

Tribe News 03/808 Springend

04/808 is due

15th January 2017
18.00 (Australian Time)

[GM Messages](#)

[Summer Fair](#)

Next turn – don't forget to change the year at top left of spreadsheet before you work out your trades.

[Scouting Orders](#)

Reminder – where **all** Orders for the unit are the same as previous turn please show in **red font**. (for me this is a one click process vs manual entry of new Orders – and is more easily enabled if I can see quickly to do this)

[Skill attempts](#)

If you have not attained Level10 in a Skill after 12 consecutive turns of Primary attempts this will automatically be granted – it is up to the player to keep records.

Coastal Fleets & Locate

Fleet in a coastal hex may send Scouts to Locate other fleets that are also in coastal hexes. Coastal Fleets may Locate land based units. Land based units cannot Locate coastal Fleets or a unit travelling via a Fleet.

Orders Template

Newer players should ask for a slightly more detailed version once they are a few turns in.

Elements

Free Element for new players.

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

Email Address for Tribe Net Orders

peter.rzechorzek@optusnet.com.au

Web

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

Facebook

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

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

Mailing Address

On application

Reports

The usual time for Reports to be sent to players is Friday Australian time.

The earlier I receive Orders the better the chances of me meeting this deadline. So if you complete your Orders prior to the due date please send them in.

Orders/Email

Please include (**only**) your **Clan Number** as the Subject line and the **title of the Attached File** when sending Orders. For example, **0100**.

Preferred Format for Orders is **Times New Roman 11 or 12** using Excel (though Word6 and beyond is acceptable). It is my preference that Orders are not sent in the same email with questions/comments etc. Please send the latter in a separate email.

Contributions to Facebook/TribeNews

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

Clan Ratings 02/808

*225, 361, 277, 224, 123, 213, 363, 208, 218, 204,
232, 220, 254, 243, 274, 255, 308, 330, 261, 230,
469, 281, 299, 302, 401, 282, 287, 408, 426, 474,
411, 478, 412, 291, 442, 455, 437, 405, 400, 441,
456, 453, 409, 406, 467, 461, 085, 463, 414, 421,
430, 462, 466, 487, 491, 472, 432, 473, 489, 484,
470, 485, 477, 445, 494, 495, 492, 493, 496,*

Clan Ratings 03/808

*225, 361, 277, 123, 224, 363, 213, 208, 218, 204,
232, 254, 220, 243, 274, 308, 255, 330, 261, 230,
469, 299, 281, 302, 287, 401, 408, 426, 437, 400,
474, 412, 411, 442, 291, 478, 455, 405, 282, 441,
456, 453, 467, 461, 414, 462, 463, 085, 466, 430,*

421, 491, 409, 472, 473, 432, 489, 445, 484, 470,
 477, 495, 493, 492, 494, 496,

[Auction Results 03/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Hirelings 13	Steel 100	Gold 20	Silk 20	Elephants 10
Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)
	41	5306	333	17127	41000	
	18	4864	200	15000	16593	
	7	3285	160	10841	1112	
	6	2646		3456	695	
	5	1251		3000	300	
		1100		1100	200	
				718		

[Auctions 04/808](#)

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

[Clan Ranks 03/808](#)

085	Private
123	First Lieutenant
204	Sergeant
208	Sergeant
213	Sergeant Major
218	First Sergeant
220	Corporal

224	Second Lieutenant
225	First Lieutenant
230	Corporal
232	Corporal
243	Private First Class
254	Private First Class
255	Private First Class
261	Private First Class
274	Private First Class
277	Sergeant Major
281	Private
282	Private
287	Conscript
291	Private
299	Private
302	Conscript
308	Corporal
330	Lance Corporal
361	Sergeant Major
363	First Sergeant
400	Conscript
401	Conscript
405	Conscript
408	Conscript
409	Conscript
411	Conscript
412	Conscript
414	Conscript
421	Private
426	Conscript
430	Conscript
432	Conscript
437	Conscript
441	Conscript
442	Conscript
445	Conscript
453	Conscript
455	Conscript
456	Conscript
461	Conscript
462	Conscript
463	Conscript
466	Conscript
467	Conscript
469	Conscript
470	Conscript

472	Conscript
473	Conscript
474	Conscript
477	Conscript
478	Conscript
484	Conscript
485	Conscript
486	Conscript
487	Conscript
489	Conscript
491	Conscript
492	Conscript
493	Conscript
494	Conscript
495	Conscript
496	Conscript

[..\..\Excel\Processing\Ranks.xls](#)

Hall of Fame

	Clan	Start	End	Rank
Rich Moore	0363	01 800	08 807	
Sergeant				

Player Messages

0461 to All

Thoughts on picking skills for your tribe and sub-tribes.

At the time of preparing your current turn, it may be simple to pick the 2 skills to try to learn or advance. When the details of the turn activities section prove to have problems (Do I include the 100 warriors I'm going to transfer to an element in the activities? Can I build that, do I have the right items, the needed terrain, and the necessary skills?) selection of skills to attempt can sometimes be included without a lot of serious consideration. Later, perhaps a few turns down the timeline, you wish you'd picked the skills differently. What can be done to reduce this problem? Simple planning is one solution that may help.

Draft a list of your tribes/elements that you expect to have as your clan matures. Now give them prime missions/areas of responsibility It may look like this:

0xxx Main tribe. Village, hunting(Hunt), herding (Herd), engineering(Eng), Fair-economics(Eco), and lumber(For)

0xxx1 Second village next to coal deposit. Village hunting(Hunt), herding (Herd), engineering(Eng), Farming(Farm), Refinery(Ref),

0xxx9 Long distance Hauler

1xxx Iron mine(Min), Stone(Qry), Stone working (Stn)

1xxx1 lead mine (Min)

2xxx Coal mine(Min), Stone(Qry), Stone working (Stn)

2xxx1 salt deposit(Min)

This example shows the elements line up with the parent tribe so the skills the parent learns also fit the elements' needs.

With this simple outline the skills to attempt, roughly in order, jump out at you. This will not be the total skills picture, but it will clarify the priorities and simplify the complex picture.

Naadam Darkhad of the Elemental Clan (445) has done a lot more thinking about this, and would be a great resource if you seek help on how to best organize your current and future units, and I appreciate his early advice to me when I was starting out.

Axomin of the Redclaymen (461)

Rules Supplement

Transfer Codes

From	To	
Dump	to 0263e1	
General Usage	to 1263	(includes Shipbuilding, Engineering, Water usage, some Silver expenditure etc)
Fair (to and from)	7263	

And when receiving items.

From Seeking from 4263

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