Tribe News

12/810

01/811 is due

Sunday May 28,2018, 18.00 (Australian Time)

GM Messages

Research and Rules Committees

Dissolved til further notice. Thanks to those who participated.

Arrows

Can now be made from Steel, Iron, Bronze and Bone (with varying degrees of impact). Not yet in the code but I will let you know.

Using Mass Transfers auto Sheet

If you are using this sheet please include notes in your Engineering/Shipbuilding Activities that give me a heads up. Eg, if you show materials in notes and do not tell me they are in the mass transfers it is likely they will be deducted twice.

Please

1. Enter goods that are Valid Goods – eg "Stone" is and "Stones" isn't – entering the latter will not compute. Similarly, Silk Cloth and Silk. Log and Logs etc

2. Ensure there are no blank lines between valid entries.

3. Don't change the format of the sheet.

4. Enter big numbers rather than "All" of an item – a column formatted for number will not read "All" and the system will fail.

The GM will not be adjusting for typos, use of wrong code, use of invalid goods (except where invalid goods are sent to Fair, usage, traders etc), use of wrong units.

Slaves and Hirelings

Please observe limits on Slaves and Hirelings that can be bought at Fair.

 "A maximum of 100 Hirelings and 60 Slaves may be purchased in each transaction". In 811 these will be 120 and 72 respectively.

Courier units

It is now possible to create Courier units (with "c" designation) as opposed to Garrisons that are called Couriers. So when creating Couriers from now on please use this. Over time I hope to change garrisons called Couriers into Courier units.

Goods to Usage NOT required for (and should not be included in auto Transfer sheet):

1. Meeting House (wood)
2. Trading Post (wood)
3. Jetty (wood)
4. 10 Stone Walls

Goods Tribe formalised

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

A GT relationship can only be created before Activities, announced in notes/misc orders at start of turn.

 A GT relationship can only be dissolved after Activities and before Before Movement Transfers.

A particular unit may only join or leave (but not both) one GT in a turn. For example, if 0250e1 oreders 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.

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, Auction bids.
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**
11. Provs eaten

- you can absorb a unit
-

1. immediately after Activities
2. immediately after Movement

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	to and from 3263	(often at Special Hexes, Exporters/Importers* etc)
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 fond 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

 peter.rzechorzek@optusnet.com.au

Other correspondence:

peter.rzechorzek@optusnet.com.au

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

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.

Clan Ratings 12/810

123, 277, 225, 224, 363, 204, 232, 361, 218, 213,
208, 274, 243, 514, 220, 254, 255, 445, 261, 469,
308, 437, 330, 461, 530, 401, 400, 489, 299, 506,
287, 302, 456, 282, 516, 409, 405, 455, 412, 421,
478, 519, 442, 291, 500, 411, 526, 432, 472, 536,
200, 533, 085, 528, 539, 507, 521, 525, 538, 540,
541,

Clan Ratings 11/810

123, 277, 225, 224, 363, 204, 361, 232, 218, 213,
208, 274, 243, 514, 220, 255, 254, 445, 261, 469,
308, 437, 330, 461, 401, 400, 299, 506, 489, 287,
530, 302, 282, 516, 456, 405, 409, 455, 412, 478,

421, 442, 519, 500, 291, 411, 526, 432, 536, 200,
507, 533, 472, 085, 521, 539, 528, 525, 538, 540,

Auctions 01/811

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 25	Hirelings 23	Brass 200	Steel 100	Olives 100	Silk 100
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)

Auction Results 12/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 30	Slaves 25	Hirelings 30	Steel 200	Gold 20	Olives 40
Currency	(Silver)	(Silk)	(Pewter)	(Furs)	(Tea)	(Coin)
	357333	222				
	320000	201		7068		
	290000	151		1072		
	160000	80		677	2500	200
	100000	40		300	600	5
	66000	20	1221	39	457	1

Clan Ranks 09/810

085	**Private First Class**
123	**Captain**
204	**Sergeant Major**
208	**Second Lieutenant**
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
282	Lance Corporal
287	Private
291	Private First Class
299	Private First Class
302	Private First Class
308	Sergeant
330	Sergeant
361	Second Lieutenant
400	Private First Class
401	Private First Class
405	Private First Class
409	Private First Class
411	Private First Class
412	Private First Class
421	Private First Class
432	Private
437	Private
442	Private
445	Private
455	Private
456	Private
461	Private
472	Private
478	Private
489	Private
500	Private
506	Private
507	Private
514	Private
516	Private
519	Conscript
521	Conscript
525	Conscript
526	Conscript
528	Conscript
530	Conscript
533	Conscript
536	Conscript
538	Conscript
539	Conscript
540	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

Banks

0255	Blasket Bullion	Gold

Player Messages

0541 to All

Greeting! Salutations! No, No, please, no abasing yourselves before my Ghodhood! Stand up, you be embarrassing me....besides you're doing it all wrong!

I am Drak Konner Kyl Oberon, Lord, Leader, and Ghod of Clan Oberon. The free Men of the Plains, lords of the Mountain, masters of the forest, a tad seasick on anything but rivers but hey we are working on it. We are new to these lands and because of an unscrupulous guide we hired in a disreputable den of loose morals and looser damsels disdressed, we appear to be lost. Fortune have it we are on the plains, sweet plains, where Men can see to Infinity, beholding to no one...except well Me.

We come in peace! Just remember to keep the sheep penned up at night and if we do some trading, count your fingers afterwards. And oh, can we borrow a cup of sugar?

Yours in Amazement,

Drak Konner Kyl Oberon, Patriarch of Clan Oberon

Contact:

Keith B. Verret
keithverret@yahoo.com
Lafayette, Acadiana, USA

(I refuse to acknowledge most of the rest of the state of Louisiana)

0525 to All

HOORAY for Ram Mer Neith (Clan 0530). Way to show 0421 that even a "target rich environment" has teeth and bites back.

When someone says I'm coming to get you, I'm coming to get you, I'm coming to get you they shouldn't shed crocodile tears when they're attacked when they show up.

We are small, new clans and easy prey in their eyes but we won't make it easy for them. Where I come from we stand up to bullies. If we die it's with our pride intact.

Well done Ram Mer

[Research Proposals](#)