Tribe News

09/809

Harvestend

10/809 is due

Sunday 01 October 2017, 18.00 (Australian Time)

GM Messages

Rule Proposal Adopted

At Adm6 a Tribe can have 3 Elements/Fleets in any combination. To be regarded as a Fleet you must have sufficient boats with the Fleet to carry the population plus goods. To qualify for any benefits available to Fleets and not Elements, the unit must be able to move by water, i.e. it have sufficient naval carrying capacity for its population plus goods held.

Fair

Next Month

Culture Update 9/809

The Bald Chief Prize art competition already has 20 entries – viewable at the facebook site (Photos/Albums/Bald Chief Art Prize.) There is still time to enter.

Create or obtain an image (jpg/gif/png) of your tribe's chief (elder etc) Submit this with your tribe number AND your Art level to jmperkins@gmail.com by the due date for 10/809 orders. Submissions will be published in that or the next TribeNews.

Votes will be due the turn following the publishing of the submissions. All entrants can vote 1st, 2nd and 3rd for submissions – including their own this time – applying 3 pts, 2 pts or 1 pt.

Scores will be based on art skill, votes received and a small random factor.
Prizes:
1st Gold Cup, 40 Gold, +0.02 Morale
2nd Ivory Cup, 20 Gold
3rd Bronze Cup, 10 Gold

Rule Proposal Banks

Bank
At Eco10 you may build a Bank in your Village hex, as long as you have a complete Stone Wall of at least 120 yards.
Bank (Eng5, 4000 Stones, 200 Iron @ normal installation rates, that is, 820 workers) – it may be built by any unit with sufficient Eng skill, but can only be operated by the Eco10 Tribe. The term "Bank" should be understood as a generic term that includes agencies that trade in desired commodities so that a "Bank" may in fact trade in Jade or Frankincense.
The effect of the Bank is to provide an interest return on your Silver deposit (in the first instance) 12 months from the month of deposit. You should indicate the amount of deposit when you make it (1 deposit only per 12 month period). This must be recorded in a spreadsheet by the player and brought to the GM's attention. The Silver deposited will be sent to usage (removed from inventory) and will not be available until the GM returns the initial deposit plus interest after 12 months (it is the player's responsibility to remind the GM when this is due).

Once a Bank has been built the Tribe with Eco10 may attempt the Group C Skill Banking. Each level of Banking increases the return on your deposit by 5% (lvl determined at the time the deposit is made), for example, at Bank10 your return in 12 months will be 50%. Banking research to Bank11 etc will increase your returns.
Once the initial Bank (trading in Silver) has been built, the owner may build other Banks in any NPC town/city (check with the GM whether an NPC location qualifies), though not more than one in each town/city and each Bank built by a player must trade in a different commodity. The allowed commodities in addition to Silver are Coin and any of the desired commodities (see 14.1.2 Commodities).
Any deposits into a Bank must be made by transporting the relevant commodity to that location and depositing in the same month as the initial deposit for the first Bank, so the player can show the GM batched amounts and vice versa.

Bank owners may make deals with other players to offer returns on Silver or other commodities, however these are deals between players and the GM will only process and provide returns under these rules on deposits made by the Bank owner.

Other Notes

1.   Banks built in NPC towns/cities cannot be attacked, since no combat is allowed in these locations.

2.   Each NPC town/city may have a maximum of 3 active Banks dealing each commodity (e.g. 3 Coin Banks). If a player builds another Bank in that commodity in that location, then there will be an auction and the 3 banks offering the highest fee in that commodity to the city officials (i.e. to the GM) will be granted an operating licence valid until the next auction (minimum of 12 months). Inactive Banks (i.e. the losing bidders) cannot receive new deposits until they win a subsequent licence auction, which they can trigger once the minimum 12 month period has elapsed.

3.   Bank owners have a duty to assist the GM in providing information to other players (e.g. via TribeNews and Facebook) about what Banks are operating in which commodities and locations.

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 <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.

Contributions to TribeNews

Contributors will earn 2 gold per story. No more than one per turn.

Clan Ratings 08/809

*225, 277, 123, 208, 363, 361, 224, 204, 232, 213,
218, 220, 274, 243, 254, 261, 308, 469, 330, 255,
461, 514, 287, 437, 282, 299, 491, 302, 405, 412,
445, 401, 493, 455, 489, 400, 478, 472, 524, 409,
421, 442, 521, 497, 530, 507, 291, 516, 456, 500,
411, 432, 506, 430, 085, 470, 519, 518, 200, 510,
512, 526, 527, 528, 525, 529,*

Clan Ratings 09/809

225, 277, 208, 123, 363, 224, 361, 204, 232, 213,
218, 220, 274, 243, 254, 261, 308, 469, 514, 255,
461, 530, 330, 282, 287, 491, 437, 299, 302, 445,
401, 412, 405, 493, 506, 400, 455, 489, 478, 409,
524, 442, 421, 507, 497, 521, 456, 291, 516, 500,
432, 411, 472, 474, 430, 470, 085, 526, 519, 518,
512, 510, 200, 527, 528, 0525, 531,

Auction Results 09/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Hirelings 13	Steel 100	Gold 20	Silk 20	Elephants 20
Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)
					73000	
					52000	
					50000	
					25000	
	40	18576		65000	20000	23
	35	11161		31000	12021	15
	33	2000		20000	11500	3
	11	1900	3500	12000	2200	3
	7	1122	1429	5800	1200	2
	2	220	522	3500	1003	2

Auctions 10/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 13	Steel 100	Tin 200	Spice 40	Jade 10
Currency	(Silver)	(Jade)	(Brass)	(Skins)	(Fodder)	(Grain)

Clan Ranks 09/809

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	Corporal
254	Corporal
255	Corporal
261	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	Private
472	Private
478	Private
489	Private
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**
527	**Conscript**
528	**Conscript**
530	**Conscript**

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Hall of Fame

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

Player Messages

0461 to All

Starting new Trade Routes and Establishing Agreed Value
As the Redclaymen started to explore the possibility of trade with some of the lands that were difficult to traverse, there was much discussion of how different tasks were approached and to be accomplished. Our traders intended to cross the great mountain ranges and swamplands that acted as natural borders between land areas. It was hoped that exotic woods, precious skins and rare gems would be found and great profits made from their return to our Home areas. We must first find safe routes thru the mountains and across the swamps. Campsites must be located where we can set up temporary defenses, and rest and repair can take place. Finally we must locate and contact the local populations.

Reaching those we would trade with is one accomplishment. Agreeing with them on a fair exchange is another. We will attempt to use the Silent-Trade barter method. In the area selected for conducting the trading, we will leave piles of different items we carry to trade of various amounts. We will then depart for the night, returning to our Rest and Repair site. The next day when we return to our goods, we hope to find skins, wood, minerals and other items stacked next to our stacks showing what the locals are willing to trade for our goods, and about how much. The amounts and mixes of goods goes on for a while, extending into many days if necessary, until both sides seem satisfied, and with the goods and values established, trades are made.

400 to all

Y Saith has sent a message to all which includes images. Rather than overload the Tribal Drum Service, runners have been sent to deliver the message to those who wish to view it. See https://www.facebook.com/search/str/tribenet+-+pbem/keywords_blended_posts?filters_rp_author=%7B%22name%22%3A%22author_me%22%2C%22args%22%3A%22%22%7D&filters_rp_chrono_sort=%7B%22name%22%3A%22chronosort%22%2C%22args%22%3A%22%22%7D or contact Tegwen, Ceidwad Gwirioned for the Gwerin Coch via jerryelsmore@blueyonder.co.uk

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