

Tribe News

12/807

01/808 is due

Sunday 27th November 2016
18.00 (Australian Time)

GM Messages

Truce foul up

My "Truce" file became corrupted late in the piece and so the vast majority ordered this turn were not done. Please retain in your template and re submit them next turn. Apologies.

Creating New Units

This is going to be standardised. New Tribes/Elements are created at start of turn (and do Activities in the turn created).

Special Hexes

If you have a unit on one of these hexes and are asking for details please make sure you quote the unit numbers.

Furrying in Winter

Please don't assign less than 10 people, it will glitch the system (as it did).

[Movement](#)

HSM: High Mountains: sometimes cannot be entered but sometimes can.

[Orders Template](#)

Newer players should ask for a slightly more detailed version once they are a few turns in.

[Naval Movement](#)

There is a module bug that sometimes allows Fleets to move through 1 hex wide peninsulas - the module allows this (and sometimes I miss it) - if this happens it happens - but I also rely on players who are familiar with the terrain to not do this deliberately. There are other spots where Fleets might loop and essentially go nowhere. These situations should be seen as par for the course when you are sailing into unknown terrain (historically, unchartered sea exploration was very dangerous). The bottom line is that you should sort these things out for yourself rather than alerting the GM to the fact that you did not move as intended. When you traverse the same waters a second time you should be able to construct Orders that bypass these problems.

[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 Facebook/TribeNews

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

Clan Ratings 12/807

225, 224, 361, 277, 123, 213, 363, 208, 218, 204,
232, 220, 243, 254, 274, 255, 261, 308, 330, 230,
299, 281, 302, 401, 408, 287, 469, 426, 478, 455,
282, 474, 437, 405, 291, 411, 412, 406, 400, 441,
409, 442, 444, 421, 456, 085, 453, 463, 414, 467,
430, 461, 462, 479, 490, 491, 487, 466, 489, 432,
458, 481, 472, 476, 473, 484, 485, 470, 477

[Clan Ratings 11/807](#)

225, 224, 361, 123, 277, 213, 363, 208, 218, 204,
 232, 254, 243, 220, 274, 255, 308, 261, 330, 230,
 281, 299, 302, 401, 408, 287, 469, 426, 478, 244,
 455, 405, 291, 437, 411, 412, 282, 406, 442, 422,
 441, 474, 400, 444, 085, 421, 453, 456, 414, 463,
 467, 461, 430, 462, 432, 487, 460, 486, 466, 479,
 409, 481, 472, 473, 476, 470, 484, 485, 483, 477,
 445

[Auctions 01/808](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Hirelings 13	Brass 200	Steel 100	Olives 100	Silk 50
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)

[Auction Results 12/807](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 21	Slaves 15	Hirelings 30	Lead 200	Gold 20	Olives 40
Currency	(Silver)	(Silk)	(Provs)	(Furs)	(Tea)	(Cattle)
	140000	32	100001	215	127	107
	127213	21	11460	115	3	101
	123500	10	4600	37		43
	120001		3000	11		36
	113000		1007			25
	101637					
	42000					
	1007					

[Clan Ranks 12/807](#)

85
 123

Conscript
First Lieutenant

204	Sergeant
208	Sergeant
213	First Sergeant
218	First Sergeant
220	Corporal
224	Second Lieutenant
225	First Lieutenant
230	Lance Corporal
232	Corporal
243	Private First Class
254	Private First Class
255	Private First Class
261	Private First Class
274	Private
277	Sergeant Major
281	Private
282	Private
287	Conscript
291	Private
299	Conscript
302	Conscript
308	Lance Corporal
330	Lance Corporal
361	Sergeant Major
363	Sergeant
400	Conscript
401	Conscript
405	Conscript
408	Conscript
409	Conscript
411	Conscript
412	Conscript
414	Conscript
421	Conscript
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483	Conscript
484	Conscript
485	Conscript
486	Conscript
487	Conscript

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

Hall of Fame

	Clan	Start	End	Rank
Rich Moore	0363	01 800	08 807	
Sergeant				

Player Messages

Tribenet - An Approximation of the True Cost of Iron

by Tarzan

Have you ever come across a Trading Village and wondered whether the prices they offered were reasonable? Or perhaps a neighboring clan offered you a trade, but you were not sure whether he was taking advantage of you or not? Or, maybe you wondered about how much to bid on an Auction Item? Well, question no longer! Sit back and read on, as we go through a rough analysis on resource pricing.

In this example, we will work with Iron. Iron is needed for so many things: Picks, Plows, Armor, you name it! But how do we start to analyze its actual value? Let's consider the following:

10 (Level 9) Miners with Picks in Fair Weather produce 330 Coal from a Coal Mine
40 (Level 9) Miners with Picks in Fair Weather produce 660 Iron Ore from an Iron Ore Mine

*** We are intentionally ignoring the cost involved in outfitting our Miners with Picks (which is a 1-time effort and can be reused over and over). We are also ignoring the cost of moving the Miners to their respective Mines.

We also know that we can Refine Iron Ore as follows:

33 Refiners create 495 Iron using 660 Iron Ore and 330 Coal

*** Again, we are intentionally ignoring the cost of creating the Refinery and Smelters (which are also a 1-time investment and are reusable), as well as the cost of transporting the mined materials to the Refinery.

If we add our Mining and Refining equations together, we get:

83 Workers (Miners and Refiners) produce 495 Iron

This overly-simplistic result tells us that:

1 Worker produces about 6 Iron (= $495 / 83$)

We also know that 1 Worker (in this case a Level 9 Miner with a Pick in Fair Weather) produces:

33 Coal from a Coal Mine
OR
16.5 Iron Ore from an Iron Ore Mine
OR
44 Silver from a Silver Mine

Since Silver serves as a sort of "universal" currency, we are now able to convert all of these materials into their equivalent price, in Silver, as follows:

1 Coal = 1.3 Silver (= $44 / 33$)
1 Iron Ore = 2.7 Silver (= $44 / 16.5$)
1 Iron = 7.4 Silver (= $44 / 6$)

Taking this one step further, we can consider the cost of producing a Pick, as follows:

1 Metalworker creates 1 Pick using 3 Iron and 15 Coal

Using the above Silver pricing for the materials, yields:

1 Pick = 130 Silver

Similar techniques can be used to calculate the cost of other items.

So, in summary we have:

1 Coal = 1.3 Silver
1 Iron Ore = 2.7 Silver
1 Iron = 7.4 Silver
1 Pick = 130 Silver

Yes, this pricing specifically ignores the movement and transportation costs, the cost of outfitting each Miner with a Pick, as well as the Refinery/Smelter construction costs. Furthermore, this analysis is based on a Level 9 Miner who (in theory) has the alternative of Mining Silver from a Silver Mine in Fair Weather. Your own clan's actual Mining Skill Level, accessibility to a Silver Mine and Weather experienced can all alter this analysis. However, this approach is a reasonable place to start when assessing the intrinsic value of a transaction. So, next time you are confronted with that "Deal of a Lifetime", put on your thinking cap, lest you wind up the proud owner of useless swamp land.

0445 to All

[From Naadam Darkhad of the Elemental Clans: We seek knowledge of other Clans whom wish to join together to solidify the worship of Janus, God of Beginnings, Transition, Keys and Doorways, Lord of Civilizations. The Janus Religion will seek to spread civilization wide spread throughout the Realm. Those who desire to raise up cities and settlements across the Realm instead of razing down villages should contact the Elemental Clan \(0445tribe@gmail.com\) for more details on the Janus Religion that is being formed.](#)

0461 to all

The Ghod's Problem Now

He was sending his deceased wife to the Next Life. For over forty years she had ruled his life and if not actually directed the rest of the tribe, she at least influenced so much of their lives and activities. The burial was taking place on a hillside near the Redclaymen's iron mining operation, and facing the Redclay Lumber Yard. There was quite a crowd of people attending, all obviously showing respect, with perhaps visible motives to make sure she was really going underground.

His wife's graveside service was just barely finished when there was a massive earth shaking clap of thunder, followed by a tremendous bolt of lightning striking the top of the hill raising the hair on the arms of everyone, and accompanied by even more rolling thunder rumbling off into the distance.

The little old man looked at the Elder and calmly said, "Well, she's there."

0432 to All

Grakkus ran his hand down his warriors' queue nervously. The small group of scouts he led watched the surrounding terrain warily. The months scouting had initially gone well enough, with the group finding its way through the swamp and leaving markers for the main tribe to follow later. The windy weather had slowed movement somewhat and they had made camp in what seemed to be a safe spot in some low, scrubby hills on the plains.

The majority of the group had then gone scouting in all directions while some remained in camp to tend the remaining mounts and hunt for more provisions (not that they were in danger of starving anytime soon - the Chief had sent them out with nearly a years provisions). It was then that they noticed the... problem. The hunters returned empty handed and badly shaken to report that they had been unable to kill anything. Furious, Grakkus had attempted to discipline them but had been shocked to find that he was unable to raise his hand against them at all. Even mock sparring proved impossible, as if the spirits refused to allow any kind of hostility in this area.

'Perhaps I can try and placate the spirits with an offering' thought Grakkus. He was no shaman but it was all he could think to do and so took some strange metal discs the group had found months ago and made a small offering of them on top of a large rock at the peak of a hill. The night was spent in nervous anticipation as the wind howled around the leather tents of the camp.

When morning dawned, a surprise awaited the group - a small herd of elephants had somehow found their way to the edge of camp. Several of the scouts were familiar with the beasts from their days herding the tribes own elephants and quickly brought the unresisting group under control. It seemed the spirits approved of the offering as the discs were gone from the rock and been replaced by the beasts now foraging at the camp. However, a quick test of arms proved that the spirits still would not allow any violence here.

'As soon as the scouts return with their reports, we shall move on, away from this strange place' he thought. Though I have no idea what our small group will do with all these elephants...

0437 to All

Osman surveyed the snug walls of his new meeting house with satisfaction. It had been hard work erecting it as the snow fell and the winter winds howled, but being inside and warm instead of shivering in a tent was a great improvement in life.

"Well, Ergut, I see now why all those locals wanted us to build them meeting houses. Much better, eh?"

Ergut shifted uncomfortably "It is warmer, Chief, but I worry that our young will grow up weak all molly-coddled with these walls and without the endless prairie to ensure they have the proper respect for the Sky-Father and his weather devils."

"It is progress, Ergut, and I hope that there will be more of it. Our engineers are talking about building walls around the whole village and even building a jetty out onto the river."

"What, do they think that logs grow on trees, Chief?"

Osman laughed, then checked himself as Ergut stared at him quizzically.

"Never mind, Ergut, all will be well. Our clan is building more villages as we speak and we are so advanced even neighbouring clans are asking us to build things for them. The latest is this request to build a shipyard."

"What is a shipyard, O mighty Osman?"

"No idea, but I have learnt not to tell people that. I just say we would be happy to help and we will get back to them when we have people available. Then I get our engineers working on the problem. So far they have not let me down."

"Giving them some of the extra wives does seem to have motivated them; they are proposing new things every month and even complain that it is boring to keep build meeting houses."

Osman glared. "They will build what I tell them to build, where and when I tell them to built it, or they will find their life gets a whole lot more 'interesting' than they can cope with! "

Ergut shivered slightly despite the warmth in the meeting house, he had no doubt engineers who disappointed the Chief would have a very unpleasant and probably short future. "I will go and check on their progress, my Chief."

0445 to All

The Rej transformed from a lush green garden along the banks of the River East into a white dusted arctic wasteland almost overnight. The last of the Brattleberries had gone into the pot and the winter fruits were scarce being found. The cook fires still burned, but instead of brimming over with the succulent smells from the village cooks it was the overcooked sludge of soggy grains and aged meat. Even the wood-Hunters were having trouble bringing in enough food for the Tribe.

Regardless of the dwindling food supplies, the tribe was working at staying upbeat though this wasn't helped by the absence of the fabled Fairs that it was rumored other Clans practiced. Maybe in the future, once the lands around the Rej were tamed, the

Elemental Clans would hold their own Fair, but for now, life in the Rej was cold, hard and dreary.

"I tell you, they may be part of our Clan, but they have weird ways." Jonoah ate his gruel from the wooden shell like bowl. "They're supposed to be learned men. Well, they act it. Coming in here, telling us what to do and using up our wood." He spoke about the thirty odd men who arrived earlier this month having come from the SouthEast.

Munagh, sitting around the stew pot sharpening the stone blade, spoke up, "They're setting up the Meeting House for us."

"Using our wood."

"Its the Clan's wood and the work we're doing is for the Clan, our Tribe." Munagh pointed with the sharpened stone tip towards the foundation of the Meeting House. "Once they done, we have ourselves a village."

"Villages are more than just meeting houses. Burning Rock is now being yanked out of the earth to the south. The elders speak of black clouds soon to be rising over the canopy."

Jonoah scrapped the residue from the bowl and licked it clean before continuing. Tribesmen and women went about their tasks all over the newly forming village.

Munagh continued, "Our Elders are talking about the other Clans that inhabit the Rej. We will be sending the Learned Men to"

"They're called the Engineers." Jonoah corrected him, "Something to do with the forest and the deer, I think."

"Engineers? I never heard of that before." Munagh continued to sharpen the stone blade. "Whatever, the Engineers are going to the rest of the Rej Clans and building meeting houses for them. I think the Darkhad wants to create a nation of clans in the Rej."

"One day maybe. Maybe not. Regardless, its a lot of wood being used across the Rej and not a lot of provisions coming in. For now, I'm just hoping the Darkhad and the Elders have ensured we have enough to eat."

"Jonoah, you were in charge of a large part of the food gathering for our group. We should have enough. I watched how much if it you got. So many Brattleberries."

"You're eating the last of the Brattles, Mungh. We're still getting some Bananuts, game and the occasional bird. All the slings are with the nomads, so it'll be a cold winter as well."

Jonoah and Munagh sat quietly, neither talking as they enjoyed the cracking of the empty cook fire. In the distance the sound of breaking wood and grunting could be heard as the Meeting House was erected.

[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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