

Tribe News

10/811

11/811 is due

Sunday October 21, 2018, 18.00 (Australian Time)

GM Messages

Email Address for Tribe Net Orders

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Other correspondence:

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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 09/811

361, 204, 225, 123, 277, 224, 232, 208, 213, 274,
363, 243, 514, 218, 255, 254, 220, 445, 437, 506,
261, 330, 299, 308, 461, 401, 400, 287, 456, 282,
516, 530, 489, 469, 302, 478, 421, 409, 405, 412,
455, 442, 200, 519, 500, 526, 539, 533, 432, 521,
528, 540, 472, 541, 507, 536, 538, 551, 549, 552,

Clan Ratings 10/811

361, 204, 123, 225, 224, 277, 363, 232, 213, 208,
274, 243, 514, 437, 255, 218, 445, 254, 220, 299,
261, 506, 308, 330, 401, 461, 455, 456, 400, 287,
282, 530, 412, 489, 409, 302, 421, 478, 405, 442,

469, 516, 200, 519, 500, 533, 526, 539, 521, 432,
 540, 472, 528, 536, 507, 541, 538, 549,

[Auctions 11/811](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 34	Slaves 24	Elephants 10	Iron 200	Pearls 20	Opium 20
Currency	(Silver)	(Gold)	(Coin)	(Provs)	(Olives)	(Spice)

[Auction Results 10/811](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 24	Slaves 23	Steel 100	Tin 200	Spice 40	Jade 10
Currency	(Silver)	(Jade)	(Brass)	(Skins)	(Fodder)	(Grain)
	341550					
	325489					
	240001					75002
	85000					26700
	61000	91		900	108411	22000
	50000	62	800	772	32000	3000
	18000	46	200	110	22000	1000

[Clan Ranks 06/811](#)

123	Major
204	Second Lieutenant
208	Second Lieutenant
213	Second Lieutenant
218	Sergeant Major

220	Sergeant
224	First Lieutenant
225	Major
232	Sergeant Major
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Corporal
282	Lance Corporal
287	Private First Class
291	Lance Corporal
299	Lance Corporal
302	Lance Corporal
308	Sergeant
330	Sergeant
361	First Lieutenant
400	Lance Corporal
401	Lance Corporal
405	Lance Corporal
409	Private First Class
411	Private First Class
412	Private First Class
421	Lance Corporal
432	Private First Class
437	Private First Class
442	Private First Class
445	Private First Class
455	Private First Class
456	Private First Class
461	Private First Class
472	Private
478	Private
489	Private
500	Private
506	Private
507	Private
514	Private
516	Private
519	Private
521	Private
526	Private
528	Private
530	Private
533	Conscript
536	Conscript

538

Conscript

539

Conscript

540

Conscript

541

Conscript

548

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

0225	Hornhacker Branch	Gold
0255	Blasket Bullion	Gold
0361	Shanghai	Olives

Player Messages

Anon to All

The Only Two Trustworthy Fellows In The Whole of Tribania

General Garcia puffed on his thick, Bakersan cigar, leaned back and tapped it on the crystal ashtray next to him.

"Generale Setra, I might be more mindful to listen to you were your corner of Tribania not over run so early and so often."

Setra smiled and accepted an open bottle from the Butler, poured for himself and passed the bottle over.

'General, after all these years can we not dispense with formal titles? Call me Mardosa. It's true that Tribania tends to suffer in the scenarios we run but don't confuse that with ignorance. "

Taking the bottle, the General peered at the label.

"Quouro Valley again, Mardosa? Thank you. You're a man for tradition and I respect that. I enjoy our little meetings at the Traveller's Rest. I would never call you ignorant. You know too much about defeat to be considered ignorant. "

"Brune, I'm not sure you understand my strategy. We play and play and yes, my country loses a lot but the only time it matters is when real life troops are marching. I learn a great deal from how my rivals conduct themselves in victory and it makes it sweeter when events conspire to with strategy to deliver a rare win."

Brune filled his glass while Mardosa spoke, and raised his glass to his friend when he finished speaking.

"To unexpected victories --- I'll drink to that."

Mardosa gestured his glass in Brune's direction. "Salut! Tell me, Brune, to what do you attribute your success?"

Brune eyed Mardosa carefully, and thought for a moment.

"Communication, my friend. One must always keep lines of dialogue active. It helps that I'm not Catsgill, course, but the most important thing is open, regular and persistent communication. "

Mardosa sipped his drink most carefully, ensuring the dark stained alcohol never touched his lips.

"You do like to talk Brune, I'll give you that. The world is a funny place. You are glad to not be Catsgill. They're too unpredictable, all that monkeying around, you never know if they're with you or against you. Catsgill would never want to be Plenf. Plenf has competent military leadership but is disorganized domestically. Plenf doesn't want to be Tribania and I I am happy I am not Dasq. The world is full of people who think themselves superior to someone else or, in your case, everybody else."

Brune exhaled a thick cloud of smoke and laughed, heartily. "It's really not my fault, Mardosa. God is an Fistrelleman, after all. Now why is it you would not want to be Dasq?"

"I think The Papal Mother might have an opinion on that subject," Mardosa gleefully continued, "but I've never really cared for religion myself. To think of Dasq --- Dasq always has options because it is central, but it always seems to get wrapped up in other people's problems. I prefer to stay one step away from that type of drama."

"I feel the same about Minqallery. I've seen you dragged into their troubles on more than one occasion, in the same way Pin Pin always tries to get me involved in whatever trouble they've caused this time. I've no desire to get drawn into their battle for the south seas but I'll trade maps with them"

"I think I see where you're going with this conversation, Brune. Who better than a Tribanian to understand the mind of Niccolo?"

Brune huffed a little, unconvincingly. "I surely have no idea what you're talking about. Where is it that you suppose I am taking you?"

"I spoke a little of Catsgill, Plenf and Dasq and my lack of affection for them must have been evident. You made sure to remind me of Minqallery's troubles and of Pin Pin's meddling. I must have an ally, and who is left to work with?"

"An interesting analysis, Mardosa, and not at all what I had in mind." Brune paused long enough to take a deep, slow drag on his cigar. "Now that you mention it, it does seem as though we might be the only two trusty fellows in the whole of Tribania."

"I knew it," roared Mardosa, "I knew that's what you were going to say. Yes, of course I'll be your ally. You can rely on me." Mardosa seemed genuinely delighted by the possibility.

Brune was intrigued by this turn of events, and the surprising possibilities that had emerged from this misunderstanding. "You may be on to something here Mardosa. It's important to have one strong ally whom you know you can trust. " Brune stubbed out his half-finished cigar. " Very well, let's shake on it."

Gladly clasping the extended hand, Mardosa shook vigorously and enthusiastically. They exchanged pleasantries and said goodnight, hurrying out to confer with their strategists. Each seemed sincere and yet both walked away wondering who would betray the other first.

The Butler, ignored throughout the evening, shook his head. He thought he had seen it all but this pair were the most unexpected of bedfellows. They quite deserve each other, he thought and grimaced at the thought of such ancient and bloodied hands combining.

0361 to All

And Shrinudar was a Happy Man

Shrinudar was a most disgruntled man. The shame of an enemy raiding his lands. Chasing the enemy fruitlessly across the plains. Never catching the enemy. Seeing only the devastation the enemy leaves behind. Though Shrinudar was not a leader who chose where to seek the raiders or a scout ranging out to locate the raiders, he still burned with shame. The shame of warrior who cannot protect his clan.

Shrinudar is a most accomplished warrior. He is admired for his mastery of many weapons, his horsemanship, and most of all, his bravery. He is praised for his talent in training young men and molding them into skilled and valiant warriors. He is recognized for his cool head and calm judgements, allowing him to lead those that follow him safely through even desperate battles. In short, Shrinudar was what would be known in future armies as a master sergeant. Yet of all this is worthless when a warrior cannot protect his clan.

Shrinudar realized that task facing them was well nigh impossible. The plains and lowlands of Western Mangalia are vast. In a month's travel, mounted raiders could travel many scores of leagues across the lands. Finding the raiders in the vast lands of Western Mangalia is not a matter of skill, but rather one of luck. And the Gods of Fate had not smiled upon Shrinudar and his fellow Acomon warriors, leaving Shrinudar and his fellow warriors wearing the mantle of shame, the only garment permitted to a warrior who cannot protect his clan.

Though burning with ever increasing shame, Shrinudar and the other Acomon warriors did not despair. Their shame simply strengthened their desire to find the raiders. They

marched tirelessly, taking turns sleeping tied in their saddles while others lead their mounts. No time to spare to hunt fresh meat. Subsisting solely on jerky and dried pemmican. Yet even with these redoubled efforts, they remained shamed warriors who cannot protect their clan.

Finally, after many months, welcome news. Seven bands of scouts returned with nothing. Then the eighth and final band returned, ululating as they rode in. "The raiders, the raiders, we have scouted them, follow us!"

Shrinadar was among the first to follow the scouts. The rest of the Acomon warriors were but seconds behind.

The raiders were not small. There numbered many hundreds with a force of a hundred warriors defending them. But in comparison the Acomon war band was vast, over 700 warriors striking down upon the raiders. The first rank of Acomon warriors (all archers) swept the hundred defenders away, leaving Shrinadar and the warriors following to shackle up the prisoners and gather up the loot.

Shrinadar insured that this was done properly. The prisoners were not beaten or abused. If one was slow in offering up his wrists for shackling, he might be prodded with the haft of a spear, but nothing more than this. And all the loot was fully collected to be divided by clan custom, not grabbed by the first warriors to arrive. Once the prisoners were shackled and loot collected, a strange thing happened. Shrinadar could not help himself. A smile spread across his weary face. And Shrinadar was a Happy Man.

[Older Material](#)

[Payment using Transferwise](#)

0255 to All

We here in the States have recently been hit with a \$5.99 fee for international transfers. Before that change, transfers between friends were free. You could only do this truthfully if you consider Peter to be your friend.

The first reaction among the US chiefs was for several players to bundle their payment so that the fee was shared among several players. That worked well but it requires some coordination and someone willing to herd the cats to get it done.

I've found another option that I'm going to be using. It is a service called Transferwise. They only do bank-to-bank transfers and have lower fees for transfers up to \$790. After that, PayPal's flat rate is cheaper. The rate for transfers with Transferwise is \$1.25 + 0.6%.

To get started you have to first create an account. It is simple, you just pick a user name and password or log in with your Google or Facebook account. I chose to use my Google account.

Next you'll need to enter your bank information and some personal information. With that done you can find a recipient and start sending money.

When I tested this with a transfer I had to enter Peter's bank information and his home address. By the time you read this Peter should have set his bank account as his default. That will enable you to find him in the system thru his email address.

When you make your first transfer be sure to select the correct currencies. For me that is USD and AUD on Peter's end. You will see the amount you are sending, the fees that will be charged, and the amount that Peter will receive.

Once you initiate the transfer it will take a couple of days to make the trip. I don't know why.

Transferwise is a reputable company based in the UK where it is governed under the same laws as UK banks.

I'm going to be using Transferwise for my transfers to Peter. Give it a try if you think it will work for you.

transferwise.com/u/davids3412

To transfer funds to Peter enter:

peter.rzechorzek@optusnet.com.au

Garrisons

These are immobile units - if you are still moving them around please convert them to Elements or Couriers.

Auto Transfer sheet

Please note that if you show materials used in Eng works in normal Orders and in the Transfer sheet they will likely be deducted twice. The auto sheet is best (to 1263) and show "transfers in auto sheet" next to Eng works in Orders.

Couriers

If your Couriers have made multiple runs and you are due for MV bonuses please monitor the MV and let me know in cases where you are falling short.

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

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.

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