

Tribe News

03/810

Springend

04/810 is due

Sunday January 21, 2018, 18.00 (Australian Time)

[GM Messages](#)

[Transfers](#)

Please note that BM Transfers are now limited to 6 items per Transfer.

[Culture Update 3/810](#)

810 TriBall World Cup

The World Cup was retained by 400 following a convincing performance in which they completely outclassed all opposition.

Second place went to Greenham, continuing a fine tradition in the sport.

Third place went to 666 after a number of sides decided that skill increases were the better part of valour.

Fourth place was taken by 1497

[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 font 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 Activities 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.

Clan Ratings 02/810

225, 277, 204, 208, 123, 363, 224, 232, 213, 361, 218, 220, 274, 243, 254, 514, 261, 255, 469, 308, 461, 491, 530, 445, 330, 400, 437, 506, 299, 401, 287, 282, 302, 412, 493, 405, 455, 478, 497, 409, 489, 507, 421, 442, 456, 521, 291, 500, 411, 432, 519, 430, 474, 085, 526, 512, 200, 528, 516, 510, 533, 525, 524, 472,

Clan Ratings 03/810

225, 277, 204, 208, 123, 363, 224, 232, 213, 361, 220, 274, 254, 514, 243, 261, 469, 255, 308, 491, 461, 506, 400, 445, 330, 530, 437, 299, 401, 287, 493, 282, 302, 405, 412, 455, 478, 489, 409, 497, 421, 456, 442, 521, 291, 500, 411, 519, 432, 430, 507, 474, 085, 512, 200, 528, 526, 516, 535, 525, 534, 524, 472,

Auction Results 03/810

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)	(Coin)	(Silver)	(Diamonds)
		10061	5000	3	60000	45
	41	7100	1300		47000	27
	11	1500	451		25000	3
	11				3000	



[Auctions 04/810](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 20	Slaves 13	Steel 100	Tea 500	Spice 50	Coffee 500
Currency	(Silver)	(Jade)	(Provs)	(Skins)	(Coffee)	(Gold)

[Clan Ranks 03/810](#)

085	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	Corporal
277	First Lieutenant
282	Private First Class
287	Private
291	Private First Class
299	Private First Class
302	Private
308	Sergeant
330	Corporal
361	Second Lieutenant
363	Sergeant Major
400	Private
401	Private
405	Private

409	Private
411	Private
412	Private
421	Private First Class
430	Private
432	Private
437	Private
442	Private
445	Private
455	Private
456	Private
461	Private
469	Private
472	Private
478	Private
489	Private
491	Private
493	Private
497	Private
500	Private
506	Private
507	Private
512	Conscript
514	Conscript
516	Conscript
519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	Conscript
528	Conscript
530	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

Alan Luciak	0218	01 800	02 810	Sergeant Major
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

0123 to all

Given the big Chief of Chieves' recent decree that religious justification is no longer applicable to our existence, VVV High Command has decided to appoint two research teams to ascertain a scientific basis for cannibalism. The first, led by the eminent Professor Creutzfeldt, will investigate the anthropological origins of anthropophagy. The other team, led by the less flamboyant, but equally brilliant, Dr Jacob, will investigate the physiological drivers of our desire for those sweetest of sweetmeats.

An interim report will be publicly available as soon as either team reaches DLO.

Research Proposals

