

Tribe News

10/809

Lastfair

11/809 is due

Sunday 15 October 2017, 18.00 (Australian Time)

GM Messages

Culture Update 10/809

Entries for the Bald Chief Prize art competition have closed - submissions can be viewed on the Facebook page (Photos/Albums/Bald Chief Art Prize.)

All entrants can vote 1st, 2nd and 3rd for submissions - including their own this time - applying 3 pts, 2 pts or 1 pt. Votes are due at the same time as 11/809 orders and should be sent to jmperkins@gmail.com

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

Nominations are now open to host the 811 Tribal Games. Nominations close at the deadline for 12/809 turns. The 810 Games will be held in 2/810, hosted by 506 - more on that later. Apart from the Games, 810 will also see the return of the TriBall World Cup and possibly a somewhat different kind of sideshow.

Research Proposal

See below

Fleets

If you have illicit Fleets (that is, not enough vessels) normal Adm requirements will be waived til this is rectified.

Contributions to TribeNews

Contributors will earn 2 gold per story. This offer has been suspended.

Culture Update

Rule Proposal Banks (amended)

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. The Tribe with Eco 10 must occupy this hex.

Bank (Eng5, 4000 Stones, 200 Iron @ normal installation rates, that is, 820 workers) - 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 covers agencies that trade in desired commodities so that a "Bank" may in fact trade in Jade, Tea, Frankincense etc.

The effect of the Bank is to provide an interest return on your Silver (or other) deposit 12 months from the month of first deposit. You must build a Silver Bank before undertaking other Banks. You should indicate the amount of deposit when you make it (1 deposit only per 12 month period). This is recorded in a spreadsheet by the player and brought to the GM's attention. The Silver (and other) deposited will be sent to usage and will not be available until the GM returns the initial deposit plus interest after 12 months (also indicated by the player).

Once a Bank has been built the Tribe with Eco10 may attempt the Group C Skill Banking.

Silver Banks: each level of Banking increases the return on your deposit by 5% (lvl determined at the time the deposit is made), for example, at Bank8 your return in 12 months will be 40%.

Other Banks: each level of Banking increases the return on your deposit by 2% (lvl determined at the time the deposit is made), for example, at Bank8 your return in 12 months will be 16%.

Customers must travel to the Bank in question in order to make a deposit - however the deposit is paid (via Transfer Orders to the Banks owner).

Once the first Bank (trading in Silver) has been built the owner may build other Banks in any NPC town/city of their choice. The owner is limited to one Silver Bank and a maximum of three others - Silver (Home city only), desired commodities eg Gold, Coin, Diamonds, Pearls, Jade, Frankincense, Ivory - and may not build more than one Bank in any one town/city. Any deposits into subsequent Banks must be in the same month as the initial deposit so the player can show the GM batched amounts and vice versa.

Notes

1. The Bank owner may negotiate a rate of return with his or her customers. All accountancy is between the bank owner and his or her customers. The GM will not resolve and disputes which will translate simply into the Bankers reputation. All the GM wants to see is the 12 monthly bottom line.
2. It is likely that over time players will want to build their own banks to reap the dividends rather than the paltry rates offered by other Bank owners. The effect of this will undermine the raison d'être of Banks. To this end any one town/city may have a maximum of 2 of any one type of Bank (eg 2 Banks trading in Coin). If a third (or more) Bank is built in the town/city the two paying the highest fee (in this case in Coin to the city officials that is, GM) will be allowed to continue, the others may not trade until the next round of bidding (if they are successful). Any deposits in non-trading banks are returned to the owner.
3. It is up to the Bankers to assist the GM in keep TribeNews/Facebook records of what branches are operating in what cities. Apart from Home City Silver Bank the presence of other Banks will be published in Tribe News.

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.

Clan Ratings 10/809

225, 277, 123, 208, 204, 363, 224, 361, 232, 213,
218, 274, 220, 243, 254, 261, 514, 308, 469, 255,
530, 330, 445, 299, 461, 506, 437, 287, 302, 282,
493, 401, 455, 405, 400, 489, 412, 491, 478, 409,
442, 507, 421, 521, 456, 516, 291, 497, 500, 411,
432, 474, 519, 430, 470, 526, 085, 518, 200, 512,
472, 528, 527, 529, 532, 531, 508

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, 525, 531,

include 0508

Auctions 11/809

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Slaves 14	Elephants 10	Iron 200	Pearls 20	Opium 20
Currency	(Silver)	(Gold)	(Coin)	(Provs)	(Olives)	(Spice)

Auction Results 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)
	231000	12	800	5201	85000	35001
	221101	10	600	2500	80000	31000
	200000	5	500	1100	48400	18800

	101010			368	24000	14260
	100000			180	20000	12322
	20000	2		160	17500	8000
					12000	2100

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

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

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

Our Clan's Elder Members - What's Happening to Them?

Our Council of Elders members are the source of wisdom, the memory of past events and our best hope for good guidance and decision making in the Clan's Leadership. Physically each of them are weakening and having failures in normal activities of life. Why is this?

Their Hearts

As our elders age, their heart beats become slightly slower, and for some the hearts become larger. Their blood vessels and arteries also become stiffer, causing their hearts to work harder to pump blood through them.

Their bones, joints and muscles

With age, bones tend to shrink in size and density — which weakens them and makes them more susceptible to breaking. Some elders even become a bit shorter. Muscles generally lose strength and flexibility, and many elders become less coordinated and have trouble balancing.

Your digestive system

Constipation is more common in older adults. Many factors can contribute to constipation, including a low-fiber diet, not drinking enough liquids and a lack of exercise.

Your bladder and urinary tract

Loss of bladder control is common with aging.

Your memory

I forgot what I was going to say here. Oh yeah! Memory, especially short term (what happened this morning) naturally become less efficient with age. It often takes longer to learn new tasks or remember familiar words or names. Long term memory seems to not suffer as much.

Their eyes and ears

With age, elders often have difficulty focusing on objects that are close up. They also become more sensitive to glare and have trouble adapting to different levels of light. Aging also can affect the eye's lens, causing clouded vision.

Hearing also might diminish. Difficulty hearing conversations in a noisy area (like a battlefield) is common.

Your teeth

Elders' gums might pull back from their teeth.

Your skin

With age, skin thins and becomes less elastic and more fragile with a simultaneous decrease of fatty tissue just below the skin. Elders bruise more easily.

Your weight

Maintaining a healthy weight is more difficult as elders get older. As they age, their muscle mass decreases and body fat takes its place. Since fat tissue burns fewer calories than does muscle, you need fewer calories to maintain your current weight.

So what does this mean?

We need to recognize the changes from age and protect this critical element of our Clan.

GM note: have you been reading my Facebook profile?

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

Research Proposal

Engineering Skill = 10 - Propose Siegecraft DL8:

Once completed, this research topic allows a Tribe to develop a new Group C Skill, Siegecraft. Siegecraft offers two advantages. First, each point of Siegecraft reduces the casualties suffered by the owning Tribe (and other tribes if in MOTC) by 2% in any battle involving fortifications and/or a siege or assault. This includes a besieger assaulting the walls; a besieged force trying to break out by fighting a field battle against its besiegers; an outside force trying to defeat an enemy unit(s) besieging a friendly or 3rd party village; etc. This benefit applies to either the attacker or the defender. If both have Siegecraft, the party with the higher Siegecraft skill receives a benefit = 2% times the difference between their skills.

The second benefit of Siegecraft is that it allows a besieger to undertake some additional siege manoeuvres, which are detailed below.

At **Siegecraft = 2**, the besieger may employ fascines. As fascines are made from brush and bushes rather than actual trees, they can be made in any land hex other than Arid or Desert. Fascines allow a Ditch or Moat to be filled in. 3 AM's are required to fill-in one yard of ditch and 6 AM's are needed per yard of Moat. No tools benefit the making and use of fascines. When TWO entire walls' worth of Moat or Ditch is filled in (one third of the total Moat/Ditch), the effects of the Moat/Ditch are lost.

At **Siegecraft = 4**, the besieger may cut off external water. If the external water is a river, 4,000 AM's are required to dam/reroute the river. If the external water is a Lake or Ocean, 60,000 AM's are required to construct a mole blocking the Lake/Ocean access. Both are standard digging projects and benefit from tools the same as any other digging project. Once completed, the defender loses all external sources of fresh water and all ability to move in or out via any/all sorts of watercraft (fleets/ferries/barges/etc).

At **Siegecraft = 6**, the besieger may construct tunnels. Tunnels are considered mines and benefit from tools in the same manner as mining. Constructing a single mine requires 5,000 AM's. A mine may target either the walls of the village under siege or its wells. A single mine that targets walls (if successful - see below) will collapse 40 yards of wall including any towers along this expanse of wall. When TWO entire faces of the village's wall is lost (one third of the total wall), the effects of the wall and towers are lost. A single mine targeting wells (if successful - see below) collapses 5 to 10 wells (4 + 1D6). As Mines must proceed many yards underground, there is always a chance they will go astray, even when executed by highly skilled Siegecrafters. Upon completion of a mine, the GM determines whether or not it succeeds. Chance of success = (Siegecraft Skill - 3) times 10%. A successful mine has the effects described above. An unsuccessful mine has no effects whatsoever.

The three above besieger manoeuvres can be constructed only on turns when the besieger gives the siege order. They cannot proceed during an assault or other battle, although the work is not lost so long as the besieger remains in the hex and keeps DEVA in full effect.

At **Siegecraft = 8**, a village under siege can conduct countermining. A countermine requires only 1,000 AM's. Each countermine attempts to intercept one and only one besieging mine. The chance of interception is Siegecraft Skill times 5%. This is assessed whenever a countermine is completed, if and only if an enemy mine is in process (if no enemy is in process, the countermine fails and is lost without effect). If successful, the enemy mine is destroyed without effect and the countermine is also lost. If not successful, the countermine is lost without affecting any enemy mine. Countermining may be conducted on any or all turns.

In all cases, the players are totally responsible for tracking their progress towards any of the above manoeuvres. For example, a besieger must track the progress of moat filling with fascines and tell the GM when 1/3 of the Moat is filled-in. A besieger must also tell the GM when a mine completes and the player under siege must tell the GM whenever a countermine completes.

Recommend that the Siegecraft skill be capped at 10. Siegecraft 11+ research is forbidden.

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