Tribe News

05/812

GM Messages

Stories

To further enculturate TribeNet the monthly short story has been resurrected. Each (TN) month your stories will be published in Tribe News. Two stories will be selected (randomly) to receive 15 Actives each. Subsequent selections will ensure a fair distribution of recipients over the months. There are no specific criteria but anything that adds some depth and vitality to your Clan, its Chieftan or the lands you live in is welcome. It goes without saying that anything that gives the GM a laugh will be well received. Meeting all of these requirements and more, I draw your attention to an essay written may years ago by a player who responded to a similar request with "PRAIRIE/ PRAIRIE/ PRAIRIE/ PRAIRIE/ PRAIRIE/ PRAIRIE/" – however this was written under the stewardship of a GM (now living in the USA) with a much crueller sense of humour than mine.

Jones's Raiders

Rumours continue to spread regarding the activities of Jones's raiders. The most persistent of these is that they target poorly defended excavation sites with some reports coming in that up to 50% of the artefacts held at these sites are looted. Apparently a "fee" of 20 Gold will keep the raiders away from your site for a year but a cheaper alternative is to assign at least 10 mounted Warriors with decent weapons to keeping your site secure. At this stage the raiders do not seem interested in units transporting artefacts though how long this will last is anyone's guess. Nor do they appear to be aware that some of the ruins contain hidden Tombs – but this would only be a matter of time. Trier is known to be assembling a task force to eliminate the problem but one has

to wonder at Shanghai's sudden interest in commissioning a Museum – though this is another rumour in the mill. Chieves are urged to take individual responsibility and be vigilant as the raiders appear to be in a number of locations.

Horse Bows

If you have them you can use them. No research required.

MEF

MEF removed for Ocean fishing

812 Tribal Games Programme

Six hundred and sixty four Entrants from twenty-eight Clans have arrived in Seagate for the 812 Tribal Game, hosted by The Fjallvordr.
Teams from the nearby towns of Lazar, Britonia and Babylon have joined experienced competitors from Trier, Greenham, Ludgunum and Shanghai where needed to make up the numbers to ensure heats are filled evenly and knock-outs run smoothly.
The results of the knock-outs rounds and heats will be sent to participating Clans by e-mail and posted on the TribeNet Pbem Facebook page over the next ten days.*
Details of the full results for each Event will be distributed with the Tribe News for 06 812 when the winners of the Bronze, Silver and Gold Cups for the 812 Tribal Games and the Host Clan for the 813 Tribal Games will also be announced.

*Any Clan who did not enter but wishes to receive these, please
email jerryelsmore@bluyonder.co.uk

Luxadom Grand Caravan:

Thank you to everyone who participated in the Luxadom Grand Caravan. We had 28 lots and we had bids from 29 Clans. There was overlap and new clans that bid but didn't auction stuff off and there were clans that auctioned off an item but didn't bid. I believe that for the most part, everyone who auctioned something off will be satisfied with the winning bid.

If you see a Lot type or a Bid type that you are looking for, email 0445tribe@gmail.com, and I'll see if we can't get you access to someone who can assist with supplying you.

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Ivory 35	Flour	Gold 150	Scaffold 100	Chisel 250	Hive 59
Currency	(Silver)	(Pick)	(Spice)	(Tea)	(Ivory)	(Frankicense)
	150000	210	507	750	50	152
	111222	201	182	200	10	2
	100001	150	98			
	30001	100	60			
	17599	100	52			
	15001	63	51			
	8001	13	34			
	5489	10	22			
	5001		21			

	5000		14		
	3550		9		
	3500		7		
	1800		5		
	1001		1		
	1001				
	500				

Lot #	Lot 7	Lot 8	Lot 9	Lot 10	Lot 11	Lot 12
Items	Elephant 50	Elephant 50	Spice 15	Diamond 300	Wheelbarrow 50	Elephant 25
Currency	(Diamond)	(Sugar)	(Goat)	(Provs)	(Tea)	(Jade)
	200	80000	2001	101501	2105	100
	44	9037	1500	40501	1001	44
	9	5254	1000	40000		10
	8	3995	643	30000		8
	2	516	526	22873		8
	2		412	21001		
			200	18659		
			170	15767		
			150	15000		
			77	11049		
			50	11001		
			16	8001		
				5000		
				5000		
				5000		
				4000		
				2000		
				1500		
				600		

Lot #	Lot 13	Lot 14	Lot 15	Lot 16	Lot 17	Lot 18
Items	Scaffold 100	Lead Ore 4000	Rum (Barrel)	Whip 853	Bone Axe	Sword 300
Currency	(Gold)	(Frankicense)	(Sword)	(Ivory)	(Provs)	(Sugar)
	71	120	250	27	10000	20000
	55	2	160		640	5005
	51		100		502	4254
	40		100		500	3000
	40		81		500	930
	38		55		345	
	32		33		320	
	22		5		250	
	20		1		170	
	10				170	
	10				17	
	8				5	
	3					
	2					

Lot #	Lot 19	Lot 20	Lot 21	Lot 22	Lot 23	Lot 24
Items	Pick 500	Opium 50	Iron 4000	Elephant 10	Lead Ore 4000	Frankincense

						80
Currency	(Zinc Ore)	(Silver)	(Hive)	(Pick)	(Silver)	(Trap)
	6001	251733	30	211	50000	2422
	5400	200001	27	150	20000	2000
	850	100000	23	136	16007	1367
		50000	21	131	12000	1000
		30000	16	100	9050	968
		25000	14	100	8001	600
		20000	11	90	5489	400
		19001	9	55	3201	354
		10164	9	50	2000	336
		10001	8	14	1000	
		10000	3	10	1000	
		5489	2		900	
		1001	2		501	
		1001				
		1000				
		999				
		775				
		119				

Lot #	Lot 25	Lot 26	Lot 27	Lot 28		
Items	Salt 2000	Gold 100	Iron 500	Hammer Mill		
Currency	(Provs)	Frankicense	(Dog)	(Ore Cart)		
	26086	401	28	30		
	12518	200	25	15		
	10000	70	24	2		
	6000	2	10	2		
	5000					
	4000					
	2001					
	1500					
	1000					
	501					
	500					
	500					

Auto Transfers sheet

Please do not leave fields blank.

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 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 05/812

123, 361, 277, 204, 225, 224, 363, 208, 232, 213,
243, 218, 274, 514, 445, 437, 255, 254, 220, 308,
506, 299, 330, 261, 401, 455, 461, 282, 478, 287,
456, 409, 530, 526, 469, 489, 412, 400, 405, 302,
442, 516, 500, 538, 421, 521, 536, 519, 539, 200,
533, 432, 507, 540, 528, 472, 552, 555, 556, 557,

Auction Results 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)	
	350007					40000	
	240000					17000	
	121117					3000	
	116000		71			1801	
	80000	100	51			1500	
	57630	77	21			1002	
	50000	51	15	10000		914	
	15000	22	9	2000	21	700	
	5489	10	6	120	11	42	

Auctions 06/812

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)

Hydras

	Run by	Status
0200	0409, 0445, 0456	trial position
0277	0213, 0361, 0506	old position
0469	0287, 0421	old position

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

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.