

Tribe News

09/810

10/810 is due

Sunday April 16, 2018, 18.00 (Australian Time)

GM Messages

Goods Tribe formalised

The creation and dissolution of the Goods Tribe has now been formalised according to the following rules:

1. A GT relationship can only be created before Activities, announced in notes/misc orders at start of turn.
2. A GT relationship can only be dissolved after Activities and before Before Movement Transfers.
3. A particular unit may only join or leave (but not both) one GT in a turn. For example, if 0250e1 orders use 0250 as its GT it may not also order use of 1250 as GT in the same turn. It is also not possible for a unit to join and then leave a GT in the same turn.
4. A new unit is created before Activities and before the creation of GT relationships. That is, you may create the new unit, then assign it to have a GT or have it assigned as GT for other unit(s), if this is what you want. However, the new unit will be populated by movement of people from existing units in Before Movement

Transfers and therefore will not undertake any activities in the turn when it is created.

Absorbing of units happens at the end of the turn.

Expanded turn sequence

1. **Miscellaneous orders**, including creating new units.
2. Create GT relationships
3. **Activities**
4. Dissolve GT relationships
5. **Before Movement** transfers
6. **Movement**
7. **Scouting**
8. After movement transfers
9. Unit absorption
10. **Skill/Research attempts**

Transfer Codes

When using the mass transfers module getting these codes right is important.

From	To	
Dump	to 0263e1	
General Usage	to 1263	(includes Shipbuilding, Engineering, Water usage, some Silver expenditure etc - but NOT Activities)
To Towns and Traders Exporters/Importers* etc)	to and from 3263	(often at Special Hexes,
To Research Costs	to 5263	
Fair (to and from)	7263	

*when collecting goods from a hex you collect it as a Transfer Before Movement (not, for example, upon arrival in the hex)

And when receiving items.

From Seeking	from 4263
From Research bonus	from 2263
Miscellaneous	from 1263 (when you don't know where else to put it)

Making Life Easier for GM

1. Use the mass Transfers spreadsheet

2. 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
3. Please show Scouts in red font when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
4. 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.
5. Occasionally your scouts might pull up one 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.
6. 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.
7. 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.
8. In Activities show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.
8. Please show any net gain/loss of Silver as part of the transfer to or from Fair. When you show "starting" Silver this can change if, for example, there is a transfer in of Silver before I process the Fair.

[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

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Other correspondence:

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Emergencies

tribenetPBEM@gmail.com

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 08/810

277, 225, 123, 208, 363, 224, 204, 361, 232, 213,
218, 514, 255, 220, 243, 274, 254, 261, 469, 445,
308, 437, 400, 330, 461, 516, 401, 530, 299, 506,
287, 405, 282, 455, 302, 412, 409, 478, 456, 489,
421, 442, 500, 291, 526, 519, 432, 411, 507, 521,
200, 533, 430, 085, 536, 528, 539, 525, 538, 472

Clan Ratings 09/810

277, 225, 123, 208, 363, 224, 204, 361, 232, 213,
218, 514, 255, 220, 243, 274, 254, 261, 469, 445,
308, 400, 330, 437, 516, 299, 530, 401, 506, 287,
282, 405, 455, 412, 302, 409, 478, 456, 489, 442,
421, 500, 291, 519, 526, 411, 432, 200, 521, 533,
507, 536, 085, 430, 474, 528, 539, 538, 472

Auction Results 09/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Hirelings 23	Steel 100	Gold 20	Silk 20	Elephants 20

Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)
		11000		36000	50001	
	18	4000	5000	10001	25000	
	11	3001	2000	5500	5000	29
	2	500	606	5000	3000	1

[Auctions 10/810](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 24	Slaves 23	Steel 100	Tin 200	Spice 40	Jade 10
Currency	(Silver)	(Jade)	(Brass)	(Skins)	(Fodder)	(Grain)

[Clan Ranks 03/810](#)

085	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	Corporal
277	First Lieutenant
282	Private First Class
287	Private
291	Private First Class
299	Private First Class
302	Private
308	Sergeant
330	Corporal
361	Second Lieutenant
363	Sergeant Major
400	Private

401	Private
405	Private
409	Private
411	Private
412	Private
421	Private First Class
430	Private
432	Private
437	Private
442	Private
445	Private
455	Private
456	Private
461	Private
469	Private
472	Private
478	Private
489	Private
491	Private
493	Private
497	Private
500	Private
506	Private
507	Private
512	Conscript
514	Conscript
516	Conscript
519	Conscript
521	Conscript
524	Conscript
525	Conscript
526	Conscript
528	Conscript
530	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
Alan Luciak	0218	01 800	02 810	Sergeant Major
Rich Moore Sergeant	0363	01 800	08 807	
Ada Kerman	0230	10 800	01 809	Corporal

[Rules Supplement](#)

[Player Messages](#)

0208 to All

A new era

The Admiral peered into the distance across the grassy prairie stretching into the east. He added up the scrapes carved into the into the side of the bridge. Four years. Four long years since they first left the shipyard, first proud captain of the first northern fleet. He looked to his second in command, the redoubtable first mate. North east you say? Yes Admiral. We have talked about East and West before, at some length. Yes Admiral. It doesn't look like sea grass any more. Er, not really Admiral. Let's look at the chart again. The chart shows brown to the north east, not blue. It might be coffee sir. No we are not going back to the coffee traders again we have couriers who do that sort of thing now. We are on a voyage of discovery, conquest, victory, glory and that sort of thing. It might be a coffee stain on the chart sir. I hope you are not bringing up the pottery issue again, we all know what happens to anyone in the clan that develops a pottery skill. And it doesn't really explain all this grass and that constant scraping noise. It could be the other boat sir. The Admiral looked back. It was still there. The shadow, still following after all these long years. The other trader is ours sir. This is not a trader first mate, it is a warship in waiting. In waiting sir? Yes, we have weapons and, leadership. The weapons are on the other boat, er warship in waiting, sir. Not the shadow again.

Damn it man, show me the orders again! The first mate unrolled the spidery scratchings from the hallowed dot matrix printer. Sail north east. The Admiral still didn't really understand how each month a new command would issue forth and they were fated to follow. He looked closer and read aloud, Year 810, month 6, sail north east. That was odd. He went back to the scrapes carved into the wood. Year 810, month 7. He looked at the first mate. The first mate looked back at the Admiral. Not again ...

Research Proposals

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