

Tribe News

02/809

03/809 is due

15th June, 2017

(note the earlier deadline for Orders to accommodate the 3 week mid year turnaround)

but even earlier is better!!

18.00 (Australian Time)

[GM Messages](#)

[Trade Envoy](#)

A Trade Envoy may be transported by a Clan other than your own and a unit may hold more than one Trade Envoy at any time.

[Culture Update 2/809 \(via 0500\)](#)

Song Contest - the deadline to submit an entry to clan 500 is the same as the AMENDED due date for turn entries. At this point the lyrics submitted or links to submitted files will be published and voting will close on the deadline for 4/809.

The first Tribal games have been and gone. It was a resounding success, especially if you were Tribes 225 or 400 who fought a tough fight. And championing the newer tribes, 507 astounded all by capturing 3 gold medals. The city of Trier also seems inordinately proud of their gold. 506 won the vote to conduct the 810 games, more on that and changes for 810 next month. A fuller report for the games has been produced but might be a bit long for TN. It should end up on the website. Live commentary from the games can be hunted down

on Facebook, but frankly I found the commentator to be way too partisan and overly focused on his own clans performances.

Clan	gold	ivory	Bronze	total	points
225	4	2	3	9	19
400	2	4	4	10	18
491	2	2	1	5	11
361	2	2	0	4	10
507	3	0	0	3	9
363	2	1	0	3	8
472	1	2	1	4	8
500	1	2	0	3	7
455	0	2	2	4	6
445	1	0	2	3	5
518	0	2	1	3	5
411	1	0	0	1	3
Trier	1	0	0	1	3
514	0	1	0	1	2
506	0	0	2	2	2
508	0	0	2	2	2
274	0	0	1	1	1
Greenham	0	0	1	1	1
Lugdunum	0	0	0	0	0
Shanghai	0	0	0	0	0

1st Gold Cup, 40 Gold, +0.02 Morale

2nd Ivory Cup, 20 Gold

3rd Bronze Cup, 10 Gold

Host for 810 - 506

[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.

How to Read your Report

The top line is your Clan number, then on right the month/year of the next turn and when it is due (Australian date format)

Next line gives the current month/year, the season and weather.

The results of Activities (hunting and herd increases, anything you made or processed) is next.

If the tribe moved this will be recorded as a series of directions and terrain abbreviations (eg PR = prairie, JG= jungle) plus an indicator if you ran out of movement points before completing your planned movement. You may also see other contents of hexes or things like adjacent mountains.

Following this would be the results of scouting (scouts all return to the tribe automatically) similar to the tribe movement, helping you map the area and find resources/neighbours in the area/special hexes. Special hexes need to be visited by the Tribe for more info.

<https://www.youtube.com/watch?v=vlnPX3DjerY>

Then follows your inventory, including a reminder of the terrain you ended the turn in and where you will perform Activities next turn.

Then a breakdown of the population of the tribe and your skills, with bolding/italics on skills that increased this turn.

Lastly the Tribe morale rating followed by a listing of weight (though these can be inaccurate - there are some tools around to better gauge weights)

Extra data could be there if you did something like split off an element and have it perform its own activities/movement/scouting.

[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 per story and 1 per picture/image. No more than one or the other per turn.

Clan Ratings 02/809

225, 277, 361, 224, 123, 363, 208, 213, 204, 232,
218, 254, 220, 243, 274, 261, 308, 330, 255, 469,
282, 299, 287, 302, 437, 461, 445, 408, 401, 412,
405, 491, 455, 489, 507, 409, 478, 493, 400, 430,
291, 472, 442, 497, 432, 411, 085, 500, 463, 470,
421, 516, 510, 508, 512, 518, 514, 456, 519, 200,
521,

Clan Ratings 01/809

225, 277, 361, 123, 224, 363, 208, 213, 204, 232,
 218, 254, 220, 243, 274, 261, 308, 255, 330, 469,
 230, 282, 299, 437, 287, 302, 461, 445, 408, 401,
 405, 412, 426, 455, 491, 409, 489, 507, 478, 400,
 430, 291, 474, 472, 442, 493, 497, 432, 411, 085,
 500, 470, 421, 514, 516, 510, 512, 508, 518, 519,
 456, 520, 200, 521,

Auctions 03/809

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)

Auction Results 02/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 13	Diamonds 20	Hives 5	China 20	Skill Increase +1 (up to lvl 8)
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)
						83
						66
					6000	33
	210000				2500	12
	188000				700	7
	180000	18			414	6
	135000	14	48		400	2
	32000	2	37	8	194	2

Clan Ranks 12/808

85	Private
123	Captain
204	First Sergeant
208	First Sergeant
213	Sergeant Major

218	Sergeant Major
220	Corporal
224	Second Lieutenant
225	First Lieutenant
230	Corporal
232	Sergeant
243	Lance Corporal
254	Lance Corporal
255	Lance Corporal
261	Lance Corporal
274	Private First Class
277	Second Lieutenant
282	Private
287	Private
291	Private
299	Private
302	Private
308	Corporal
330	Corporal
361	Second Lieutenant
363	First Sergeant
400	Private
401	Private
405	Private
408	Private
409	Private
411	Private
412	Private
421	Private
426	Private
430	Private
432	Private
437	Conscript
442	Conscript
445	Conscript
455	Conscript
456	Conscript
461	Conscript
469	Conscript
470	Conscript
472	Conscript
478	Conscript
489	Conscript
491	Conscript
493	Conscript
497	Conscript

500	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
511	Conscript
512	Conscript
514	Conscript
515	Conscript
516	Conscript

<..\..\Excel\Processing\Ranks.xls>

Hall of Fame

	Clan	First	Last	Rank
Rich Moore Sergeant	0363	01 800	08 807	
Ada Kerman	0230	10 800	01 809	Corporal

Player Messages

0461 to All

The Redclaymen Triball Chant

The Redclaymen Triball team members have requested, and received permission from their clan elders to use the Redclaymen War Chant (The Thunder and Ice Clap) at the beginning of their team's Triball match at the coming Fair during Firstfair.

The Chant starts with the Triball Team Captain twice hitting a drum held by the normal warrior drummer which is followed immediately by the collective clap of hands by the Triball Team members and all supporters in the area while simultaneously yelling "Whoah!"

The drum is then hit twice more followed by the clap and chant, and this is repeated over and over, faster each time, until it ends in full applause and collective roars from the crowd.

AND

Everything the Ivory Spear Clan had came from the great white cattle

The great white cattle were the life of the Tribes

The great white cattle loved their people as much as the Ivory Spear tribes loved them

So when new clans wanted to farm and raise goats, the great white cattle protected the Ivory Spear Clan. They tore up the fences and the gardens. They chased the goats off the ranges.

Then the new tribes hired hunters to do nothing but kill the great white cattle. Up and down the plains these men ranged, killing sometimes as many as a hundred great white cattle a day. Behind them came skimmers with their wagons. They piled the hides . . . into the wagons until they were full and then took their loads to the Port on the coast to be shipped to the market.

The great white cattle saw that their day was over. They could protect their people no longer. Sadly, the last few members of the great herd gathered in council, and decided what they would do.

Straight to Mount Askew the leader of the herd walked. Behind him came the cows and their calves, and the few young males who had survived. As one of the tribe's elder women watched, the face of the mountain opened.

Inside Mount Askew the world was green and fresh, as it had been when she was a small girl. The rivers ran clear, not red. The wild plums were in blossom, chasing the redbuds up the inside slopes. Into this world of beauty, the great white cattle walked, never to be seen again.

0400 to All



Aelwen Olympiadd Gemau Trefnydd offers congratulations to 506 on their winning bid to host the Tribal Games in 810 and confirms that Gwerin Coch will be submitting a bid to host the 811 Tribal Games.

[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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