Tribe News

05/810

Springend

06/810 is due

Sunday February 18,2018, 18.00 (Australian Time)

GM Messages

Truces

This is not the norm by any means but this turn I would say that only 10% of Truces proffered were proffered mutually. Nevertheless, I still had to go through the process of examining all Truce orders. So my request is for players to avoid proffering Truces that have not been discussed by the two parties beforehand (vs firing a shotgun and hoping you hit something).

From: **TN Research Committee**
To: **Assembly of all Chiefs**
Subject: **Group Research Topics**

The Research Committee has been considering the idea of Group Research Topics, which allow a clan to research at a high DL a single topic, such as Metalwork, that then gives access (at DL0) to MULTIPLE similar research topics. The best way to explain this is with an example – Group Topic Metalwork DL9, which requires only the Mtl=10 Skill to research. Completing Metalwork DL9 allows a clan to claim DL0 in any or all of the following Metalwork Research Topics: 1) Advanced Trap, 2) Chisel, 3) Improved Trap, 4) Knife, 5)

Machete, 6) Saw, 7) S/Wedge and/or 8) Scraper, as these are all similar, hand-held implements developed using the Mtl Skill. However, each DL0 claimed will require the expenditure of 1 Scroll (or some other high value items such as a quantity of a desired good, much Gold, a Relic, etc.)

Getting the idea (e.g. getting to DL0 which is a 5% chance per turn) is often the most time-consuming portion of researching a topic. This allows a clan to develop expertise in Metalwork which, in turn, enables the clan to immediately get the idea and start researching an item within this area of expertise with DL0 already achieved. Of course, there is a cost, 1 Scroll or other high value high items.

This has two benefits. First, it allows clans to acquire similar research topics (e.g. suitable to be in a group together) more rapidly. Second, it forces clans who wish to use Group Topics to go out and find sources of high value items such as Scrolls, Relics and Desired Commodities.

No clan will be forced to use any Group Topic. It will still be possible to research each Metalwork Item individually, Machete at DL3, S/Wedge at DL4 and so forth. A clan that has Metalwork research in process when and if Group Topic Metalwork DL9 is ever approved, will be entitled to switch that research into the Group Topic Metalwork DL9. For example, a clan that has S/Wedge at DL2 (out of DL4) can exchange this DL2 for DL2 of Group Topic Metalwork DL9. It will clearly take longer to complete Metalwork DL9 than S/Wedge DL4, but once completed, the clan will have access to DL0 for all eight hand-held tools.

Group Topics do NOT exempt clans from research requirements, such as the population needed in a Tribe, silver costs or the presence of a University or other buildings.

Please note, the example given (Metalwork DL9) is NOT even close to being finalized. The Research Committee is considering requiring Mtl=11 (a DL5 Topic) as a pre-requisite for the Metalwork Group Topic, which would then drop to DL7. We are also looking at which items would be included in the Metalwork Group Topic. Perhaps Advanced Trap should be excluded from the Group Topic or perhaps Keg should be included, etc. If this is a bit confusing, please accept our apologies. We see Group Topics as a major new way of doing research and thought it best to inform the Assembly of all Chiefs, and solicit your inputs, re the concept of Group Topics as soon as possible even if things are far from final.

This purpose of this announcement is twofold. First, to inform ALL Chiefs of a major idea which the Research Committee is looking at. Second, to solicit comments re Group Topics from any/all Chiefs who wish to do so. We are particularly interested in hearing from Chiefs who feel strongly one way or the other (either for or against Group Topics). If you do feel strongly, this is your chance to be heard. Please send your comments to the Chair of the Research Committee: steve.g.p.simmons@gmail.com. Please focus your comments on the **concept** of Group Research Topics. If the concept of Group Research Topics meets with general approval, we can then and only then go forward and work the details.

Intelligence

| 7 | List of trading towns from which you can select one |

Please show any net gain/loss of Silver as part of the transfer to or from Fair. When you show "starting" Silver this can change if, for example, there is a transfer in of Silver before I process the Fair.

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 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

Other correspondence:

peter.rzechorzek@optusnet.com.au

Emergencies

tribenetPBEM@gmail.com

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 04/810

225, 277, 208, 123, 204, 224, 363, 232, 361, 213,
220, 514, 243, 255, 254, 274, 261, 469, 308, 491,
445, 400, 437, 330, 461, 530, 401, 455, 506, 299,
287, 493, 405, 302, 412, 282, 489, 409, 456, 497,
421, 478, 442, 521, 500, 291, 432, 411, 519, 516,
507, 526, 430, 474, 200, 085, 512, 528, 533, 535,
518, 537, 536, 525, 524, 472

Clan Ratings 05/810

277, 225, 208, 123, 204, 224, 363, 232, 361, 213,

514, 220, 255, 243, 254, 274, 261, 469, 308, 445,
437, 330, 461, 516, 400, 530, 401, 506, 299, 287,
455, 497, 405, 302, 412, 282, 409, 489, 456, 478,
493, 421, 442, 291, 521, 500, 432, 411, 519, 526,
507, 430, 085, 200, 528, 512, 533, 535, 536, 525,
537, 536, 525, 524, 472, 218

Auction Results 05/810

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)
	210000	108				
	189100	47				
	180000	46	50			
	140000	31	6	2100		29000
	45000	6	5	700		5600
	10000	4	2	201		1200

Auctions 06/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Slaves 23	Steel 100	Lead 200	Gold 20	Diamonds 10
Currency	(Gold)	(Iron)	(Provs)	(Furs)	(Tea)	(Silver)

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

..\..\Excel\Processing\Ranks.xls

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

Research Proposals

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