Tribe News

06/811

07/811 is due

Sunday August 26,2018, 18.00 (Australian Time)

Player Stories

0299 to All

   The CSO paused by the door to the hut of The Senior Administrator and adjusted his attire, making sure he was presentable before knocking. Satisfied his rather unimpressive badge of office was correctly aligned the CSO sighed, he had enjoyed being Temporary Administrator 3 but after eighteen months in what was now clearly a permanent position, the word 'temporary' was sounding out of place. The meeting held to decide the new title had gone on for hours before the group of 'rabbits', as the general population had named the burgeoning administration staff, finally decided on their new title as being 'Committee Support Officer'.

   Upon being beckoned by The Senior Administrator the CSO entered the hut and positioned himself on the genuflexion rug and waited until he was told to stand. Before the CSO could speak however the expression upon The Senior Administrator's face as he looked from his underling and over to the 'Goats in Trees' calendar quickly told the inferior official that something was wrong. Following the gaze of The Senior Administrator the CSO regarded the 'Goat of the Month' for Midfall, which happened to be 'Margrot', a *toggenburg* of an acceptable medium brown coat, before the CSO realised his mistake.

   Two minutes later the CSO returned to The Senior Administrator's hut, gone was his *kepi* now to be replaced by a rather mangy *ushanka*. Suitably attired he returned to the genuflexion rug.

"Oh Great Re-Arranger of the Clan Furniture, Keeper and Guardian of the Perennial Aspidistra, He who Sees All, Hears All and Knows All, Representative of the Most Glorious Mistress Baas our Queen, Wise Senior Administrator of our Clan…"

"Speak," The Senior Administrator cut short the prolonged, though technically accurate, greeting all his staff were expected to use whenever they spoke to him.

"Senior Administrator," the CSO paused, "Elliet, High Priest(ess) of Arboriana has made a request to speak with you on a most urgent matter."

"What does that cross-dressing midget want now?" The Senior Administrator put down his Eagle Claw quill pen with such force upon the Cocobolo topped desk that it caused the 1/128th scale model of the proposed bridge crossing of the River Radniss to move and so take on an even more precarious appearance. "Not another petition written out on woven nettles I hope?"

"Not this time Senior Administrator," as he spoke the CSO rubbed the palm of his hand, though the tingling sensation had long gone, the memory of the much stung fingers remained, "the High Priest(ess) brings a warning about the 'rape of the natural world'."

"I thought I had made it quite clear, with the aid of three-colour pie charts I might add, that his concerns about deforestation around Combe Tarka were completely unfounded?"

"No Sire," the CSO took a deep breath, "this time (s)he brings a warning about the planned advancement to bring the tribe's Hunting skill up to 10."

"A fine project, one that should it come to fruition would feed the whole tribe for a year with just two month's hunting." The Senior Administrator smiled, "Which would leave people free to carry out some of the many beautification programs the Holy Queen has ordered."

"So what should I tell him/her?"

"Tell him to go back to his tree hugging."

"(S)he did mention the Holy Queen had asked him/her to speak with you."

The Senior Administrator fixed his CSO with a scowl before reluctantly instructing his favoured underling to show the visitor in.

To the sound of sniffles, plaintive sobs as well as the rustle and creak of corseted silk, the High Priest(ess) of Arboriana entered the room, his/her cheeks streaked with black charcoal that had run from his/her mascara adorned eyes. Dropping into the smaller than usual chair that had been especially set for him/her, Elliet gave a huge sigh, then sobbed again as the yards of almost black imported silk s/he wore, settled about him/her. When the Hoopers had made contact with the Khemeri and the trade envoys had returned from Angkor with tales of fashions there, Elliet had quickly adopted the *sampot* as his/her own. Unfortunately with his/her short legs Elliet was not suited to the latest fashion and s/he had reverted to the style of attire favoured by the Holy Virgin Queen. Adjusting the tight, almost black, silk corset squeezed his/her non-existent breasts into a non-existent cleavage, Elliet sighed again.

"What is this about?" The Senior Administrator got straight to the point.

"It is the hunting that takes place in Arboriana's Verdant Forest."

"This is not your trouble with the predictability of the hunting returns conflicting with you tired notion that there is some 'Supreme Being' dictating our actions is it?"

"No," Elliet's sobs eased slightly, "I have reconciled that dilemma with the understanding that if Arboriana were controlling things such that if your hunting returns were subject to random factors that would demonstrate She existed and the belief of the common folk of the tribe would be lost. It is obvious that Arboriana sets your hunting returns in such a

fashion She is clearly not involved, thus ensuring the people continue to believe in her, despite your most recent dismissal."

"Seriously?" The Senior Administrator could see so many holes in the argument put forward by the High Preist(ess) but was in no mood for yet another mind-numbing theological debate and so elected not to pursue the matter and instead made his own point. "Do you now understand the beauty in the fact we can predict down to the ounce the quantity of Provs each hunter will return with, according to his skill, the implement, the terrain and the weather?"

There was a pause as Elliet began sobbing, though technically s/he had not stopped since arriving. Sensing a lull in the exchange the CSO spoke up.

"On that point, may I ask Sire, why we do not use the metric system of measurement like the other progressive tribes of the region?" The CSO paused, "Is it because the Engineers can only cope with the length of walls being measured in yards, their height in feet and the weight of the stones in pounds?"

The Senior Administrator looked at the CSO, the one he loved, and held back his immediate response to soften his reply however the High Priest(ess) of Arboriana spoke first.

"Note quite young one," Elliet said with a forced smile that made the CSO feel unwell, "understand this, The Holy Virgin Queen still aspires to the title of 'Empress', it naturally follows that she would require an imperial system be used throughout her empire."

For once The Senior Administrator was in agreement with the High Priest(ess) and as the point had been made he let this matter drop, though it was Elliet that spoke next, directing his words to The Senior Administrator.

"Should this unholy scheme progress and the tribe acquires Hunt 10, do you realise the devastating effect upon the ecosystem of 5,000 Hunters equipped with 25,000 Traps?"

"Yes," The Senior Administrator replied coldly, "it would return 292,050 Provs per year, adjusted for the moderate climate that affects Winterbourne Fenris."

"Perhaps this would mean more of the delicious Mountain Gorilla fricassee the cooks prepared last month?" The CSO interjected.

"Possibly," The Senior Administrator fixed his favourite CSO with a hard stare, "I had to settle for the Giant Panda burgers."

"I understand they were the best the cooks had ever produced?" The CSO replied sheepishly.

"That's the same as 73,000 Goats!" The High Priest(ess) suddenly declared having been quiet a few seconds in which s/he calculated the figure.

"73,012 to be accurate." The Senior Administrator returned to the conversation.

"But Arboriana could not possibly replenish such a weighty toll."

"Yet she does, without fail." The Senior Administrator paused, "It is for this reason, that hunting brings in not only such a large return, but in such predictable quantities, that the Bakers cite as the reason why they have not made any request for the construction of a Bakery at Winterbourne Fenris."

"So your mind is set?"

"It is."

"Well, we'll just see about that!" In a flurry of black silk the High Preis(ess) of Arboriana got up from the low chair and stormed off to towards the door, as s/he turned to make some parting remark The Senior Administrator spoke first.

"If you wish to bring about change my dearest Elliet, pray to your goddess and urge her to dabble in the affairs of mortals. Only when she sets limits on the apparently infinite bounty her forests return, will we consider the alternatives."

　　　With gritted teeth the High Priest(ess) stifled an expletive laced response, slamming the door as s/he went, s/he was gone.

"Far be it for me to questions your motives," the CSO spoke once the sound of Elliet's departure was gone, "but was that a wise move?"

"Doing what?"

"Tempting fate, by speaking so blithely of the Gods like that."

"There are no gods," The Senior Administrator sighed with a slight smile, for all the progress his favoured apprentice had made in the last two years the youth still had a great deal to learn, "we dismissed them all last year, did you not get the memo?"

GM Messages

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.

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

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. 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.

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 <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 06/810

361, 204, 225, 123, 224, 277, 232, 363, 208, 213,
274, 243, 514, 218, 255, 220, 254, 437, 445, 506,
261, 330, 530, 308, 461, 299, 401, 400, 469, 287,
489, 456, 282, 302, 409, 405, 478, 421, 516, 412,
455, 500, 442, 291, 519, 200, 539, 521, 432, 526,
533, 536, 528, 472, 541, 540, 538, 548, 507

Auctions 07/811

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 32	Inactives 23	Spice 20	Steel 200	Olives 100	Silk 100
Currency	(Horses)	(Diamonds)	(Brass)	(Gold)	(Spice)	(Frankincense)

Auction Results 06/811

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 32	Slaves 23	Steel 100	Lead 200	Gold 20	Diamonds 10
Currency	(Gold)	(Iron)	(Provs)	(Furs)	(Tea)	(Silver)
						60419
	37	17000	40000	55	875	55000
	26	13000	25026	39	651	30000
	5	1400	2000	37	410	3000

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