

Tribe News

05/809

Midsummer

06/809 is due

Sunday 06 August, 2017, 18.00 (Australian Time)

GM Messages

0500 to All

Culture Update 5/809

TriBall World Cup

First - Locals invite you to build them a Longhouse (see Longhouse rules). Plus gold cup.

Second, keys to the city - an Admin free Element (in the Triball Tribe). Plus ivory cup

Third, 10 Gold or equivalent in desired commodities. Plus bronze cup

Fourth, Lead Cup

Entries in the TriBall Cup are due at the same time as orders for 6/809 to

jmperkins@gmail.com

All that is needed to enter is your Clan number and TriBall skill level.

The World Cup will be a knockout competition, as we are unlikely to get a convenient number of entrants, the cities of Shanghai, Greenham, Lugdunum and Trier will again help fill out numbers with randomly drawn byes getting some sides through to the second round.

Courier Elements

The role/flexibility of Courier units has been increased by giving two types. You need to nominate at creation which type you are using.

First. Can be used Importers and Exporters, International Towns/Cities and **Special Hexes**. MV points increased +4 each trip after the first trip (for deliveries to an Importer from an Exporter) up to max +8. While it may defend itself in no way can it be used as a defacto military unit. To this end it may only transfer people to and from its parent Tribe.

Second. Can be used Importers and Exporters, International Towns/Cities. MV points increased +4 each trip after the first trip (for deliveries to an Importer from an Exporter) up to max +20. While it may defend itself in no way can it be used as a defacto military unit. To this end it may only transfer people to and from its parent Tribe.

Making Life Easier for GM

1. When Hunting please do not show more implements than your Hunters can use. Eg 100 Hunters using 80 Traps, 20 Slings, 78 Spears, 45 Bows. Doing this means that I have to manually check when the implements run out after having assigned them on your behalf. Bottom line, if you have more implements available than your Hunters can use just show the implements that Hunters can use. In this case 80 Traps (@ 5 per), 20 Slings, 74 Spears
2. Please show Scouts in red fond when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
3. Unless there is a particular reason (and there usually isn't) keep all Scout parties similar. Tis tedious when party 1 has one Warrior on foot, party 2 has 2 mounted on horse, party 3 has 2 on foot, party 4 has 3 mounted on Elephant etc.
4. Occasionally your scouts might pull up one s hex short of where you expected. This is often because they have passed into an area with different weather pattern. Sometimes it is the judgement of the player. And sometimes it is the vagaries of the process. It is just one of those things that happens - if it happens a second time (in succession) please let me know.
5. Unless there is an urgent need, and there usually isn't please keep minimalism in mind when doing Activities. Winter is a great time for cutting Staves and Shafts if you are Jungle/Deciduous. But rather than having 10 people cut 10 Shafts and another 10 cut 10 Staves in Month 10 and the same in Month 11 (4 entries for me) have 20 people cut 20 Shafts in Month 10 and 20 cut 20 Staves in Month 11 (2 entries for me). Similarly, take Leatherwork - rather than making Trews, Hoods and Jerkins every turn have everyone on Trews one month, Jerkins the next, Hoods the next.

6. When transferring goods show the good first and then the number. Eg Shovels 10 (not 10 Shovels). The module asks for the good first - and please don't mix this up. Shovels 10, 25 Mattocks, Slaves 5 is not a good look esp when I am in auto drive.
7. In Activites show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.

New Starts

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

Elements

Free Element for new players.

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

Email Address for Tribe Net Orders

peter.rzechorzek@optusnet.com.au

Web

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

Facebook

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

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

Mailing Address

On application

Reports

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

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

Orders/Email

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

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

Contributions to TribeNews

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

Clan Ratings 04/809

225, 277, 123, 208, 224, 363, 361, 204, 232, 213,
218, 220, 254, 243, 274, 261, 308, 330, 255, 469,
287, 437, 230, 412, 302, 299, 282, 445, 405, 461,
401, 455, 491, 489, 409, 493, 507, 478, 400, 472,
497, 442, 291, 500, 432, 411, 430, 085, 421, 506,
470, 456, 200, 519, 510, 512, 516, 518, 521, 514,
525, 524,

[Clan Ratings 05/809](#)

225, 277, 123, 208, 363, 361, 224, 204, 232, 213, 218, 220, 243, 274, 254, 261, 308, 330, 255, 469, 437, 287, 461, 302, 299, 282, 405, 445, 230, 412, 401, 491, 421, 489, 455, 493, 409, 478, 472, 442, 507, 400, 497, 291, 500, 474, 411, 432, 430, 085, 506, 456, 470, 463, 519, 200, 510, 512, 516, 518, 521, 525, 514,

[Auction Results 05/809](#)

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)
		41				
		40				3900
		36				2000
	188000	32	5	10001		1700
	143001	28	3	6231	25	1000
	80000	5	2	1500	5	600

[Auctions 06/809](#)

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 03/809](#)

85 Private
123 Captain

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

500	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
512	Conscript
514	Conscript
516	Conscript
518	Conscript
519	Conscript
521	Conscript
524	Conscript

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Hall of Fame

	Clan	First	Last	Rank
Rich Moore Sergeant	0363	01 800	08 807	
Ada Kerman	0230	10 800	01 809	Corporal

Player Messages

0461 to All

Criers and Bells in Redclaymen Clan Villages

During the normal day all Villages have assigned Criers who walked the streets, kept the peace, protected against fires, and made announcements. The day started when a Crier rang a hand bell at roughly 5 o'clock in the morning announcing the end of the night watchman's tour of duty and the beginning of the work day. The Criers and Watchmen carried hand bells, and when they rang their bells, the guards at each of the Village gates followed suit and repeated the alarm by ringing their own bells which could be used if needed for calling out the stand-by guards.

At mid-day the bells sounded again when most of the news of the day and work announcements were made by the Criers. The Criers also maintained order in the Villages, stopping disturbances, disputes, or arguments before they could get out of hand. All persons living or visiting in the Village understood that they were required to obey any orders given by either Criers or Watchmen. Around 6 in the evening the bells were sounded to announce the closing hours for shops and services which also marked the

beginning of the night watchmen tours of duty. Then at around 9 o'clock the bells rang out announcing curfew after which anyone on the streets was required to carry a lantern or torch, and finally at the middle of the night the bells were sounded marking the official end of the day. The night watchmen carried lanterns and were responsible for security and watching for risks of fire.

Usually the Criers came from the warrior forces and were men who had held positions of authority but were stepping down due to age or injury. This provided them with the needed abilities to think on their feet, handle unexpected situations, and be able to organize and lead people in any required actions.

0437 to All

Skills - Part 1 Organisation skills and general strategy

Overview

There are three key limitations in TN:

- 1) population
- 2) skills
- 3) resources.

Skills are the key limitation over which Clans have the most influence, through their choice of skills attempted over time. Skills also have the capacity to offset (to some extent) deficiencies in other areas (e.g. by allowing skill-based solutions to resource shortages, or by making available workers more efficient at their tasks). Deciding on a Clan's skill strategy is a large part of deciding what sort of Clan it will be.

Organisation skills

These skills determine what options you have for organising your Clan. In particular, Diplomacy determines how many Tribes you can have and Admin (for each tribe) determines how many additional elements that Tribe can have.

Additional Tribes allow additional skill attempts, as each Tribe has its own skills inventory. This is a very important part of a Clan's skill strategy. From a skills perspective, the more Tribes (and hence skill attempts) the better, though there are some caveats: for instance splitting skills across tribes may mean Joint Projects are needed for some structures.

The main downsides of splitting the Clan are:

- 1) the additional vulnerability to enemy action
- 2) the extra real life cost of more Tribes.

When a Tribe splits from its parent Tribe, it may receive skills from its parent (which correspondingly loses those skills). This is the only time that skills transfer between Tribes, so you should use it judiciously. A common early tactic, for instance, is to allocate skills between the original and the second Tribe so that one has the skills associated with Herding and its by-products (e.g. Skinning, Gutting, Boning, Tanning, Curing, Bone Working, Leather Working, etc) while the other has the skills associated with Hunting and being in rougher terrain (e.g. Forestry, Woodworking, etc).

You should avoid having the Diplomacy Tribe also target another important Group B skill. Therefore, it may be advantageous for the Diplomacy skill to shift on creation of a smaller tribe, where Admin skill (another Group B skill) is less important and can therefore wait at least until after Dip5 is reached (and possibly never be pursued in that minor Tribe).

General strategy

It is useful to plan skills with each Tribe having a primary skill focus (that will be its primary skill attempt most months) and a secondary skill focus that is in a different Group (to avoid the additional penalty on success chance for attempting more than one skill in the same Group).

Once the Clan can trade at the Fair (and/or has some other access to a steady flow of cash), then it is usually advantageous to have each Tribe do a primary and a secondary from Groups B and C, plus a Teacher for Hire skill from Group A, as this maximises the number of skill attempts per month. Sustaining a rate of 15 skill attempts per month is a reasonable goal, if you are looking to enhance your clan's skill base.

If you want to increase skill attempts beyond having five Tribes, there are some options:

- a) Diplomacy research topic for Extra Tribe; and
- b) the Minerva Religion (where 5% of your population leaves your Clan permanently to generate skill attempts similar to an extra tribe, except the new skills gained by your Minerva tribe can transfer to one of your Clan's Tribes periodically).

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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