

Tribe News 04/808 Springend

05/808 is due

29th January 2017
18.00 (Australian Time)

GM Messages

Trade Envoy

At Eco6 you may create a Trade Envoy (one per Tribe). Trade Envoys may be placed with any other Clan that will accept them (the receiving Clan does not need Eco6, but may hold no more than one Trade Envoy at any time). The Envoy must travel physically to an NPC town. For the purposes of this NPC towns are defined as those that have a trading price list via your Tribe/Element/TradeElement/Fleet . From here on the following turn and with assistance of locals, it is sent to the NPC town of your choice (also with a trading price list). The last stage is that it may be physically collected from this town by a unit belonging to the destination Clan.

Twice per year (during Fair months) you may deliver EITHER 1 Wagon loads of goods to units with the Envoy present (a maximum of 2 Envoys may be used in any one month) OR up to one of 50 Gold, 400 Silk, 100 Jade, 100 Diamonds, 100 Frankincense, 2500 Coffee, 2500

Tea, 500 Coin, 50 Opium, 500 Olives, 250 Spice, 200 China, 100 Pearls, 400 Ivory OR one of 5 Elephants, 10 Horses, 20 Dogs.

The Envoy may be captured via a Raid and/or successful combat and held to ransom (or be killed). While the Envoy is alive the spawning Tribe may not create another one. (details to be given later).

Transferring Alcohol

If you transfer for example, "Mead all" then unless the number of Barrels are specified all Barrels will also be transferred from the unit in question.

Skill attempts

If you have not attained Level10 in a Skill after 12 consecutive turns of Primary attempts this will automatically be granted – it is up to the player to keep records.

Orders Template

Newer players should ask for a slightly more detailed version once they are a few turns in.

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 Facebook/TribeNews

Contributors will earn 2 gold or 2 Jade per story and 1 per picture/image. No more than one or the other per turn.

Clan Ratings 04/808

225, 277, 361, 123, 224, 213, 208, 363, 204, 218,
232, 243, 254, 220, 274, 308, 261, 255, 330, 469,
230, 299, 302, 437, 455, 408, 282, 401, 405, 287,
426, 474, 445, 412, 409, 411, 478, 400, 291, 442,
414, 441, 453, 461, 456, 467, 085, 466, 463, 430,
472, 421, 432, 473, 491, 462, 489, 470, 484, 477,

494, 492, 497, 498, 493, 499,

[Clan Ratings 03/808](#)

225, 361, 277, 123, 224, 363, 213, 208, 218, 204,
 232, 254, 220, 243, 274, 308, 255, 330, 261, 230,
 469, 299, 281, 302, 287, 401, 408, 426, 437, 400,
 474, 412, 411, 442, 291, 478, 455, 405, 282, 441,
 456, 453, 467, 461, 414, 462, 463, 085, 466, 430,
 421, 491, 409, 472, 473, 432, 489, 445, 484, 470,
 477, 495, 493, 492, 494, 496,

[Auctions 05/808](#)

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)

[Auction Results 04/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 20	Slaves 13	Steel 100	Tea 500	Spice 40	Coffee 500
Currency	(Silver)	(Jade)	(Provs)	(Skins)	(Coffee)	(Gold)
	147000	4	30000	5100		58
	135000	3	14000	4523		44
	125000	2	12493	4300		33
	67000	2	10001	1500		33
	30000		10000	1498		26
	21000		10000	1213		21
	200		10000	623		16
			3000	281		14
				250		6
				221		5
				190		2
				142		2
				80		1

Clan Ranks 03/808

085	Private
123	First Lieutenant
204	Sergeant
208	Sergeant
213	Sergeant Major
218	First Sergeant
220	Corporal
224	Second Lieutenant
225	First Lieutenant
230	Corporal
232	Corporal
243	Private First Class
254	Private First Class
255	Private First Class
261	Private First Class
274	Private First Class
277	Sergeant Major
281	Private
282	Private
287	Conscript
291	Private
299	Private
302	Conscript
308	Corporal
330	Lance Corporal
361	Sergeant Major
363	First Sergeant
400	Conscript
401	Conscript
405	Conscript
408	Conscript
409	Conscript
411	Conscript
412	Conscript
414	Conscript
421	Private

426	Conscript
430	Conscript
432	Conscript
437	Conscript
441	Conscript
442	Conscript
445	Conscript
453	Conscript
455	Conscript
456	Conscript
461	Conscript
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494	Conscript
495	Conscript
496	Conscript

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

Hall of Fame

	Clan	Start	End	Rank
Rich Moore	0363	01 800	08 807	
Sergeant				

Player Messages

0491 to All

Word has reached the southern clans about cannibalistic tribes in the north wielding swords made of a magical metal unknown to us. And what do we have? Mostly dreams! Dreams of becoming as "civilized" as these northern tribes. An exciting journey to civilization in which you need to make smart choices, commit yourself to the goals you set for your clan and a lot of time.

This journey is difficult and sometimes frustrating! But it's not the lands surrounding us which hold us back on our dreams. They're rich with natural resources and prime farmlands. But what good are these resources if you don't have the skills to cultivate them? Let alone the manpower to make a difference. The dream of becoming good in everything often results in being good in nothing. Or worse, isolationist clans run the risk of sooner or later becoming delicious fruit! Fruit that will be picked by warlike clans who did decide to work together. You can't hide forever!

Our scouts have found other clans in the lands to the south. But our messengers often don't come back with words of friendship nor warning. Tales about these clans are told at the campfire by our people. Appearing one day, but disappearing the next. Chances are missed to work together to cultivate the lands for the benefit of both clans and help each other in times of need.

It is important to know your neighbors. They are your closest friends or foes. In order to improve the communications and exchange of information four southern clans have come together. The journey is difficult and "the hermit's dilemma" is a problem. Do I give away information that could advance my dreams but also makes me vulnerable? Hopefully trust and cooperation will come with time.

If you want to enrich the fun playing this game any southern tribe is welcome to join this group. It's not an alliance but a means to get to know your neighbors. From this friendship, cooperation and alliances can emerge. Although what you gain from it is often what you're willing to invest in it.

Clans interested in getting to know your southern neighbors can send me a message.

Greetings and good luck in fulfilling your dreams!

Arrendale (0491)

0461 to All

A Man and a Woman

While on a trans-ocean voyage to find new shores and establish trade with the clans that tribal legends claim are out there, a large galley passes into a severe storm. The turbulence is awful, the seas huge, black and ugly, then with an awful noise, things go from bad to worse as the wheelhouse is struck by lightning.

One woman in particular loses it. Screaming, she stands up in the bow of the ship. 'I'm too young to die,' she wails. Then she yells, 'Well,

if I'm going to die, I want my last minutes to be memorable! Is there anyone on this ship who can make me feel like a WOMAN?'

For a moment there is silence. Everyone has forgotten their own peril. They all stare, riveted, at the desperate woman in the front of the ship.

Then a herdsman stands up in the rear of the ship. He is handsome, tall, well built, with dark brown hair and hazel eyes. He starts to move slowly up the ship's center walkway, unfastening his spun-cotton shirt.

One leather tie at a time.....

No one moves

He removes his shirt.....

Muscles ripple across his chest.....

She gasps.....

He whispers.....

'Clean this... then get me an ale.'

0302 to All

The Khemeri people do not generally see the need for clothing. Typically, if anything is worn it is more for decoration than for utility. The jungle is always warm, and the rain when it falls is a comforting relief from the heat. This suited the Khemeri people well as the pursuit of happiness is considered paramount in life. So, it was quite a surprise to hear the stories from the returning explorers about snow, and cold.

The entire village was abuzz with celebration at the return of the Rith Company from their explorations to the northwest. Considering the entire rest of the clan had moved since their departure it was a miracle they had found their way home. Fortunately, some friends had guided them those last several dozen miles to the location of the clan's new home.

The stories came freely of mountain warlords, mysterious mountain passes, and traders of exotic goods. Surprisingly, the most interesting stories of all were of the cold rain that fell like feathers from the sky. "Tell us more." They clamored. "It was beautiful to see, but so cold it stung the skin" some members of the company said. "The locals wear the furs of animals to stay warm, and call these rain-feathers snow" others said, pointing to some furs draped over some of their horses. "That sounds terrible" some of the clansfolk exclaimed. "Truthfully, it feels good once you have some furs. The sting on your face is exhilarating, and we will return to the north someday to see snow again" more than one of the company said to the amazement of their fellow clansfolk.

"For now though, we are glad to be home" and it was then that they stopped in the middle of the village and looked around. There were buildings! Buildings like none of them had ever seen as the locals and traders they'd encountered had only tents or simple huts, but these, these were substantial buildings made from a great many logs. They struggled to fathom even the purpose of some of them.

As the members of Rith Company stood in near the center of their clan's new village, Chief Jayavanan approached them accompanied by his most trusted advisor, Phaekdei, and his two most loyal warriors now turned engineers, Kiri and Ponele'ak. Jayavanan greeted them with open arms and exclaimed "Welcome to Angkor!"

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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