

Tribe News

03/811

04/811 is due

Sunday July 15th, 2018, 18.00 (Australian Time)

Vale

Kelvin Stevens

King Kelvin
05 806 - 03 811

Reflections

Jeff Perkins

Kelvin brought an awful lot to the game, providing an extra depth and some jeopardy.

I hope he had fun to the end.

Peter Rzechorzek

He had me bluffed when I was a player. As a GM I saw his position was perhaps not the most nuanced but he brought a larger than life character to the game that is perhaps the most recognisable in my stewardship. His departure leaves our canvas considerably less colourful.

Mark Ryan

I remember when I first introduced my brother Damien to the game probably in the early 90's. He got two other friends to join and they put some primaries into combat, made some primitive weapons and then attacked the nearest tribe which happened to be KK. Was 3 against one and i believe it ended up as a very bloody draw.

Have fun.

[GM Messages](#)

[Summer Fair](#)

Next turn.

[Garrisons](#)

These are immobile units. To establish a Garrison, the player must move a Tribe/Element/Fleet to the hex in question and then create the Garrison.

[Converting units](#)

Please note that when you convert one type of unit to another any modifiers to MV held by the original unit are not auto transferred to the new unit. I will need to be alerted if this is relevant.

[Importer/Exporter etc Records](#)

Note that I keep these records manually at this stage. So if you are using the auto transfer sheet to do deliveries and pickups (as you should) please also indicate in your misc notes the specifics of these transactions.

[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" or "dump" etc 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.

5. Try to avoid entering 0 of an item.

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 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.

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 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 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. 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. In Activities show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't. Fleets before Garrisons etc.
7. If not using auto transfer sheet 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

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

361, 123, 224, 204, 225, 277, 232, 363, 213, 218,
208, 274, 243, 514, 220, 254, 255, 261, 437, 445,
469, 308, 330, 400, 461, 530, 401, 299, 506, 489,
287, 516, 282, 302, 456, 412, 421, 409, 405, 478,
455, 519, 291, 500, 521, 526, 442, 411, 432, 539,
533, 200, 536, 472, 085, 528, 538, 541, 525, 542,
540, 543

Clan Ratings 03/811

361, 123, 224, 204, 225, 277, 363, 232, 218, 213,
274, 208, 243, 514, 220, 254, 255, 261, 445, 437,
469, 308, 330, 506, 400, 461, 401, 299, 489, 516,
530, 287, 282, 456, 302, 412, 421, 409, 405, 455,
478, 519, 500, 521, 291, 526, 442, 539, 432, 200,
533, 472, 528, 541, 540, 548, 546, 547, 538, 542,
525

Auction Results 03/811

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 30	Hirelings 23	Steel 100	Gold 20	Silk 20	Elephants 10
Currency	(Gold)	(Cotton)	(Tin)	(Coin)	(Silver)	(Diamonds)
		12000			62000	
		10000			59000	
	120	6000			26000	
	80	5002			12000	
	63	2700	1300		6000	
	25	2102	400	7	5002	11
	22	1200		1	1600	6

[Auctions 04/811](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 30	Slaves 23	Steel 100	Tea 500	Spice 50	Coffee 500
Currency	(Silver)	(Jade)	(Provs)	(Skins)	(Coffee)	(Gold)

[Clan Ranks 12/810](#)

085	Private First Class
123	Major
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 First Class
291	Lance Corporal
299	Private First Class
302	Private First Class
308	Sergeant
330	Sergeant
361	First 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 First Class
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	Private
521	Private
525	Conscript
526	Conscript
528	Conscript
530	Conscript
533	Conscript
536	Conscript
538	Conscript
539	Conscript
540	Conscript
541	Conscript

Hall of Fame

	Clan	First	Last	Rank
Andy Nicol	0277	01 800	11 809	First Lt
Chuck Berry	0204	01 800	11 809	Sergeant Major
Alan Luciak	0218	01 800	02 810	Sergeant Major
Rich Moore	0363	01 800	08 807	Sergeant
Ada Kerman	0230	10 800	01 809	Corporal

Rules Supplement

Banks

0255	Blasket Bullion	Gold
0225	Hornhacker Branch	Gold

Player Messages

0445 to All

Greetings everyone, Chief Naadam Darkhad here,

My Clan, now what I would consider a Civilization, has reached a point in its development where we've come into the ability to run a yearly event called the Luxadom Grand Caravans. The Luxadom Grand Caravans (LGC) are what amounts to a massive Player sponsored Auction. Everyone may participate and may Auction stuff off or bid on the auctions. Luxadom, one of the world's cities, offers these caravans to aid in trade throughout the world. The Grand Auction takes place month 5 of 811 and annually after that.

You may see the full rules in the Mandate.

The following is a brief rundown of the process:

1) Month 3: Luxadom (myself) contacts all the players and informs them of the upcoming Grand Caravan auction. **All interested players** may submit one Item Type and quantity of

that item that they are placing up for Auction. You must have this item type and quantity in one Unit's inventory during the Before Movement Transfer phase of Month 3/811. Email luxadom@gmail.com and include **Item Type and Quantity that you are auctioning and the Item Type that you want people to bid with for that auction, as well as the Unit's number (for example 0445e1) that will have the items on hand.**

2) Month 4: Month 4's Tribe News email will contain the master list of all Auction items, quantities and Bid Item type. Additionally, the LGC auction spreadsheet will be included.

3) Month 5: When you turn in your Orders, also email luxadom@gmail.com and the GM the filled out Auction Spreadsheet with the bids on lots you want to try and win.

4) Month 5: I will use the automated program to generate the auction winners. A report will be provided to the GM to show who bid what and who won for verification. The program will generate an AutoTransfer sheet for the GM to review and import to handle the transfers. The transfers will be Aftermovement to prevent overloading units.

5) Month 5: The Lot winners will receive the Lot. The Auctioneer Players will receive 75% of the winning bid. The NPCs will receive 20% of the winning bid. Luxadom will receive 5% of the winning bid.

Limits on Auctioning Items:

- 1) Item Type: No Population (including Slaves, Hirelings)
- 2) Item Quantity: 2 Wagon Loads or QTY 100, whichever is more.
- 3) You must have these items on hand at the start of Month 5. If your auction amount is short, you will be banned from participating in future auctions.

If you have any questions beyond what is above and what is in the mandate, please feel free to contact me at this email address.

Examples:

Clan 123 wants to auction off Iron 4000 and is accepting Silver as the Bid type.

Clan 456 wants to auction off Scaffolds 100 and is accepting Goats as the Bid type

Clan 789 wants to auction off Swords 1000 and is accepting Iron as the Bid type.

The auction would include the following lots:

Iron 4000	Scaffolds 100	Swords 800
Silver	Goats	Iron

Swords is only 800 since 800 swords is 4,000 weight while 1,000 swords exceeds the weight limit of 2 wagons.

Players would be able to bid on any / all of the auction lots, just like a normal turn auction.

Research Proposals

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