. If two or more Tribes are attempting passage through the hex they may do so on the turn following the defender being placed under Siege (as long as the Siege is retained). If multiple Tribes are defending then similar rulings will apply (for example, they must all be defeated in the Field before passage across a Ford is possible).

Notes

1. An attacker trying to cross a defended Ford or Pass may engage in only one combat for the turn.
2. Scouts: Scouts attempting to move through Fords/Passes to Locate etc are much more likely to be spotted by any Suppressors. Any melee arising from this or taking of goods, as in the case of Raid, will not be affected.

5.9 Ports

There exist a series of Ports (these are numbered, e.g. Port 24) on all continents that will transport smallish Elements to (an)other Port via locals. The trips take 2 turns regardless of distance. The trip costs 10 Gold paid at the point of departure. The port of arrival must be specified by the player (for example, Port1). In the first turn the Fleet will be moved to a Port Holding site (where it may see other Fleets – this will tell you something about which other Fleets are on the move but no attacks can happen in this hex).

An Element being transported via Ports will need to satisfy Administration requirements (it is an Element not a Fleet). The Element is limited in size to 100 people with a maximum size of 50 of any one of Warriors, Actives, Inactives, Slaves. The number of people taken can be reduced, freeing up room to take animals. Each person below the 100 person maximum allows 500 lbs of animals to be taken instead. A 4000 lbs goods limit for items other than people and animals will apply (provs for the required number of turns are added in addition to the 4000 weight) plus 1 prov per person. Backpacks etc will not increase this weight. Cannot transport Boats or other sea vessels.

The Element does not perform any Activities while in transit, but it will consume food.

No Water, Fodder or Grain is required.

A Port can transport only one Element in any one turn and is not able to operate while that Element is at sea. Other ports all charge the same cost and give the same option, that is, a return trip going to be possible.

An Element that lands at a port or arrives at a port for departure may not be attacked in the port hex via Naval Combat (though field combats may occur here).

This method of transport applies only to numbered Ports, e.g. Port 05 to Port 01 (that is, it does not include specially named Ports, such as “North Ferry”).

5.10 East & West Ocean Routes

The module does not allow Ocean travel from the seas off East further to the East. There are four “East Route” waypoints to facilitate Ocean travel from East to West (and vice versa). For

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example, if you are in eastern waters you may travel as normal to a waypoint. Once at this waypoint, the GM will advise you of the co-ordinates for the corresponding waypoint on the other side of the map. On the following turn you can Order "GOTO <corresponding waypoint>" and you will move to the equivalent waypoint in Western waters. On the turn following this you can then move as per normal Ocean travel in these waters.

6. WEIGHTS AND CARRYING CAPACITY

6.1 Carrying capacity

6.1.1 General capacity

When the Tribe moves the following carrying capacities apply: -

Wagon: 2000 lbs, people on foot: 30 lbs, unriden horses: 300 lbs, ridden horses: 100 lbs. A Horse(s) pulling a Wagon may still carry 300 lbs. Producing Saddlebags and Backpacks will increase your carrying capacity.

When a unit is fully mounted the capacity is determined by what the horse etc (on its own) can carry. That is, you do not add the capacity of the person riding it (which means you can't add Backpacks).

Horses pulling wagons may use saddlebags.

Wagons cannot enter swamp (and certain other terrain) - this is regardless of the Tribe's carrying capacity. The exception is if elephants carry them.

Cattle are used to pull wagons/ballista's before horses.

Elephants: carry 1000 lbs unriden (800 lbs if ridden by 1 person - or 3 people may ride with no gear).

6.1.2 Scouting

Scouts on foot 15 lbs Horses being ridden 50 lbs*

Unriden horses 150 lbs

Wagons 1000 lbs

* Horses carrying a load can then be used to Scout. In one case they can carry 300lbs, in the other 50lbs.

Carrying capacity for scouting is only relevant for determining how much equipment (weapons and armour) that the Scouts can carry.

6.2 Weights

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

Notes

1. A Carrying Capacity for land-based units is given with your Report – but it is a rough guide used mainly as a prompt for the GM to take a closer look. The weight for Walking includes

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provs eaten for that turn. However, you should ignore the Mounted Carrying capacity figure - rather you should use the Tribe Manager to calculate mounted Carrying Capacity. Weight calculation is not the GM's responsibility.

2. Orders like "dump enough logs in order to move" will not be acknowledged. Your logs, fodder, stones and provs consume the most capacity and if you try to carry these things without Horse, Wagon and/or Elephant support it is likely you will run into trouble. Remember that Movement occurs before provs are consumed.

3. If you have more wagons than horses, cattle and elephants can pull, then movement is prevented.

4. Elephants may carry (one) Wagons/Ballistae/Catapults and may cross Swamps, enter LCMs etc. with the Wagon, etc treated as cargo. When Elephants carry Wagons it is treated as cargo and may enter or leave any hex that elephants may access. If you are using Elephants to carry Wagons into terrain they could not normally enter please indicate this next to your Movement Orders. Carried Wagons cannot themselves be used to carry Goods. When an Elephant carries a Wagon (empty) through Swamps etc it may carry nothing else.

In short, Elephants are able to carry empty Wagons (as cargo) and, given other conditions are satisfied, this allows mounted movement rate and movement through Swamp, Jungle, etc. Elephants may also pull loaded Wagons in place of horses or cattle, but this negates mounted movement rate AND entry into restricted terrain. The present code allows for some violation of these conditions, but continuation of this situation should not be presumed.

Elephants can carry 3 riders when carrying no other goods (2 riders plus cargo, etc has not been coded).

Finally

The various combination of what can and can't be carried lead to complexities in coding – though overall the code is accurate (even if the report on carrying capacity is not). In some cases the code is not yet in line with the rules. So asking the GM questions might result in an answer "not yet coded". Therefore two suggestions:

1. use trial and error to determine what your unit can carry
2. don't cut things too fine – if you are unsure, throw in a couple of extra elephants to make sure.

7. SKILLS

7.1 Skill attempts

Each turn every Tribe with a population of at least 50 may attempt to increase 2 skills. The chance of success for the tribe is $110\% - (10\% \times \text{SKILL LEVEL ATTEMPTED})$ for one skill and half this for the second. You may attempt 2 skills from the same group (see below) if you are not using the Teachers - but the chance for the second will be halved yet again. The one Skill may not be attempted twice in a turn.

* if you have Level9 in a skill and have not attained Level10 in that Skill after 12 consecutive turns of Primary attempts, this Level10 will automatically be granted – it is up to the player to keep records and remind the GM if this does not appear in your Report.

7.2 Skill Groups

Group A		Group B		Group C	
Armour	Arm	Administration	Adm	Archaeology	Arch
Bonework	BnW	Apothecary *	Apoth	Alchemy	Alc
Boning#	Bon	Archery	Arc	Apiarism	Api
Curing#	Cur	Captaincy	Capt	Art ^c	Art
Dressing#	Dre	Combat	Com	Astronomy	Astr
Excavation#	Exc	Courier	Cour	Baking#	Bak
Fishing	Fish	Diplomacy	Dip	Brick Making#	Brk
Fletching#	Flet	Economics	Eco	Cooking ^c	Cook
Forestry#	For	Garrison	Gar	Dance ^c	Dan
Furrier	Fur	Healing	Heal	Distilling	Dis
Gutting#	Gut	Heavy Weapons	HvyW	Engineering	Eng
Herding	Herd	Horsemanship	Hor	Farming	Farm
Hunting	Hunt	Intelligence	Int	Fire Control	Fire
Jewellery	Jew	Leadership	Ldr	Glasswork	Glass
Leatherwork	Ltr	Mariner	Mar	Literacy	Lit
Metalwork	Mtl	Mobilisation	Mob	Maintain Boats	MtnB
Mining	Min	Navigation	Nav	Milling#	Mil
Pottery#	Pot	Politics ¹	Pol	Music ^c	Mus
Quarrying#	Qry	Rowing	Row	Refining#	Ref
Salting#	Salt	Sailing	Sail	Research	Res
Sewing	Sew	Scouting	Sct	Sanitation	San
Siege Equipment	Seq	Seamanship	Sea	Seeking	Seek
Skinning#	Skn	Security	Sec	Shipbuilding	ShB
Tanning#	Tan	Shipwright#	ShW	Stonework	Stn
Waxwork	Wax	Slavery	Slv		
Weapons	Wpn	Spying	Spy		
Weaving	Wv	Tactics	Tac		
Woodwork	Wd	Torture	Tor		
		Triball	Tri		
		Understanding	Und		
		Supervision	Sup		

1 = Politics is a research skill for the domination of territory.

C = Cultural skills.

= skills where the number of people (actual workers) that can be assigned is limited to 10 x skill level (unlimited at level 10) [NB Pottery 1 or higher permits unlimited numbers digging clay]. Tools and research items can improve the effectiveness (and hence output) of the

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workers assigned.

* Apothecary. Not much is known about this skill as its secrets are held in some of the darkest regions of the known (and unknown) worlds.

7.3 Teachers for Hire

Each turn you may make a Third Skill Attempt ([from Group A only](#)) according to the following criteria:

1. Your normal Skill Attempts must be from Groups B and/or C;
2. You cannot acquire any skill level above 7 by this means;
3. The skill is not guaranteed (it is like a second Secondary Attempt - with the same probability of success);
4. The teacher of the skill level charges according to the following table:

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

5. 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.
6. Use the Skill Attempts section of your Orders to indicate your choice.
7. Silver will be taken from the Tribe attempting the skill (or its Goods Tribe if it has one).

8. TRIBE (GENERAL) ACTIVITIES

Every turn you can perform tasks with your Tribes, Elements etc. General Activities are performable by all these units.

There are three basic types of skills. Those where skill level affects what can be produced, those where level affects the productivity of each person assigned and those where level determine how many people can be assigned. In the latter case, where you see “10 people per skill level” this refers to the sum total of people working in the Tribe and any of its Elements. For example, a Tribe with For1 is entitled to 10 foresters total (not 10 foresters in the Tribe and 10 in an Element). Herd, Hunt and Mining can be done at Lvl0.

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. 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).

For example:

Hunting	Provs	1000	100 bows, 200 slings, 300 traps
Mining	Coal	645	(400 people+245 slaves), 500 picks
Metalwork	Picks	50	bronze

Note that goods produced in Activities (and Buildings built) are only available on the following turn (that is, they must be on hand at the start of the turn in order to use them).

8.1 Armour making

(see also Waxwork/Leatherwork/Sewing)

ARMOUR	SKILL	COAL	IRON	BRONZE	PEOPLE	DESCRIPTION
Scutum	2	15		5	2	bronze shield
Haubes	3	10		3	2	bronze helm
Shields	3	30	5		2	
Cuirass	4	20		30	3	bronze breastplate
Helms	4	20	3		2	
Chain Mail	6	40	18		4	
Breastplate	8	40	20		4	

Note

A unit may have no more than 45 different items of Weapons and Armour.

8.1.1 Armour categories

Each warrior may wear one piece of armour from each of the following categories:

Head: Helm, Haube, Hood

Shielding: Shield, Scutum, Heater

Torso: Chain, Scale, Ring, Jerkin

Over torso: B'plate, Cuirass, C'biolli, Bone Armour

Leg: Trews

8.2 Boning

(10 people per skill level until level 10 then unlimited)

Each person removes the bones of 6 goats/3 cattle/ 2 horses yielding 12 bones.

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This can be done as a combined activity with Skinning and/or Gutting (see [Skinning](#))

8.3 Bonework

BONEWORK	SKILL	BONES	PEOPLE	DESCRIPTION
Bone Axe	1	1	2	+ 1 club & 1 leather
Bone Arrow (10)	3	10	1	see Comp Bow (research na at the moment)
Bone Spear	3	1	2 in forest/jungle	or 1 person with 1 shaft
Bone Frames	4	3	2	
Bone Armour	8	10	4	+ 2 leather

8.4 Cooking

(10 people per skill level until level 10, then unlimited)

1 person can cook 4 Gruel (6 if using Grain)

1 Gruel = 1 prov using either 30 Grain, 15 Grapes, 5 Honey, 10 Gut.

Gruel will not be shown as an item - the raw materials will be converted to Provs via Cooking.

Please Order "Cook provs" using whatever (not Cook Gruel).

Cooking can be done at sea.

8.5 Curing

(10 people per skill level until level 10 then unlimited)

Each person assigned may cure 2 skins/furs into 2 leather using 5 Gut (the technique also involves urine, but sufficient quantities are presumed).

8.6 Dressing

(10 people per skill level until level 10 then unlimited)

Each person assigned may dress 4 skins/furs into leather using 1 salt.

8.7 Exploration

(No Skill required)

The exploration of "features/locals/sites etc". No people need to be assigned. If it seems risky, warriors from your defenders should be assigned. Best placed in Notes at start of turn rather than Activities.

8.8 Fletching

(10 people per skill level until level 10 then unlimited)

1 person using 10 coal (no Coke) and 1 bone/bronze/iron/steel produces 10 Arrows of the corresponding type. In Field battle, bowmen use 10 arrows in the missile phase of each Combat. Bowmen without sufficient arrows available are assumed to use wooden tipped arrows for the remaining shots. The increasing quality of arrows from wooden up to steel have increasing effectiveness.

8.9 Foraging/Gathering/Digging/Oil Production

(No Skill required)

Each forager gathers 50 fodder in prairie/grass hills.

Each forager gathers 100 fodder in prairie/grass hills using a scythe.

Sand (see [Glasswork](#)) can be gathered at a rate of 20/person from any hex which has a river hexside or is adjacent to an Ocean or Lake hex. The rate is doubled if equipped with Shovels. See also "Clay" (under [Pottery](#)).

One person makes 1 oil using either 300 gut + 1 jar or 1 olive + 1 jar. In either case, the jar is not consumed, but retained in inventory. You should keep enough jars in inventory to match the quantity of oil held.

8.10 Forestry

(10 people per skill level until level 10 then unlimited)

(10 people x 4 logs = 40 logs per level)

Each person assigned fells 4 logs or strips 20 lbs of bark in a forest or jungle.

Logs may not be used in the turn of acquisition.

Charcoal making is something else that can be done under the Forestry Skill. And like Logs and Bark is limited to 10 workers per Forestry level. For example, at For5 you may have 20 people doing Charcoal, 20 cutting Logs and 10 stripping Bark. Tar is a by-product of the Activity. See [Charcoal](#).

There is a Forestry cap of 10,000 people per unit. This applies to effective workers.

8.11 Furrier

A form of hunting which specialises in the killing of animals whilst leaving their hides intact.

Furriers produce far less provs than hunters BUT also provide skins and furs.

Access to water (river, lake or ocean) improves Furrier results by 10%. Additional bordering hexes with water give a slight further improvement.

Furriers not equipped with a missile weapon and or snares/traps will not be very productive.

Please do not assign less than 10 people to Furryng in Winter.

8.12 Glasswork

Sand can be gathered at a rate of 20/person from any hex which has a river hexside or is adjacent to an Ocean or Lake hex. The rate is doubled if equipped with Shovels.

ITEM	SKILL	PEOPLE	SAND	LEAD	COAL	CLAY	
Beads x 10	1	1	9	1	5		Requires one Glasspipe per 10 users
Beaker	4	1	9	1	10		Requires one Glasspipe per 10 users
Bottle	6	1	12	2	12	25	Requires one Glasspipe per 10 users. Weighs 2 lbs full. 50 Bottles = 1 Barrel volume
Lens	8	5	45	5	50		Requires one Glasspipe per 10 users

8.13 Gutting

(10 people per skill level until level 10 then unlimited)

Each person obtains the intestines of 6 goats, 3 cattle or 2 horses, yielding 12 gut.

(for example, 10 people x 6 goats x 2 gut = 120 gut per level)

This can be done as a combined activity with Skinning and/or Boning (see [Skinning](#))

8.14 Healing

Healing can be performed by any Tribe member (even if wounded).

Herbs are believed to assist healing, especially in the hands of skilled healers. One healer heals up to 5 wounded.

Healers heal their own Tribe's people - but Herbs are communal if joint Tribes are behind Fortifications. **Warriors wounded in a battle are not available for a second battle in the same turn. Healing happens at the end of the turn, not after every combat, that is, if you are involved in two combats in the turn wounded Warriors will not be able to participate in the second one. Nor will Warriors wounded in Suppression or Security combats be healed prior to a battle in the same turn.**

8.15 Herding

Looking after your animals. 1 person is required per 5 Elephants, 10 Horses, Cattle, Dogs or 20 goats.

Breeding rates are affected by type of animal, herding skill, season, weather and terrain.

Animals must be Herded in order to grow. Unherded animals *may* stray (stray at the rate of

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20%). If using a Goods Tribe only one of the Tribes is permitted to Herd.

Killing animals for provs and not for skin/gut/bone is possible with a “Kill xxx (type of animal)” order. This does not take any skill or manpower. Do not put in a kill order for animals to be skin/gut/boned.

Herd growth occurs after activities (using the breeding rate determined by animal, skill, season, etc applied to the animals remaining).

8.16 Hunting

Can assign unlimited people. [NB it is currently under consideration to put limits on the number of effective hunters in a hex to reflect the need to avoid overhunting.]

Helps feed the Tribe - and in the early days is the Tribe’s main source of food. A range of smallish and not so small wild animals, wild honey, melons, cucumbers, roots, and berries are the sorts of items that together are called provisions (provs). The number of provisions taken is affected by number hunting, skill, terrain, season and weather. A Hex that has a River, Lake or Ocean on its border(s) has a 10% improved Hunting (and Furriering and Farming new crops result). There’s also a slight additional improvement for Hunting and Furriering based on how many bordering hexes have Water.

Hunters can use missile weapons or traps or snares (up to 5 snares or traps /hunter). Items that add to hunting and their benefit are: traps (0.1), snares (0.05), bows (0.15), slings (0.1), arbalests (0.2), spears (0.05), bone spears (0.05), stone spears (0.05), spetums (0.05), nets (0.1) are some of the legitimate items that may be used when Hunting. Some items which have no effect on Hunting returns are Clubs, Axes, Horses.

Hunters will gather provs on the basis of numbers assigned for the turn, that is, you cannot give conditional orders such as “cease Hunting at 10,000 provs” or “gather a maximum of 3 per Hunter”. With experience you will be able to judge what a Hunting party will bring home.

Once you have played a few turns please use the [Tribe Manager](#) spreadsheet (or similar) to provide the GM with the equivalent Hunting figure (that is, number of Hunters once implements are factored in).

8.17 Intelligence

This skill allows a Clan to gain information from locals.

The level of the skill determines what information you can ask for.

Int	Available information
3	Nearest hex of specified terrain type (nearest or close to nearest)
3	Nearest mine of specified ore (base ores only)
4	Nearest Rich Seeking hex OR special hex (player to specify)
5	Nearest Rich Seeking hex of specified type (A to E)
6	Rough distance of known trading town (that is, you specify the name)
7	List of trading towns from which you can select one
9	Location of named International city
10	Nearest source of named exotic mineral or desired commodity (includes Silver and Gold)

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Regardless of skill level only one request may be made by a Clan per game year.

Accuracy of information gained depends of the distance.

Distance is linear distance – not MV points.

Accuracy is about 10% of distance, for example for a site which is 20 hexes away it should be within 2 hexes of stated location.

Note that trading towns and international city missions are not a “source” of commodities for information request purposes, even if they sell/provide commodities.

The reference point of the request can be any Tribe or Element with the Intelligence skill at the required level.

Special hexes, towns etc are organic and can spring up at any time as the TN world evolves.

* note: Intelligence should be used in the week after you receive your Reports.

8.18 Jewellery

Can assign unlimited people

ITEM	SKILL	COAL	COPPER	GOLD	JADE	PEOPLE
Trinket	1		1			1
Ornament	3	2	2			1
Goldwork	5			15		1
Inlay	8			20	1	2

8.19 Leatherwork

Can assign unlimited people.

ITEM	SKILL	PEOPLE	LEATHER	FRAME	DESCRIPTION
Hoods x 2	1	1	2		light head protection
Heaters	2	1	3	1	a form of shield
Sling	2	1	1		
Jerkins	3	2	4		a type of armour
Trews	3	1	2		leg armour
Backpack	4	2	2		+30lb to a Warrior or Active carrying capacity
Rope	4	2	5		
Saddlebags	5	2	4		+100lb (+50lb when scouting) to a horse's capacity, also add capacity for Camels
Whip	5	1	1		Increases number of slaves overseen. See Slavery
Saddle	6	3	4		See research

8.20 Meditation

(No skill required)

Sitting around doing nothing - favoured by some peace lovers. The GM loves processing Meditation Activity.

8.21 Meeting House construction

(Eng 2 required)

Before setting up a Village a Tribe must construct a Meeting House. Requires: Engineering 2 and 100 logs. Each person assigned installs 2 logs. Any time a Meeting House is constructed the Player MUST create a NAME for that Village.

8.21.1 Lodging

(Eng 2, Fire Control 2, required)

Requires 200 logs to build (at 2 logs per worker). Also requires 1 Lamp, which remains in

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inventory to operate (so that there should always be at least 1 lamp in inventory per Lodging).

Each Lodging houses 20 people.

Each Lodging requires 1 Oil and 1 Cotton maintenance for the Lamp per year (in Winter 12).

Lodging is needed when the Clan has more than 2000 [Hirelings, Auxiliaries & Mercenaries](#).

8.22 Metalwork

Can assign unlimited people.

Any Metalwork item may be made using bronze or brass instead of iron. The same amount of metal is used but only 75% rounded up coal is needed (calculated per tool, e.g. 2 bronze shovels use 16 coal not 15).

Please indicate in your orders the type of Metal used when making tools. Note that there is no facility for using Coke to do Metalwork (unlike Armour and Weapons).

ITEM	SKILL	PEOPLE	IRON	COAL	LOGS	BRASS	Other	COMMENTS
Pellets x 20	1	1		1			10 Lead	10 used per slinger in missile phase of combat; pellets improve the effectiveness of slings in battle.
Quarrels x 10	2	1	1	10				IRON ONLY for use with arbalest (similar improvements to arrows)
Shovel	2	2	2	10				doubles digging rate for ditch/moat/sand/clay, adds 50% to mining output
Trap	2	1	1	4				see Hunting, each hunter can use up to 5 traps
Barrel	3	2	2	4	1			used for water at sea, alcohol etc
Mattock	3	2	8	25				a quarrier with a mattock produces 10 stones, +50% to mining
Pick	3	2	3	15				double mining output +50% to digging
Adze	4	2	4	20				person with an adze fells 8 logs (Forestry)
Hoe	4	2	3	10				a person with a hoe can plow 2 acres
Shackle	4	1	2	15				shackled slaves count as half towards limits of Slaves held by a unit
Lamp	5	1				1	10 Silver, 1 Cotton, 1 Oil	Required for Lodging, 1 Oil and 1 Cotton per Lamp each Winter 12 , player responsibility
Scythe	5	2	3	15				doubles the acres harvested by a person for grain, sugar & fodder
Plow	6	5	10	25	1			a person with a plow and a horse/cow can plow 8 acres
Cauldron	8	4	20	100				see candles and cuirboilli under Waxwork
Glasspipe	9	3	2	40				For working glass

Note: Metal cannot be recovered from items once they are made.

8.23 Mining

Can assign unlimited people.

Hexes with deposits will only have one of coal, iron ore, copper ore, tin ore, zinc ore, lead ore, salt, silver, gold and other assorted minerals. Of these only Salt can be found in NON-Hill/Mountains. Gold, Jade, Gem etc mines will produce goodly amounts but might run out with saturated mining.

A scouting find of mineral will indicate its presence for mining. If a specific number of an item is found, for example, 20 Silver, this indicates a random find.

Output is influenced by the number of miners, skill and weather. Mining is dangerous, higher skill reduces this.

Mines are inexhaustible (some Gold and Diamond mines might diminish returns over time).

Note: to mine deposits that are the result of research (for example, Limestone) requires that your miners have the relevant research (even though you might discover such deposits).

8.24 Music

Music skill also allows making musical instruments. Each instrument requires skill in

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Woodworking and/or Metalworking, as well as Music. Instruments enable Music performers to be more effective, see [Fair](#).

ITEM	MUSIC	WOOD	METAL	PEOPLE	LOGS	BRASS	COAL	STRINGS	PARCHMENT
Drum	1	3		2	1				1
Horn	3	5		2	1				
Flute	4	4		2	1				
Trumpet	6		6	3		4	20		
Harp	7	6		5	2			30	
Lute	8	8		4	1			12	

8.25 Pottery

(10 people per skill level until level 10 then unlimited)

ITEM	SKILL	PEOPLE	COAL	CLAY	HOLDS	WEIGHS(empty)
Ewer	1	1	3	5	20	5
Jar	1	2	5	10	50	10
Urn	1	4	10	20	150	20

Pottery may be performed without Clay adjacent to a river or lake. If in arid or desert 1 lb of water per 2 lbs of clay is also needed. Indicate if you [are or are not using Clay](#) in Orders.

Clay may be dug at Pottery 1 from any hex adjacent to a river/lake. Potters dig 20 Clay/person (unlimited) without Shovel, or 40 lbs with shovel.

8.26 Quarrying

(10 people per skill level until level 10 then unlimited)

Provides stones for walls, buildings, etc. Each person provides 5 stones in any mountain or hill area (each stone is a cubic foot). Output is doubled if using mattocks, see [Metalwork](#). There is a Quarrying cap of 10,000 people per unit. This applies also if you are showing effective workers.

8.27 Seeking

Seeking is an Activity conducted by Warriors in Springtide (month 01) each year. Seeking may be for: wax, hives, spice, recruits, honey, herbs, goats, cattle and horses (see Tribe Manager). People may be assigned to look these items in Spring 01 only. No particular skill is required for this, although Seeking and Scouting skills will enhance outcomes.

Seeking should be included as an Activity only if you cannot use the Spreadsheet. If you are using the Sheet your Orders should be listed under Transfers (from 4263).

There will be guaranteed returns based on Seeking and Scouting levels, numbers of Warriors involved and the number of Horses used (Elephants may be used instead of, or as well as, Horses). Dogs and Trackers will assist if you have them.

One Tribe per Clan may Seek - and the number of Warriors and Horses assigned to each item, listed.

Warriors per item may not exceed those listed in the Tribe Manager Seeking Spreadsheet and Horses may not exceed Warriors. Any Warriors/Horses deployed for Seeking are not available for Combat or other Activities.

A few animals/items might turn up in the normal course of Scouting.

<https://drive.google.com/open?id=1eR9GJ7Ma8czXuPPfbBTffwGdKH4DFygzp5pmg3glfI>

8.27.1 Rich Seeking

A unit in any Rich Seeking hex in Springtide (month 01) may Seek according to the Rich Seeking in the Seeking Table in Tribe Manager. Rich Seeking occurs in addition to normal Seeking but results should be bundled by players where possible. Research that improves normal Seeking does not effect Rich Seeking (unless it increases Seek or Scout Skill).

8.28 Sewing

Can assign unlimited people.

ITEM	SKILL	PEOPLE	REQUIRES
Bladder x 2	2	1	2 gut, 1 leather (holds 10lbs water)
Ring(mail)	3	2	1 jerkin, 8 iron, 20 coal, Armour 4
Scale(mail)	3	2	1 jerkin, 10 bronze, 15 coal, Armour 3
Cloth	4	5	20 parchment

8.29 Siege Equipment making

ITEM	SKILL	LOG	COAL	IRON	ROPE	WAGON	PEOPLE	RESTRICTIONS
Ballista	8	3	20	3		1	10	2 horses/cattle to transport

8.30 Skinning

(10 people per skill level until level 10 then unlimited)

1 person can skin 3 goats, 1 cattle or 1 horse. Goats give 1 skin, Cattle 2, Horses 3.

(For example, 10 people x 3 goats x 1 skin = 30 skin per level)

Incidentally, animals that are skinned are dead, their provs are gained (they need not be herded and don't count for breeding in the turn they're skinned).

Note: Skinning, Gutting and Boning are processed as combined activities;

SGB Goats 80 people will Skin/Gut and Bone 120 Goats (requires Skn4, Gut2, Bon2)

Skin & Gut Goats 60 people will skin and gut 120 goats (requires Skn4, Gut2)

or any other combination of the three.

8.31 Slavery

8.31.1 Slaves

Slaves work as Actives, but can be transferred between Tribes with no limit.

Slaves must be overseen by Warriors or Actives or they may attempt to flee.

Slaves will work for the Tribe holding them, they can be passed to another Tribe like goods and will work for that Tribe at the skill level of the new Tribe.

Once people are captured from another Clan they become Slaves (and cannot be transferred back as people – even if their capture was inadvertent).

A Tribe (or sub-Unit) may hold no more than 1 slave per Clan member present (2 if shackles are used).

- Fleets may carry 10 Slaves for every Warrior that is overseeing them (at Slv0).

8.31.2 Overseeing

At Slavery 0 you must assign 1 Warrior as overseer per 10 slaves

At Slavery 1 you may control 1 slave per 10 people present without an overseer

At Slavery 2 you control 2 slaves per 10 people, etc

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At level 10 you control 10 per 10 people.

Shackled slaves count as half each for control and overseeing purposes. Shackles act at the start of the calculation. For example, 1000 Slaves with 1000 Shackles counts as 500 Slaves to be overseen. 1000 Slaves with 400 Shackles count as 800 etc.

Warriors assigned to oversee slaves will control 50% more slaves if equipped with whips. A warrior with whip oversees 15 slaves instead of 10 (NB until this is properly coded, players will need to flag the effective overseers manually). Whips do not alter the passive control arising from Slavery skill.

8.32 Stonework

Can assign unlimited people. See also Village-based [Stonework](#)

ITEM	SKILL	STONES	PEOPLE	COMMENTS
Stone axe	2	1	1	with 1 club and 1 leather
Stone spear	4	1	1	with 1 shaft
Sculpture	5	5	4	
Millstone	6	10	10	
Statue	8	10	10	

8.33 Tanning

(10 people per skill level until level 10 then unlimited)

Each person turns 4 Skins into 4 leather using 10 lbs of bark.

(10 people x 4 skins = 40 leather per level. 100 bark per level is used).

Furs cannot be Tanned but future code may change this.

8.34 Waxwork

ITEM	SKILL	WAX	COTTON	COAL	PEOPLE	LEATHER	CAULDRONS	COMMENTS
Parchment x 5	1	1 + 5 skin			1			
Candles x 20	2	20	1	5	4		1*	
Strings x 5	2	1	1		1			Can use gut instead of cotton
Seal	3	5 + 1 Gold			1			1 Seal per enduring Truce
Cuirboilli	4	10 + 2/suit		2	2	2	1*	Can make up to 10 cuirboilli

Note: Cauldrons need to be available in the appropriate numbers for making candles and/or cuirboilli, but are not consumed in the process (so are similar to the use of Glasspipes in Glasswork).

8.35 Weapon making

Can assign unlimited people.

(See Woodwork for Clubs and Bonework for some weapons)

ITEM	SKILL	PEOPLE	COAL	IRON	BRONZE	RESTRICTIONS
Shafts	1	1				only in forests/jungles, see *Spear, etc.
Bow	1	2				using 1 string, #only in decid/jungle
Bow	1	1				using 1 string and 1 stave in any terrain
Slings x 10	1	5				using 1 bolt of cloth, see also Weaving
Spetums	1	2	5		2	only in forests/jungles
Spetums	1	1	5		2	+1 shaft...can be made anywhere
Staves	1	1				only in decid/jungle
Spear	2	2	10	2		only in forests/jungles
Spear & Shaft	2	1	10	2		+1 shaft/bone spear...can be made anywhere
Mace	3	2	30(20)	6 or	(6)	

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Axes	4	2	20	4		
Falchion	4	2	15		5	
Swords	6	3	30	5		
Arbalests	8	3	20(15)	2 or	(2)	require 1 string each. Can use brass

<http://www.thearma.org/essays/knightvs.htm#.VOOp-ebleXs>

NB When making spears state whether you are using shafts, or cutting straight from the forest/jungle

When making bows state whether you are using staves, or cutting straight from the deciduous/jungle.

Note: Metal cannot be recovered from items once they are made.

8.36 Weaving

Can assign unlimited people.

ITEM	SKILL	PEOPLE	COTTON	GUT	BARK	ROPE	
Ropes x 2	1	1	20				
Slings x 2	2	1	1				
Net	3	2	10				helps in fishing
Rope	3	2		10	10		
Snares x 2	3	1				1	helps in hunting
Rug	4	5	20				
Cloth	5	5	15				
Net	5	3		10	10		helps in fishing
Carpet	6	10	50				
Tapestry	8	20	100				

8.37 Woodwork

Can assign unlimited people. See Shipbuilding for Oars and Paddles

ITEM	SKILL	PEOPLE	LOGS	COMMENTS
Clubs x 4	1	1	*	no logs needed in forest/jungle, if not in a forest or jungle you may make 4 clubs per log.
Rake	3	1	1	a person with a rake can plow 1 acre
Wagon	3	10	6	need 2 Cattle or Horses to pull, or 1 Elephant to carry
Frame x 2	4	2	1	see Leatherwork

9. WARRIOR ACTIVITIES

9.1 Combat

You will be advised of any Combat in your normal return. This may be a regular combat or an Overrun (see section [10.6](#)) - and you will have about 3 days to respond, if it is a regular combat where orders are required.

Warriors, horses and equipment not used for other activities are available for the Tribe's defence (or offence) against hostile Tribes. No more than 33.3% of a unit's Warriors may engage in Combat per turn (albeit attacking or defending) – this includes Raiding. You can assign up to 33.3% to Security (and Suppressors assigned are included in this) and up to 33.3% to Defense* though no more than 33.3% may fight if Defenders combine with Security in combat.

- you can assign more than 33% to defense but only 33% of Warriors in the unit (research aside) may participate in the battle. However, there is a reason you might assign more than 33% to defense. If you are in two combats in the turn those assigned above the 33% will replace any casualties taken in the first combat – up to the 33% of remaining Warriors.

For example, a unit has 900 Warriors. 300 are available for combat. But let's suppose you assign 400 to defense. In the first combat you send 300 Warriors into the field and lose 30 Warriors dead and 30 Warriors wounded. This leaves (400-60) or 340 healthy Warriors assigned to defense. The overall Warriors left in the unit are (900-30 dead) = 870 Warriors. One third of 870 is 290 Warriors and these may take the field for the second combat. Had you assigned 300 to defense and lost 60 in the first combat then only 240 would be available for the second combat.

If a battle is to take place the GM will notify you of the number of warriors left after all activities are performed – however it is important that each player assigns these Warriors to Defense in their orders. While players may distribute available weapons and armour once combat orders are requested, they should show Horses/Elephants, etc assigned to Defense in normal orders – this enables the GM to determine the numbers of Inf and Cav for the purposes of capturing Slaves during overruns (which are processed without the need for combat orders). You can then state how these will be divided (Cav, Inf, Missile) for the battle (which will be adjudicated retrospectively as it were).

However those assigned to scouting should have their numbers and equipment stated.

[There is a separate document with some rules on combat in it.](#)

9.1.1 Winning & Routing

Winning the Battle and Routing the enemy are one and the same thing. Note that the detail in some sections of the rules has not yet been edited to accommodate this.

Looting

If the battle is won the victor claims 50% the Weapons and Armour used by the defeated unit. Many players aim for a comfort zone of one piece of equipment per Warrior but you can see that a loss in the field may create a downward spiral if you are engaged in successive combats. It is thus not a bad idea to have at least 50% more equipment than you have Warriors so that you have a chance of surviving the second attack and enabling a retreat without too many losses.

In addition you may take 1 Slave (if they are available) for each 4 unwounded of your

unmounted Warriors at the end of the battle and 1 per 2 mounted. See combat rules. Note that these slaves are taken from the population of the defeated unit, not just the Warriors in the battle.

Weapon and Armour Damage

20-25% of weapons and armour used in combat will be lost to damage (before looting is factored in).

Provisional rule – subject to further review

Where the defeated unit has its GT in an adjacent hex, there will be no inventory present (because with its GT in the other hex). In this situation, the winner will capture additional slaves from the overrun unit equal to 50% of the overrun units population plus 100 Silver per person in the overrun unit. The silver will be deducted from the GT to the extent possible (the balance if any represents individual assets not included the Tribe's inventory).

9.2 Combat and Movement

Combat may occur before Movement or after Movement. If you start the turn in a hex with a unit you wish to attack, you may attack it (which is deemed to happen before Activities in the turn) and move away. If you end the turn in a hex with a unit you wish to attack, you may attack it after movement and then attack it again before movement at the start of the following turn. Combat cannot occur during Movement. That is, units in combat must be in the same hex at the start of Movement or at the end of Movement (Locate aside). However, each unit may fight any other single unit only once per turn.

If a combat is after movement each clan may use the Warriors (already) assigned to defense during that particular turn. If the combat is before movement each clan may use the Warriors that are assigned to defense in that (next) turn.

Combat is resolved in the “non-processing” week and requires a couple of days lead time for the GM to prepare and distribute materials to players. Thus an AM attack must be flagged in Orders (for example, by saying “attack 0250e1 AM”). What is not permissible is for a player to read their Report, find they are in a hex with another unit, and then announce an AM attack. In effect this would be a BM attack for the following turn.

No Combat Hexes

1. Combat is not allowed in any NPC city/town. Eg Greenham, Shanghai, Beijing. Nor may it occur in hexes that surround cities such as Beijing that are named, eg Chinese.
2. In Special hexes named Importer/Exporter.
3. In some specific and designated Special hexes. Eg no combat is possible in Green Zone hexes and other hexes on the map which will be obvious.
4. An Element that lands at a Port or arrives at a Port for departure may not be attacked in the port hex via Naval Combat (though field combats may occur here). Fleets may attack Fleets here.

Note: these hexes are not staging grounds for large armies and to head off such possibilities units with more than 100 Warriors will not be welcome. Units resident in such hexes may not Spy, Raid, Locate or Scout out of them (however, a unit that has been brought to a Town/City via an Outpost may send an initial set of scouts). Similarly, units may not Locate, Spy or Raid into them. Units in the hexes may deploy Suppressors.

9.2.1 Fleets and combat

Battles between opposing fleets are governed by slightly different rules, see [10.16 Naval Combat](#). Opposing fleets can do Raid or Locate actions against each other, if both are in land hexes.

No fighting is possible between land-based units (i.e. non-fleets) and fleets, neither directly if in the same hex nor via Raid nor Locate.

If a fleet is in a land hex (e.g. because coastal, lakeside or riverside), then its searching, suppression and security missions will interact normally with the searching, suppression and security missions of opposing land-based elements and other fleets in land hexes.

A land unit transported to a hex by a fleet cannot attack or be attacked (directly in AM combat nor indirectly via Raid nor Locate) in its turn of arrival. However, if it is in MOTC with the Fleet, it can participate in actions taken by the Fleet. It can attack and be attacked by other land units in the before movement combat phase of the next turn.

Units changing from Fleet to Element (or vice versa) do so after movement and combat and therefore will fight as their new type in the next turn.

9.3 Scouting

(see also Movement/Weights)

Warriors may be assigned to scouting parties. Scouts go out from the Tribe after the Tribe has moved (and automatically return to their unit, if they survive). You may use up to 8 scouting parties per Tribe (sub-unit's scouts count against its Tribe's total), keeping in mind:-

1. Warriors/horses/items assigned to scouting parties may not be used for other activities that turn.

Scouting is dangerous, there is no guarantee that scouts will return, especially if scouting skill is low.

As well as mapping out territory, scouts may perform one mission in their final hex, unless stated otherwise all scouts will Patrol, if assigned another mission which cannot be performed then this will become the scouts' mission. Other missions Scouts may engage in are Locate, Spy or Raid.

2. Each Scouting party must be made up of either ALL on Foot OR ALL Mounted. (Different parties from the same Tribe/unit can differ, but please note that this makes entering the scouting orders more difficult for the GM).

3. Orders for Scouts must be listed in the Scouting section of Orders (not under Activities – though you should note in Activities how many people are being assigned to scouting and their equipment).

Note: Please indicate if your Scouting moves for a Unit are **(all)** the same as the previous turn using red font – regardless of whether or not the Unit has moved. This enables more efficient entry for the GM.

9.3.1 Scouting Reports



Let's suppose you ordered:

Scout1: N/NE/N to limit (4 mounted warriors)

Scouting Reports look like this (starting from 0):

Scout 1: Scout N-PR, River N, NW \NE-PR, River NW, O, N \ Cannot move on Ocean to the N of the hex, Find nothing while searching

Means:

Scout 1: Scouts moved North into a Prairie hex, saw River on the North and North West hexsides of this hex then moved \ North East into a Prairie hex, they see River to the NW hexside and Ocean to the North of this hex\ Further Movement North is blocked by the Ocean, Find nothing while searching this hex.

Or, if you found this in your Report (not related to the map segment above).

Scout 3 : Scout SE-GH, sees Lcm to the SE,, O N,Find Copper Ore in this hex\SE-LCM, Lcm NE, SE, S, Find Coal\

Means:

Your Scout party went South East (from the Tribe's hex) into a Grassy Hill hex (GH). To the South East of this GH hex it observes a Low Conifer Mountain (that is, the next hex to the South East of the GH is a Low Conifer Mountain) and to the North of the GH it sees an Ocean hex (that is, the hex to the North of the GH is an Ocean hex). It finds Copper Ore in the GH hex.

It then travels another hex South East into the Low Conifer Mountain previously observed, and to the NE, SE and South of this hex it observes Low Conifer Mountains. It finds Coal in this LCM hex.

Notes

Should your scouts make a find like Silk Trader, Scroll etc this indicates presence only. You will need to move a unit into the hex to gain further information/details.

9.3.2 Mapping Tools

<https://www.youtube.com/watch?v=vlnPX3DjerY>
(mapping walkthrough using scouts)

<http://mojobob.netnet.net.nz/roleplay/props/mapping.html>

There are pdf files with grid layouts that can be printed on either extra-large paper sizes, or using Acrobat's shrink to page function, to get fine hex grids on normal A4 paper.

<http://www.hexographer.com/>

Hexographer is available free or for a modest fee.

<http://sourceforge.net/projects/autorealm>

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AutoRealm is a free download and open source.

However, these often do not mesh well with a hexagonal base.

9.4 Scouting missions

9.4.1 Search

This is the general mission, you can also use the Order “Patrol” for the same effect.

The final hex is searched for valuable/useful items. Minerals will always be found if present in the final hex and hexes passed through (in the case of Tribes and Elements they are only found in the final hex). If a Scout Group on Patrol finds nothing, this will be reported as either “Find Nothing”, or left blank. Other units present in the hex will be noted. Note: this is separate from Seeking.

9.4.2 Raiding

Scouts on a raid will try to take Slaves from another Clan. In any one turn a particular Tribe may Raid only on one other Tribe. If you do not specify the Tribe that the raid is against, the first Tribe encountered will be deemed as the target. Raiding is deemed to occur in any hex passed through (not just in the final hex) - your Scouts will return to report the first unit(s) they Raid (that is, they will not continue into the next hex unless there is a specific order to target a particular unit). If you want to Raid in the hex your unit is in, your Scouting MV Orders must be “Still”.

Raiders may wear Jerkin and Hood (only armour permissible) and carry one melee weapon. Scouts with a Raid Order will fight any Warriors on Security plus any on Suppression in a combat/melee without any defensive modifiers (that is, as if vs open camp). They do not fight the assigned Defenders. Raids occur prior to any combat via Locate.

If you specify a Raid vs a particular unit the Raiders do NOT have to deal with security from another Clan's unit present in the hex though they would have to deal with any Suppressors. As would Scouts on Locate.

You cannot combine Scouting numbers from sub-Tribes unless you are in Meeting of the Clan – in which case you need to supply relevant weighted figures for any combat type skills.

A Tribe is limited to a maximum of 10 Raiders per Tactics level in each Scouting party. For example, at Tac10 a Scouting party may contain up to 100 Raiders.

Where scouts from different parties of the one unit are Raiding vs the same opposing unit the total scouts in the relevant parties will be added together for the purposes of adjudication.

For example, two Raids by two groups of 100 (Tac10) shall count as a single raid by 200. Short of research the maximum Raiders that may be assigned by a Tribe is 800. (Tac10, and 8 Scout parties).

If the Target has NO Security or Suppression, then the raiding party will take 1 slave for each Warrior on foot or 2 if mounted.

Slaves will be taken from Slaves first, Hirelings and then across all three people classes.

Coastal Fleets

Fleets can raid against other fleets if both are in land hexes.

As noted in [9.2.1 Fleets and combat](#), no raiding can be done by a fleet against land units nor by a land unit against a fleet, even when the fleet is in a land hex.

Stages

1. Resolve through Combat - Raiders vs Security/Suppression forces as a melee.

2. Effective Raiders = those that remain unwounded after melee.

Note: if more than 70% of the Raiders etc are wounded the rest will be enslaved.

3. Unwounded mounted takes 1 Slave per two raiders, Infantry is 1 Slave per 4 raiders.

Note: when the Raid is vs a Fortification then Cavalry are treated as Foot.

Only 1 slave per unit member is permitted overall, 2 if shackles. For example, a Raiding unit of 200 people which already holds 100 Slaves may take a maximum of 100 Slaves in a Raid, however, if the 100 are shackled they count as 50 and thus the raiding party may take up to 150 more Slaves if they are able).

5. Modifiers

Moat/Ditch	the Raiding is $\frac{1}{4}$ Slaves
Walls	the Raiding is $\frac{1}{5}$
Walls and Ditch/Moat	the Raiding is $\frac{1}{6}$

It is assumed fortifications are sufficient to hold all people. For the purposes of Raid resolution the fortification is assumed to hold just people (that is, goods do not need to be factored in). A pro rata calculation will be made if the fortification is not sufficient to hold all.

Research topics such as Drawbridge and Keep will further modify these figures.

9.4.3 Locate

If successful, Scouts will lead a war party back to the victim's hex. (The war party is the Tribe's assigned defence warriors). Locating is deemed to occur in any hex passed through (not just in the final hex) – but does not include the hex of origin (unless Movement order "Still" is assigned). Your Scouts will return to report targets in the first hex containing valid targets they Locate (that is, they will not continue into the next hex). Where there is no reason to adjudicate otherwise, and where there is more than one target located in that hex, this will be determined randomly. Any units with zero (or few) defenders in the same hex (and in the field, i.e. not behind fortifications) will be overrun (this is over and beyond the two combat maximum).

You can order Locating Scouts (and hence warband) not to attack particular units as they move through the hexes, for example, under (or over) xxx people, specific units and so on. If conditions for Locating are not specified they will attack the first target. Conditional orders should not be overly complex.

Unless specified otherwise they may Locate more than one target in the hex.

Locate is an aggressive Order that indicates an intent to attack. Order "Patrol" or "Search" if you do not wish to do this. There are two skills relevant to Locating - they are Scouting and Spying - if you are very low in one or the other you can expect the defending Suppressors to

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have a chance of discovering your mission.

Should you be “lucky” enough to Locate two targets (via two scouting parties) your Warriors will be committed to two combats. Should this not be desirable you should say, for example, “Locate one target only”.

It is acceptable to put some conditional statements in Locating orders for scouts. For example, “Locate one target, 0999 if present” but not “Locate target with fewest defenders”.

Note that you cannot do a Locate action against a special hex or local support longhouse or hamlet which only has Guard defenders. You can do a Locate if there are defending player units, so you can Locate against local support Towns and Cities, since these must have Garrison units.

You cannot do a Locate action into or through an International City hex, as the City Guards will not allow such an intrusion into their territory.

Locate vs Fortified sites

Where a site can house all people in the unit(s)

The defender may still opt to take the Field with some or all of the units attacked, in which case there will be a battle. If the defender opts to stay inside the fortifications, the Locating force may not start a Siege but may order an Assault.

Where a site cannot house all people in the unit(s)

The defender may opt to enter the Field with some or all of the units attacked, in which case there will be a battle.

Should the defender choose to defend from the site (as opposed to entering the Field) people will be accommodated in the site first (before animals). Any animals left outside may be taken by the Locating force (subject to herder numbers in their parent unit). Any people left outside may be taken as Slaves. Slaves taken by the attacker may be no greater than the number of attacking Warriors/2 mounted or 1 for each 4 Infantry. The Locating Force may then decide whether to Assault the defenders in the fortifications (they may not commence a Siege).

Where multiple units are housed within the site

The main unit (usually the main Tribe) will be given precedence. Then follows sub-Tribes. For example, 0250 has 3000 people, 1250 has 1000 people and 1250e1 has 500 people. If the site can hold 2000 people then all of 1250 and 1250e1 will be left outside along with 1000 people from 0250.

Any unit(s) defending in the Field (or in the site) must be defeated before other units in the site can be attacked/overrun etc. Meeting of the Clan rules will be relevant here.

Coastal Fleets

Fleet is in a coastal hex may send Scouts to Locate other fleets that are also in coastal hexes. As noted in [9.2.1 Fleets and combat](#), it is not possible to initiate combat between a land unit and a fleet via Locate, even if the fleet is in a land hex.

Notes

1. The Locating unit is not committed to an Assault vs the site (but will have to fight if the defender enters the Field).

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2. You cannot order a Siege via a Locate - but you can Assault in this way. If a unit Locates a fortified site it may choose not to Assault, however the defender of the site may enter the Field to force a battle.
3. Besieging Forces may not themselves use Locate (unless they are willing to break the Siege).
4. Scouts from one Tribe can Locate on behalf of another Tribe as long as those Tribes are in Meeting of the Clan. If in Meeting of the Clan, the total number of defenders is counted as the War Party.
5. A Locate commits you to a battle, but if neither party wants to fight then they should both indicate "Defend" in their Combat Orders.
6. A land unit may not Locate a Fleet or a unit travelling via a Fleet.
7. Locate will not apply vs Truced Clans unless specified in Orders.
8. If units from different clans use a Locate order and both Locate the same unit, then there will be a check of terrain to see who gets there quickest – if the same MV points and no research in play, then random
9. A Locate results in a discrete battle vs the unit(s) Located. For instance if A successfully Locates B (only) and C is also in the hex, then A is only entitled to an attack against B and C is not involved in any combat with A (unless in MotC with B).
10. Where multiple scout groups using Locate engage with another unit's Suppressors, each engagement is resolved individually, i.e. the numbers on the Locating parties are not added (even if dispatched from the same unit).

9.4.4 Spying

A successful attempt will detect one of the following four options:

1. Number of Warriors assigned to Defense and Security
2. Number of Warriors assigned to Suppression
3. Total number of Warriors in the unit
4. Fortifications for that hex.

You need to show which information a spying mission is targeting in Comments page in Auto orders (and you can have different parties trying for one each, etc). Spying on Truced Clans will likely lead to loss of (General) Morale.

9.5 Security

Warriors assigned to Security will attempt to counter Spies and Raiders - the skill of "Security" will help with this. Spies and Raiders etc will be attacked, any other scouting missions (including Locate) will not. Scouts will either be killed by Security or escape (that is, not captured). The Raided Clan will know who the Raider is.

50% of the Warriors assigned to Security will be able to Defend should the need arise (Suppressors will not be available to participate in combat), unless they are injured on Security duty (whereabouts this happens in the turn shall be determined by the GM on a case by case basis). Specification of the cavalry component of your Security force could be advantageous. Note that Suppression (see below) requires its own Warriors assigned in addition to any on Security. Security forces may be activated conditionally. For example, if Raiders are greater than xxxx do not activate Security. You should also cater for the possibility that there might be more than one Raiding group. If in Meeting of the Clan numbers on Security in various sub-Tribes will be added. Despite the fact that half of Security may fight in defense, no equipment assigned to Security may be used in defense.

9.6 Suppression

Suppression is an extroverted form of Security. Warriors assigned will attempt to intercept scouting parties entering the Tribe's hex, they attack scouts seen except their own and those of Truced Tribes (and the player may specify not to attack identified Clans). If successful a melee will ensue (Com, Ldr and Combat Morale come into play). Scouts may be captured and then Tortured. The Scouting/Locating units are considered to be the attacker and the Suppressors the defender.

Note: Suppression (that is, Suppressors) applies to a hex. Whereas Security forces work for the Clan (and not other Clans).

Suppressors are the only defence against scouts attempting to Locate (depending on numbers, equipment and skills, some scouts from the Locating party might nevertheless escape to report their findings).

In the ordinary course of things a successful Suppression will not learn the specific orders of the scouting group - but in some cases they may (a hidden % roll is in play here).

Warriors assigned to Suppression will not be able to participate in defence. Suppression is a separate activity to defence. If the suppression force is not strong enough to deal with the locating scouts (or fails to detect them) then the locating may still take place. No equipment assigned to Suppression may be used in defense.

There are two skills relevant to Suppression - they are Scouting and Security. Other factors in play are terrain, numbers of scouts, weapons and numbers mounted. These may or may not conspire against your endeavours.

Tribes with Suppression Orders will not suppress the scouts of Truced clans unless the player announces that they wish to do so.

Summary

Suppression works in a hex (that is, any Scouts entering the hex on any sort of mission will be subject to Suppression).

Security protects the Clan (rather than the hex) specifically vs Raiders and Spies.

The main reason why you would use Security rather than Suppression is that half those assigned to Security are also available for Defence (whereas Suppressors are not). The main reasons why you would not are that you would be unprotected vs Locate, and that you would offer no protection to any allies in the hex.

Multiple Units

If there are multiple Units (from the same or different Clans) using Suppression in a hex then Scouts entering the hex negotiate Suppressors from two units only. A unit using both Security and Suppression will count effectively as two units vs spies, locates and raiders etc.

These are selected by the GM on the basis of size – that is, largest Suppressing force is chosen first. If the scouts are not detected (and/or fully dealt with) by the first group of suppressors, the second group comes into play. For example, Raiders vs AAAA might have to deal with Suppressors from BBBB, then from AAAA before they get to Raid AAAA. Similarly, Locating scouts might need to evade or survive vs Suppressors from AAAA before evading or surviving Suppressors from BBBB (any losses vs AAAA will be deducted prior to resolution vs BBBB).

9.7 Torture

This activity, aided by its own skill is performed (by a Warrior) to enhance the memory of an absent minded captive.

Torture must be performed immediately after Slave capture (rather than in the next set of Orders). Capture occurs most commonly from successful Suppression and Overrun. That is, it will be conducted and resolved in the week following the Turn Report. Questions should be listed in the order that they will be asked.

The chances of successfully having a question answered by a "client" = $(10\% + \text{TorLvl} \times 10)\%$.

One question per discrete group captured (for example, capturing 2 different Scouting groups would allow 2 different questions to be asked). One question may be put to up to 5 clients using 1 torturer (thus increasing the chances of an answer). Questions should relate to the Clan in question (and not to what other Clans are doing etc) and where possible should be quantifiable.

Your Torture Skill in any one sub-Tribe (present in the same hex or in an adjacent hex if there is one of your Meeting Houses in one of the hexes) covers any torture activity that might be performed. Any people employed as torturers mid turn may not be used the following turn. Players should indicate Torture level when requesting client information.

10. COMBAT – “The Battlefield”

Incredible as it may sound, there are some anti-social xenophobes, lurking round the hexes, just waiting to assault your Tribe. Believe it or not, there are some wimps out there who assign fewer warriors to defence than you do...

Combat may occur on any turn where two units from DIFFERENT Clans occupy the same hex. EACH/ANY unit in that hex may attack and/or defend ANY OTHER unit in that hex. Attacked Units that are NOT defended are likely to be completely overrun and lose all Resources. Each Attacking Unit may participate in up to two attacks in the same turn (defending units may be involved in more than two combats in a turn, however). A Meeting of the Clan allows the Defending Units in that Hex to combine their Defensive forces to protect one another. Similarly, units sharing a fortification can defend as though in MotC.

10.1 Initiating Combat

- 1) You may encounter a Tribe which attacks you.
- 2) You may be in the same hex as a Tribe (or its element) which you wish to attack.
- 3) Combat may not be initiated in certain hexes:
 - a) Not allowed in any NPC city/town, e.g. Greenham, Shanghai, Beijing (but it is allowed in hexes where there are Merchants and Local traders). Players should note that if the GM perceives that this non-combat features is being exploited (e.g. by using these cities as combat free staging posts for attacks), then he may take action against this.
 - b) Not allowed in hexes adjacent to these cities/towns that are labelled, e.g. Chinese
 - c) Not allowed in Special hexes labelled “<goods> Exporter” or “<goods> Importer”
 - d) Not allowed in some specific and designated Special hexes. For instance, no combat is possible in Green Zone hexes and other hexes on the map which will be obvious
 - e) An element that lands at a port or arrives at a port for departure (see [Ports](#)) may not be attacked in the port hex via Naval Combat (i.e. fleet cannot attack land unit here). Field combats (land units vs land units) may occur in port hexes, and also fleets may attack other fleets.
- 4) You might order an attack yourself - there are several ways to do this:
 - a) Order an attack on a specific Tribe(s).
 - b) Order an attack on any Tribe (truced Tribes are presumed to be exempted unless specified otherwise). Once made, a Truce cannot be broken without notice. You cannot attack/raid a tribe you are in a Truce with nor in the turn that you break the Truce. 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.
 - c) Order an attack as above BUT with the attack conditional upon weather/terrain etc.
 - d) Note that you can attack units which have been located by your scouts - see scouting activity. Scouting skill will determine if your warriors are successfully led to the prospective defenders.
- 5) Combat is allowed in all hexes that do not meet one of the criteria in 3 above. For instance, it is allowed in all regular hexes (which do not have any special notation) and in many special hexes, such as “<goods> Trader” hexes.

Other options (e.g. ambushes) may be developed in the future, either as general rules for all players or through specific research.

Combat may occur before or after Movement (but only one combat can occur between two particular units in the one turn, so they cannot fight both before and after movement).

After Movement

As noted in [Section 9.2 Combat and Movement](#), AM combat is only available where the intention to attack has already been included in the orders for that turn. The confirmed order to attack should be communicated as soon as the player receives their Report so the combat can be resolved before Orders are submitted for the following turn.

Once three days have passed from the sending of Reports this option lapses.

Warriors assigned to Defense in the turn in question are those who shall engage in combat. For example, at the end of [Turn 01](#) Clan A (having assigned 100 Warriors during [Turn 01](#) Activities and flagged an intention to attack Clan B) ends the turn in the same hex as Clan B (who has assigned 20 Warriors during [Turn 01](#) Activities). The combat is 100 vs 20.

Before Movement

Occurs after Activities and after BM Transfers.

Your intention to conduct before Movement combat should be communicated ASAP. The option lapses once the deadline for Orders has passed.

For example, during [Turn 02](#) Clan A assigns 200 Warriors during Turn 02 Activities), while Clan B (assigns 120 Warriors during [Turn 02](#) Activities). The combat is 200 vs 120.

[Modification is being considered to make Combat only occur at single time during turn (at end of turn).]

10.2 Availability for Combat

Warriors are only available for combat if they performed NO other activity that turn (partial exception applies for security, where 50% of these warriors are available, and for tribes with Mobilisation skill who are attacked, see 10.2.1 below). The same applies to equipment and horses.

In some circumstances players may need to submit orders for a turn before receiving the results of a combat that occurred in the prior turn. In such circumstances, in effect you are allowed to assign people to Activities who might actually be dead (in some places they call this the Public Service).

The following count as assigned defenders and are not available for combat. Security (at 50%), Pacifiers*, Scouts and Suppressors.

* Pacifiers are Warriors assigned to pacify governed territory (see [Politics](#)) and may participate in Defense but may not be used in an aggressive Attack (for example, via Locating).

Failure to maintain a reasonable sized defence force can have deleterious effects upon your future in the game.

Notes:

If you have sub-Tribes occupying the one hex (without ditch/walls etc) they must be defended

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individually (unless in Meeting of the Clan). That is, an aggressor moving into the hex gets to fight ALL sub-Tribes. If some of these have Zero defenders then they are wiped!

If you have built a big ditch without water supply a sieging force will quickly bring you to your knees – you will lose 20% of people per turn to thirst alone, and will probably surrender after two turns.

10.2.1 Mobilisation

Mobilisation (a Group B Skill) comes into effect if a unit is Attacked. 5% times Mob level of the remaining available warriors may add to assigned Defenders for combat. For example, a unit has 1,000 Warriors. 200 are assigned to standing Defense for the month - leaving 800 remaining available Warriors (usually performing other duties such as Hunting, Mining etc). At Mob5, 25% of the 800 (that is, 200) may be added to the original 200 for a total of 400 assigned Defenders in the event of an attack (of which 333 would engage in the first combat). If you initiate an attack then Mobilisation is not relevant to you. Each Tribe must have the Skill of Mob in order to use the Skill (if in Meeting of the Clan players must supply pro-rata figures). Where research etc allows Actives etc to act as Warriors these can be assigned to standard defence and may fall under the Mob rule, they are also the first to be called upon when Mobilisation applies.

When showing numbers of defenders in Orders please include numbers after Mobilisation is factored in.

Mobilisation skill does not allow a unit to exceed the 33% warrior limit for combat.

Town Bell (research) adds 10% (for example, at Mob5, 35% of remaining Warriors become available).

Note: Militia are always available in the original defense.

10.3 Multiple Combats

A Clan may attack/engage a maximum of two other Clans in a turn (regardless of whether the engagement is Field, Assault or Siege; it includes Locate and Raid, but not overruns, which are automatic). This applies whether the Clan announces the attack or is the victim of it. However, this might involve attacks against multiple sub-units of a Clan from the one (or two) Clan(s). Similarly, multiple sub-units of a Clan may attack up to two Clans. For example, if 0100 and 0101 and 1101 (the latter two not in Meeting of the Clan) meet an enemy they may all engage. But if 0100, 0101 and 0102 meet an enemy only two of them may attack. There will be a degree of judgement involved as situations unfold and present the possibility of scenarios not neatly covered in the rules.

Please note that it is possible to have combats of multiple attacking units against multiple defending units, but each unit:

- a) cannot fight the same unit both BM and AM in the same turn (but it can fight that unit AM one turn and then BM in the next turn)
- b) can only attack maximum of two units in each phase (so it can attack units A and B in BM combat and then attack C and D in AM combat)
- c) can only be attacked by maximum of 2 units in each phase.

Determining order of Multiple Battles

Where there are multiple battles (for example, A and B vs C and D) occurring in a hex the order is determined randomly by the GM. This is the case in Field AND Siege/Assault attacks.

Where the multiple battle consists of A and B vs C (only) in a Siege/Assault then A and B may

indicate the order in which they wish to attack. If the defender (in this case C) chooses to enter the Field then the order of attack becomes random. The typical scenario is a planned Siege/Assault against a single site. Note that A and B may suggest an order of attack in situations where there are two or more targets in a hex as long as they are attacking only one fortified site.

Where (for example) two Clans (A and B) attack four Clans (C, D, E and F) the combat will play out so that A and B are attacked by two different Clans each. This might be A vs C and D, and B vs E and F). Another example, where Clans A, B, C, D, E, F attack Clan G then A, B, C, D, E, F might decide amongst themselves which two of A, B, C, D, E, F attack. But which of these chosen two goes first may be determined randomly.

In short, the GM reserves the right to determine the order of attacks if there are not clear factors in play.

Locating

If the two attacks a Clan is entitled to are the result of a Locate Order it is possible that the author of the Locate may well fall under attack via a counter Locate from either the target or another Clan (raising the possibility of more than two attacks in the turn in total). In this case, the two attacks that proceed are determined by which Scouts have the shortest distance to travel. If the distances are equal then the original author of the Locate may initiate one attack and also receive one. It is possible that the author of the Locate might find two targets but also be the victim of two Locate orders. Again, the shortest routes determine who fights first (and therefore, who fights at all).

If the author of the Locate identifies more than two targets then all targets will be revealed but attacks may take place against only two of them. The particular attacks are determined by which Scouts have the shortest distance to travel. If the distances are equal then the targets are determined randomly unless there are other decisive factors in play (for example, the author has specified a particular unit ID number).

In general though, GM judgement is again applied. Obviously any attacks initiated via Locate are null if the author of the Locate falls under two direct attacks via Clans occupying the hex of the Clan issuing the Locate Orders. You may receive a request like this "Six Clans have located 0600e1. Please choose the four primary units to go into battle, and I shall select 2 of them randomly."

Locate is a Scouting action and Scouting is the last thing done in the processing period. Accordingly, when the GM sees that a Locate has to be acted upon he makes a quick assessment so that the players involved know that something is in the wind. He also uses these players as feedback in so far as they draw his attention to anything he might initially have overlooked. Once he has this extra info, he then makes a judgement regarding how the Locate unfolds.

10.4 Routing/Losing

A force that loses a combat will rout, abandoning equipment in the field. The victor claims half the Weapons and Armour used by the routed/losing forces.

A unit that fully routs (that is, loses the battle) will be available to fight against further

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opponents in that turn – with Warriors on defense minus numbers killed or wounded in the first battle.

Routing in combat does not mean that the unit cannot move - Combat is independent of Movement.

10.5 Combat Orders

If you are at War with a Clan and you end the turn in the same hex as this Clan a combat will ensue. However, it is often the case in these situations that both sides choose to Defend (and hence no combat arises). To save on paperwork (for both GM and players) Request for Combat Orders are not automatically issued in these situations. If you end up in a hex with someone you are at War with, and you wish to press the attack, please instruct the GM as soon as possible upon receipt of your Report and he will issue a request for Combat Orders. This does not apply to over-runs.

If you become involved in a combat you will be requested to submit, "Combat Orders". You will be told who you are fighting, what the terrain and weather is like, how many warriors and what equipment are available to you.

Players using MS Word should fill out the Table provided - enter your own details.

Warriors and equipment may be assigned to the following four groups: -

Missile troops: -

- a) Archers (including slingers and arbalests). Each person assigned should have a missile weapon.
- b) Heavy weapons (Ballista's. Each ballista requires a crew of 4.)

Melee troops: -

- c) Cavalry (each person assigned must have a horse available, but need not assign people to all horses)
- d) Infantry

Missile troops operate first and will fire vs enemy Archers, Infantry and Cavalry. Unwounded (by missile fire) Infantry and Cavalry **and 50% of unwounded Archers** will be available for the melee phase.

Another decision, which must be made, is whether you wish to attack or defend. Defending gives you a slight advantage in combat, which can vary according to terrain.

If you attack, your forces will charge at the enemy.

If you defend, your infantry will hold steady with any cavalry vs the first wave of attackers (presumably their cavalry).

Please include the number of Troops fighting with no weapons. Insert your figures directly into the example Table provided. Please insert your skills into the other Table. If you are in Meeting of the Clan the skills (except for Healing) should be weighted.

Note: if Combat Orders are not received within the due period (48 hours after distribution of Combat Requests) then Warriors assigned to defense are assumed to Defend. The GM will distribute any equipment available. If there are multiple players/units involved, any units that would ordinarily have been overrun will be overrun (for example, two units at War with each other where one has assigned sufficient defenders and the other one has assigned zero will still result in an overrun even if Combat Orders are not received by the due time).

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If both sides Defend there is no detailed Combat Report.

10.5.1 Conditional Orders in Combat

Conditional Orders should refer not to what the opposition is doing but only what you are doing - otherwise a vicious circle may develop.

You can conditionally deploy troops according to your own numbers and losses, not according to your opponents (perceived!?) weaknesses, strengths etc, etc. For instance you cannot make your attack conditional upon the number of troops opposing you, but you could make your orders for a 2nd battle contingent on the effects of the first battle on your unit. You are given overall numbers of Troops on each side when the Battle Requests are sent. It is up to your Spies, and other Intelligence, and your intuitions to determine whether you should attack or not. Sometimes you will attack against unanticipated strength – this is the “Fog of War”.

10.5.2 Running Away

Tempting though it is to request, as part of Movement Orders, “if outnumbered, run away”, some consideration must be given to the possibility that this becomes a standard and universal strategy. Mangalia would become too friendly even for a pacifist like myself. In short, this order does not work. If you go looking, expect to fight!

10.5.3 Quitting during the Fight

Should a player choose to drop out during a Combat and deny their opponent a rightful victory and spoils, the GM shall make a judgement - which might amount to something like 20% of the vanquished army joining the “Victors” as Slaves or Hirelings.

10.6 Overruns

If one side has a clear numerical advantage (all things being equal this is a 10:1 advantage or better), then the defenders are overrun. However, the battle may be “played out” by the GM to confirm the result. Otherwise the player will be notified of the loss of his brave warriors. No Battle Report will be provided and it is likely no Combat Orders will be requested. If no Combat Orders have been requested the identity of the victor will not be revealed, unless people in the unit have survived the attack (i.e. not all people have been lost to Slavery).

Fortifications will affect the outcome for the defenders. If a position is fortified it cannot be overrun as such – unless all occupants are enslaved or killed. An occupant is deemed to be Warriors/Actives/Inactives of the Clan, any Guards defending Settlement site or any Mercenaries hired by the Clan. In most cases this will not happen on turn 01 unless a large attacking force encounters a very small defensive one.

For example, an attacking force of 900 Warriors takes on a unit with 30 defenders supporting 120 people inside a 120 Moat fortification. The attacking force may field 300 Warriors who will effectively overrun the 30 defenders. The 300 attacking Warriors may then do Slave taking. Let us suppose all 300 are mounted (no shackles) and can thus take up to 150 slaves. Ordinarily this would wipe out the defending unit with the loss of all goods. However, the Moat modifier for Slave taking (down to 25% of unprotected loss) is applied and reduces the people lost to Slavery to 37 and so the unit plus its goods survive.

The Modifiers are as for Raiding (Section 9.4.2):

Moat/Ditch	the Raiding is ¼ Slaves
Walls	the Raiding is 1/5
Walls and Ditch/Moat	the Raiding is 1/6

An overrun results in a Surrender - no casualties occur to either side. All goods held by the overrun Unit are lost. Slaves taken by the attacker may be no greater than the number of attacking Warriors mounted/2 plus ¼ Infantry. The attacking Tribe/Clan may hold no more slaves than permitted by its Slavery limits (after adjustments for Shackles on slaves held prior to combat, but shackles do not affect slaves captured that turn). Should Slaves taken be less than the overrun unit's population, the unit will survive (though the attacker will not be identified). Should the attacker decide not to, or is otherwise incapable of taking Slaves, then people may be killed at the "Slave taking rate" - for example, if an attacker is entitled to take 100 Slaves it may opt instead to kill 100 people.

Overruns do not count against the two-attack limit (and if a unit is overrun it does not count as a battle victory).

Combat Morale is 0.02 up for the winner and 0.02 down for the loser.

Notes

1. Where a group of units belonging to a Clan are together but not in Meeting of the Clan they are treated as separate combats most likely determined randomly. For example, A vs X, Y, Z. Should A meet X first and be defeated then they do NOT have the opportunity of overrunning Y and Z.

2. Should multiple targets be attacked via a Locate Order overruns will apply (unless the Locating unit has specified fewer targets than are available)

3. A unit cannot be overrun by another unit if it has already engaged in battle in the turn with that unit.

If at the end of the two combat limit a unit finds itself outnumbered by 10:1 or better it may be overrun by that unit if it has not engaged in combat in the turn with that unit.

4. Where two (or more) units have attack Orders vs an enemy unit and one of the units wins through overrun (and the other one doesn't) the enemy unit is deemed to be overrun by all attacking units. Similarly in the case of surrender. Since all goods are lost to the first unit that overruns, the gains for subsequent units are limited to Slave taking.

10.7 The Battlefield

The standard battlefield is considered as a single sector.

10.8 Combat resolution

Combat is resolved in the following phases:

- 1) Missile phase (missile damage is vs enemy Archers, Cavalry and Infantry in ratio)
- 2) General melee 1 (includes Cavalry and Infantry)

10.9 Combat Rules

A separate document contains more details regarding the mechanics of Combat. Should players want to see this they should let the GM know.

10.10 Factors influencing combat

Are terrain, weather, combat skill, archery skill, heavy weapons, leadership skill, terrain proficiency, weapons and armour used and Combat Morale.

Cavalry will have a skill equal to the lower of Combat & Horsemanship.

Units from a Tribe that are using/combining with Guards and/or Mercenaries in battle can benefit from any terrain proficiencies held by those Guards/Mercenaries.

10.11 Assigning equipment

Cavalry/infantry should be assigned a weapon, they may also be assigned armour, which can include one item each for head, shielding, torso, over torso and legs (see [8.1.1 Armour categories](#) for a list of items in each category).

Missile troops may also be equipped with a melee weapon and armour, but they cannot employ shields.

10.12 After the battle

If your enemy has routed/lost the battle you get to loot the battlefield. Looting is standardized in the sense that a routed enemy loses 50% of its goods used in the Field. If the battle is won there is also looting for Slaves by any unwounded Warriors. For every 2 mounted Warriors one Slave is available, for every 4 Infantry one Slave is available (see restrictions on Slave holding). Shackles do not count for reducing the effective count of captured slaves in this stage of Looting, though they can reduce the effective count of previously held slaves. Where the non-combat part of the losing unit is behind fortifications, the number of slaves taken may be reduced.

All wounded warriors will be tended by the tribal healers. Good healing skills, herbs (1 herb treats 1 warrior), reasonable weather and terrain and not fleeing the battlefield all improve the chances of a warrior recovering.

10.13 Brucegeld

If you are attacked you may offer "Brucegeld" to the attacker. The Brucegeld is an amount (measured in Goods including people offered as Slaves) that will "buy off" the attack. Both players must agree to the Brucegeld for it to be applicable. If the attacker accepts the Brucegeld the attack is called off (for that turn only).

If Brucegeld is offered both players MUST still submit combat orders.

10.13.1 Fiefdom

Fiefdom is a Brucegeld option for players (rather than a rule).

1. If a Clan/Tribe is in danger of being knocked out of the game it may offer to subjugate itself to its attacker. That is, to offer itself as a Fiefdom. The attacker, (hereafter known as the Lord), may or may not accept. If accepted the whole Clan has Fiefdom status.
2. A Clan in Fiefdom may carry on all activities, alliances etc as it had - however, it may not attack its Lord (note that this does not mean that the Fief will not transfer weapons etc to the Lord's enemies – unless this is written into the agreement between Lord and Fief).
3. The terms of the Fiefdom are to be negotiated between the players - but a minimal idea is that the Fief would automatically transfer a quantity of goods to the Lord once per year (regardless of location). Once the agreement is in place it cannot be broken unless the Fief is liberated.
4. Liberation occurs if the Lord is forced to give up the Fiefdom (the Lord being knocked out of the game is the most obvious way in which this would come about). The Fief holder always has the option of granting freedom.
5. Any Clan under Fiefdom may not participate in the benefits of Nation or Statehood.

10.14 Special circumstances

Combats while crossing fords allows the defender extra benefit (+4 to Archery and Combat). The attacker cannot use Cavalry.

10.15 Using Ships for Defence

Except in the case of a unit or units transported by a fleet in the current turn (which cannot be

attacked by land units), it is not possible to avoid land combat by going on board ships.

10.16 Naval Combat

When opposing Fleets are in the same hex they may engage in combat (see also [9.2.1 Fleets and combat](#)). Naval combat is resolved as Field combat (that is, Warriors are assumed to have fired missiles, boarded and engaged in hand to hand) but:

1. Mariner skill replaces Combat
2. Captaincy replaces Leadership
3. Archery = Archery skill
4. No Cavalry component.
5. Limitations of one third available Warriors participate still applies. For example, if your Fleet has 300 Warriors in it then 100 are able to fight.
6. The number of Warships (x3) and Large Galleys (x2.5) in the fleet will impact the outcome. For each Warship in the Fleet and 10 Warriors assigned and available for combat, will act in combat resolution as if they are 30 Warriors (for example, 10 Warriors armed and armoured assigned to combat will act as 10 Warriors armed and armoured PLUS 20 Warriors fighting with bare hands).
7. Damage will be assigned to all ships taking part in the combat (vs contained in the Fleet). You will lose 20% of your ships to damage. For example, if your Fleet has 10 Warships and you assign 50 Warriors to defense it will require 5 Warships (@ 10 Warriors per) to allow the additional 100 effective Warriors (for 150 Warriors involved in the combat). In this example 1 Warship will be lost to damage. (This loss occurs after the combat)

11. Combat – “Sieging and Assaulting a Village”

- The old Siege/assault combat modules are replaced by “field combat” – this can be forced by the attacker. An Assault can be forced immediately. see also DeVA.
- The nature of the fortifications will result in combat advantages to the defender (no Cavalry).for either of these options. The bonus vs Assault will be quite significant – to prevent easy overruns etc. less so for siege

A Fortified site (referred to also as a Village site) may be attacked in two ways:

- Assault: results in combat only.
- Siege: cuts off the site from the outside world and traps the defenders within the Village walls. (see DeVA)

A Siege may include “Assault” style attacks, thus a Siege may be viewed as an Assault that also maintains a perimeter.

To attack a site you need to give the general order “Siege” or “Assault”, you may not keep moving after siege combat. On the first turn (only) of a Siege, or any turn of an Assault, the defender may decide to abandon the site and pursue field combat instead. If the defender commits to staying inside, the result is a war of attrition based on supplies, water and Sanitation skills. A relieving force that puts the besieger into combat will break the siege, if the besieger loses the battle.

The besieger must deploy Warriors equal or greater in number to 20% of the total in the site population (that can fit within the fortifications). All people count but the order of priority is Clan members, Internationals, Hirelings, Mercenaries, Auxiliaries and Slaves (NB Locals cannot be hired while under siege). For example, a site containing 6000 people requires 1200 Warriors to maintain a Siege (these numbers are separate to the 33% rule – which applies to the combat). That is, if the unit contains 1200 Warriors then these are sufficient to maintain this siege. In addition 100 Warriors must be maintained per Gate (a site may have a maximum of 6 Gates/Drawbridges). Players using spreadsheets are encouraged to keep their site numbers and capacity up to date.

Summary

1. Attacker announces intention to Siege (turn 00)
2. Attacker places Village under siege (turn 01) – defender has option for Field battle
3. Siege continues if option for Field battle (above) declined.

Note that besieging and defending forces are liable to suffer from disease and Sanitation skill will reduce the chance of this occurring during a protracted siege. Sanitation levels increase the time a Village may withstand a siege.

“Assault” MEANS that you are attacking a site

Note: when combat is in the Field the terrain type is relevant to determining combat modifiers. For example, fighting in LCM confers a significant advantage to the defender. However, if the battle is a Siege or Assault vs a site the terrain is not relevant (the site being determined to have been built in a flat section of the hex). That is, any terrain modifiers are the same regardless of whether the Siege/Assault is in PR or LJM or whatever (though there is a terrain effect on the defense factor).

Where a site cannot house all people in the unit(s)

The defender may opt to enter the Field. Should the defender choose to defend from the site (as opposed to entering the Field) people will be accommodated in the site first (before animals). Any animals left outside may be taken by the attacking force. Any people left outside may be taken as Slaves. Slaves taken by the attacker may be no greater than the number of attacking Warriors/2 mounted or ¼ Infantry.

Where multiple units are housed within the site

The main unit (usually the main Tribe) will be given precedence. Then follows sub-Tribes. For example, 0250 has 3000 people, 1250 has 1000 people and 1250e1 has 500 people. If the site can hold 2000 people then all of 1250 and 1250e1 will be left outside along with 1000 people from 0250.

Any unit(s) defending in the Field (or in the site) must be defeated before other units in the site can be attacked/overrun etc. Meeting of the Clan rules will be relevant here.

11.1 DeVA

DeVA is in practice what happens during a Siege. The effect of DeVA is to prevent the site from doing Activities other than Village Activities (for example, Quarrying, Mining, Hunting). DeVA is assumed to operate if a site is placed under Siege. If under Siege or DeVA a Village may not Scout, or Transfer Goods to outside Units.

Should the Sieging Tribe wish to enforce this against a Village (units envillaged in a fortified site) it should be foreshadowed in the previous turn's Orders and confirmed at the start of the turn - "Deny extra Village Activities (DeVA)" – this early signal to the GM is required so that the target's Activities are not inadvertently processed. However, extra Village Activities may be conducted by an envillaged Tribe if it announces that it is prepared to enter Field Combat against the potential besieging Tribe(s) in that turn (assuming it had not committed itself to remaining within its fortifications on the previous turn). A Tribe may announce "DeVA" and then move - but it must also conduct an Assault if it does this.

Assaults are a turn to turn proposition - whereas Sieges lock the Village in once it commits itself to its fortifications (as long as the Siege is maintained).

If DeVA is invoked (and unless under Siege), the Defender has the option of taking the Field or retreating behind fortifications. If the Defender takes the Field then DeVA cannot be invoked. If there are two (or more) aggressive Clans in the hex and only one is invoking DeVA then the defender need only enter the field against this Clan to break the DeVA. If two Clans are invoking DeVA then both must be engaged in Filed combat to break DeVA. Because DeVA is a form of combat a maximum of two Clans may invoke DeVA against a single opponent.

11.2 Heavy Weapons *

Heavy weapons are limited to:

Heavy Weapon	Horses to move	Warriors to man		Missile
Ballista	2	4		Shafts

11.2.1 Heavy Weapons and Meeting of the Clan

If you have a Tribe with Heavy Weapons* skill especially developed then you may use your Heavy Weapons Troops at the skill level of this Tribe (that is, not a weighted average) as long as the total HW troops deployed does not exceed the number of warriors in the Tribe in question

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(that is, in the case of HW you may effectively deploy specialist troops). If you deploy more troops in HW than are available in this Tribe then HW Skill must be weighted for the troops used. For example, 0200 has 2000 warriors with HvyW0, 1200 has 100 Warriors with HvyW8. If you deploy no more than 100 troops in HvyW (in Meeting of the Clan) they may be deployed at lvl8. However, if you wanted to deploy 200 troops to HvyW they would be deployed at Lvl4.

*short of research this skill applies only to the operation of Ballistae.

11.3 Village Setup and Defenses

11.3.1 Village

Villages are arranged circularly with 120 yards minimum circumference.

The maximum number of Villages that may be built in a hex is one. The onus is on players to ensure they do not build where there is already site (this would involve asking the GM about the status of the hex).

A village may be defended by a range of fortifications, from ditch through to Stone Walls, which must each be at least 120 yards to have any effect.

The longer of ditch/moat or Palisade/Wall determines the size of the area contained within the fortifications (relevant for determining how many people and animals can be inside the fortifications). Shorter defences are either not operational (stone wall or palisades) or partial defence (ditch/moat).

Extensions to village defences are not possible while under Siege, though they may be repaired.

11.3.2 Ditches

Ditches are 8' wide and 8' deep.

Requires Engineering 2. Each person assigned digs 1 yd of Ditch.

Ditch diggers can be assisted by having shovels (+100% output) or picks (+50% output). Each person can only use one tool.

11.3.3 Moats

Moats are similar to ditches, but are 10' wide, 10' deep and full of water.

Moats require Eng 3. Each yard of Moat requires 2 people (or 1 person if improving from Ditch). Moat digging can be improved by using shovels or picks as for Ditch.

Moats cannot be dug in Arid/Desert.

A Ditch remains a Ditch for defensive purposes until fully converted to a Moat (that is, a partial conversion to Moat has no effect). Example, you have a 120 Ditch. On the next turn you convert 60 yards of this Ditch to Moat. As a fortification this still serves as a 120 Ditch until the whole 120 is converted. Once the 120 Ditch is converted to Moat then adding further Ditch is not possible (though of course you may add Moat).

11.3.4 Palisade

These are timber walls 10' high. Eng4 required. 3 Logs per Yard of wall require 1 person to install.

You cannot build a palisade longer than a pre-existing Ditch/Moat (though you can extend the ditch/moat at the same time to match).

11.3.5 Wooden towers

Wooden towers are 20' high and can operate with Palisade or stone walls.

Requires Eng 5 and each tower requires 200 logs installed at 2/person.

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To achieve full defensive enhancement (+5% to Defensive Factor) from wooden towers, the village requires 1 wooden tower for each 20 yards of circumference. A pro-rata factor applies for lesser number of towers.

Wooden towers can also supplement stone towers where there are fewer 1 stone tower for each 20 yards of wall.

11.3.6 Stone walls and Stone Towers

Stone Walls can be 10', 15' or 20' high (to go beyond this see *Research.doc*). As for palisade, you cannot build a wall longer than a pre-existing ditch/moat (though you can extend the ditch/moat at the same time to match).

One yard of 10' stone wall requires Eng7 and uses 30 stones and 3 people to install

One yard of 15' stone wall requires Eng 8 and uses 10' wall plus 45 stones and 4.5 people to install.

One yard of 20' stone wall requires Eng 9 and uses 15' wall plus 60 stones and 6 people to install.

When a 15' stone wall covers the same length as the 10' foot wall the latter becomes redundant (as a building as such). All further work on the wall will be on the 15' wall (that is, you cannot add further 10' wall to the 15'). If your Report shows, for example, 15' stonewall 1000, 10' stonewall 2000 - this means that 1000 of the 2000 wall is 15' (**not** that you have 3000 wall made up of 15' stonewall 1000 and 10' stonewall 2000).

Extending (or building directly) a higher wall requires that all lesser walls are also extended/built. For instance extending a 20' wall (or building it without pre-existing walls) requires 135 stone per yard and uses 13.5 people per yard.

Stone Towers are 30' high and can only be built on Stone Walls.

Require Eng 8 and use 3000 stones each, installed at 5/person.

Each stone tower increases the effective circumference of a wall by 10 yards for the purpose of determining its occupation capacity (but not for the length of the ditch/moat required to cover the walls).

The maximum number of towers that will contribute to defensive factor is 1 stone tower per 20 yards of circumference. The full defensive bonus for combat only operates once there is one stone tower per 20 yards of circumference. For example, if your fortified site circumference is 200 yards you would need 10 stone towers for the full bonus to apply.

It is possible to have both wooden towers and stone towers in the one site, in which case the defensive factor is calculated on a sliding scale.

Notes

1. Palisades are demolished when Stonewall of same length is built. If you are building a stonewall to replace a Palisade the stonewall doesn't add to defence until a complete site is finished (that is, the Stonewall is as long as the Palisade). The Palisade can be extended whilst a stonewall is built. When the stonewall is finally finished the Palisade is torn down for use in a celebratory bonfire. Any Wooden Towers may be transferred to the stonewall.

2. If your status report for site shows something like this:

Moat 3500 Palisade 3000, 10 Stonewall 400

This means you have:

a) a Moat 3500 yards in circumference

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- b) a wooden wall (Palisade) that covers 3000 yard of the 3500 yard circumference (i.e. there is a gap of 500 yards with no wall)
- c) a 10' stone wall that covers 400 yards of the 3000 yards for the Palisade.3. Where a Wall is larger than its surrounding Ditch/Moat (which can only happen if the wall is built first), then the Ditch/Moat offers partial defence.

11.3.7 Defensive factor and Fortifications re Assault

The Defensive Factor is applied after resolution of melee and is in effect an adjustment to final casualties.

Ditch	reduces final casualties of Defender by 10%
Moat	reduces final casualties by 15%

Palisade	reduces final casualties by 30%
Palisade/Ditch	reduces final casualties by 35%
Palisade/Moat	reduces final casualties by 40%

10' Stone Wall	reduces final casualties by 40%
+Ditch	reduces final casualties by 45%
+Moat	reduces final casualties by 50%

15' Stone Wall	reduces final casualties by 45%
+Ditch	reduces final casualties by 50%
+Moat	reduces final casualties by 55%

20' Stone Wall	reduces final casualties by 50%
+Ditch	reduces final casualties by 55%
+Moat	reduces final casualties by 60%

25' Stone Wall (research)	reduces final casualties by 55%
+Ditch	reduces final casualties by 60%
+Moat	reduces final casualties by 65%

30' Stone Wall (research)	reduces final casualties by 60%
+Ditch	reduces final casualties by 65%
+Moat	reduces final casualties by 70%

Tower defensive bonus:

A wall has a number of Tower slots equal to wall length/20, rounded down; each Tower slot can hold one wooden tower or one stone tower. This is the maximum number of towers that will contribute to the defensive bonus.

Only Stone Towers: add defensive bonus = $10\% \times (\text{number of stone towers} / \text{Tower slots})$

Only Wooden Towers: add defensive bonus = $5\% \times (\text{number of wooden towers} / \text{Tower slots})$

Mixed Stone and Wooden towers: if necessary, reduce total effective towers down to # Tower slots (by discounting any excess wooden towers), then add defensive bonus of

- a) $10\% \times (\text{number of stone towers} / \text{Tower slots})$ plus
- b) $5\% \times (\text{number of wooden towers} / \text{Tower slots})$

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For example, a 200 yard wall has $200/20 = 10$ Tower slots

10 Stone towers = +10%

5 Stone towers = +5%

10 Wooden towers = +5%

5 Stone towers and 5 (or more) Wooden towers = +7.5%

Where a Village-site has adjacent ocean, lake or river hexside(s), the defense factor for the besieged Tribe increases if and when combat occurs. 5% to all.

Where a Village is located in a mountain hex the defense factor for the besieged Tribe increases if and when combat occurs. 10% to all.

The defensive bonus for terrain may not exceed 10%.

Examples

The maximum defensive factor possible (with no research) is 80%. This is 60 (20' wall with Moat) + 10 (full stone towers) + 10 (max terrain adjustment). That is, an Assault would be resolved as if Field combat. The number of casualties suffered by the defender would be reduced by 80%. For example, losses of 200 Warriors would be reduced to 40.

Research

30' stone wall and Crenellations takes this number to 95%.

Were the attacker to be fully fitted with Trebuchets at HeavyWeapons10 the factor would reduce to 75%.

Notes

1. Development of siege equipment via research will modify these figures when used by an attacker. For example, Trebuchet, Catapult.
2. The capacity to withstand an Assault is independent of capacity to withstand a Siege.

Summary

1. Note number of Warriors assigned to defense.
2. Adjust for Mobilisation skill up to 33%. And any adjustments via research that may or may not place the figure above 33%.
3. Resolve melee – gives final casualties.
4. Apply Defensive factor to final casualties.
5. Work out Healing.

11.3.8 Wells

Wells supply Water during sieges for villages without access to fresh water (i.e. a Jetty onto lake or river hexside).

TERRAIN	ENG	STONES	ROPES
Flat	5	210	1
Hills	6	300	1
Low mtns	7	480	2
High mtns	8	600	2

Stones are installed at 3/person.

Wells supply up to 50 barrels of water (5000 lbs) per month + 10 Barrels per Sanitation level (of the Tribe owning the village). Wells increase the time a Village may withstand a siege. See

[3.3.3 Water](#) for the monthly requirements of people and animals.

11.3.9 Cistern construction.

(Eng 8, Stn 4)

Stones installed at 5/person

If a Village is under siege, water supplied by cistern increases its capacity to withstand the siege.

Sanitation skill is important to avoid disease when cistern water is needed.

A cistern requires 100 stones per 1000lbs supply capacity (1000lbs = 10 Barrels), see people and animal requirements for water. Please show capacity when constructing. For example, Cis1 (means a Cistern producing 1000 lbs).

11.3.10 Site Size

The area within the defences available to be occupied by people and animals is calculated on the basis that the walls are circular. Available area is therefore $\text{Effective Circumference}^2 / 4\pi$. So for instance 1000 yds of effective circumference, $1000 \times 1000 / 4\pi = 79,577$ sq yards of available space. See [Seeking refuge](#) (in Village under Siege) for amount of space required per person or animal.

12. VILLAGE RULES

12.1 Village general

See '[Meeting House Construction](#)' and '[Splitting your Clan and Tribe](#)' in the main rules.

Setting up a Village can bring tremendous advantages, or at least versatility, to your clan (a lot of quarrying anyway).

A maximum [of one Clan may occupy Villages](#) (that is, have Village buildings) in the same hex.

While a Clan may build buildings/facilities etc for another Clan, it may not use the Village buildings of another Clan. A Village is here defined as buildings with Meeting House.

12.1.1 Village-site

The Village-site is the buildings and defenses/fortifications.

More than one Tribe of the Clan may inhabit a Village-site.

Only one Clan can occupy a Village-site and use its facilities. The maximum number of Villages that may be built in a hex is one.

Village-sites may be established on any land terrain. The terrain is treated as flat for the purposes of Siege/Assault.

All structures are built in a hex and stay in the hex. They cannot be transferred to another hex. They cannot be transferred via adjacent hex transfer rules either.

Structures/buildings may be transferred to other units, be they units of the same Clan or belonging to another Clan, as long as those units are in the hex to receive the transfer Before Movement. NB because only one Clan may have a village in a hex, all buildings must be transferred together, as any not owned by the Clan owning the MH will be considered abandoned.

Buildings in the Village will be shown in the Report under the owning unit. These are abbreviated, for instance:

- a) Bak 3 means one Bakery with 3 ovens
- b) Bak 6, 3 means two Bakeries one with 6 ovens and one with 3 ovens
- c) Dist 50, 25 means two Distilleries, one with 50 stills and one with 35 stills
- d) Ref 0 means one refinery built but no smelters have been installed yet.

Notes

A Meeting House at the centre of adjacent hex and goods tribe transfers effectively confers Village like status on your Clan's units participating in this arrangement. For example, you could farm in an adjacent hex to your Meeting House if linked by goods tribe relationship. You may even do this if there is a Village belonging to another Clan in this hex. However, if there is another Village in the hex you may not build fortifications in this hex.

Jetties

There are two categories of Jetties.

First, those that are built in Villages. See above.

Second, a Jetty may be built in a hex and left in a hex unoccupied by a Clan unit. However, if this is done the hex in which the Jetty is built must be named eg "0263 Jetty". This can't be done in hexes that can't have their name changed, eg Shanghai. However, if you come across a

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hex named "0263 Jetty" you may change that name to "your Jetty". Following from this a unit belonging to another Clan may build a Jetty and leave it for you by naming the hex accordingly. eg 0263 builds a Jetty and calls it "your Jetty".

12.1.2 Location of Villages in the hex

There are a number of locations where it is important for the purposes of naval movement to know where in a hex a Village-site is located.

This is important when the Village-site is adjacent to a ford or when situated in a hex with more than one coast (NOT more than one coast hexside, but with two separate coasts split by land).

This tends to occur on narrow peninsulas and small islands.

For example, if a hex has Ocean on one side and river on the opposite side (and river flow to the Ocean is broken) then a Fleet on the river does not have automatic access to the Ocean.

However, with a Village in the hex, with a Fleet/Barge on the river and a Fleet on Ocean you would be able to transfer goods between them via adjacent hex transfers (but you cannot use the one Fleet in a continuous Movement from River to Ocean).

12.1.3 Abandoned Sites

Once a site is abandoned (that is, your Tribe/Element leave the hex) the locals are highly likely to take it, or destroy it. In any case, do not expect to find it again. Any exchange of site should be done in the turn. If an aggressor is in the hex and you leave, surrender etc then the site is theirs.

If you want to destroy your own site you must do so during Activities. Destroying structures and defenses is like reverse Engineering using half the people required to build (no skill is required).

12.2 Activities

For a Tribe to become a Village the Tribe must have a Meeting House.

12.2.1 Installation and substitution of Materials

Wherever 'Iron' appears in Apiaries, Bakeries, Brickworks, Charhouses, Mills, Refineries etc, it may be replaced using 150% as much bronze or brass as iron and 75% the coal (rounded up). In general, metals are installed at the rate of 10lbs per person. See [Stonework](#) for some stone alternatives to metal.

Note: there is a distinction between the building and the items installed in it. For example, a Ref0 means you have the refinery building construction but no smelters as yet installed.

12.2.2 Wood in stone buildings

At Woodwork 4 you may use logs in stone buildings (does not include Wells nor Stone Walls) and in Stone Towers. Logs may replace up to 10% of stones in these structures, each Log replaces 10 Stones.

12.2.3 Stone buildings

Logs may be replaced by Stones at a rate of 10 Stones per Log at the same engineering level and with equivalent Stonework level replacing Woodwork where appropriate.

12.3 Apiaries

12.3.1 Apiary tending

1 person maintains 5 hives AND collects honey and wax.

12.3.2 Apiary construction

(Not in arid, desert, snow, tundra).

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Skills: Engineering 6 & Metalwork 3

Materials: 100 logs, 20 iron, 100 coal, 2 cloth (or 20 leather instead of the cloth).

One Apiary may house up to 20 hives, logs are installed at 2/person which includes the installation of other materials.

12.3.3 Alternate apiary construction

(Eng 6 & Wood 4)

An apiary can also be made using 160 logs and 2 cloth (or 20 leather).

12.4 Baking

12.4.1 Baking

(10 people / level; no limit at 10. A bakery is required.)

Turns your grain into more edible bread. Each person assigned to baking may produce 5 bread using 20 lbs of grain. 1 Bread = 1 Prov, but the bread must be eaten in the turn made.

A person may bake 15 bread using 40 flour.

12.4.2 Bakery construction

Eng 3, 40 logs installed at 2logs/person

Each bakery can hold up to 100 ovens, building each oven requires 200 coal, 100 iron, installed at 10 lbs metal/person (does not require skill to install). See [Stonework](#) for alternative method for making ovens.

Up to 10 people can use each oven.

A site/hex is restricted to 10 Bakeries (that is, 1000 Baking Ovens in a hex).

12.5 Bricks

12.5.1 Brick making

(limit of 10/level till 10)

1. Within a Brickworks, each person assigned produces 120 Bricks (30 Stone) using 20 Clay* 10 fodder and 4 coal. 4 Bricks = 1 stone and for convenience will be recorded as Stones which can be used in any construction requiring Stones.

2. Within a Brickworks, each person assigned produces 160 House Bricks using 20 Clay* 20 fodder and 6 coal. Can only be used in Dwellings (rules for dwellings to be developed).

* Clay must be in the unit's inventory; being next to a Lake etc does not eliminate this requirement.

12.5.2 Brickworks construction

Eng 5, 80 logs installed at 2 logs/person.

A brickworks holds up to 100 kiln, building each kiln requires 200 coal, 40 iron installed at 10 lb metal/person (does not require skill to install). See [Stonework](#) for alternative method for making kilns.

Up to 10 people can use each kiln.

A site/hex is restricted to 10 Brickworks (that is, 1000 Kilns in a hex).

12.6 Charcoal

12.6.1 Charcoal making

(requires Forestry 5 and a Charhouse).

Each person assigned turns 2 log into Charcoal equal in usage to 10 coal, workers are part of Forestry allowance.

12.6.2 Charhouse construction.

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Eng 5, 100 logs installed at 2 logs/person.

A Charhouse can hold up to 100 burners. Each burner requires 200 coal, 50 iron installed at 10 lbs metal/person (does not require skill to install). See [Stonework](#) for alternative method for making burners.

Up to 10 people can use each burner.

A [site/hex](#) is restricted to 10 Charhouses (that is, 1000 Burners and 10,000 workers in a hex).

12.7 Distilling

12.7.1 Distilling.

Five types of booze can be made at a Village (one type, Ale, can be made in two different ways). You will need a Distillery.

For each still installed, 10 people can work at the distillery. Each 5 people distilling produce 100 lbs of beverage per month. Therefore each still can produce 200 lbs of beverage per month if worked by 10 people.

One barrel is required per 100 lbs of beverage and if in arid or desert all but Wine require 100 lbs of water per 100lb of beverage. Only 1 type of grog may be made each turn per distillery.

ITEM	SKILL	INGREDIENTS per barrel
Ale	2	100 Grain
Mead	4	20 Honey
Ale	5	50 Bark, 50 Sugar cane
Wine	6	100 Grapes
Rum	8	100 Sugar cane
Brandy	9	50 Grapes, 50 Sugar cane

12.7.2 Distillery construction.

Eng 4, 80 logs for the building, installed at 2 logs/person.

Each distillery can have up to 100 stills, building each still requires 100 copper and 500 coal installed at 10 metal/person.

A [site/hex](#) is restricted to 10 Distilleries (that is, 1000 Stills in a hex).

12.8 Engineering

Engineering skills allow building a range of structures:

STRUCTURE	LEVEL	LOGS	IRON	COAL	STONES	NOTES
Ditch	2					
Lodging	2	200				Require Fire Control 2; must also have 1 lamp in inventory for each lodging (new or existing)
Meeting House	2	100				Required to start a village
Refinery	2	100				Logs installed at 2 per person
Trading Post	2	100				For trading at Fair
Longhouse	3	400				
Bakery	3	40				
Moat	3					
Distillery	4	80				
Jetty	4	100				
Palisade	4	3/yd				Logs depends on extent of fortification
Bank	5		200		4000	Requires Economics 10 in the Clan to operate
Boatshed	5	20				
Brickworks	5	80				
Charhouse	5	100				Also see Forestry
Mill	5	110	20	100		Also requires Metalwork 3; 1 Rope and 1 Millstone

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Well	5				210	Also requires 1 Rope; In flat terrain only
Wooden Tower	5	200				
Apiary	6	100	20	100		Also requires Metalwork 3; 2 Cloth or 20 Leather
Apiary	6	160				Also requires Woodwork 4; 2 Cloth or 20 Leather
Shipyard	6	50	6	20		Or 9 Brass/Bronze, 15 coal
Well	6				300	Also requires 1 Rope; In hill terrain only
Well	7				480	2 Rope; In low mountain terrain only
Stone Wall	7,8,9					Stones needed depends on height of wall and extent of fortification. See Stone Walls
Cistern	8				100	Per 1000lb water; Also requires Stonework 4 Stones installed at 5/person
Stone Tower	8				3000	
Well	8				600	Also requires 2 Rope; In high mountain terrain only

Currently, many construction projects are tracked manually by the GM and the resources used are deducted on completion, when the building is added to the database. However, within the code (which will increasingly be used as players shift to automated activity processing, currently in testing) the resources are used each period and partial completion noted. Under automated processing, each unit doing work needs to have the appropriate resources available to it (that is the logs, stone or metal which determine workers required, for instance 2 logs per effective worker for a wooden building). It is not possible under the automated system to work on a building without having the required resources, then complete it when the resources are available. Players should note this and plan to have the resources available as work is done.

12.9 Farming.

Farming may be done by Villages in Prairie or Grassy Hills only, some regions are less suitable for specific crops than others due to terrain and/or climate.

Basic crop types: Sugar cane / Grapes / Cotton / Tobacco / Grain.

Each crop has an ideal terrain/climate: Sugar cane: Flat Tropical. Grapes: Temperate hills.

Cotton: Flat sub-tropical. Tobacco: Sub-tropical. Grain: Temperate. Some crops do not grow at all in some climates, for example, Sugar will not grow where it is too cold.

Access to water (river, lake or ocean) will improve Farming results by 10%.

A unit farms in the hex it occupies and because it is a Village activity, it requires either:

- its own Village in the hex
- to be in GT with own Village in adjacent village.

There are two types of farm crops. Those that need plowed ground and are planted each year and permanent crops that are maintained each year after the initial planting. The following chart identifies the crops in each category:

Crops planted each year on plowed ground	Crops Maintained each year
Cotton	Grapes
Flax *	Herbs *
Grain	Orchards *
Hemp *	
Potatoes *	
Sugar	
Tobacco	

* = Research Topic Crops. They are only available after the appropriate research has been completed.

12.9.1 Farming via Plowed ground and planting,

This is a succession of activities, Plowing, Planting and Harvesting. Plowing and Planting occur in the same turn. Between the Planting & Harvesting 3 months must elapse for the crops to grow. For example, Crops Planted in 01 must be Harvested in 04.

Each crop must be Planted and Harvested separately (that is, you must assign workers to each crop to be planted and to each crop that will be harvested). Planting of one crop and Harvesting of another may be done in the same month. For example, crops Planted in 01 must be Harvested in 04 but crops can also be planted in 02, 03 AND 04 (and beyond).

In general crops will be planted in months 01 to 06 and harvested in months 04 to 09.

12.9.1.1 Plowing,

Plowing can't be done in Winter, or in heavy rain/snow. In Winter plowed land reverts to unplowed.

Number of acres plowed per person depends on the tools used.

1 person with Plow pulled by a horse/cow can plow 8 acres in a turn.

TOOL	ACRE
Rake	1
Hoe	2
Plow	8

All the plowing done by a unit must be entered in a single line of its orders, even if using a mixture of implements and relating to several crops that will be planted on those acres.

12.9.1.2 Planting and Harvesting

Planting can't be done in heavy rain/snow. Harvesting can't be done in snow/rain or Winter.

Planting can only done on acres plowed by that unit in the same month. After planting it takes 3 months for crops to grow, therefore it is not useful to plant after month 06.

Crops are ready for harvest on the 3rd turn after planting, snow kills all crops (some grain) in the intervening period.

Adverse weather will reduce crops during the harvest period.

Once crops are ready for harvest they must be harvested in that month, or crops are lost.

[Harvest one month of Planting at a time - per turn](#) and harvest in the third month after planting.

Crops and plowed land cannot be transferred - that is, the unit that plows and plants must also harvest.

Each person Plants or Harvests a number of acres, which varies by crop. Acres harvested per person can be increased for some crops if using Scythes.

Crop	Acres Planted per person	Acres Harvested per person	Harvest with tools
Cotton	3	2	
Grain	5	3	6 with Scythe
Grape	2	1	
Sugar	3	2	4 with Scythe
Tobacco	2	1	

12.9.1.3 Sample Orders for Farming by plowing, planting and harvest

Activities	Commodity	Number	People	Using	When
Farm	Plow	240 Acres	30	30 Plows, 30 Cattle	Spring or Summer
Plant	Grain	240 Acres	48		Same turn as plow order
Harvest	Grain	240 Acres	40	40 Scythes	3 months after planting

12.9.2 Farming via Maintaining Fields

Permanent crops (like Grapes) must initially be Plowed and Planted in Spring (can plant in any/all Spring months). Maintained fields are managed (maintained) *once each Spring and Summer season (but not required in the year of Planting)*. [To confirm whether all acres must be maintained in same month or spread over 3 months of season] The process is the same for any permanent crops. The crops must be Harvested in a Fall/Autumn month (once only). Failure to maintain a field in both Spring and Summer, forfeits the Fall (that is, Autumn) harvest. In Autumn (that is, Fall), the crops need not be maintained, but do need to be harvested and can be harvested in any Autumn month.

The crops need not be maintained in Winter and carry over to the following year.

1 person can maintain 5 Acres of fields, 10 Acres if equipped with a hoe.

12.9.3 Harvesting

Harvesting of standard maintained crops (non-research) must be done in one month the Fall/Autumn season.

Harvesting can't be done in snow/rain.

Adverse weather will reduce crops during the harvest period.

Crops and maintained fields cannot be transferred - that is, the unit that plants, maintains the fields etc must also harvest.

Permanent Crops - each person harvests/picks acres.

Crop	Harvesting	Harvest tools
Grapes	1	
Herbs *	5	

* = Research Topic Crops. They are only available after the appropriate research has been completed.

Note: there is the odd bug with how Farming is reported (though it is usually correct in the data base). It is therefore useful to keep your own records.

12.9.4 Fire Control

Fields under cultivation need to be protected against fires.

1 person can do fire control for 100 acres plus 10 acres per skill level. This work can be done by any unit in the hex (it does not have to be the farming unit). It is required from planting until harvesting for annual crops and for all non-winter months for permanent crops.

This is not a coded activity, so players will need to notionally assign people and advise that assignment via comments to the GM.

Failure to assign people to fire control creates a risk that fields will be damaged by fire.

12.10 Ferrying and Barges

A Ferry has 30MP (60 if 8 crew). To cross a river and return takes 1MP (that is, 2 MV for the round trip). All ferrying by Ferry requires a Jetty @ 1 per at each end of the leg (a Jetty may be

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built on the opposite side of the leg without a Meeting House – but you need to send a unit there to do this). Barges do not require a Jetty on the opposite side (and do not require a Jetty at all). Ferrying may also occur across a single hex of Ocean or Lake (costs 8 MV points to cross and return). Ferrying is somewhat like Scouting in so far as the crew and ferries are deemed to automatically return to the point of origin – unless the player specifies otherwise. Goods may be transferred during the ferrying process but must be clearly shown in Transfer notes.

This rule is operational for the moment but will likely be modified with new code (the main change would be that crew will not be required)

Goods may be transferred inter or intra Clan by ferry as long as the ferry route has been established and the owner shows standing crew in Orders.
Players should indicate the details of Ferrying in their Orders.
The operating unit should show an entry for the Activity:

ACTIVITY		PEOPLE		NOTES
Operate Ferry		8		
Operate Ferry		4		To transfer/receive goods from xxxx. See Transfers

The unit transferring goods must show the details of the transfer.

Transfer	To	Goods		NOTES
0250	0250e1	Provs 100		Via 0250 ferry

A Ferry operates only on the hexside on which it was built and/or may be transferred to a unit on the opposite bank as long as a Jetty is present (and could thus require that a Village define where in the hex it is). Otherwise, and unlike other sea craft, it is fixed to the position in which built.

Barges have 30 MP + 2 x Row skill, they may cross ford hexsides and operate above fords (that is, cross them without penalty). Barges may only operate on rivers or lakes* and during the movement phase. It costs a Barge 8 MV points to cross/return single Lake/Ocean hexes. It costs a Barge 2 MV points to cross/return a River.

Whereas Ferries can do multiple trips across Rivers, Barges are effective transporting along rivers, Lakesides and Coastal hexes. Barges can also ferry across single Ocean hexes.

* An Ocean/Lake going fleet needs to have Ocean/Lake going craft. Barges are not recognised as such (though they can incorporate Lakeside and Ocean-side edges as part of their route, from the land side only). Their role using Lakeside or Coastal hexes is similar to Rivers so you will need to see the River travel.doc.

Regardless of size, a ferried unit will start on one bank and end on the other. That is, if a unit is ferrying this is the only move it can do in a turn. That is, a unit cannot move overland and use a ferry in the one turn. However, ferrying may operate simultaneously in both directions (that is, the otherwise empty ferry on the return leg may be utilised) – but the player must be very clear how the Transfers/Move is to take place. Any confusion or requirement to double guess by the GM may result in nothing happening at all.

Players should indicate the details of Ferrying in their Orders (for example, who is doing it and with what vessels) – including the calculation of weights/carrying capacities.

Note: As long as the unit in question has a Meeting House, it can also control the jetties on the other bank (that is, they will not be destroyed by locals if they are left unattended). Jetty (5,5) means that there are 5 jetties in the Village and 5 on the opposite bank (you should indicate this to distinguish from Jetties built on just one bank). However, should an unfriendly force enter the hex on the opposite side (where it would find Jetty5) it may destroy them. Note that a single unit may operate Ferries from a single hex side only (that is, it may not operate Ferries on two sides of a hex simultaneously).

Other vessels may ferry (1 MP to row, 1.5 to sail) across Rivers and return, 8/12 MV across one hex of Ocean or Lake and return. Jetty requirements are as those given below, for example, a Jetty can handle 2 large ships, 4 small.

12.10.1 Jetty construction

Although ships may quite easily be beached in non-mountain coastal hexes, a berth within the protection of Village walls (even in mountain hexes) is only possible with jetties.

Each jetty requires 100 logs, installed at 2/person, Eng 4 is required.

Each jetty holds 2 large ships, 4 small or 1 large and 2 small.

A Well is not required for a Village on a River or Lake with a Jetty; Sanitation levels will still be relevant.

12.11 Milling flour

12.11.1 Milling

A Mill needs 2 cattle or horses to operate.

Up to 10 people do Milling per Skill level - unlimited at level 10.

Each grinds 80 grain into 120 flour.

12.11.2 Mill construction

Eng 5, Mtl 3, 110 logs, 20 iron, 100 coal 1 Rope, and 1 Millstone. Built at 2 logs/person and then 10 lbs metal/person.

Each mill allows up to 10 people Milling.

A site/hex is restricted to 1000 Mills (that is, a maximum of 10,000 Millers in a hex).

12.12 Refining

Refining is a process whereby 1 (or more) ores are transformed into a specific metal. Refining

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can only be performed in a village and must be performed inside a special building, called a Refinery. A maximum of 10 Refineries are permitted per Village. Each Refinery can house up to 100 Smelters. Each Smelter can be used by up to 10 workers per turn. Each Refinery can ONLY perform ONE KIND of transformation per turn. Thus, if you want to Refine Iron AND Copper IN THE SAME TURN, you would need 2 Refineries. A site is restricted to 10 Refineries (that is, 1000 Smelters or 10000 refiners in a hex). However, this does not include Sulphur and Saltpetre.

Refinery Construction

Skills: Eng 2
Resources: 100 Logs
Workers: 1 person per 2 logs installed

You ARE permitted to build a Refinery and install Smelters in the SAME turn, but you may NOT install ANY Smelters, until the Refinery is completed.

When building a refinery using auto orders, you need to specify the metal used (and assign the extra 5 people) for the first smelter OR specify NONE (which means no smelter is built with the refinery).

Smelter Construction

Skills: None
Resources: 50 Iron, 200 Coal
Workers: 1 Person per 10 Iron installed

Refinery/Smelter Usage:

Skills: Refining
Resources: see table
Workers: 10 people per Refining Skill Level (unlimited at Level 10)

12.12.1 Refining

(Limit 10/level, **unlimited at Lvl 10**, a refinery is required).

Refining requires a refinery. Each person assigned to Refining may process:

Type of Ore	Using coal	Becomes
20 iron ore	10	15 iron
20 copper ore	4	15 copper
20 tin ore	6	15 tin
20 zinc ore	8	15 zinc
20 lead ore	6	15 lead
25 copper, 5 tin	10	30 bronze
16 copper, 4 zinc	10	20 brass
8 lead, 32 tin	10	40 pewter

12.13 Stonework

Stonework skill can be used to install facilities using stone. See also [Stonework](#) under General Activities

ITEM	SKILL	STONES	PEOPLE	COMMENTS
Baking ovens	4	300 per 10 people who can use, installed @ 5/person		
Brickwork kilns	5	300 per 10 people who can use, installed @ 5/person		

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Charring Burners	6	300 per 10 people who can use, installed @ 5/person
Refining smelter	8	400 per 10 people who can use, installed @ 5/person

12.14 Trading Posts

Having a functioning TP allows your Village to trade at the Fair, that is, automatic transactions based on a price list are possible. To operate one you must have Diplomacy 7 or Economics 4. A Clan may hold multiple TPs but can conduct only one Fair.

12.14.1 Trading Post construction

(Eng 2)

Requires 100 logs installed at rate of 2/person.

12.14.2 Guilds

Guilds are slowly being introduced. Some Guilds have “Guild Masters” others do not but are exclusive. A Clan cannot be “Guild Master” or belong to an exclusive Guild for more than one Guild. You may relinquish your position to join another Guild. To find information on Guilds go to the Research List and do a search for “Guild”.

12.14.3 Cartels (to be developed)

If three or more Warehouses specialising in the same commodity (for example, Coffee, Olive, Silk, Spice and Tea, Opium) are owned by a group of players they may declare themselves a Cartel, with an elected Cartel Master. For a Cartel to operate at least one member must have a “paper” unit at Shanghai (which is then able to trade as a Shanghai Element). Locals will trade to the Cartel at 3x quantities (for example, will trade you up to 1500 coffee per month rather than up to 500). Once a Cartel is established its membership can determine the fees for entry for any potential newcomers – in consultation with GM. The GM will act on the advice of the Guild Master only.

12.15 Joint Projects (Engineering and Shipbuilding)

12.15.1 Intra Clan

For any projects within a Clan, the requisite skill levels must be owned by one of the participating Tribe/Villages.

However labor from another portion of the Clan, and skills of this clan may be utilised under the following conditions:-

Total the skill levels required for the project, eg consider a project which requires Eng5 Wood1 Stone2 = 8 skill levels.

Under-skilled labor is reduced in effectiveness by being multiplied by $10/(10 + \text{number of skills in deficit})$.

For example, consider this project being built by two Tribes when one of the Tribes has the all necessary skills, and where the other has Wood3, but no Eng or Stonework (and so is 7 skills short of the mark).

Any labor supplied by the under-skilled Tribe would be multiplied by $10/(10+7)$.

Therefore if 170 labourers were supplied by the Tribe they would only count as 100 towards the project.

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This procedure can also be used when neither portion of the Clan possesses the required skills individually.

In the above example, assume that one Tribe had Wood and Stonework sufficient for the project (but no Eng), the other Tribe has sufficient Eng but no other relevant skills.

The labor would be 3 skill levels short (10/13 or approx. 0.77) on the one hand, and 5 skills short (10/15 or 0.67) on the other.

Note: 20% of effective labor required must be provided by any Village/Tribe supplying required skill/s.

Joint projects must be kept within a Clan. They cannot be conducted on researched items (e.g. Knife), though it is possible for research level engineering projects, see 12.15.3 below.

Players are responsible for calculating figures!

Each unit participating in a project must have (or have access to) the resources it will use each month – resources are not pooled (unless in GT relationship).

Shipbuilding

The number of workers you can assign to Shipbuilding are limited by your Shipwright skill in the Tribe assigning workers.

If you want to use workers from another Tribe to contribute to joint project those numbers are limited by the Shipwright skill of that Tribe. For example, two Tribes with Shipwright 4 and Shipwright 1 may contribute 40 and 10 workers respectively (NB this is before reducing to effective number of workers).

Installation of Smelters, Ovens etc

These cannot be done via Joint Project. That is each oven, kiln, smelter, etc must be installed by a single unit, though several different units can each install in the same turn.

12.15.2 Inter Clan

Tribes from different Clans may not combine to work on projects. However, a Tribe may do Engineering for a different Clan and then transfer buildings/works across (under Transfers). If this involves access to a site then the recipient of the works must indicate that they are allowing such access. Once a Tribe has access to a site then the defensive works of that site do not come into effect should an attack be announced. Any such attack would be resolved under normal Field Combat.

12.15.3 Research

All participants in a joint engineering project to build a research-class building (e.g. 25' Stone Wall) do not need to have the research. However, one Tribe involved in the project needs to know it.

13. The Village Under Siege

It is a huge risk to build a small site housing lots of people simply because they will not fit in (with animals).

When in combat via Siege or Assault all units on defence fight [AS IF in Meeting of the Clan](#).

Research that allows units from different Clans to inhabit a single site is not possible.

13.1 Seeking refuge

When attacked all people and livestock are considered to be brought inside the Village-site defenses.

Each person, horse and cow takes up 5 square yards of space, goats take 1 square yard and elephants require 10 square yards. Excess animals are left outside (specify which type of animal you regard as excess). If you choose not to fight the Assaulting or Sieging Tribe any animals that cannot be housed are lost to the Assaulting or Sieging Tribe (and people that can't fit are taken as Slaves)

13.2 Effects of location

Where a Village-site has adjacent Ocean, Lake or River hexsides, the defense factor for the besieged Tribe increases if and when combat occurs.

However, while such a site can have a Jetty (see 14.5 below) for all other purposes the site is deemed to be independent of these natural features. For example, a River hexside does not increase the size of your Moat. Similarly, attacks vs the Village per se may not be launched from the River (though two Fleets on the River may engage in combat).

Where a Village is located in a mountain hex with adjacent pass hexsides the defense factor for the besieged Tribe increases if and when combat occurs.

13.3 Siege life

During a Siege a Village may only perform manufacturing and Village activities and may not conduct extra-Village Activities such as Hunting and Mining. Fishing is possible if it has a waterfront site.

Transfers to the besieged unit is not possible.

No Fair.

Villages will withstand a siege for longer if it has access to water during a siege (see Wells, freshwater Jetty). Water will start to be required the turn after the Siege has commenced.

People (warriors/active/inactives) require 10lbs of water each per turn (1 Water = 10lbs).

Slaves/Goats/Dogs require 5lbs water. Cattle/Horse require 20 lbs water and Elephants require 30 lbs of water.

Animals (except dogs) will also require fodder, though they won't need to be herded but will not grow. Fodder requirements are Elephants 12, Horses 8, Cattle 5, Goats 1. Grain can be used in place of fodder (at 1 grain = 1 fodder).

Scouting during a Siege or an Assault is not possible – unless some sort of research enables this.

13.4 Preventing or breaking the Siege

A Siege may be prevented by fighting a field combat when the attacker arrives (see Sieging and Assaulting a Village). If you do this you may fall under attack from two Clans if there are two (or more) in the hex. A siege can therefore only start if the village owner retires behind its fortifications (though the defender may prefer this to continuing a series of losing field battles). Note that if the defenders are overrun rather than fighting a field battle, then the attacker may elect to establish a siege rather than gaining slaves as normal.

Once a siege has commenced, it will only stop if:

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- a) the besieger moves away or otherwise lifts the siege
- b) the besieger fails to have sufficient Warriors assigned (at least 20% of the population within the village)
- c) the besieger loses a field battle to an external force.

13.5 Using Ships for Defence

If at the end of Movement a Tribe falls under attack in a hex in which it has access to its own ships, including Barges and Ferries (Ocean, Lake, River) it may opt to board those ships (in the same way that it may opt to fall behind fortifications should they be present). They may not move out of the hex in this turn but are deemed to be out of the way of combat. Should the whole Tribe be able to board ships then it is able to avoid combat. On the following turn you may move away – you should indicate this at the start of Orders – the organisation of the “move away” is deemed to replace all Activities for that turn. If you do this any site will be taken by the attacker. Should you not move away the attacker may force a combat on the following turn.

Conditions

- 1.If the whole Tribe cannot fit its entire people on board those that cannot fit will be left behind. However, under these conditions it must have sufficient Adm levels to support what is essentially an extra Element.
- 2.If all Goods cannot be taken aboard the player needs to specify what will be left behind - or else the GM will.
- 3.If on an Ocean then fresh water needs to be carried aboard.
- 4.The Tribe is deemed to end the turn on Ocean, Lake, River etc and will not be able to do land based Activities on the following turn.

14. The Fair and Trading

14.1 Fair

The Fair is held twice per Year (the First Month of Summer 04, and the First Month of Winter 10). Trade Fairs are conducted with locals in your immediate vicinity. Effectively, this means that your Clan does not have to be physically present at any particular location to participate in the Fair; the Fair follows you. Transactions are based on a common, worldwide price list.

During the Fair Triball may be played as a Cultural event and Trade will be conducted using a full Price List (see Excel sheet or request it). The “Buy Price” is what the Fair will pay you. The “Sell Price” is how much you need to pay to purchase the item.

Requirement

1. Trading and playing Triball require a Eco4 or Dip 7, Trading Post and Village OR Eco5 if nomadic.
1. Tribes may Trade and/or play Triball but are not required to do both.
2. One Tribe (only) per Clan may trade at the Fair (and trading at Fair may also be conducted via Elements/Fleets/Garrisons of this Tribe providing they meet the necessary conditions). For example, the Tribe may trade some items and an Element may also trade. Limits on goods traded applies to the Tribe overall.
3. The Tribe playing Triball (see below) does not need to be the same Tribe as the one trading at the Fair. However, it must meet similar conditions. That is, it must be adjacent hex with Meeting House and/or in a Goods Tribe relationship with the Tribe with Eco5 or Eco4 plus Trading Post etc.
4. If more than one Tribe satisfies Fair requirements it is your choice which one of those Tribes trades.
5. Goods to be traded must either be held by the unit doing the trading or if held by another unit a GT relationship must prevail between the units.

Triball

<https://www.dropbox.com/s/hga9n4aefcx5wt3/TriBall%201.02.exe?dl=0>

- a. Clans (at 1 Tribe per Clan) will be paid in Silver for their participation in Triball. Payment will depend on Skill level, number of warriors, horses and clubs involved. A maximum of 800 Warriors, Horses and Clubs are permitted to participate and these will not be available should combat occur.
- b. Triball generates (Number of participants) times $(2 + \text{Triball}/2 + \text{Eco}/4)$ Silver. A horse (not essential) counts as 1 participant and a club as 0.5. (For example, 500 Warriors, 500 Horses and 500 Clubs = 1250 participants).
- c. Playing Triball counts against the 10-item trade limit.

Trade

- a. When trading you may Buy and/or Sell a total of 10 items. For example, Selling 5 items and Buying 5 items constitutes 10 items. Buying and Selling Slaves falls under this limit, as do trades

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using desired commodities. Short of research this limit applies to any NPC trading.

b. Art, Music, Dance and Cooking may be “sold” as part of the Trade activity - but participation in each Discipline counts against the 10 item trade limit.

Each of these Cultural activities generates (number of participants) times $(2 + \text{Skill level}/4 + \text{Eco}/4)$ Silver.

Or $\{\text{Number of Participants} \times (8 + \text{Skill} + \text{Eco})\}/4$

A maximum of 500 may participate in each activity.

Musical instruments count as half a participant for selling music. You are limited to 1 instrument per musician.

[Note: players are responsible for calculating the Silver generated from Cultural Activities.](#)

d. Indicate Fair Trades at the start of Orders. Trading is deemed to occur at the start of the Turn but goods bought may not be used or transferred til the following turn.

e. The Trading unit must place its Orders to Sell before its Orders to Buy. This effectively means that Silver gained from Selling (including Triball and Cultural Activities) can be used for Buying.

14.1.1 Example of Fair Orders

Set out your Fair Orders in Transfers like this:

Fair	0250	7263	Ale 4700, Brandy 3900, Mead 4700, Wine 3600, Barrels 169 (included with alcohol)
Fair	7263	0250	Copper 462, Copper Ore 630, Gold 8, Iron 578, Iron Ore 1100, Staves 116, Silver 49753

Notes

When selling Ale and other beverages please show the number of Barrels or other containers as a separate item (which will not be counted against limits).

Silver should be the net amount received or spent from the Fair trading (or amount spent and amount gained) and should make no reference to other uses, like hiring Teachers.

Both the items traded and quantities are subject to change.

Limits on the number of Slaves or Hirelings cannot be increased with a Pol10 State for regular trading, unless specific research allows this.

You cannot buy Spice etc and then use it to purchase Slaves in the same turn.

The maximum adjustment to trading limits at Fair is 10x the standard published limits*. For example, a State with TP is allowed 3x trading limits. With Wholesale Trading (research) this becomes 6x. With Castle this becomes 12x. [However, the cap on trading limits is 10x so even though bonuses yield 12x the most you can trade is 10x.](#)

If you are trading at greater than normal limits please indicate what it is that entitles you to increased limits. Note that Fair multipliers increase trading volumes for items as shown in the Fair spreadsheets (they do not affect all items). Trading for items not included in the Fair spreadsheet should be assumed not to increase in volume (unless specifically advised otherwise), even if these items are traded during the Fair months and utilise a Fair slot (e.g buying Artefacts with a Museum).

* If other modifiers to trading limits at Fair have already taken you to the x10 limit then Fair3 enables you to trade up to 20 times the limits (rather than 20 different trades) at Fair time. The reason for this is that Fair3 is actually a third Fair that has been bundled for administrative purposes.

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Using the Fair Spreadsheet

There is a cell in the upper right hand corner to input Fair multiplier (1-10) – usually only if you have research or Pol10 City, else enter 1.

There is a space below the main list to add in silver gained from activities like Triball and selling art

To use the spreadsheet you input the year in the upper left corner, your trade fair multiplier in the upper right corner and then fill in your trade items below. If doing cultural activities also use the player info sheet.

It does not calculate silver gained for triball or other arts. The player must calculate these values separately and input.

Shanghai and other Trading towns

Tribes will also be able to trade by physically visiting Shanghai (for example). That is, you may trade at Shanghai (and other designated cities) at any time it is present as per Shanghai (or other) price list. Apart from the Fair, Trading will not be possible at any regional Villages/Towns/Cities during the Winter months (however, this limitation is lifted if trading through the auto transfer sheet). Only one unit per Clan may trade in a turn at any particular place. Players should ask for a pricelist when trading at cities like Shanghai. The trading limit for each town is the same as per Fair (that is, 10 goods buy and sell).

14.1.2Commodities

Each Clan has two desired commodities – a Primary and a Secondary commodity. Clans may trade at Fair in their desired commodities for Hirelings (Primary) and/or Slaves (Secondary) during the Fair Trading months (any transactions should be considered as part of Fair transactions). A maximum of 100 Hirelings and 60 Slaves may be purchased in each transaction – though this is indexed and increases over time and is also increased by Fair multipliers such as for having a City (see current Fair sheet for current maximum volumes). These are in addition to Hirelings and Slaves appearing for sale in the regular price list (these are not indexed in volume).

A purchase of Hirelings or of Slaves with a commodity (either desired or designated commodity per Fair sheet) is a single purchase, even though bought with a commodity rather than Silver. Buying with desired commodity and with designated Fair commodity would be two purchases.

Desired commodities required for 10 Hirelings and 6 Slaves:

COMMODITY	PRIMARY/10 HIRELINGS	SECONDARY/6 SLAVES
China	4	
Coffee	50	
Diamonds	2	
Frankincense	2	
Gold	1	
Jade	2	
Ivory	10	
Musk*	2	
Pearls	2	
Olives	10	

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Opium	1
Silk	10
Spice	5
Tea	50

For example, if your Primary Desired Commodity is China you can purchase 10 Hirelings with 4 China up to 100 Hirelings for 40 China). If your Secondary Desired Commodity is China you can purchase 6 Slaves with 4 China.

* 25 Musk may be converted to +0.01 General Morale or 50 Musk for +0.02 General Morale for one Tribe in a Clan. This may be done once per Fair (but does not count against Fair trading limits and is not subject to Fair multipliers).

14.2 Trade Envoy

At Eco6 a Tribe may create a Trade Envoy (each Tribe with Eco6 may create one), which originates in the Tribe (not Element or Fleet). Trade Envoys may be placed with any other Clan that will accept them (the receiving Clan does not need Eco6, it may hold no more than one Trade Envoy from a Clan at any time, but may hold Envoys from different Clans). The Envoy must travel physically to an NPC town or NPC Port. For the purposes of this NPC towns are defined as those that have a trading price list via your Tribe/Element/TradeElement/Fleet/Port. From here on the following turn and with assistance of Locals, it is sent to the NPC town or Port of your choice (also with a trading price list). The last stage is that it may be physically collected from this town by a unit belonging to the destination Clan. [NB in practice it is easier implementation for the GM if both the sending and receiving clans have units in suitable locations at the same time and the Trade Envoy is transferred directly by the GM from the sending unit to the receiving unit.]

Twice per year (during Fair months) you may deliver EITHER 1 Wagon loads of goods to units with the Envoy present (a maximum of 2 Envoys may be used by your Clan in any one month) OR one of 5 Elephants, 10 Horses, 20 Dogs OR one type of Commodity at the applicable volume for that year (as set out in the Fair spreadsheet).

The Envoy may be captured via a Raid and/or successful combat and held to ransom (or be killed). While the Envoy is alive the spawning Tribe may not create another one.

- 1) Get Economics 6
- 2) Ask the GM for an Envoy and put it in an Element etc
- 3) Move Element to an NPC Town (for example, Shanghai)
- 4) Tell GM where the Envoy moves (another NPC Town or Port that you know of – it will arrive there the following turn). It can be sent directly to another Clan's unit if the unit is already at the destination.
- 5) The Target clan moves an Element to the same NPC Town or Port
- 6) Target clan tells GM they're picking up the Envoy.

14.3 Trading Months (NPC)

Fair	in months 4 and 10
Seeking	in month 01
Village Trading	in months 1-9

15. Naval Movement

Sail Movement						Row Movement					Damage Rating (DR)		Max People	Def Pts	Cargo@
Vessel	MP	Nav	Sea	Sail	Crew^	MP	Nav	Sea	Row	Crew	Sail	Hull			
Ferry%						30 (60)			0	4 (8)		0	20		
Barge**						30			2	6		0	26		10000
Boat		NA				30	1	1	2	16+1	NA	1	17	1	800
Fisher	40	2	2	4	6+1	30	.5	.5	2	6+1	2	2	8	2	150
Coaster	40	2	2	4	3+2	NA					4	4	20	4	-
Sm Galley		NA				40	1	1	3	48+2	NA	10	65	15	5000
Md Galley		NA				40	1	1	3	72+4	NA	16	100	24	9000
Lg Galley		NA				40	1	1	3	120+5	NA	22	150	30	15000
Trader	36	2	2	4	12+8	NA					18	18	80	16	60000
Longship	40	3	2	4	10+6	36	1	1	2	#40+6	15	15	100	15	6500
Merchant	40	3	2	4	10+7	20	.5	.5	2	20+7	16	16	60	16	20000
Warship	35	3	2	3	10+7	35	.5	.5	2	20+7	18	18	60	30	15000

Sm Galley and above (Red) = Small, Md Galley (Brown) = Medium, Lg Galley and below (Green) = Large

Notes

A Fleet using a Coaster with Skills Nav2 and Sail2 would move $40 + 4 + 8 = 52$ MV points per turn.

W = Warriors in addition to rowers

* If insufficient rowers/oars available MP is reduced proportionally

Longship rowed by 80 rowers (+10 Warriors) has a base rowed movement rate of 40 and a row factor of 3. Can operate above fords if rowed. That is, can cross-fords with no penalty.

** Lake and Ocean hexsides (from land side only) can be included in the 40 hexsides allowed for barge travel between villages

^ Slaves may crew ships

% if ferry is crewed by 8 crew then MP is 60. That is, a single Ferry can make 30 River crossings with a crew of 8 carrying 12 passengers for a total of 360 passengers or 180,000 cargo. Un-crewed can make 15 crossings.

Barges, Boats and rowed Longships can cross Fords without penalty.

People space can be converted to cargo space at the rate of 1 person = 500lb cargo space (for Traders, this extra space can only be used to carry animals).

Max People: Maximum number of people the ship can carry.

Cargo@: Maximum amount of cargo a ship can carry. Animals are carried as cargo using the weights as set out in [section 6.2 Weights](#).

For example, a Small Galley requires 50 people to crew but may carry up to 65 people in total and up to 5000 cargo. Thus, up to 15 people may be converted to allow the vessel to carry up

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to 7,500 extra cargo (thus 12,500 cargo in total).

Cargo cannot be converted to people space such that the maximum people allowed is violated. Oars and paddles required for the ship do not count as cargo (excess ones may).

Crews simply need to be present for the MV phase and can conduct Activities, such as Fishing. When assigning crew you should consider sending a few more than the minimum required in case there are losses to combat, starvation etc that cause crew numbers to fall below the minima.

Maintain Boats requirements are built into crew requirements. So, for example, the crew of a Sailed Longship is increased by 6 (+6 Crew). You do not order people to maintain boats when they are on land/in boat sheds. At Maintain Boats 10 you do not need these additional crew to maintain your vessels.

Fleet Movement

If an Ocean based Fleet wants to follow a coastline it has two options:

First, if it is one hex off shore in an Ocean hex it can Order, “follow Coast - right or left” – it will end up in an Ocean hex.

Second, if it is in a Coastal, that is, land hex it can Order, “follow Ocean – right or left” – it will end up in a coastal/land hex.

When ordering Fleet Movement (particularly “follow Ocean” type order) it is useful to indicate the direction of the first hex of Movement. For example, you might order “follow Ocean left” and include in notes “the first hex will be **NE**”.

Note: Rowed Fleets will crash the system when “follow Ocean” order is given. Please do not do this.

A Lake based Fleet can only use “follow Coast” (that is, it must start in a Lake hex off-shore to use this Order). It will end in a Lake hex.

Note: Because of the present nature of the coding the maximum that a fleet may be ordered to move is 35 hexes. However, a “to limit” order may enable movement further than this.

Reading the Report

“ Fleet Movement: Move **NW-O**, -Sight Land - N/N,Sight Land –” – means that you have moved into an Ocean hex and that two hexes North of this hex is a land hex.

15.1 Rowing

Base cost = 4 MP per hex Lake/Ocean

+1 hex for a coastal hex or a hex within sight of land

+1 hex strong wind

+2 hex gale

Rowed craft require Oars for the crew.

15.2 Sailing

Base cost depends on wind and direction

WIND	MOVEMENT	WITH	ANGLED WITH	ANGLED INTO	INTO
Calm	No movement!				
Mild	Full MP	5	6	8	10
Strong	-6 MP	4	5	10	15
Gale	-12MP	3	5	15	30

Notes for fleet movement (Rowing or Sailing)

1. It is possible to move fleets that combine rowing and sailing vessels. The fleet will only move if the sailing vessels can move. The distance that the fleet will travel will be determined by the smallest number of movement points of the two vessel types. That is, if a rowing vessel can only travel 40 movement points and the sailing vessel can travel 100 movement points, then the fleet will only travel 40 movement points.
2. Fleets must have their own Ships in order to move (that is, Fleets cannot use Ships via a Goods Tribe relationship).
3. Fleets may carry Elements (assuming sufficient carrying capacity). The Element would give MV Orders to “follow” the Fleet in question. Fleets (including Barges and Ferries) may not carry other Fleets. Fleets need to show independent MV Orders (not “follow” other Fleet).
4. There is a module bug that sometimes allows Fleets to move through 1 hex wide peninsulas - the module allows this (and sometimes the GM misses it) - if this happens it happens - but the game also relies on players who are familiar with the terrain to not do this deliberately. There are other spots where Fleets might loop and essentially go nowhere. These situations should be seen as par for the course when you are sailing into unknown terrain (historically, uncharted sea exploration was very dangerous). The bottom line is that you should sort these things out for yourself rather than alerting the GM to the fact that you did not move as intended. When you traverse the same waters a second time you should be able to construct Orders that bypass these problems.
5. In similar spirit to point 4 above. If players lose track of whether their Fleet is it is up to them to sort it out – the map is well enough consolidated by now for these sorts of issues to be the fault of players – unless a movement entry error can be shown to be GM error – which must be pointed out on the turn it was made (“GM I think you made an error 6 turns ago”, though entertaining, will not be entertained).

15.3 Coastal Hexes

Coastal (land) hexes are also considered to include some water, hence ships may travel through coastal hexes. If a Fleet ends a turn in a coastal hex it may perform land based activities on the following turn.

16. Ship Construction

16.1 Boatshed construction

Eng 5 20 logs per 10 DRs (Damage Rating) of ships it can house. A Boatshed is required to house your vessels. Logs are installed at 2/person (that is, 1 worker per DR or 10 workers will build Bshed1). A Boatshed 1 can house 10DR's and requires 20 logs. A Boatshed 10 can house 100DR's and requires 200 logs. Etc. For example, 25 Longships (750 DR) would require Boatshed 75.

16.2 Shipyard construction

Eng 6 Logs installed at 2/person, metal 5/person

A shipyard in a Village is required to construct ships, the size of the shipyard will determine how many people (actual workers) may work there each month.

It requires 50 logs, 6 iron, 20 coal (or 9 brass/bronze 15 coal) per 10 people who will work in the shipyard each month.

Notes

1. Clan A can build a shipyard for Clan B and transfer it to them. But Clan A cannot then access the shipyard at a later date and build a ship for Clan B.
2. A Tribe adjacent to a Village hex containing a Shipyard may not use the Shipyard to build ships.

16.3 Shipwright

(limit of 10/level until 10) Each Tribe being used must have level required.

Determines the number of people who may be allocated to Shipbuilding.

If using Joint Project, Tribes participating must have Shipwright levels to accommodate numbers of actual workers assigned.

16.4 Shipbuilding

(See also Shipwright/Shipyard)

If you are building ships a Shipyard is required. You must show all materials used as a Transfer to usage (1263) – if there are other transfers to usage please batch all materials.

While ships maybe built in adjacent hexes (using Meeting House transfer) they also need a waterfront in whichever hex they are built.

If there are partial constructions (that is, ships not completed in the one turn) indicate AM's used/total required.

For example, you are using 30 workers on building Barges “30/32 towards Barge”.

If you are using Joint Project you must show the equivalent number of builders. For example, it takes 244 people to build two Longships and even though JP may require more than this it is the 244 that must be clearly shown.

Ensure that all materials required for building are within the Tribe doing the building (or its Goods Tribe). NB the resources should be there when the work is done, not just when the ship is completed.

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Vessel	ShipB	Wood	Mtl	Logs	Brass	Coal	Sheath	Ram	Leather	Cloth	Rope	O/P	AM's to build	Weight
Boat (Long)*	1	5	-	10	-	-	-	-	-	-	-	P	5	1250
Ferry	2	5	3	40	10	40	-	-	-	-	-	-	22	-
Fisher	2	6	3	20	5	20	20	No	2	2	3	P	18	2500
Barges	3	5	3	60	10	40	-	-	-	-	-	none	32	-
Coaster	3	6	3	40	10	40	40	No	6	4	6	NA	36	5000
Sm Galley	4	7	5	100	40	200	100	No	10	-	-	O	68	12500
Md Galley	5	7	5	160	60	300	180	No	15	-	-	O	110	20000
Lg Galley	6	7	5	220	80	400	300	No	20	-	-	O	156	27500
Trader	6	7	4	160	25	100	150	No	40	20	24	NA	144	20000
Longship	8	8	4	150	20	100	100	No	10	15	18	O	122	18750
Merchant	9	8	7	160	40	200	150	No	30	15	20	O	138	20000
Warship	9	8	7	200	50	250	150	No	30	15	20	O	160	25000

O/P = Oars to row

Bronze may not be substituted for Brass (all boats require Brass)

Either Copper or Lead may be used as the sheathing material.

Logs are installed at 2/person

Metal fittings at 5 lbs/person

Sheathing added at 10 lbs/person

Cloth/rope fitted at 1/person

Oars require 1 person, 1 log, Wood 3

2 Paddles require 1 person, 1 log, Wood 2

Each crew member needs an oar or a paddle.

AM is shorthand for "Active Month" – the amount of work that a worker can do in a month.

- may not be carried on Wagons or other ships.

Shipbuilding in Progress

If you plan to leave works dormant for one or more turns after the initial work you need to keep your own records of works already done (and include this in your Orders so that the GM is reminded of the present status).

17. Fishing

17.1 Fishing

People can perform fishing as an Activity, as long as the unit is coastal, lake or river. Fleets can also fish off the coast, and in the deep blue. Fish caught will contribute food for the unit (and others sharing its GT) that turn, with any excess fish being lost unless Salted. A unit adjacent to river, lake or ocean may fish.

17.1.1 Land-based fishing

Land-based fishing involves fishing during Activities phase. Nets, as well as vessels (e.g. Fishers) etc based in a Village add to returns.

17.1.2 Naval fishing

Fishing may be performed normally (in the Activities phase) by people assigned to the Fishing activity.

A Fleet cannot collect fish more than it has people (unless Salting takes place).

17.1.3 Salting

(10 people/lvl till 10)

1 person assigned to Salting can Salt up to 100 provs worth of fish using 0.1 salt per prov. Fish not Salted or eaten in the turn caught will be lost.

18. Research

Once you have attained Skill level 10 in a Skill your Tribe (not Elements) may conduct research into further application(s) of that skill from the [Research List](#) which is publicly available*. From time to time you will be asked by the GM to suggest topics for inclusion on the list, however, you should limit your suggestions to what is reasonable within the parameters of the game. An updated list will appear periodically.**

Each Tribe may research 1 skill/turn (in addition to your skill attempt – but see University). The difficulty of a topic (for example, gunpowder is more difficult than a knife) is measured in terms of its Development Level (DL). When you succeed at starting the topic (about 1/20 chance) you achieve DL0*, you then progress through the DL's until you reach the required level somewhat in the same manner as Skill Attempts (but with less chance of success). Each further turn gives you a chance at attaining DL1 till the topic is finished (eg For 11 requires DL5). The DL's pertain to the specific topic and are not transferable. Once a topic is completed you may start the process again with a new topic.

* if you have not attained DL0 after 12 consecutive turns this will automatically be granted – it is up to the player to keep records.

** the Research List is presented essentially as the original list – some of the topics will not be available and players should negotiate on a case by case basis.

Process

In brief, each research topic has a level of difficulty associated with it with DL1 being a fairly simple idea and DL8 quite complex (within the parameters of the game). But the first thing you need to achieve is DL0 (acquiring the idea) - this is about a 5% chance each turn. Once you have DL0 then you progressively attempt the next levels with DL1 being about a 50% chance, once you have this you attempt DL2 which is 45%, DL3 about a 40% chance etc.

Research On Hold

Development may be suspended without losing the idea and without sacrificing your research level once half the required level is attained (For example, DL1 out of 2). If you wish to do this you order "On Hold" at the start of your research attempts and specify the relevant topic.

18.1 Book Writing

When you have completed a research topic you may attempt to write a book on that topic, which can be used by other Tribes to assist them in learning that research topic.

The complexity (DL) of the topic affects the size of the book required.

A book requires 10xDLxDL level parchment, 1xDL Leather, 3xDL Gold (for embossing etc) and 1xDL Candle. For example, Herding Dogs is DL6, so a Book on this topic requires a total of 360 parchment, 6 Leather, 6 Candle and 18 Gold.

No people are required.

There is a 5% chance x Literacy skill of successfully creating a permanent and portable book containing the research knowledge of 1 topic. If the attempt fails all materials are wasted.

Only one Book may be attempted per turn per Tribe. **A Tribe (including all its units) may hold only ONE Book at any one time, so should not attempt to write a new book while already holding a book (no Book will be written and all materials used will be sent to usage).**

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Unless specifically indicated in a particular research topic, books may not be written on: Administration, Diplomacy, Economics, Literacy, Politics or Research topics. The Research document also notes some other topics where books cannot be written.

Please list the % chance plus materials used in your Orders for Writing Books.

Only [one Book](#) may be transferred by a unit in a turn.

Notes:

1. any Book held by a unit will not automatically be absorbed if the unit is absorbed – you will need to let the GM know to do any manually.
2. a Book is held directly by a unit and not shared via GT relationships
3. Book creation and transfer is a manual process, not done via the automated transfer sheets. A transfer will not be processed by the GM where the receiving unit already holds a book. [NB a transfer should not be done when another unit in the Tribe holds a book. It is the player's responsibility to avoid this situation]

18.2 Book Reading

The advantage of Books is that they can facilitate transfer of knowledge from one Clan to another and one Tribe to another, at least in terms of achieving a basic understanding of the concepts (DL0) and possibly beyond. A Book may be read by the Tribe as part of its research attempts and constitutes a research attempt. Each level of literacy provides a 5% chance of obtaining DL0 (this is significantly better than the 1/20 chance of obtaining DL0 without a book or waiting the 12 turns to attain the auto DL0). See also Library, which increases the effectiveness of reading a Book. To read a Book requires a 10 in the relevant Skill, as well as any other prerequisites for that topic. For example, you could not read a Book on Trade Routes unless you have Eco10. (Similarly, you cannot read a Book on Com12 unless you have Com11). But with a few Lit levels it is far quicker to read a Book than gain DL0 (which is about a 1/20 chance) normally.

Only one Tribe may attempt to read a particular Book each turn (may not be read by Elements etc).

[Please list the % chance of success in your Orders \(unless the research has already been started\).](#)

Note: the coding for reading books has never been completed. It is done manually when the DL0 attempt is made (that is, the GM actually rolls the dice!). However, once DL0 is attained the module takes over and it is not known exactly what happens here.

18.3 Libraries

A Library increases the chance of reading/writing a book by 50% (i.e., a 20% chance becomes 30%). Villages only (not Elements) may build Libraries using 2000 stones Eng6 Stn2 (or 1800 stones 20 logs Eng6 Stn2 Wd4 by substitution rules) and 50 Candles. Stones are installed at 5/person (logs 2/person). Only members of the occupying clan may utilise the library.

18.4 Universities

(Res10 Eng8 Stn 4) 10 000 stones (or 9000 stones, 100 logs if Wd4) and 100 Candles. One university will allow one entire Clan to receive its benefit as long as all users are in the same hex (Elements do not conduct research). A Tribe (ONLY, that is, Elements etc may not have Universities) may have increased research capacity if it has more than 1 level 10 skill and sufficient population. A University allows up to 1 research attempt (new or continuing, but not including research on hold) for every 500 population physically present and belonging to the Village (cannot be used via adjacent hex). The research attempts within a given Tribe must

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each relate to a different level 10 skill.

eg: If a Tribe has 1340 people, it can attempt 3 research topics (relating to 3 different L10 skills),

If a Tribe has 600 people, it can only attempt 2 topics (relating to 2 different L10 skills)

Note: the people required should be present at the start of the turn, else the attempt may fail.

If a tribe has started multiple research topics using a University and subsequently moves away, then all but one topic (allowed without a University) must either lapse or go on hold. It is the player's responsibility to alert the GM when this happens.

18.4.1 University (Research) Costs

Research in progress using a University requires funding.

Research Costs are calculated according to this formula:

$200 * (1+2+4+7+11+16+22+29) \times \text{Silver}$. With the first research topic in each Tribe being free PLUS the second topic in the first 5 Tribes being free as well. Each number in brackets represents one topic beyond the free offerings (regardless of which sub-Tribe the topic is in). For example, 5 topics in the main Tribe is 3 topics beyond the free limits and would be $200 * (1+2+4) \times \text{Silver}$ or 1400 Silver. Similarly 3 topics in the main Tribe and 3 topics in each of the first two sub-Tribes is 3 topics beyond the free limits and would be $200 * (1+2+4) \times \text{Silver}$ or 1400 Silver. 4 topics beyond the free limits would be $200 * (1+2+4+7) \times \text{Silver} = 2800 \text{ Silver}$.

The [Tribe Manager](#) will calculate research costs for you. Players should show Research Costs in their Orders as a transfer to 1263 from any unit in the same hex as the University.

Players will be responsible for listing their funding costs each turn. If funding is not available or not shown the Research has a chance of lapsing and/or loss of DL levels.

Note that multiple Tribes (of the same Clan) in a site may use a single University.

18.4.2 New Research Attempts

Once you have a research project underway (that is, DL0 or better) the processing module automatically brings this up for me. So, to reduce the work load on the GM, please show only NEW research attempts (or highlight the new ones in red and highlight the others in something else – while grouping new together). Also show resumed and suspended research here.

18.5 Research Topics

Level 11 (DL5): Any skill where level determines output (for example, Hunting, Herding, Mining, Combat, Leadership, Scouting) may be researched to level 11. Each higher level is 1 DL higher (that is, level 12 = DL6). At Lvl11 Specialists become available for some skills (see below).

Established research topics appear in a separate document "Research List". Others are possible, if agreed with the GM.

18.6 Specialists

Specialist's double production in the chosen field. At Level 11 you may nominate to Train Specialists (see Research). Specialists are trained and promoted through the Tribe (not Elements etc).

It takes 3 months to Train (you will need to record progress) and during this time the trainees may not do any work. Then you nominate "Promote" in your Orders once Training is completed. For example:

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Month 1: train Herders 1/3

Month 2: train Herders 2/3

Month 3: "Promote Herders"

Month 4 and later, the Specialist Herders will be available for use.

Specialists double production before implements are used. For example, 50 Specialists Quarrying with 50 Mattocks would quarry 750 Stones (not 1000). If you are using 50 Specialists Quarrying with 50 Mattocks you would show this to the GM as [100 Quarrying with 50 Mattocks](#).

They do not require double facilities (though coding might mean this needs to be monitored).

Specialists can't do Activities outside their area of Specialisation and may not be transferred outside their original Tribe (though they may be transferred to other units of that Tribe).

Notes (for later)

1. To move Actives into the Specialists Training Program the player needs to specify an activity – 'SPECIALISTS', Item – 'TRAINING'

2. To remove people from Specialist Training back into an Active role, requires the player to specify an Activity – 'SPECIALISTS', Item – 'ACTIVES'.

Specialist Areas

Apiarism

Baking output x 2

Distilling output x 2

Milking output x 2 (see Research List)

Mining output x 2

Hunting output x 2

Herding herd 2 x animals

Engineering output x 2

Weapons Weapons x2

Armour Armour x 2

Forestry Logging / Bark / Charcoal x 2

Refining output x 2

Metalwork output x 2

Milling output x 2

Farming Plowing/planting/harvesting effectiveness x 2

Other areas are negotiable.

Note: you must show assigned Specialists as effective or equivalent workers. For example, 300 Engineers with 100 of them Specialists = **400 effective** workers. The **400** should be the most prominent figure in your Orders. Refer to Specialists in notes.

18.7 Transferring

In general, items made through research may be transferred to other Tribes for use. Buildings

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may be transferred but in most cases cannot be utilised unless the recipient has the relevant research. For example, you cannot use a Hospital unless you have completed Healing research into Hospital (though the building may be built by someone else). On the other hand a Fence may be transferred and used.

18.8 Research Orders

When doing Orders can you highlight those projects that have not started (i.e. not yet reached DLO) to distinguish them from projects already underway. For example, you might highlight the attempt at DLO **in red font**.

18.9 GM Role & Powers

The GM is something like an umpire who tries to get it right, but is human and thus fallible. However you can be sure that the GM is concerned to preserve the integrity of the game while providing players with excitement and challenge. But since the game is open-ended and organic the rules can never fully capture future developments and so some modification, developments and changes are bound to happen. These will be communicated to the players as soon as possible (but again note that the GM may suffer oversight). By and large players who have commenced project under older rules will be allowed to “grandfather” until a state of equilibrium is reached.

The GM enjoys discretionary powers should the actual playing out of any of these ideas produce unacceptable imbalance. Thus, descriptions of topics might be modified once tested under play conditions, as may the topics themselves.

19. Politics

Politics relates to the control of a territory and is usually backed up with a military presence. The basis of any Political achievement occurs at Politics 10 when the basic concept of a State with a National rather than ethnic identity is hammered into the essentially xenophobic Clan populace (and the immediate locals). Once Pol10 is achieved (GL0), a claim to City-Statehood, with attendant territorial claims upon the hex occupied, is conferred upon the Village ([only one per Clan](#)). Your Village becomes your Home City (which may not be moved once created). The immediate entitlement is a right, among other things, to tax the native population. The month for the recruitment of locals must be specified by the player at the time of achieving Pol10 - and this must be kept consistent (that is, it always occurs in the same month).

In order to convince the natives of your merits, Pacifiers must be assigned to the hex. These are assigned per hex controlled and are assumed to operate their own Pacification/Scouting missions into controlled hexes surrounding the central hex of control. They are assigned in the Activities section of Orders. [One per cent of warriors](#) (of the Home City, that is, of all the Clan's warriors in the City hex) need to be assigned as Pacifiers per controlled hex (the first GL0 hex is a controlled hex). Players must notify the GM when the assigned Pacifiers increase (e.g. due to increase in GL).

These warriors must all be assigned from a single unit residing in the Home City. They must have mounts and full metal armour (including either Breast or Cuirass - but do not require any armour that needs research. Scale and Ring Mail count as metal armour) and at least one metal weapon*. Pacifiers should be assigned to all hexes you control – including water hexes, across Rivers, Mnts etc - unless there is a special reason for not doing this.

They are (in total) available for Combat duty if the combat occurs in a controlled hex. These troops are also considered to train Militia to join the main Tribe should they be attacked (see Benefits below for more details). Politics research may modify these figures.

For the purposes of Tithes, control of hexes may extend over Oceans and Lakes and across Rivers - however Lake and Ocean hexes are [not counted](#) for the purposes of Recruit/Immigration bonuses. However, research may enable this.

If a Clan takes up Nation or Statehood it must be the only Clan with a Village in the hex (that is, you cannot claim Statehood if there are alien Villages in the hex). Similarly, control cannot be extended into or through a hex in which an alien Clan already has a Village.

A foreign Tribe may be based in a controlled hex without a treaty but it cannot set up a Village and do Village things.

* if there is a change to the number of Pacifiers assigned (due to an increase in Governing Level) you must clearly flag this change in your Orders.

Extending the State:

The centre of your State is your Home City, and to extend the boundaries of the State you must research Governing Levels (GL's). A Home City must number at least 6000 people being the total population of all units of the Clan in the Home City hex; players should monitor and report this until the system provides this report. If the population falls below 6000 the Pol10 and GL0 will be retained but Home City benefits (including any researched GL's) will be lost.

Each GL adds a 1 hex radius to the bounds of your state (to maximum of GL5). GL5 can't be pacified and you do not receive tithes for this ring - but Militia will be available from these hexes and Silver (this must be calculated by the player and shown as an annual income for this ring only).

Pacification levels are only shown to GL2 via coding. Beyond this requires manual entry.

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At GL1 you control 7 hexes,
at GL2 19, GL3 37, GL4 61, GL5 91.

Players need to inform the GM when they reach a new GL level.

Notes:

1. GL levels may be taken beyond 5 (for the purposes of building Nations) but extra GL rings accrue no extra tithes and require additional Research. Maximum possible is GL8.
2. Books may not be written for GL's (that is, GL development must be researched independently by each Pol10 City).

Governing:

For each level of Governing, 1% of actives (in aggregate across all the Clan's units in the Home City hex) must be assigned to Governing at GL0 this is zero). The required governors must be assigned from a single unit residing in the Home City. Building a Courthouse (Eng7, Wood3, Stn4, 12,000 stones, 500 logs) will halve the requirements.

Pacifiers and Governors

Pacifiers must be assigned to all controlled hexes. They may not be assigned during a Siege. Pacifiers and Governors may be assigned during a Fair. Pacifiers are totally independent of Scouting operations. It is assumed that if you have 6 surrounding hexes, for example, (including Ocean etc) to Pacify then they will all be pacified (that is, you cannot chose not to pacify unless another Clan has already taken the hex).

Pacification and Governing Orders

If there is no change from previous Orders please indicate "No Change". This is all that is required in the Orders.

Please note that Pacification Levels for GL5 and beyond are not listed in your Report.

Losing Production

If Pacifiers are not assigned, and/or Governors not appointed, control of the hex(es) is deemed to be lost for the turn and they will be unproductive for that turn. They will remain unproductive as long as they are not administered, but will return to full production when Pacifiers and Governors are reassigned. A City under Siege or DeVA will not be able to administer to controlled hexes.

Overlapping States:

Where States overlap (and there is no Treaty), the hexes involved are considered disputed territories. Within these hexes, and regardless of Truces, the Locals will consider such dispute good enough reason to avoid paying taxation and supplying Militia. That is, you do not count these hexes for the purposes of calculating Militia (one but not both will gain Silver from tithes). Similarly, if Village sites (other than your own Clan's) are set up within the sphere of control you will gain no Militia from these hexes. It is up to the player(s) to ensure accuracy in these circumstances.

Nations (research prerequisite: Daimyo):

At Pol10, and with either Dip10 or Adm10 (in the one Tribe), Clans may develop into Nations with Politics research. [Politics research; DL = 3 + numbers of Clans involved]. Nations can only be formed from States having zones of overlap between them, and Treaties (see Research List) governing all territories in such zones. Nations are developed in a similar fashion to Treaties. Once having been formed, dispute settlement procedures may be put in place (that is, terms

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may be formalised with respect to appointing an authority, allowing votes based on territories held etc). Once a Nation has been established, new Territories will become the possession of the Clan with the lowest number – participating Clans may need to work out a private arrangement re distribution of tithes from these territories.

The Emperor

Nations are composed of States headed by a Daimyo. A Nation may have but one Emperor.

Adding New Members:

A prospective new member must have a zone of overlap with the State of a current member and a relation of Treaty governing all the territories in that zone. The new Nation must be researched by a current member and be accepted by all current members and the prospective member. Nations may be merged by this method (only requires 1 overlap and 1 Treaty).

19.1 Benefits

States:

1. A Combat Morale bonus of 10% (of existing Combat Morale) vs invaders - that is, Combat within a controlled hex.
2. Tithes/Taxes; these generate Silver and other basic goods (in the hexes immediately around the central hex). Silver is generated turn by turn from each hex. However, if you are GL5 tithes in Silver have not been coded – you are entitled to 200 Silver per controlled hex (beyond GL4) per month, due to be paid in month 12. Players will need to indicate the amount at this time.
3. Once per year a number of Actives (immigrants) drawn from the local population will join the Home City (in the Pol10 hex). 10 Actives per controlled hex. This happens at 12 months after the City is established (for example if you achieve Pol10 in 08 and do your first pacification in 09, then the first batch of immigrants will arrive in 09 of the following year and subsequent batches on that same anniversary). Players need to keep note of numbers of Immigrants due and inform the GM in the appropriate month.
4. All Trade limits on goods are multiplied by 2 - by 3 if TP exists. For example, if you are ordinarily limited to Selling 1000 Goats, you can now sell up to 3000 Goats. It does not mean that you can buy and sell 30 items. A sub-Tribe trading at Fair may use this advantage if its Home City is in the same hex. This bonus when combined with other Fair bonuses is additive. Eg let's say you have a Fair x 3 multiplier for another reason. This Politics bonus would give you x 5 (not x 6).

5. Militia

Militia were men in arms formed to protect their towns from foreign invasion and ravages of war. People drawn from the local population and armed by the Home City (the Militia) will fight vs invaders if the combat [is in the Home City](#) hex. The total Militia per hex is 5% of the Home City Warrior population (for example, if a Home City with 2000 Warriors controls 7 hexes it has access to 700 Militia, effectively making 2700 Warriors. Thus, 900 will be available for combat in any one turn (see one third rule) and of these 700/3 would be Militia.

Note that Elements of the HC do not count in this calculation unless they are in MOTC. For the purposes of calculating Militia numbers Ocean and Lake hexes are deemed to be within Home City control if within the radius of control. Militia [are limited](#) to fighting in the Home City hex ([they cannot be deployed into other hexes by means of Locate](#)). Militia cannot be used for Raiding, Suppression, Security, Sallying etc.

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Unless provided with gear they will fight with bare hands and clothes, but will feed themselves. They fight at [Lvl0 for any relevant skill \(but see Research Doc\)](#), and fight with your ordinary troops (thus players will have to calculate Skills as in Meeting of the Clan if Militia combine with your Warriors in combat).

Militia do not enlarge the Village for the calculation of 40% surrender losses. Their numbers will diminish according to numbers wounded during battle but will be [restored to their full total on the anniversary](#) of the end of the battle – however this will [cost 10 Silver per Militia](#) restored.

Militia will be lost in battle in direct ratio with ordinary troops used. For example, if you are in a battle using 1000 Warriors and 1000 Militia and suffer losses of 200, 100 of these will be warriors and 100 will be Militia.

Militia will appear anytime a Home City is involved in Field Combat, Siege, Assault, Deva etc. If the Home City is sieged, the Militia will remain active until the siege is ended. The owner of the Home City may voluntarily dismiss the militia at any time. If the militia is dismissed during a siege it may not be recalled until the siege is ended. Assignment of Pacifiers and Governors is counted for militia purposes immediately. (This means that if you assign Pacifiers and Governors the same turn that a force shows up to siege you, you do get the militia).

If Militia are used defending the Home City site (as opposed to fighting in the Field) [the site must be large enough to house](#) them.

If two or more Elements of the Home City are involved in combat or a siege in the same month, the player may determine where the Militia goes.

6. Players may make a limited request - for example, running a Triball tournament. However, this must be within the parameters of the game and involve little administrative activity from the GM. The player is responsible for working out the details.

Example:

Luxadom Grand Caravan

The Luxadom Grand Caravan is a yearly player auction that is open to **all** players. Each player can send a limited amount of a single Good to be auctioned as a normal auction except that there will be a whole lot more auctions at once. GM Time required to host the Grand Caravan auctions is limited due to it being automated.

Information:

- 1) Luxadom Grand Caravan is run yearly on month 5.
- 2) Auctions are limited to 2 Wagon Loads or QTY 100 of an item, whichever is more.
 - a. Example: 100 scaffolds or 4,000 Iron.
- 3) Auction Items:
 - a. Auctions may not include Population (nor can it include Slaves or Hirelings)
 - b. Auctions may include Items and Animals (but not limited animals such as Guard dogs that require research and cannot be traded)
- 4) Winning Bidder: Pays full amount of her bid. Receives full amount of Auctioned item.
- 5) Seller: Receives 75% of the winning Bid.
- 6) Luxadom Clan: Receives 5% of the winning Bid.
- 7) Locals (and thus removed from the game): Receives 20% of the winning Bid.

Process:

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- 1) On Month 3, the Tribe News will state a request for all interested players to submit their desired auction to the leader of Luxadom including:
 - a. Good to Auction
 - b. Quantity of Good to Auction
 - c. Desired Bid Item
- 2) On Month 4, the Tribe News would be accompanied by a second document, an Auction Spreadsheet for players to fill out. It would list all the available auctions and information for people to bid on.
- 3) On Month 5, after players turn in their Turn Orders, they would submit the Auction Spreadsheet to the leader of Luxadom (luxadom@gmail.com) and the GM. The leader of Luxadom would run the Auction Spreadsheet through the automated program and it would calculate the winners of each auction and it will generate an AutoTransfer spreadsheet for GM to review and enter. Additionally, it will produce a Cut&Paste table that can be entered into TribeNews to show the winners, similar to the current Auction results.
- 8) On Month 5, the GM would review the AutoTransfer sheet, load it into the Autotransfer part of TribeNet and process it.
- 9) On Month 5, the GM would put the cut and paste table into TribeNews.

Nations:

1. A Combat Morale bonus of 20% (of existing Combat Morale) vs invaders - that is, combat within a controlled hex.
2. Tithes/Taxes are the same as above.
3. Once per year a number of Actives drawn from the local population will join the Pol10 Tribe. 15 Actives per controlled hex.
4. All Trade of goods is multiplied by 2 - by 4 if TP exists (which replaces the State x 3 with a TP).
5. People drawn from the local population and armed by the Home City (Militia) will fight vs invaders if the combat is on home soil. The total Militia per hex is 7% of the Home City's Warrior population. They are limited to fighting in the Home City hex unless special circumstances apply.
6. See Economics research - Trade Routes
 - see Castle in Research List.

Players:

Players are responsible for keeping accurate data relating to their Home City benefits, dates etc.

Further notes on Politics

1. The increase in population (new actives) is based upon the smallest number of hexes controlled by Governors and Pacifiers during the collection period. (If you had GL1, controlling 7 hexes at the time of the last increase, and subsequently improved to GL2, controlling 19 hexes, your growth for that period is based upon 7 hexes. If you had GL2, controlling 19 hexes, and during one month of the year sent out only enough Pacifiers to control 12 hexes, your growth for that period is based upon 12 hexes).

- some of the Politics rules are under Development.

20. Economics/Banking

Bank

At Eco10 you may build a Bank in your Village hex as long as you have a complete Stone Wall of at least 120 yards. Normally this will be in your Home City (or designated Home Village), but the GM will consider another location, such as the location of the Eco10 Tribe, provided it is a permanent fortified village.

Bank (Eng5, 4000 Stones, 200 Iron @ normal installation rates, that is, 820 AM) – may be built by any unit with sufficient Eng skill but can only be operated by the Eco10 Tribe.

The term “Bank” should be understood as a generic term that covers agencies that trade in desired commodities so that a “Bank” may in fact trade in Jade, Tea, Frankincense etc.

The effect of the Bank is to provide an interest return on your Silver (or other) deposit 12 months from the month of first deposit. You must build a Silver Bank before undertaking other Banks. You should indicate the amount of deposit when you make it (1 deposit only per 12 month period). This is recorded in a spreadsheet by the player and brought to the GM’s attention. The Silver (and other) deposited will be sent to usage and will not be available until the GM returns the initial deposit plus interest after 12 months (also indicated by the player).

A Tribe with Eco10 may attempt the Group C Skill Banking.

Silver Banks: each level of Banking increases the return on your deposit by 5% (lvl determined at the time the deposit is made), for example, at Bank8 your return in 12 months will be 40%.

Other Banks: each level of Banking increases the return on your deposit by 2% (lvl determined at the time the deposit is made), for example, at Bank8 your return in 12 months will be 16%.

Customers must travel to the Bank in question in order to make a deposit – however the deposit is paid via Transfer Orders to the Bank’s owner. Note that there should be approval from the Bank’s owner, including an agreement between the parties as to the conditions (rate of return and duration) associated with the deposit.

Once the first Bank (trading in Silver) has been built, the owner may build other Banks in any NPC town/city of their choice. The owner is limited to one Silver Bank (in Home City or alternative location if agreed by GM) and a maximum of three others –dealing in desired commodities eg Gold, Coin, Diamonds, Pearls, Jade, Frankincense, Ivory – and may not build more than one Bank in any one town/city, nor more than one Bank for each commodity. Any deposits into subsequent Banks must be in the same month as the initial deposit so the player can show the GM batched amounts and vice versa.

Notes

1. The Bank owner may negotiate a rate of return with his or her customers. All accountancy is between the bank owner and his or her customers. The GM will not resolve any disputes, which will translate simply into the Bankers reputation. All the GM wants to see is the 12 monthly bottom line.

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2. It is likely that over time players will want to build their own banks to reap the dividends rather than the paltry rates offered by other Bank owners. The effect of this will undermine the raison d'être of Banks. To this end any one town/city may have a maximum of 2 of any one type of Bank (eg 2 Banks trading in Coin). If a third (or more) Bank is built in the town/city the two paying the highest fee (in this case in Coin) to the city officials (that is, the GM) will be allowed to continue, the others may not trade until the next round of bidding (if they are successful then). Any deposits in non-trading banks must be withdrawn at maturity (no reinvestment) and no new deposits may be made.
3. It is up to the Bankers to assist the GM in keep TribeNews/Facebook records of what branches are operating in what cities.

Summary/example of banking process (once established):

- 1) Deposits in a Bank are made by the owner only on a specific month (the month of their first deposit into their first Bank) by physically transporting the relevant good to their Bank dealing in that good
- 2) Deposits are returned 12 months later with interest (rate of interest is set by level of Banking skill when deposit was made) and can be reinvested even if a unit is not present
- 3) While earning interest, deposits are not available
- 4) Other clans may make interim deposits directly into Banks by bringing goods to a Bank which deals in that good. For instance if 0255e1 is at the location of a Pearl Bank owned by the 1437 Tribe of Clan 437 it can place 100 Pearls in the Bank with the order "Transfer from 0255e1 to 1437 Pearls 100". This will show in 437's turn report as "From 0255e1 Pearls 100 Bank Deposit" [NB these items will show on the Eco10 Tribe's inventory – it is the player's responsibility to ensure that these items are not used other than to deposit into the relevant Bank]
- 5) When it is the deposit month for 1437's Banks, then 437 orders the Pearls transferred to usage which have been moved to the Bank by clan 437 (and the Pearls in inventory from other Clans' interim deposits). At this time 437 must record the total deposit made for each Bank and the rate of interest that will be earned by 1437 based on its Banking skill (assume 30% for this example).
- 6) The rate of return received by another Clan is a matter for negotiation between the Players and is not a matter for the GM
- 7) On the anniversary of 1437's deposit, the 100 Pearls plus interest will be available in the Pearl Bank, say 130 Pearls. If this was to be reinvested, no action is taken, but 437 records the reinvestment. If it will be repaid/withdrawn, 437 needs to notify the GM (and note in their records) how many Pearls are at the Bank waiting for collection (not reinvested).
- 8) Amounts not on deposit, but rather waiting for collection, can be paid to a unit (of the owning clan or another clan) which is at the relevant Bank. The order format is "Transfer from 1437 to 0255e1 Pearls 120 from Banking".

Note that Banking transfers will continue to be managed by the GM, rather than the automated transfer system.

21. Excavation/Artefacts

10 Actives/Warriors using Picks or Shovels required to dig for 1 Artefact (weight 10lbs). Exc1 is required to deploy 10 people.

One dedicated Tribe per Clan based in a Village may become an Archaeology Tribe.

The Tribe with Archaeology (Arch1 is required) may spawn an additional Element, its

Archaeology Element (no extra Admin required [NB this maybe shifted to courier designation to reduce RL cost, but would not count against limit on courier elements]), and this Archaeology

Element may spawn a special Excavation unit (which is a garrison, but does not count against normal garrison limitation of 10 per Clan). Both the Archaeology Element and the Excavation Garrison are Archaeology units and either (but not both in the same turn) can gather Artefacts from archaeological sites (NB the Tribe itself cannot). An archaeological site will be guaranteed within 15 or so hexes of the parent Tribe (likely to be placed in fairly inhospitable places like Mountains and Swamps, the player needs to ask for this placement). An Archaeology unit can gather artefacts from the site at the guaranteed rate of 1 (only) artefact per turn, using 10 people excavating with shovels or picks. Artefacts can only be transported by Archaeology Elements (though they may be held by an Excavation Garrison or the parent Archaeology Tribe) – there is a partial exception for units which gain artefacts through combat with an Archaeology Tribe (though such attackers may lose such items over time, since they lack appreciation of their value). An Archaeology unit may only trade/transfer Artefacts with Archaeological units (including those from other Clans) or its parent Archaeology Tribe (or to a unit which shares the same GT as its parent Archaeology Tribe).

An Archaeology unit may contain no more than 20 Warriors and no more than 100 Actives (and no Inactives). It can only be attacked, raided etc by other Archaeology units.

The Archaeology unit may not occupy nor otherwise make use of a fortified site.

An Archaeology unit may be observed by all other units but usually will not observe units other than other Archaeology units (that is, it is essentially invisible to the rest of the community - this represents the general lack of interest in people that go around digging for old pots, and the obsession of people that do!). Note: this rule will be invoked if the player attempts to use the Archaeological unit cynically - to gain information on other units, etc.

An Archaeology unit will not be able to Scout or Suppress - though it will be detectable if observed by normal scouting parties from other Units. It is not a trading unit, that is, it cannot transfer goods to other Clans (except for transferring artefacts to another Archaeology unit).

Bonuses

1. 12 Artefacts may be exchanged for 150 Actives (people who are drawn to the Tribe due to the mystique of the artefacts). The 12 Artefacts must be returned to the parent Tribe for this to be possible. The Actives may be transferred to any other unit of the Clan that occupies the same site as the Archaeology Tribe.

2. 15 Artefacts may be exchanged for 160 Warriors (people who are drawn to the Tribe due to the mystique of the artefacts). The 15 artefacts must be returned to the parent Tribe for this to be possible. The Warriors may be transferred to any other unit of the Clan that occupies the same site as the Archaeology Tribe.

3. Artefacts may be sold at the Fair (worth 1200 Silver each - max of 5 may be sold at a single Fair)- the Artefact, and the parent Tribe must be present at the Trade Fair. The trading of

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artefacts counts against Trade limits, but does not scale with Fair multipliers.

4. Eight artefacts may be traded for 0.01 General Morale increase which may be received by the Archaeology Tribe or any other unit of the Clan that occupies the same site as the Archaeology Tribe.

Museum

Requires Arch10, requires also Lit7, Eco8, Eng8 Stn 4) requires 6000 stones to build.

Arch10, Eng 8 and Stn4 can be provided via Joint Project, but the Tribe which will operate the Museum must have Lit7 and Eco8.

May buy up to 5 artefacts from NPC's for 500 Silver each during the Fair. Transactions count against limits, but does not scale with Fair multipliers. Only 1 Museum is permitted per hex. A Tribe with an Arch skill = 10 is also limited to one museum only.

22. Commissions

From time to time major (and minor) NPC cities will commission various projects (e.g. Shanghai may commission a 500 yard 10' wall, a Castle, Wells, etc).

This is how they will work.

1. Commission put out to tender will be announced in Tribe News, near the Auction section (it will be repeated via email list).
2. A Clan may tender for the commission by proposing an amount they wish to be paid in Gold on successful completion of the project.
3. The tender must also include a date for completion and should the work go beyond this time by 3 months, the commission will be withdrawn and put out to new tender.
4. A Clan may not tender for another commission if they are currently involved in an uncompleted commission (nor be involved in a re-tender if they were part of that unsuccessful commission).
5. The NPC City will choose their preferred tender based primarily on price, but weight will also be given to promoting newish Clans. A City reserves the right to reject any and all tenders.
6. All materials that will be used in the commission must be supplied by the clan (the host will transport materials with the participating units, or materials can be extracted/created on site by the clan) and ultimately appear in the supervisor's unit (see below and see example). The full materials are transferred to usage from the clan upon completion of the project.
7. The Clan must have ALL the requisite skills (across its Tribe or Tribes) to complete the commissioned project.
8. The Clan may send up to 500 workers per level of Supervision (NB Slaves, Hirelings, Auxiliaries and Locals do not participate in these ventures). These workers may be in a single element or split across several elements in order to bring all the needed skills.
9. The winning clan will have their nominated units escorted to the relevant city (3 months travel time and will be escorted back immediately upon completion or can choose to remain in the city and move normally). The escorted units may take as many provs and horses as they desire, as well as materials directly related to the commission (discuss this with the GM if in any doubt).

23 International NPCs

Occasionally Clans may gain the support of foreign entities who will provide independent foreign support for the Host Clan while staying largely independent of it. The Host Clan Leader may use Desired Commodities to attract Foreign Nation population to support the Host Clan. Foreign Nation Tribes operate similarly to the Host Clan's Tribes with some exceptions noted in the Restrictions section below.

23.1 Initial Support:

1. A Host Clan may accept the offer of a Foreign Nation's support when the Host Clan has a unit at the Foreign Nation's city and an offer is made. If accepted, the Host Clan Leader must indicate to the GM if they want the Foreign Nation Tribe affiliated with the Host Clan or use foreign troops as Mercenaries. There are pros and cons for each (and combinations of these using different Foreign Nations are possible).
 - a. **Affiliated:** The Foreign Nation will attach a new Tribe to the Host Clan. This new Tribe is affiliated with the Host Clan and acts somewhat like a sub-Tribe (it bears the Host Clan's clan number in its unit designation). A Foreign Nation Tribe is charged game fees as a standard additional tribe and acts in all ways as a standard tribe with the exceptions listed in the Restrictions section below.
Example: Host Clan 200 currently have all of its standard Tribes (0200,1200,2200,3200,4200) and gains the support of the Foreign Nation of Sparta while choosing the Affiliated option. The Host Clan gains a new Tribe (5200 Spartans).
 - b. **Mercenaries.** Foreign troops will act as ordinary Mercenaries but Foreign Mercenaries may not combine with each other nor with generic Mercenaries in combat (that is, you would deploy Foreign Mercenaries one group/nation at a time). You will require Lodging if the total of Hirelings, Auxiliaries and Mercenaries (both Foreign and other) exceeds 2000 for the Clan, see [8.21.1 Lodging](#).
2. The Host Clan must pay Desired Commodities to purchase the Tribe/Mercenaries as per the chart below. The Commodities used depends on the Foreign Nation that is offering its support.
3. Normal Play continues. Orders for Affiliated Tribes are provided in the normal Turn Order file for the Host Clan.

23.2 Future Support / Upkeep:

1. After initial creation, additional people/animals may be purchased with Desired Commodities from the Foreign Nation provided that you have a unit at one of the Foreign Nation's cities or at an Outpost attached to the same nation.
2. This population/goods can be added to the Affiliated Tribe (at its current location) or a new element or Affiliated Tribe can be created at the Foreign Nation's city (if the Host Clan has sufficient Understanding skill).

Restrictions:

1. The Host Clan must have Understanding skill that adequately supports the Affiliated Tribe.
2. Affiliated Tribes may not participate in Meeting of the Clan with the Host Clan or with other FN Tribes (except when defending a fortified village/city that they are sharing).
3. Affiliated Tribes may not participate in Adjacent Hex Transfers with standard Host Clan (or other) units but may be in a GT relationship with Host Clan if in the same hex.
4. Affiliated Tribes may create additional Elements but not additional Tribes.

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5. Affiliated Tribes cannot engage in Joint Projects.
6. Affiliated Tribes may not transfer People (Warriors/Actives/Inactives) to Units that do not belong to the same Foreign Nation. This includes not being able to transfer People to the Host Clan (though slaves may be transferred as for external Clans).

23.3 Understanding Skill Chart:

Understanding Skill (Group B) determines the maximum number of different Foreign Nations that may support a Host Clan and the maximum number of Tribes from Foreign Nations that make up Affiliated Tribes in total.

of Different Foreign Nations: A 4 (Understanding skill) indicates that the Host Clan may have two different Foreign Nations providing support.

Example: Understanding 4 allows a Host Clan to have two Affiliated Tribes from China and one from Japan.

Total Number of Tribes Allowed: This is the total number of Foreign Nation Tribes that a Host Clan may have.

Number of units: This is the total number of units allowed across all the Affiliated Tribes, where each Tribe's main unit is the first, so that at Und 1, the Affiliated Tribe can create an element (or fleet) as its second unit.

Understanding Skill Level	# of Different Foreign Nations	Total Number of Tribes Allowed	Number of Units
0	1	1	1
1	1	1	2
2	1	2	3
3	1	2	4
4	2	3	5
5	2	3	6
6	2	3	7
7	3	4	8
8	3	4	9
9	3	5	10
10	3	6	11

To have more than 3 different Foreign Nations supporting your Clan research in Understanding will be required. Note: the total number of Tribes in a Clan may not exceed 10, nor may the total number of units in a single Affiliated Tribe exceed 10 (main unit plus up to 9 other units).

23.4 Recruiting Internationals

This happens once per year on or after the first anniversary of your first recruitment (which may happen any time after your initial invitation). To recruit you must have a unit present in one of the major towns of the International Nation in question. For instance, in Beijung if recruiting Chinese internationals. The initial recruitment is limited to an expenditure of Desired Commodity no more than sufficient to recruit 200 Warriors (which would allow 266 Actives or 300 Inactives or any mix between types with the same total cost as alternatives) This limit increases in subsequent years (equivalent to 300 Warriors in year 2 and 400 Warriors in year 3, and continuing +100 for each year after that).

	Warrior	Active	Inactive		Elite Warrior (x3)	Mercenaries
Chinese	1	0.75	0.5	Opium	2.5	1
Japanese	8	6	4	Silk	20	8
Mongols	8	6	4	Ivory	20	8
Ottoman	10	7.5	5	Olives	25	10
Prussian	2	1.5	1	Pearls	5	2

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Celts	2	1.5	1	Jade	5	2
Spanish	2	1.5	1	Musk	5	2
Greek	2	1.5	1	Diamonds	5	2

24. Other skills

There are a number of skills not mentioned in the main groups of skill description under [8 Tribe \(General\) Activities](#), [9 Warrior Activities](#), and [12 Village Rules](#), which are listed here for completeness. Where there is an existing description in another section, there is a reference; otherwise there is a brief description.

Research skill = skill that enables research at Level 10, but currently has no other in-game effect.

Fair skill = skill that permits the Tribe to generate income at a Fair. See [14.1 Fair](#).

As the game evolves, some of these skills may gain more features.

24.1 Administration

Determines the number of elements/fleets that a Tribe can have. See [3.6.5 Elements/Fleets](#).

24.2 Alchemy

Group C research skill

There is currently work on enhancing and broadening the Alchemy skill. It will be announced once the supporting coding is complete.

24.3 Apothecary

Group B research skill

24.4 Archaeology

Permits excavation of ruins and (at Arch 10) construction of Museums. See [21 Excavation/Artefacts](#).

24.5 Archery

Enhances effectiveness in using missile weapons, such as slings, bows and arbalests, in combat.

24.6 Art

Group C Fair skill

24.7 Astronomy

Group C research skill

24.8 Captaincy

Replaces Leadership for Fleets. Increases effectiveness in naval battles.

24.9 Combat

Enhances effectiveness during melee in land combat.

24.10 Courier

Determines number of courier units allowed in the Clan (only one Tribe may learn Courier skill).
See [3.6.7 Couriers](#).

24.11 Dance

Group C Fair skill.

24.12 Diplomacy

Determines number of Tribes permitted in the Clan. See [3.6.1 Diplomacy and Tribe Splitting](#). It can also enable trading at the Fair (at Dip7, see [14.1 Fair](#)).

24.13 Economics

Enables trading at the Fair (at Eco4 or Eco5, see [14.1 Fair](#)), Trade envoys (at Eco6, see [14.2 Trade Envoy](#)) and Banks (at Eco10, see [20 Economics/Banking](#)).

24.14 Excavation

Enables digging for Artefacts. See [21 Excavation/Artefacts](#).

24.14 Fire Control

Required for building Lodging – which is needed if the Clan has more than 2000 Auxiliaries, Hirelings and Mercenaries in total. See [8.21.1 Lodging](#).
Also needed to protect fields from fires. See 12.9 Farming

24.15 Fishing

Permits collecting fish to eat where there is water access. See [17 Fishing](#).

24.16 Garrison

Determines how many garrison units a Tribe may have. See [3.6.6 Garrisons](#).

24.17 Heavy Weapons

Enhances effectiveness when using heavy weapons such as ballistae in combat.

24.18 Horsemanship

Enhances effectiveness when fighting on horses.

24.19 Leadership

Enhances effectiveness in land combat.

24.20 Literacy

Enhances ability to read and write books, see [18.1 Book Writing](#) and [18.2 Book Reading](#).

24.21 Maintain Boats

Used for maintaining naval vessels. See [15 Naval Movement](#).

24.22 Mariner

Replaces Combat skill in Fleets, so enhances effectiveness in Naval melee.

24.23 Mobilisation

Enables a proportion of warriors not assigned to defence to be available for combat if attacked.

See [10.2.1 Mobilisation](#).

24.24 Navigation

Increases Fleet movement. See [15 Naval Movement](#).

24.25 Politics

Enables a city at level 10. See [19 Politics](#).

24.26 Religion

Not implemented in this version of TN.

24.27 Research

At level 10 enables building a University. See [18.4 Universities](#).

24.28 Rowing

Increases Fleet movement when rowing. See [15 Naval Movement](#).

24.29 Sailing

Increases Fleet movement when sailing. See [15 Naval Movement](#).

24.30 Salting

Converts fish into provisions (enables them to be preserved). See [17.1.3 Salting](#).

24.31 Sanitation

Enhances the ability of a Village to survive under siege (see [11 Sieging and Assaulting a Village](#)).

Also increases the effectiveness of Wells (see [11.3.8 Wells](#)).

24.32 Seamanship

Increases fleet movement. See [15 Naval Movement](#).

24.33 Supervision

Relates to Commissions. A Clan can supervise 500 workers per level of Supervision (NB Slaves, Hirelings, Auxiliaries and Locals do not participate in these ventures). See [22 Commissions](#).

24.34 Tactics

Determines the maximum size of raiding parties, see [9.4.2 Raiding](#). It also gives a chance of improving effectiveness in land combat.

24.35 Triball

Group B Fair skill.

24.36 Understanding

Determines the number of Foreign Nations that can be recruited and how many elements of these units. See [23 International NPCs](#).

25. Narratives

25.1 A Player's View of the Game

Of the innumerable simulations in the world, most can be easily classified. There are wargames, there are diplomatic games, and there are games of civilization. And among these games there are obvious trade-offs. The wargame has the war already going while the civilization game treats war as an abstraction. Very few games have managed to merge the three types and still kept the flavour of each fully intact. Tribe Net blends the best and essential features of these three genres.

In Tribe Net a player operates his Tribe to the point of micro-management. He assigns people to feed the Tribe, make weapons, make tools, and scout the land. He has no information other than what he can gather himself. He is limited in his knowledge of terrain. He is limited in his knowledge of the reality of other Tribes. The fog of war can be truly of Pea Soup proportions. Decisions have far reaching consequences. Assign too few people to hunt or farm or fish and your people start starving. Fail to arm and they are vulnerable to bandits and outsiders. Fail to improve their ability to perform tasks and they remain primitive and inconsequential.

The Tribe's abilities are categorised by certain tasks, make armour, make weapons, farm, hunt, herd, etc. And to allow these task abilities to be simulated they are graded on a scale of 0 to 10, with 0 being the most basic. The higher the skill the more difficult to attain it, and skills are obtained sequentially. You must have Farming-5 to go to Farming-6.

Tribes contain animals, goods, and people. All are precious and useful. You must have horses for your cavalry and your scouts; you must have elephants for transport. Cattle and goats are food on the hoof. You need traps and spears and bows for hunting. You need hoes or plows for farming. And all this stuff has to be made. Furthermore you have to locate the materials to make the stuff. The drive is always on to find minerals and coal, and to protect your supplies once you find them. And you must balance the work of your people. You have warriors, who can fight and work, Actives who can work. And Inactives (women and children) who do no work but are essential for reproduction. And all of them eat.

Operating a Tribe, getting it to grow and to become more powerful, may seem to be a worthy end in itself. But this is only the tip of the iceberg. Where Tribe Net makes its greatest deviation from the run-of-the-mill civilisation game is that the player determines what his Tribe is actually like, and interacts freely with the rest of the continent over E-mail. This is diplomacy in its purest form. Your knowledge of your colleagues is extremely limited, and the power that you can project can be real or illusory. You can chart your course as a lone wolf and speak to no one, or become a major player and be involved heavily in the discourse of the game. The diplomatic traffic is intense, and the impact is great. Through this a player can inject as much or as little colour into the game as he wishes. The only limitation being those that the player imposes on himself. There are evil Tribes and peaceful Tribes, slavers and freemen and xenophobic loners. Those Tribes who make the effort to speak up and involve themselves in the game find it rich and complex.

In the days before nationalism (and indeed in many places in the world today) it is the by which the person identifies him or herself. Getting this to be realistically simulated can be almost impossible, but Tribe Net has managed to do it.

When first entering the game a player will get a mentor if requested. This is an experienced player who volunteered for the job and takes the time to work the player through the initial set-up and moves. The Mandate rulebook is freely available for players, but the Mentor is the one who makes clear the statements in the book and instructs the player how to translate the often bare descriptions into meaningful gameplay. The mentor can also instruct the player in

what skills they should need right off since the mentor has learned that already, often the hard way.

The turn cycle is 1-month game time every 2 weeks. A player sends in his move, which details the activities of the Tribe and their skill attempts for that turn, and within a few days the gamemaster sends back the Report via E-mail. The report is the record of the consequences of that turn and its decisions, and the full status of the Tribe entering into the next turn with a full inventory of people, goods, and animals. The player then has about one week to send in his move for the next turn. The cycle is as dependable as the sunrise in Tribe Net, and Peter is remarkably error free, especially considering the volume of information coming at him every week.

Most players of Tribe Net could easily live with a faster turnaround, but the 2-week period seems to work out best. Since diplomatic intercourse is fluid in Tribe Net the turn sequence and the player interactions rarely get disjointed. Players may have to have tighter communication if they are trading with each other or conducting joint manoeuvres in war, but this has proved easy to accomplish. The speed of E-mail can be truly amazing.

Players know the rules insofar as they know what they have to do, and what they have to have to accomplish something, but the mechanics are a mystery like the continent. A player will know to make bows, and know to make metal arrows, and know to have sufficient skill to use them correctly, but when he fires them at an enemy the only person who really knows what is going on to resolve combat is the gamemaster. Practice has shown this to be sufficient, though many players work hard to figure out the systems in order to better their chances in a given situation. Common sense most often reveals the same results as the best calculations.

The map that Tribe Net operates on is probably awesome. As the Tribes search out their surroundings it becomes quickly obvious that no matter how far they go there is more farther on. The theories on the shape of the continent are as varied and widespread as the theories on the shape of the world were in the actual year of 900 AD. Mapping is a precious commodity.

Tribes are identified by a unique number. This allows the gamemaster to keep track of the Tribe with no misdirections. Players, however, name their Tribe whatever they want. Some have changed the name of their Tribe more than once (prompting a validation of the GM's use of numbers, they cannot change the number). Tribal names can be rich with meaning, or humorous. There are Tribes like the Hailong, the Chinese name of the Black Dragon. Yamato, a poetic term for Japan and a word embodying the Japanese Spirit. Kung Sah, the name of an infamous Malayan drug lord. The Oxwind, the Heck'r'we, the Sbaras, the Grossartig Bastarde. Where a reference to "Tribe 449" inspires little, the same reference to "The Velvet Glove" tells you something about what you are facing.

But again, that is in the hands of the players.

Player interaction and effect is the hallmark of Tribe Net, and nowhere is that more apparent than in the research subjects. When a player achieves a 10 in a given skill that player may conduct research into something in that field. For example the player researching in Farming may research potatoes, which when planted are harvested in the fall and provide an efficient and readily utilised food source for the winter months when hunting is lean. The player with Herding 10 may research Pigs, which have litters rather than single or paired offspring and thus will reproduce like mad providing the herder with an inexhaustible source of food and leather. A new weapon, war-horses, war-dogs, a player is limited only by his imagination. And the GM has shown himself to be very helpful and cooperative in working out research subjects.

A game with this many facets runs a high risk of being addictive, and it truly is. With its long time span and need for thorough planning and persistence it has tremendous appeal for the

player who wishes to immerse himself in the game. But for the very casual player it will have little appeal. The game will return effort abundantly, but if little effort is made then the player simply drifts at the mercy of those players who do involve themselves. It can then be about as much fun as being a tennis ball. In order to get the most out of the game the player must involve himself in it, and the more involved the player is the more fun the game becomes. So if a person is a casual gamer, who likes beer-and-pretzel games that can be picked up and completed in a single hour or two then Tribe Net is not a good idea.

But if a player likes to immerse himself in a game and thinks that real-world simulations are for them, then Tribe Net would be a good investment.

Now pardon me, I have some goat to cook up.

Chun-gah

Hetman of the Kung Sah

Proud Member of the Mighty Host of Ushko

25.2 History of Tribe Net (by the GM)

Here is a little something that incorporates my own observations, text from a player who joined around the same time as me (around 1991) and some from one of the GM's who ran the game in the middle period.

Originally, in around 1983, there was Jeff Perkins' first continent called "Pi". This was a straight PBM game. My understanding was that this was something of a Beta test. A couple of years after this, he set up the first Tribe Vibes continent. At one stage he ran 45-50 players, turns were hand processed and took him 60 hours to do (I think Jeff would thank the Public Service for allowing him this flexibility!). Jeff would do a regular hand compiled newsletter with messages from players, then prepare reports for posting, which would include inserting individual messages from one player to another. Turns were printed using a printer ribbon that guaranteed illegibility, thus players back then actually had to read their Reports before submitting their next Orders! At this stage he had two young sons, and anyone with kids and a job would be able to appreciate his passion and energy for his work. As the first continent started to fill, he began a second continent and all new starts went there until there were only three clans left on the original. I was the first player placed on that second continent (075). A standard start-up position was Hunt2, Herd2 and a few other skills thrown in, plus a random 6 – I was lucky to land For6, others, with something like Art6 at start-up, were less impressed. On the whole of the continent you could count the Deciduous Hexes and Jungle Hexes on one hand, and while there were a few CH's the fact that you started with Hunt2, Herd2 meant that you spent about 2 years just ensuring your food supply. I well remember some of the colourful Clan names and Chiefs. One of my favourites was George Smirnow who was Clan 003 and went by the name of the "Three Stoooges". In fact it was George who introduced me to the game in 1991 when I observed him pawing over some hex paper at a Victorian Diplomacy Club gathering.

In around 1994 we, the players, received a note in the post (instead of our Report) saying "Tribe Vibes can no longer be run". One of the main reasons for this appears to be that Jeff could not handle the burgeoning research projects (to say nothing of the 40-60 phone calls per week – remember this was pre-email). Out of this "Dark period" emerged the first of the acolyte GM's, Max: "I took over (and spawned Maxland) in mid-1994! This was some time in the game

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year 908". I am not sure exactly when Max handed over the reins to Andrew (citing the need for a "job" – an excuse generally regarded as rather lame). I suspect his tenure was around two or so years. So AD started up in around 1996. I started Tribe Net (the Continent of Mangalia is the first continent) in early 1997 and this was the first pure Email version of the game. A couple of years later Andrew began Anneland, and then after this Jeff Fallon began Groland – making 4 games and 5 Continents in all. I have subsequently added Cyberia, Tresmania and the Pelagoria Islands to my world, and many grey hairs to my head – at least I would have had they not all fallen out!

26. Administrative Rules

26.1 Engineering

Engineering activities (including installation of smelters, ovens etc) will often** not be shown as an Activity in your report. The specifics will be listed under your Buildings Status – and the materials transferred to “usage” (see below). Other times you will find reference to “Worked on.”

You might show Engineering Orders like this.

Engineering For 0250	15' Stonewall	440 yards	2640	See transfers to 1263 Reads: 15' Stonewall 875 → 1315
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Or

At end of turn **0250** will have:

10' stonewall **1150**, Apiary 1, Mill 3, Moat **1150**, Refinery 10,**3** Shipyard 2. See Transfers to 1263 for materials.

26.2 Transfer Code

Please use the following Transfers convention (in the Transfers section of Orders) when using materials for the following. For example, if 0999 is dumping 1000 Logs it would Order “0999 to 0263e1, 1000 Logs” in the Transfer section of Orders.

From	To	
Goods	to 0263	(for multiple transactions in Silver and other materials)
Book Writing	to 0263bw1	
Dump	to 0263e1	
General Usage	to 1263	(includes Shipbuilding, Engineering, Water usage etc)
Research Costs	to 5263	
to Auction	to 4263	
Fair Trade	to 7263	

And when receiving items.

from 4263	From Seeking
from 7263	From Fair Trade

Others will be added to the list in due course.

*Research

** The only Engineering works that should not be shown as a Transfer Code is Meeting House (Logs only).

27. New Rules

Any changes or adjustments to the rules are infrequent and usually quite minor. They are generally flagged in Tribe News with a lead in period prior to adoption. In general, you can assume that anything the GM sends out that refers to the rules is done to gauge player response to the proposal in question, which may then be further modified in the light of this, or dropped altogether. A guiding principle is that unless a new idea for a rule receives close to universal acceptance it is not adopted. Text that appears in *italics* and/or **red font** means the rule in question has either been omitted, is under review, or is being considered.

28. Costs

Basic (one Tribe)	\$Aus 5.21 (\$3.23+\$1.98)
Each extra Tribe	\$Aus 1.98
Each Element	\$Aus 1.04
Each Fleet	\$Aus 0.83
Each Garrison	\$Aus 0.57

For players elsewhere your payment (via PayPal) is converted into \$Aus.

Cost increases are likely to be around 4% each September but this will be determined in the light of CPI in the previous year.

28.1 Payment Options

1. The primary method of payment is via PayPal (including Credit Card payments). Where fees are involved the GM and players each carry 50% of this cost.

The main address for this is s3132457@student.rmit.edu.au
[Lynda Sharp](#) is the name of the account.

If you do not use PayPal directly, another arrangement is for a group of overseas players to get together and send a single PayPal payment (that is, you send a Personal Check to the "PayPal Agent" and they forward to the GM through a single PP payment. There are or will be players in both the USA and UK who act as agents for this purpose.

2. Cash in \$US through the post is also an option. This has been very reliable to date but if you wish for extra insurance you can use Registered Post. Amounts should be kept to under US\$100.00.

3. Players in Australia should use Personal Cheque (to by pass the PP fee), Money Order, Direct Deposit or Cash through the post.

4. Overseas players may also use Personal Cheque. International PC's attract a fee of \$10.00.

28.2 Credit

This is the policy on Accounts.

1. At \$20.00 deficit the player's Clan may be eliminated from the game at the GM's discretion. This discretion involves a consideration of the reasons why a player might be in debt and would look favourably at long standing players who have reliably kept their credit up to date.

Longstanding players who constantly carry a \$20.00 plus debt will not be viewed so favourably.

2. At the GM's discretion any Clan more than 3 turns behind in payment is frozen til credit is addressed (the turn will Hunt and Herd and incur costs but will not be sent to the player).

3. Any Clan in combat will lose 0.01 for each \$1.00 in deficit beyond \$20.00. For example, (bad credit of \$30.00) would be 0.1 to Combat Morale. The bottom limit is [0.05 Combat Morale](#).

This is decided on the day the combat is processed.

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4.Clans may be reinstated from where they left upon receipt of payment.

5.A player in Credit may vouch for another player. Should the player vouched for reach -\$20.00 drop out or be eliminated from the game, the outstanding amount shall be deducted from the player in Credit.

28.3 Vacation Strategy

In the event that your Clan is attacked during your absence, you may wish to send the GM the name of another player to handle your battle orders in your place.

* this is not crucial but a couple of reasons why it is useful (mostly never acted on). First, if there is some sort of cyber crisis the GM has an alternative way of getting in touch with the player (for example, a player in England once had a major crash and went quiet, another player looked him up in the phone book, rang him and arranged default orders). Secondly, it enables the GM to guard against bogus players, people who try to run two positions. This has not happened for a while but if the GM has an address and gets suspicious he can ask someone to ring/write to see if the player is legit. If you are uncomfortable with this then just a City, State and Country will do.

29. Player Ethics

There is nothing wrong with introducing friends to the game, but there are two things that are clearly unacceptable.

First, the idea of players introducing “friends” who then (ab)use their Clans with suicidal attacks vs their host (resulting in easy Slaves), give away their good weapons in exchange for rubbish or for nothing (or variations on this theme), spy on or harass enemy positions and then drop out and so on – in short, “friends” who are nothing more than puppets in the service of their host. Just as it is not permitted to run more than one clan per player (other than special circumstances approved by the GM, such as “Hydra” clans designed to help new players learn the game), it is not permitted to operate a 2nd clan indirectly through a “friend”.

Second, the idea of having the “friend’s” Clan used as a disposable commodity, for example, by attacking another legitimate player in order to soften them up and then dropping out. These sorts of tactics are rarely in evidence – let’s keep it that way.

There are also other signs that all is not what it seems to be. Here are some of them:

1. Running a dummy/address “player” behind the Clan - often a Web based email account.
2. Not providing a home postal address.
3. Sending correspondence/Orders from different “players” from the one Account/Computer.
4. Falling behind in payments to the GM.
5. Engaging in little or no personal correspondence with other players.
6. Regularly being the subject of complaint by other players.

None of these on their own is particularly significant - but when the factors combine the GM has cause for concern, and though no player has yet been evicted from the game this is always a possibility.

Censorship

This is something the GM does not like being called upon to adjudicate. There have been no major problems here either, but there have been a couple of brush fires. We should always be sensitive to:

1. the fact that some younger people play the game,
2. the fact that we hold different religious, political and moral views and the right to have these views respected should be acknowledged,
3. the fact that some players object to language that is overly colourful,
4. that personal references can be offensive.

The bottom line is that the game relies largely on the integrity of the players to construct and maintain the ethical standards in the game.

Sending Messages

Sometimes the GM will send messages to your Continent’s List. Please do not “Reply” to this List as there are players on it who want messages only from the GM, and others who do not want their mail boxes filled with “reply to”s. General discussion of issues is best conducted via

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either a discussion List or through publication in Tribe News. Please do NOT mail the list when you are responding to a discussion point. Using Facebook as a forum for player interaction is good – it is easy to set up and you can dedicate an address/list to TN.

29.1 Rumours

As a player you do have to be careful to distinguish rhetoric, truth and lies, and untruth and fact. One of the trials of the GM occurs when a player hears a rumour and treats it as fact (for example, Clan xxxx has developed nuclear power and this is unfair.....). The player puts their concerns to the GM, and he has to try to respond without denying or confirming the rumour (which gives the player concerned extra information). Make sure you check your sources before heading down this path.

30. A Final Word

The GM is sometimes called upon to interpret, clarify, adjust or expand upon the rules. This is because the rules as written cannot cover every game contingency - if they could, Tribe Net would not be open-ended. Where there is a conflict between a rule (or a particular interpretation of that rule) and the overall interests of the game, a consideration in favour of the latter should weigh more heavily. This might at times mean relegating the interests of individual players. It goes without saying that when such decisions are called for they are not taken lightly – the GM strives for impartiality and objectivity while understanding that the ultimate goal of play is to have fun.

Email Address for Tribe Net Orders

peter.rzechorzek@optusnet.com.au

Other correspondence:

peter.rzechorzek@optusnet.com.au

Emergencies

tribenetPBEM@gmail.com

Web

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

Facebook

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

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

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