

# ***Tribe News***

***04/812***

05/812 is due

Sunday January 20, 2019, 18.00 (Australian Time)

[GM Messages](#)

### Can a Player run more than one Clan?

In another forum I have been implicitly asked if it is permissible for a player to run more than one Clan. The short answer is "no". However, the presence of Hydra Clans has added some complexity to this response.

The original idea of Hydra Clans was to enable totally new players to work with an experienced player to get a feel for how the game runs - with a view to taking over their own Clan when the time came or deciding that TN is not for them. One of these was set up (O200) with three present TN players to trial the idea. It is possible that in the future new players may be introduced to the game via this mechanism.

The other use of the Hydra Clan is to enable geo-political continuity if a significant position is dropped. In all cases of Hydras they are run by multiple and not single players.

If a player needs to a break from the game with the intention of returning at a later time, perhaps due to health, finance, travel, work etc an individual may run a caretaker type position looking after the Clan in the interim. Caretaker Clans are different to Hydras in so far as they run for limited duration (the period during which the owner is away) and are reviewed from time to time. Players who run caretaker Clans may not also be involved in Hydra Clans. In short then, in addition to your primary Clan, a player may have a hand in at most one other Clan, be it Caretaker or Hydra - and this is done through GM invitation.

My intention is to publish the Clan numbers of Hydras and the players that are running them in the next addition of Tribe News.

### Auto Transfers sheet

Please do not leave fields blank.

### Email Address for Tribe Net Orders

[peter.rzechorzek@optusnet.com.au](mailto:peter.rzechorzek@optusnet.com.au)

### Other correspondence:

[peter.rzechorzek@optusnet.com.au](mailto:peter.rzechorzek@optusnet.com.au)

### Emergencies

[tribenetPBEM@gmail.com](mailto: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 03/812

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

528, 507, 538, 521, 472, 541, 552, 553, 554, 555,

[Clan Ratings 04/812](#)

[Auctions 05/812](#)

| 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 04/812](#)

| Lot #    | Lot 1       | Lot 2        | Lot 3     | Lot 4   | Lot 5    | Lot 6        |
|----------|-------------|--------------|-----------|---------|----------|--------------|
| Items    | Warriors 32 | Inactives 23 | Steel 100 | Gold 20 | Silk 20  | Elephants 10 |
| Currency | (Gold)      | (Cotton)     | (Tin)     | (Coin)  | (Silver) | (Diamonds)   |
|          |             | 21001        |           | 36      | 111121   |              |
|          | 71          | 6000         | 1500      | 22      | 105000   | 8            |
|          | 41          | 3001         | 750       | 21      | 10005    | 7            |
|          | 15          | 600          | 500       | 3       | 300      | 4            |

[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        | Gold   |
| 0255 | Blasket Bullion   | Gold   |
| 0361 | Shanghai          | Olives |
| 0274 | Conrad's Crossing | Silk   |

### Player Messages

**0400 to All**

**Who will host the 813 Tribal Games?**

Three bids were submitted to host the 913 Tribal Games.

539 Clan Ash      "We have scenic views, good food and fresh mountain air."

455 Elemental

400 Gwerin Coch      A manifesto has been widely circulated.

Voting ends 23:30 GMT Sunday 27th January

Any queries to [jerryelsmore@blueyonder.co.uk](mailto:jerryelsmore@blueyonder.co.uk)

## 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](https://transferwise.com/u/davids3412)

To transfer funds to Peter enter:

[peter.rzechorzek@optusnet.com.au](mailto: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 - <b>but NOT</b> 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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