Tribe News

06/810

Springend

07/810 is due

Sunday March 05,2018, 18.00 (Australian Time)

GM Messages

Intelligence

7	List of trading towns from which you can select one

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.

8. 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.

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 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 06/810

277, 225, 123, 208, 363, 224, 204, 232, 361, 213,
218, 514, 220, 255, 243, 254, 274, 261, 469, 308,
445, 437, 330, 461, 516, 400, 401, 530, 299, 506,
287, 405, 412, 302, 282, 455, 409, 489, 456, 525,
478, 442, 421, 500, 291, 521, 526, 432, 411, 519,
507, 430, 085, 200, 474, 528, 536, 539, 533, 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*

Auctions 07/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	**Actives 25**	**Hirelings 23**	**Spice 20**	**Steel 100**	**Olives 100**	**Silk 100**
Currency	**(Horses)**	**(Diamonds)**	**(Brass)**	**(Gold)**	**(Spice)**	**(Frankincense)**

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)
						85000
			51025			56000
			20000			46310
			12000	301		25013
	36	9000	9000	70		20000
	11	3500	6000	50		11000
	10	1300	6000	39	361	5000
	10	1000	1500	15	101	4000

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

Research Proposals