

Tribe

News

05/808

Midsummer

06/808 is due

12th February 2017
18.00 (Australian Time)

GM Messages

Musings

Loved the player who assigned 10 Actives to Tanning and then showed 0 in Effective workers column. Things seem to be the same the world over as looking out my window I can see 8 blokes digging a ditch, 6 of whom are leaning on their shovels.

And for sheer aesthetic pleasure it's the Chief who built a Meeting House in some Jungle Mountains this turn.

Combat

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.

GM directions

From time to time the GM will give map directions to players (the use of Intelligence is an example of this). This requires getting out the hard copy maps and physically counting hexes which in itself results in a degree of inexactitude. However, a more significant problem is determining how to describe a direction. Let's suppose a town called Alpha. And let's suppose I describe Beta as 120 hexes to the NE. It is rare that Beta will be exactly NE - so my description is rough and covers a range of directions funnelling from Alpha out to East of N, N of NE, S of NE etc. And over 120 hexes this might result in quite a few hexes difference between for example, 120 NE and 120 N of NE. I am simply not able to give a more accurate description. However, I also try to describe Beta as a rectangular set of co-ordinates. For example, 100 hexes N and 100 hexes East. It does not matter that we do not have East and West what this means is that you count across East (to the right of Alpha) 100 hexes, and from this hex North 100 hexes it will give you a closer position to Beta than the description 120 NE would. Even better is NE 110, SE 10 etc I will do this where possible but as you can appreciate all this is manual intervention. I tend to give a more accurate position as you unit gets closer (that is, in the vicinity).

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 per story and 1 per picture/image. No more than one or the other per turn.

Clan Ratings 04/808

225, 277, 361, 123, 224, 213, 208, 363, 204, 218,
232, 243, 254, 220, 274, 308, 261, 255, 330, 469,
230, 299, 302, 437, 455, 408, 282, 401, 405, 287,
426, 474, 445, 412, 409, 411, 478, 400, 291, 442,
414, 441, 453, 461, 456, 467, 085, 466, 463, 430,
472, 421, 432, 473, 491, 462, 489, 470, 484, 477,
494, 492, 497, 498, 493, 499,

Clan Ratings 05/808

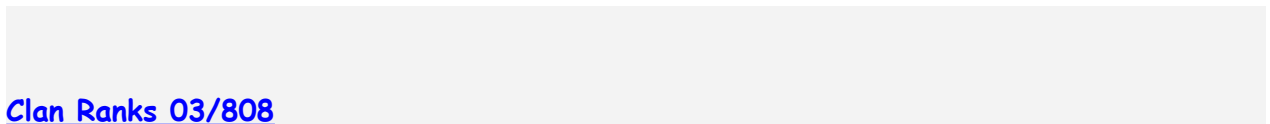
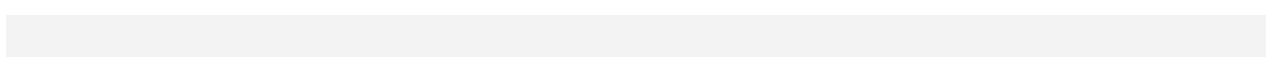
225, 277, 361, 123, 213, 224, 208, 363, 204, 218,
232, 254, 243, 220, 274, 308, 255, 261, 469, 330,
230, 299, 302, 455, 437, 282, 408, 281, 401, 405,
287, 426, 412, 478, 409, 445, 474, 411, 400, 442,
291, 414, 453, 461, 467, 430, 085, 466, 432, 421,
463, 472, 456, 491, 484, 489, 470, 462, 494, 497,
498, 493, 499, 500,

Auction Results 05/808

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 12	Steel 100	Iron 200	Spice 25	Opium 20
Currency	(Silver)	(Spice)	(Gold)	(Provs)	(Olives)	(Bark)
	147000	65	6	20001	50	9040
	145000	44	5	10464	4	2800
	125000	36	3	9003		2430
	40000	17	1	8000		1200
	931	15		5000		700
		8		1703		590
		2				160

[Auctions 06/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 18	Slaves 13	Steel 100	Lead 200	Gold 20	Diamonds 10
Currency	(Gold)	(Iron)	(Provs)	(Furs)	(Tea)	(Silver)



[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

Hall of Fame

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

Player Messages

0470 to All

A big thank you for all the support and messages after hospitalisation.

0255 to All

Skill Attempts

We often say that the secondary skill attempt chance of success is half of the primary attempt. That is a true statement but it seems to have confused some new chiefs. Their mistake is in taking it to mean that the chance of success with your secondary attempt is literally half of what your primary attempt chance of success is. That interpretation is incorrect.

The two attempts are independent of one another. You calculate the success percentage of your first attempt as $110 - 10 \times \text{skill level}$ being attempted. You calculate your secondary attempt using the same formula and then divide by two. If your secondary skill attempt is the same skill group as your primary attempt, then you divide by two a second time. An example might make it more clear.

Let's say that you have Mining 4 and Engineering 1. Those skills are group A and group C respectively. If you make the attempt for Mining 5 your primary attempt and Engineering 2 your secondary attempt then your chances of success are as follows.

Primary: $110 - 10 \times 5 = 60\%$ chance of success

Secondary: $(110 - 10 \times 2) / 2 = 45\%$ chance of success

As you can see, the secondary chance of success is not half of the primary. It is half of what the chance of success would be if it was a primary attempt.

Now let's say that instead of making Engineering 2 your secondary attempt you chose Armour 2 as your secondary. Because Mining and Armour are both group A skills, your secondary attempt would be halved again. The primary attempt at Mining 4 is unchanged at 60 but your secondary attempt at Armour 2 would be 23%.

There is one more variation to consider. If you pay a teacher 300 silver per level attempted, you can make a tertiary skill attempt at a group A skill. If you do this, neither your primary or secondary skill attempts can be group A skills. The chance of success of a tertiary skill is calculated exactly like a secondary attempt with the exception that you'll never halve the attempt a second time because you can't make the attempt at a group A skill in your primary or secondary attempts.

I find that whether or not I make a tertiary attempt depends on whether or not my primary attempt is a group A skill. If it isn't then I make a tertiary/teacher attempt.

I hope that clears up things for some of the newer players who might be confused about this. Good luck.

0361 to All

How we assign our fighters.

Dufus Podesta was selected to become one of the tribe's warriors and had started his initial training by the Skill & Drill Instructors of the Bunyan Defense Force.

The basics of formations, rank structure, marching, discipline, obeying orders, sanitation, and so on, were absorbed by Recruit Dufus Podesta at about the same rate as the other recruits.

He became destined to be part of the Infantry when he demonstrated a total lack of ability in handling horses.

More success was found during the third week when the recruits were introduced to the use of weapons by units in formation. Drills with clubs seemed to be almost a sport for Podesta, and he quickly became proficient early in the club training. The Skill & Drill Instructors were thinking that they may have found one of those rare recruits that were natural experts with weapons.

That hope died when Recruit Dufus Podesta started sling training. He demonstrated an inability to hit any targets at any distance on the range.

He was already frustrated and embarrassed and a little angry when a red faced Instructor leaned into his face and yelled at him for not caring enough to succeed. Withspit spraying in Recruit Dufus Podesta's face the Skill & Drill Instructor screamed "You can't hit a man sized target at 25 paces. I don't think you could hit a target two fingers in front of your face!"

"Sure I can," replied Recruit Dufus Podesta, "but first you'll need to back up a finger or two."

Junior Assistant Trainer Dufus Podesta now works with new recruits on how to fight in formation using wood clubs.

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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