

Tribe News

02/810

Spring

03/810 is due

Sunday January 07, 2018, 18.00 (Australian Time)

GM Messages

Transfers

Please note that BM Transfers are now limited to 6 items per Transfer.

0500 to All

Fantasy Tribe - a free fantasy tribal game for players of TribeNet.
Fantasy Tribe is a smaller scale member of the Tribe family of games. It is heavily fantasy based with fantasy races of with various strengths and weaknesses as well as some different position types, such as the Trader as well as the more standard Tribes and Villages.

Fantasy Tribe will not be for everyone. It is fantasy, on a smaller scale, feature more non player elements, is meant to be more interactive, both cooperatively and militarily.

Fantasy Tribe is free. This should suit most people's budgets. It does require time and I'm sorry, but we aren't in a position to reimburse you for that.

BUT please remember that Fantasy Tribe is FOR TRIBENET PLAYERS. Dropping out of TribeNet is dropping out of Fantasy Tribe. This is meant to be a value-add for TribeNet not a poaching exercise or schism.

To check out rules, geography and start up details, search for the Fantasy Tribe group on Facebook, send me a friend request, or have a friend already in the group add you. If you are a non Facebook user or a reluctant FB user, feel free to email at jmperkins@gmail.com or fantastribe@gmail.com the latter email will be the one that orders will be sent to and results sent from to avoid confusion.

To have your start up preferences have their greatest chance of success, act now, initial allocations are going to be made on the evening of 22-December (US East coast,) with first turns due 11-January. It will be possible to start later, but with much greater limitations of choice.

[Culture Update 01/810](#)

810 Tribal Games

Clan	gold	ivory	bronze	total	points	
363	5	3	3	11	24	Gold Cup 40 Gold +0.02 Morale
411	4	3	2	9	20	Ivory Cup 20 Gold
400	2	4	4	10	18	Bronze Cup 10 Gold
361	3	2	2	7	15	
493	1	2	2	5	9	
409	0	2	3	5	7	
506	2	0	1	3	7	
500	1	1	1	3	6	
524	2	0	0	2	6	
525	1	1	1	3	6	
497	0	2	1	3	5	
516	0	2	1	3	5	
472	1	0	1	2	4	
405	1	0	0	1	3	
432	0	1	1	2	3	
530	1	0	0	1	3	
Lugdunum	1	0	0	1	3	
406	0	1	0	1	2	
489	0	1	0	1	2	
526	0	0	1	1	1	

Trier	0	0	1	1	1	
299	0	0	0	0	0	
401	0	0	0	0	0	
461	0	0	0	0	0	
Greenham	0	0	0	0	0	
Shanghai	0	0	0	0	0	

516 was voted to host the 811 Tribal Games which will take place 2/811,

[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 02/810

225, 277, 204, 208, 123, 363, 224, 232, 213, 361,
218, 220, 274, 243, 254, 514, 261, 255, 469, 308,
461, 491, 530, 445, 330, 400, 437, 506, 299, 401,
287, 282, 302, 412, 493, 405, 455, 478, 497, 409,
489, 507, 421, 442, 456, 521, 291, 500, 411, 432,
519, 430, 474, 085, 526, 512, 200, 528, 516, 510,
533, 525, 524, 472,

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225, 277, 208, 123, 363, 204, 224, 232, 213, 218,
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461, 530, 491, 445, 437, 330, 401, 299, 506, 400,

287, 282, 302, 493, 405, 412, 455, 478, 489, 409,
 497, 507, 421, 442, 456, 521, 291, 500, 411, 432,
 430, 519, 470, 085, 526, 512, 200, 510, 516, 528,
 531, 533, 534, 532, 524, 525, 472

[Auctions 03/810](#)

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 02/810](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 15	Diamonds 20	Hives 6	China 20	Skill Increase +1 (up to lvl 8)
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)
	300225	28				34
	142000	28				33
	135000	27			11000	8
	17000	25	325		5052	6
	12000	1	60		500	3
						2

[Clan Ranks 12/809](#)

85	Private
123	Captain
204	Sergeant Major
208	Sergeant Major
213	Sergeant Major
218	Sergeant Major
220	Sergeant
224	First Lieutenant
225	Captain

232	First Sergeant
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Lance Corporal
277	First Lieutenant
282	Private First Class
287	Private
291	Private First Class
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
512	Conscript
514	Conscript
516	Conscript

519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	Conscript
527	Conscript
528	Conscript
530	Conscript
531	Conscript
532	Conscript
533	Conscript

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

Hall of Fame

	Clan	First	Last	Rank
Andy Nicol Lieutenant	0277	01 800	11 809	First
Chuck Berry Major	0204	01 800	11 809	Sergeant
Rich Moore Sergeant	0363	01 800	08 807	
Ada Kerman	0230	10 800	01 809	Corporal

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

Player Messages

Research Proposals

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