

Tribe News

06/809

07/809 is due

Sunday 20 August, 2017, 18.00 (Australian Time)

GM Messages

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 06/809

225, 277, 123, 208, 363, 361, 224, 204, 232, 213,
218, 220, 274, 243, 254, 261, 308, 330, 469, 255,

287, 461, 437, 302, 282, 299, 405, 445, 412, 401,
 491, 489, 493, 455, 421, 409, 478, 472, 507, 400,
 497, 442, 426, 291, 500, 506, 474, 411, 432, 430,
 456, 085, 514, 470, 519, 200, 463, 510, 518, 512,
 516, 521, 526, 527,

[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,

[Auctions 07/80](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 19	Hirelings 13	Spice 20	Steel 100	Olives 100	Silk 100
Currency	(Horses)	(Diamonds)	(Brass)	(Gold)	(Spice)	(Frankincense)

[Auction Results 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)
	37	17501	25000	312	251	50000
	35	10000	10005	79	200	35853
	19	1600	8600	37	63	35000
	5	1400	7800		55	26000
	3	1200	4000		50	12000
		600	2000		10	11000
						7800
						4000

Clan Ranks 06/809

85	Private
123	Captain
204	First Sergeant
208	Sergeant Major
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	Sergeant Major
400	Private
401	Private
405	Private
409	Private
411	Private
412	Private
421	Private
430	Private
432	Private
437	Private
442	Private
445	Private
455	Private
456	Private

461	Private
469	Private
470	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
525	Conscript
526	Conscript

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

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

0491 to All

"What now? I ordered everyone not to disturb me!" Severijn shouted. "My liege, word has come from our expeditionary element," said the chancellor "We thought you might want to know their progress." Severijn looked up from the stack of papers before him.

It's been almost half a year ago when the expeditionary element left for the northwest. It's mission to visit the city of Trier and scout the surrounding area. It was said that Trier could offer new riches to our tribe, as well as additional protection. But the prices were also high, the expeditionary element would be gone for at least 2 years, not to mention the spending of gold on their journey.

The short report:

"Trier is a great city which can't be compared to our villages. The first thing one notices is the great stone wall surrounding the city. Its main gate into the city, the Porta Nigra, is a piece of extraordinary engineering and offers additional protection. Once we entered the city it became clear this is a city full of culture and sophistication. The Kaisersthermen, the gigantic bathhouse, with marble walls, mosaic designs and ivory decorations is testimony to this sophistication. Also the basilica is the largest of its kind we have ever seen. Trade is conducted in the main square of the city. We've seen pearls, jade, ivory and wine being traded in large quantities. Especially the local white wine we drank in the "weinstube" made us want to stay for a couple of days more. We are now preparing for the second part of our mission. We will leave the city in a couple of days to explore the lands beyond the safe walls of Trier.

That sounds good, Severijn thought. If only I could get the pearls and jade to our tribe. They are two of our beloved commodities. Having good relations with Trier and its neighbor's looks more profitable than I could have imagined. Now starts the long wait for the next report.

0461 to All

What happens after basic for warriors in the Redclaymen Clan

When the warrior candidates first arrive at their training camp they are greeted by their file leaders, though "greeted" is a nice way of saying they're harassed and harangued by complete strangers, which is called the "shark attack." The file leaders toss a little bit of confusion at first to put the fear factor in them. That way they can start the whole discipline process for what they need to do.

The first 72 hours involves in-processing, physical fitness tests, questions and answers from a circle of people without giving time to think or clear your head, races, competitions to rank order everyone in physical abilities, and so on, and it also sets the tone for the rest of the training.

The trainers want to set that confusion and loud noises at the beginning, so they kind of know what they're in store for.

Once the in-processing is out of the way, it's on to phase one.

Everyone is assigned to a platoon of 20 to 40 recruits — warriors are identified by their rank from day one — that are overseen by two junior file leaders and one senior trainer. The warriors live in an open squad tent where any vestige of privacy is gone. They sleep in sleeping pits they prepare themselves and store their equipment in proscribed stacks between the sleeping pits. When the instructors need to address the platoon, they do it en masse.

To begin the training there are three courses they must master: the team development course, the obstacle course, and the confidence course. There's a lot of team building

activities in phase one because they are going to have to rely on those guys to their left and right.

One of the defining moments of phase one is the confidence course, which recruits face during the third week of training. Completing the confidence course involves navigating a host of grueling obstacles, with the ultimate goal of instilling a sense of accomplishment in the recruits as they make their way through it. They complete an obstacle, and say to themselves, 'I can do this, I can be a warrior.'

After the confidence course, the recruits move on to sling and bow training during phase two.

This phase is very crucial as far as becoming a warrior in our clan and warriors must be able to perform immediately upon completing the training.

The recruits start training with the sling and learn the weapon's details of carrying, cleaning, inspecting, repairing, safety rules, and rock selection. As the training moves along, they shoot with stones they find and select as they will in hunting. Once skill is demonstrated, they move on to lead pellets to learn the use of the slings in combat.

After qualifying with the slings the recruits move on to the bows. The process and methods of selecting materials and making a bow is learned, the selection and the preparation of wooden hunting arrows is mastered by all. Finally they learn the skills of fletching and how to make the combat arrows.

Throughout it all, their file leaders instruct them in marksmanship - aiming points, impact of wind and weather, unit volleys, and so on. Some of the recruits have trouble if they're shooting for the first time, and some others have grown up using weapons and they're a little bit easier to mold and teach, and for some who have never touched a weapon in their life, and it can be scary for them shooting a weapon for the first time. However, by the time they finish their marksmanship training, they're effective shooters.

Then it's time for the third phase of their training.

At week seven, they start moving into melee weapons.

Here we learn to carry, care for, maintain, and finally use, both as an individual and as a member of a unit, clubs, staves, spears, maces, axes and swords. All both with and without shields.

Throughout the third phase of training, the recruits are trained and tested on first aid, which is taught continuously to recruits throughout basic.

A crucial part from third phase is the buddy team and squad training. This is when they start to move together as a buddy team and as a fighting squad. When they become warriors, that's what they're going to operate in, as a team and at the squad level.

0437 to All

Skills Part 2 - Production skills

Type of Production skills

Production skills can usefully be categorised into three types:

- (a) Input limited (e.g. Quarrying)
- (b) Output volume variation (e.g. Mining, Hunting)
- (c) Output qualitative change (e.g. Engineering, Weapon Making).

Some skills have elements of more than one category, for instance Forestry is primarily a volume limited skill (10 workers per skill level), but has a qualitative element in that Forestry 5 enables making charcoal (a coal substitute) from logs with a Charhouse.

Input limited skills

These skills have linear benefits below level 10, so that three tribes each with L2 will have the same aggregate production capacity as one tribe with L6. Because of the increasing difficulty of learning skills by level, it is usually easier to achieve a moderate level of capacity for input limited skills by obtaining the required skill levels across multiple tribes. In the long term, it is more efficient (at least for skills where large volumes will eventually be required, e.g. Refining) to pursue these skills in a single Tribe, which targets getting to L10 and hence having output volume only limited by workers applied (up to the hard limit of 10,000 workers in a skill per hex). However, the average time for a Tribe to go from no skill to L10 is nearly 27 months of primary skill attempts. This is such a long lead-time that it will often be advisable (even within a L10 strategy) to supplement the Clan's skill capacity using other Tribes in order to generate sufficient output for immediate needs.

Many input limited skills can be enhanced by using tools (e.g. adze for Forestry, mattocks for Quarrying, etc) or by ancillary skills (e.g. Milling enhances Baking). Obtaining the relevant tools (by trading or by developing Metalworking) is therefore a key part of production strategy.

Output volume skills

The change in output quantity per worker by level is not necessarily linear for these skills, though most seem to fit this pattern. Because these skills improve efficiency (output/worker, rather than number of workers), they can be used to overcome limited numbers of available workers (by using less people to produce the same output) or to deal with resource limits (by producing more per turn with a fixed number of workers). One exception is Herding, where improved skill enhances output (herd growth), but cannot be used to employ less people for the same number of animals (although there are Herding research topics that do allow this).

Obviously, because the number of workers used is not limited for these skills, it usually makes sense for only a single tribe in each clan to pursue these skills. In planning skill allocation between tribes, you should consider how you will deploy these skills (since only one tribe will have each of these skills). For instance, Mining and Farming are geographically based and each use a specific type of hex (Prairie or Grassy Hill for Farming; mineable resource for Mining, which appear only on hills and mountains, except for Salt). Therefore putting both Mining and Farming in the same tribe would run a high risk that the tribe will need to be different places at the same time. Because of the limitations on the size of elements (each must be smaller than the main Tribe), it is advisable to restrict unlimited input skills within each Tribe to those which can all be done in the same place. For example, Weapon Making and Hunting are both well suited to work in a Forest/Jungle hexes; similarly, Herding and Farming are both well suited to work in Prairie/Grassy Hills hexes.

As for input limited skills, tools can significantly assist production using output volume skills, enabling the same production from less people. For these output volume skills,

however, you can just throw more people at the problem in order to achieve a target output. Furthermore, the number of usable tools may be very large (e.g. 10,000 traps for 2,000 hunters), limiting the attractiveness of buying tools for these skills.

Output quality skills

These skills allow a tribe to produce different types of goods depending on skill level, e.g. Metal Working, Weapon making, Stone Working, etc. I would consider Engineering to fall into this category - the difference being that the output goods are structures, not moveable goods. The goods produced at higher skill levels tend to be more valuable or useful.

As noted above for output quantity skills, generally only one tribe in the clan needs to develop any of these skills (there is a partial exception noted below for construction related skills). However, because these skills are generally independent of terrain, there is more freedom in deciding how the Clan allocates these skills between tribes. Certain skills do fit well together; for instance having a Tribe capable of doing most building without needing joint projects will simplify construction (as well as being more efficient with workers). Therefore having your Engineering Tribe pick up Woodworking skill makes sense (some Stoneworking skill as well may be worthwhile, even though it may not be the primary Stoneworking Tribe, since both are Group C skills).

A key part of your skill planning is to consider what skills you need and to what level in conjunction with your other skills and overall clan strategy. For example, a nomadic clan may want Weaving L3 to make rope from gut and bark as well as snares from rope; a settled clan might only want Weaving L1 to make rope from cotton in order to build mills.

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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