

Tribe News

07/809

08/809 is due

Sunday 03 September 2017, 18.00 (Australian Time)

GM Messages

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.

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 TribeNews

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

Clan Ratings 06/809

**225, 277, 123, 208, 363, 361, 224, 204, 232, 213,
218, 220, 274, 243, 254, 261, 308, 330, 469, 255,**

287, 461, 437, 302, 282, 299, 405, 445, 412, 401,
 491, 489, 493, 455, 421, 409, 478, 472, 507, 400,
 497, 442, 426, 291, 500, 506, 474, 411, 432, 430,
 456, 085, 514, 470, 519, 200, 463, 510, 518, 512,
 516, 521, 526, 527,

[Clan Ratings 07/809](#)

225, 277, 208, 123, 361, 363, 224, 204, 232, 213,
 218, 274, 220, 243, 254, 261, 308, 330, 469, 255,
 461, 287, 437, 514, 282, 302, 299, 405, 445, 412,
 491, 401, 493, 455, 489, 409, 421, 478, 506, 497,
 400, 507, 442, 291, 472, 500, 456, 432, 411, 474,
 430, 085, 470, 519, 200, 463, 518, 510, 512, 521,
 516, 527, 526, 528,

[Auction Results 07/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 19	Hirelings 13	Spice 20	Steel 100	Olives 100	Silk 100
Currency	(Horses)	(Diamonds)	(Brass)	(Gold)	(Spice)	(Frankincense)
	670		2239		46	
	533	11	1100		31	23
	200	5	600	41	15	17
	190	3	414	8	15	8
			112	2	2	5
			100			

[Auctions 08/809](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 22	Hirelings 13	Diamonds 20	Musk 30	China 20	F/cense 80
Currency	(Silver)	(Coin)	(Horses)	(Coffee)	(Fodder)	(Pewter)

[Clan Ranks 06/809](#)

85	Private
123	Captain
204	First Sergeant
208	Sergeant Major
213	Sergeant Major
218	Sergeant Major
220	Corporal
224	First Lieutenant
225	Captain
232	Sergeant
243	Lance Corporal
254	Lance Corporal
255	Lance Corporal
261	Lance Corporal
274	Lance Corporal
277	Second Lieutenant
282	Private
287	Private
291	Private
299	Private
302	Private
308	Corporal
330	Corporal
361	Second Lieutenant
363	Sergeant Major
400	Private
401	Private
405	Private
409	Private
411	Private
412	Private
421	Private
430	Private
432	Private
437	Private
442	Private
445	Private
455	Private
456	Private
461	Private
469	Private
470	Conscript

472	Conscript
478	Conscript
489	Conscript
491	Conscript
493	Conscript
497	Conscript
500	Conscript
506	Conscript
507	Conscript
508	Conscript
510	Conscript
512	Conscript
514	Conscript
516	Conscript
518	Conscript
519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	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

0514 to All

From 0514 to all

With increased work demands and some other matter I must retire from the game. The amazing Shan Wao has assumed ownership of Clan 514. She is awesome. It will be fresh start for the account.

0500 to All

How Green Is My Ham?

Honestly, some people need to be dragged kicking and screaming into the 9th century.

Not here at Greenham Oat Flakes (proud sponsors of the TriBall World Cup) of course.

Ever since we became aware that 809 was to be the Year of Culture, starting with the Tribal Games. Ever since Greenham came to the fore as the World's Most Liveable City, the World's Most Sporting City and the winners of the TriBall World Cup lead cup, Greenham Oat Flakes has moved with the times.

Following the Tribal Games, Greenham Oat Flakes became the first cereal company to appoint a Community Outreach Manager, a position I am proud to say my uncle, I mean President Nepotus deemed me the most suitable applicant for.

Well, not immediately following the Tribal Games, it was shortly after a couple of children choked on some replica bronze medals in the special Tribal Games edition packets of Greenham Oat Flakes - Breakfast Of Champions, and someone tactful was required to bribe the annoying parents with their incessant whining that wasn't helping sales at all.

And so when it was time for the Greenham Oatflakes World Cup, we decided we needed something special to promote the event and our underperforming Greenham Longhouses subsidiary. We donated the first prize, pre-approval to hire Greenham Longhouses to construct 3 Longhouses, including the right to purchase a genuine Authentic Hamlet sign from us for one of them.

All agreed. Done. Dusted. PR heaven.

Greenham did us all proud in that competition, starting of like the Oatflake powered champions that they were, then fading somewhat in the latter stages against the brutish, sadistic goons filling the ranks of some of the less genteel sides. It would have been better if we, er Greenham, had won the damn thing.

Instead I found myself forcing a smile and enduring a painful handshake with Thuggerick, captain of the victorious 400 side due to be the most vicious of them rather than the most strategic. He also collected the award for Most Kills of the Series, I believe.

"Wazzat?" was his response to me presenting him with the contracts allowing his clan to pay us to construct three longhouses 250-300 miles away from their city. At least one of which would have to be able to float. "It's all quite straightforward," I explained, "you must build a longhouse here, in this swamp, here in this mountain and here just above the tentacle of that sea monster picking up a ship." Or we could stick one on that hill, but then two have to go out to sea, although nowhere they have drawn any large beasts."

"Why?" he asked.

0461 to All

After Basic Training and Advanced Warrior training, the best warriors are picked for Leadership Training

After each class of advanced warrior skills training those young warriors showing ability and potential are selected for the Warrior Leader Training. This will lead to them achieving the initial leadership position of Assistant File Leader, and then File Leader. This is an intense 4 week course that starts out training them on warrior accountability first. If you're not aware of all your warriors and their conditions and situations, there is no way you can effectively lead them in combat. So awareness of each warrior is the starting point. From there the need to be able to communicate, in both directions, is learned. Sometimes you cannot use voice, so signals need to be learned, understood and mastered. These include gestures, lights, flags, horns, drums and songs. The young leaders then take turns as acting File Leaders of their peers in the course as they train in advanced weapons skills. Peer reviews after each event are tough, but rewarding in their effectiveness.

In the second week of the course the trainees are introduced to the concept of Training Management to include not only training plans for the unit, but keeping track of each individual's status and areas needing additional attention. This leads into learning the skills of navigating across the lands without maps, roads, signs and so on. As the acting File Leaders try to absorb and use the techniques of terrain analysis and land navigation, the real challenges of getting each member of the unit to also learn and excel at the methods of moving between and on battle fields, and at the same time manage the logistics of leading warriors such as sanitation, food and water, camp locations, camp building and tear-downs, hiding their presence, care for animals (burden, riding and food), and reporting their status up the chain of command.

In the middle of the third week the young leaders are introduced to the concepts of Drill and Ceremony. This is simply the peacetime use of formations. To best take advantage of each weapon, the warriors must understand the correct formation to use with the specific weapons mix in the terrain where the battle will occur. A lot of resources are spent on this (time, attention, emphasis, etc) as this is the real foundation for successful warfighting. Many clans have skills in specific weapons. Others might really be good at formations, and some at terrain analysis. But putting it all together, selecting the best terrain, best weapons for that piece of ground, using the right formations and finally combat maneuver to confound and defeat the enemy is the skill mix the Warrior Leader Course aims for each student.

0400 to All

The chanting had been going on for hours.

"Have you found out what we have to do to make them stop?" demanded Branwen. "They're upsetting my bees."

"Well, their accent is a little difficult to understand, but I think they want us to build them a longhouse," Heulwen replied. As head of the Fforwyr, the task of dealing with the strangers had fallen to her.

"Not here," she quickly continued. "They want us to build it, then take it apart for them so they carry it to their chosen spot and put it up themselves. Is that possible Dilwen?"

"I suppose so," came the quiet reply. "It takes the rest of the season to collect all the logs we'd need, but if we start right now, could you get them to stop chanting? It's not just the bees that are getting upset."

Aeronwen piped up. "There was also something about expecting to be able to trade for something they call "burnt wine" and "round meat" but I seem to have got them to understand we don't have anything like that but would be happy to learn how to make it for them."

"So it's agreed, we build them a longhouse?"

Y Saith nodded as one.

As Heulwen opened the door of the meeting house to inform the strangers of the decision, the chant could be clearly heard.

"Aye - key - arrrr - aye - key - arrrr - aye - key - arrrr - aye key - arrr..."

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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