Tribe News

01/810

Spring

02/810 is due

Sunday 03 December 2017, 18.00 (Australian Time)

GM Messages

Gripe

This turn was marked by a number of players saying their Scouts were the same as last turn when they weren't, others saying they weren't when they were, others showing different Scouts in red font and others showing same Scouts in black font. Please take care as my double thinking leads to errors and consumes time.

Specialists

Specialists are counted towards population growth by adding to the lowest number of the three classes in the unit. So if you have a unit with 100 Warriors, 150 Actives, 150 Inactives and 25 Herding Specialists your pop growth for that unit will be as if 125 Warriors, 150 Actives, 150 Inactives.

Elephants with Wagons (proposed change)

The rules say that Elephants carrying Wagons though otherwise impassable terrain, such as swamps and Mountains can carry 1 empty wagon and nothing else. However, the present code allows an Elephant to pull/carry fully loaded wagons through any permitted terrain at normal mounted speed. It is complex to change the code to rectify this and this issue arises each time a player discovers the anomaly. The easy fix is to allow Elephants to carry loaded Wagons at mounted Movement rates.

The Research Committee to All
Archbishop Research Topic being Reviewed

The Research Committee wishes to thank the clans that have pointed out potential problems with the Archbishop Research Topic. The most salient potential problem is the transfer of clan population to a "Crusading Element". In other words, the transfer of population (warriors and actives) from one clan to another. This is (so far as I know) the only instance within TN that provides for the transfer of population between clans.

The bottom line is that the Research Committee will be reviewing the Archbishop Topic. Peter is aware of this and has consented to this review. The end product of this review will be recommendations from the committee to Peter re Archbishop. Peter will, of course, make the final determination which may mirror the committee's recommendations or ignore them entirely.

Clans with strong feelings of any type (leave it as is, remove it from TN, change x, y, and/or z, etc.) about Archbishop are encouraged to share those feelings with the research committee. The members of this committee are:

Ian Powles - ianpowles@hotmail.com

Robert Stickles - bromox252@gmail.com

Stephen Thompson - ancestorsofapril9@gmail.com

Steve Simmons - steve.g.p.simmons@gmail.com

How to Submit a Proposed Research Topic
How Proposed Research Topics are handled

Players are encouraged to create and submit proposed Research Topics that add new and desirable features to TribeNet. Proposals should be submitted to the Research Committee (see Peter's announcement in TribeNews) by sending them to the chair of the Research Committee (steve.g.p.simmons@gmail.com). Peter may refer issues to the Research Committee as he sees fit.

The first thing the committee looks for is completeness. Make sure your proposals cover:

A) Name of the proposed Topic

B) What is the DL of the proposed topic

C) What pre-requisites are required before the proposed research can be attempted

D) What pre-reqs are required to actually employ the research - may be different than C) above

E) If new item(s) are proposed, what is needed to create the new item(s) and how are they created

F) If new types of people are proposed how are these people created/trained/etc.

G) How is the research used in the course of TN – go into ALL of the details covering ALL of the situations you can imagine you desire

H) What coding changes do you anticipate will be needed

I) What changes will Peter have to handle (outside of those that can be coded)

J) Any special features you desire to see in the topic beyond those covered above

Trellis (see below) is a good example of a complete Research Topic submission:

Name	Trellis
DL	2 (may be developed using any one of Eng=10 or Farm=10 or Wd=10)
Recipe	Installing requires Eng=6 and Wd=2, 1 log plus 1 cotton (twine) per acre installed at 2 logs/person (so 1 person installs in 2 acres using 2 logs and 2 cotton).
Description	Using Trellis to reduce AM for grape harvest requires at least Farm=6

A structure to support vines and hold them in optimal position to encourage growth and enable easier harvesting of the grapes.
The trellis can be installed on a vineyard (during or after planting) and then is permanently associated with that acreage. Trellis can be built for another clan if the unit is permitted into their village hex, but once built cannot be moved.
The effect of a trellis is reducing the work required harvesting grapes to 1/4 of normal. In other words, 1 person can harvest up to 4 acres of grapes which have trellis installed. Combines lineally with other research (so treat as +3 workers not x4, if in conjunction with other research).
Players need to track the trellised acres and show effective workers adjusted for trellis in their orders, for instance show 100 workers harvesting 400 trellised acres as 400 effective workers. |

Proposals that are not complete will be returned to the author with feedback on how to improve it and an open line of communication to discuss how to develop the proposal.

How Proposals are Reviewed

Members of the Research Committee will review, comment on and refine proposed research topics. The author of the proposal (e.g. the clan that submitted it) will be included in these discussions. If and when the members of the committee reach a general consensus favoring it, the proposed topic will be sent onto the Coding Committee and onto Peter. Acceptance by the research committee is meaningless in itself. All proposed Research Topics must also be approved by the Coding Committee and by Peter.

In cases where the Research Committee cannot reach a general consensus, a summary of their diverse opinions will be forwarded to Peter for adjudication.

Announcement to All Clans

A proposal that has been approved by the Research and Coding Committees (and Rules Committee if rules changes are needed) and by Peter as well, will be published in TribeNews. This will inform All Clans of the new Research Topic BEFORE it goes into effect. Clans are free to comment (steve.g.p.simmons@gmail.com) on proposed topics published in TN. The Research Committee especially solicits concerns that show a proposed topic to be unplayable. Comments to refine a proposed topic will be less welcome, but all comments and feedback will be taken under consideration. Once All Clans have had a chance to see the proposed topic and have had a chance to present any factors that render it unplayable, the Research Committee and Peter will set an effective date. If coding is required the effective date will have to come after the needed coding is complete. It is possible that two effective dates could be associated with a single proposed topic: 1) A date when the research can begin and 2) A later date when the research can actually be used.

Limits on Submissions

Each clan is limited to submitting no more than TWO proposed Research Topics within any one (game) year timespan. However, if one of these is so simple that it neither 1) Requires any Coding Changes nor 2) Increases Peter's workload in any way, shape or form, this topic will not count against the limit. This would permit a clan to submit a third proposed topic within a year. Meeting these conditions will be assessed by the Coding Committee and by Peter (not by the Research Committee). For EXTRA CREDIT, any Research Topic that can decrease Peter's workload will qualify for TWO extra submissions! Again, this will be judged by Peter. Finally, players are requested to not submit a research proposal until they are advanced in the skill, suggest Level = 8.

Culture Update 01/810

The 810 Triball Games will be held in 2/810, hosted by 506, in grass hills. This year there are 25 events. Orders and votes for the host of the 811 Games can be sent to jmperkins@gmail.com
811 Games nominees: 400, 456, 493, 516

Current Religions

Disciples of Attara 0361
Janus 0445
Velavanu 0302
Minerva 0437
THOZ 0524
The Eyes of Horus 0525
The Wandering Eye 0497

Fleets

If you have illicit Fleets (that is, not enough vessels) normal Adm requirements will be waived til this is rectified.

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 <u>Friday Australian time</u>.

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.

Clan Ratings 12/809

225, 208, 123, 204, 363, 224, 232, 213, 218, 361,
274, 220, 243, 254, 514, 261, 308, 469, 255, 461,
437, 530, 330, 445, 299, 506, 401, 491, 287, 400,
282, 302, 493, 405, 412, 455, 489, 478, 409, 497,
507, 442, 421, 521, 456, 291, 500, 411, 432, 474,
519, 430, 470, 085, 526, 518, 512, 510, 516, 200,
528, 531, 532, 533, 472, 525, 534

Clan Ratings 01/810

225, 277, 208, 123, 363, 204, 224, 232, 213, 218,
361, 220, 274, 254, 243, 514, 261, 255, 308, 469,
461, 530, 491, 445, 437, 330, 401, 299, 506, 400,
287, 282, 302, 493, 405, 412, 455, 478, 489, 409,
497, 507, 421, 442, 456, 521, 291, 500, 411, 432,
430, 519, 470, 085, 526, 512, 200, 510, 516, 528,
531, 533, 534, 532, 524, 525, 472

Auction Results 01/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 25	Hirelings 23	Brass 200	Steel 100	Olives 100	Silk 100
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)
				75000		
				9999	52	26
	42	28		8000	31	20
	21	16	1000	4000	30	18
	15	3	300	1282	10	6
	11	1	42	500	6	1

Auctions 02/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 15	Diamonds 20	Hives 6	China 20	Skill Increase +1 (up to lvl 8)
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)

Clan Ranks 12/809

85	Private
123	Captain
204	Sergeant Major
208	Sergeant Major
213	Sergeant Major
218	Sergeant Major
220	Sergeant
224	First Lieutenant
225	Captain
232	First Sergeant
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Lance Corporal
277	First Lieutenant
282	Private First Class
287	Private
291	Private First Class
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	Private
472	Private
478	Private
489	Private
491	Conscript
493	Conscript
497	Conscript
500	Conscript
506	Conscript
507	Conscript
508	Conscript
512	Conscript
514	Conscript
516	Conscript
519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	Conscript
527	Conscript
528	Conscript
530	Conscript
531	Conscript
532	Conscript
533	Conscript

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Hall of Fame

	Clan	First	Last	Rank
Andy Nicol Lieutenant	0277	01 800	11 809	First
Chuck Berry Major	0204	01 800	11 809	Sergeant
Rich Moore Sergeant	0363	01 800	08 807	

Ada Kerman	0230	10 800	01 809	Corporal

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

Player Messages

0500 to All

810
Everyone remembers the famous futuristic saga 810 by that prominent galley slave Jorg Oarswell.
In this bleak future, tribes were dominated by the Ministry of Culture, who forced everyone to constantly labour on and live in monolithic apartment blocks knowing as dwellings, but nicknamed "Hellings" by their owners and inhabitants.
More optimistic authors envisioned 810 as a year in which the advancement of knowledge and research breakthroughs meant that no-one would die of starvation, every family would have 2 wagons and 4 cows to carry around all the possessions they had accumulated and of course there would be flying goats.
Well, the flying goat seems just as far away now as it did back in 800. There are ultra rich chiefs out there, but little seems to have trickled down to those at the base of the clan pyramid. And there is still starvation happening amongst us all today.
There is no Ministry of Culture, well not by that name. What there is seems to be a disturbing backslide into fundamentalist religion and factionalism. Oracles have predicted a terrible deed will be performed, probably in 811, but the math was difficult and the entrails not in peak condition by the time the final calculations had been made, so it could be a hundred years later.
Many clans are run by populist leaders with no experience in running a tribe, let alone a village or understanding the intricacies of fleets and river travel. Bad hair, loud voices and protectionism abound. It will only take one mistimed suppression order to set things off.

And so I appeal to you, if you wish your people to be around to witness the terrible events of 811 (or possibly 911), learn to stop and think, to think of things from other clans points of view and just cooperate and compromise a little.

GM addenda. Evil will prevail when good people remain silent. I encourage 0123 and others with little heard voices to respond.

Research Proposals