Tribe News

04/811

05/811 is due

Sunday July 29th,2018, 18.00 (Australian Time)

GM Messages

Auto Transfers

1. Hirelings.

Hirelings are now coded as people and as such are not for the time being able to be transferred through normal means (that is, as Goods). If your transfers have failed please let me know.

2. Failed Transfers

Please make sure that failed transfers are the result of GM error rather than player error before they are brought to my attention.

3. Appeal System

A proposal at this stage but unless players can see anything wrong with this I would like to implement immediately.

Players have two appeals per year (be these to do with missed Activities, missed Transfers or whatever). Where the error is found to be the GM's the player retains their two

appeals. However, if the error is player oversight, typo etc the player loses one of their appeals.

Note: errors from coding issues (eg Hirelings not transferring) are regarded as GM errors. Having said this though should the error arise from player error in presenting the spreadsheet properly this will be regarded as the use of an appeal.

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 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 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

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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 <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 04/810

361, 123, 225, 224, 204, 277, 232, 363, 208, 218,
213, 274, 243, 514, 220, 254, 255, 445, 437, 261,
506, 308, 330, 461, 469, 299, 400, 401, 489, 516,
287, 530, 302, 282, 456, 409, 405, 478, 421, 412,
455, 500, 442, 291, 519, 521, 526, 200, 539, 432,
533, 536, 472, 528, 541, 540, 542, 548, 538, 546,
547,

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

Auctions 05/811

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 30	Slaves 22	Steel 100	Iron 200	Spice 25	Opium 20
Currency	(Silver)	(Spice)	(Gold)	(Provs)	(Olives)	(Bark)

Auction Results 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)
						53
						52
	275001					38
	252000	138				36
	186000	123		5000		27
	120000	53	22523	2001		21
	100001	40	7500	1800		12
	65000	19	6500	1000		10
	20	10	2000	1000	1000	6

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**

..\..\Excel\Processing\Ranks.xls

Hall of Fame

	Clan	First	Last	Turns
Alan Luciak	0218	01 800	02 810	122
Andy Nicol	0277	01 800	11 809	119
Chuck Berry	0204	01 800	11 809	119
Ada Kerman	0230	10 800	01 809	99
Rich Moore	0363	01 800	08 807	92

| Kelvin Stevens | 0085 | 05 806 | 03 811 | 58 | Have Fun! |

Rules Supplement

Banks

| 0255 | Blasket Bullion | Gold |
| 0225 | Hornhacker Branch | Gold |

Player Messages

Research Proposals