

02/808 is due

Sunday 11th December 2016 18.00 (Australian Time)

## **GM Messages**

## Meeting House and Village

Any time a Meeting House is Constructed please consider a NAME for that Village.

## Special Hexes

If you have a unit on one of these hexes and are asking for details please make sure you quote the unit numbers.

## Orders Template

Newer players should ask for a slightly more detailed version once they are a few turns in.

## Naval Movement

There is a module bug that sometimes allows Fleets to move through 1 hex wide peninsulas - the module allows this (and sometimes I miss it) - if this happens it happens - but I also rely on players who are familiar with the terrain to not do this deliberately. There are other spots where Fleets might loop and essentially go nowhere. These situations should be seen as par for the course when you are sailing into unknown terrain (historically,

unchartered sea exploration was very dangerous). The bottom line is that you should sort these things out for yourself rather than alerting the GM to the fact that you did not move as intended. When you traverse the same waters a second time you should be able to construct Orders that bypass these problems.

#### **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 AdmO). 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

peter.rzechorzek@optusnet.com.au

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.

## Contributions to Facebook/TribeNews

Contributors will earn 2 gold or 2 Jade per story and 1 per picture/image. No more than one or the other per turn.

## Clan Ratings 12/807

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225, 224, 361, 277, 123, 213, 363, 208, 218, 204, 232, 220, 243, 254, 274, 255, 261, 308, 330, 230, 299, 281, 302, 401, 408, 287, 469, 426, 478, 455, 282, 474, 437, 405, 291, 411, 412, 406, 400, 441, 409, 442, 444, 421, 456, 085, 453, 463, 414, 467, 430, 461, 462, 479, 490, 491, 487, 466, 489, 432, 458, 481, 472, 476, 473, 484, 485, 470, 477
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## Clan Ratings 01/808

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225, 224, 361, 277, 123, 213, 363, 208, 218, 204, 232, 220, 243, 254, 274, 255, 308, 261, 330, 230, 469, 281, 299, 302, 401, 287, 408, 426, 474, 455, 282, 478, 411, 437, 405, 291, 412, 400, 442, 441, 409, 406, 444, 456, 453, 085, 463, 467, 421, 430, 414, 461, 462, 487, 466, 491, 432, 472, 481, 489, 473, 484, 470, 485, 477, 445,
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# Auction Results 01/808

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 19	Hirelings 13	Brass 200	Steel 100	Olives 100	Silk 50
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)
	46	2	250	8060	25	5
	44		225	5000	13	2
	38		200	400	9	
	8			11	8	
	5				2	

## Auctions 02/808

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items V	Warriors 20	Slaves 13	Diamonds 20	Gold 20	China 20	Special
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)

## Clan Ranks 12/807

85	Conscript
123	First Lieutenant
204	Sergeant
208	Sergeant
213	First Sergeant
218	First Sergeant
220	Corporal
224	Second Lieutenant
225	First Lieutenant
230	Lance Corporal
232	Corporal
243	<b>Private First Class</b>
254	<b>Private First Class</b>
255	<b>Private First Class</b>

261	<b>Private First Class</b>
274	Private
277	Sergeant Major
281	Private
282	Private
287	Conscript
291	Private
299	Conscript
302	Conscript
308	Lance Corporal
330	Lance Corporal
361	Sergeant Major
363	Sergeant
400	Conscript
401	Conscript
405	Conscript
408	Conscript
409	Conscript
411	Conscript
412	Conscript
414	Conscript
421	Conscript
426	Conscript
430	Conscript
432	Conscript
437	Conscript
441	Conscript
442	Conscript
444	Conscript
445	Conscript
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484	Conscript
485	Conscript
486	Conscript
487	Conscript

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

#### Hall of Fame

	Clan	Start	End	Rank
Rich Moore Sergeant	0363	01 800	08 807	

# Player Messages

#### 0437 to All

Osman looked out at the people gathered, glaring at each other.

"Isn't that what we have engineers to work out? Tell me, Ergut, why are they bothering me?"

"Apparently, there are alternatives, Chief. And they want you to settle the arguments."

"Very well, let them in and we will see what they have to say."

The petitioners filed into the meeting hall, shuffling a little as no-one was entirely used to meeting inside a building yet.

First up was one of the foresters,

"As you know, O mighty Osman, we have now progressed greatly in the art of gathering logs, such as those used to make this very meeting house. No building made from our logs has ever fallen down, and it is right and proper that we continue to build in wood for all time. And we now have these handy adze that you bought us, so that we can gather even more logs to build all everything you might desire, including walls for our villages."

<sup>&</sup>quot;What is it this time, Ergut?"

<sup>&</sup>quot;Mighty Osman, it is a dispute over the proper materials to use for building."

Next was one of the stone masons.

"Mighty Osman, wood was alright to get ourselves started, but now we have access to a better, stronger building material."

Four masons brought forward a large block of stone, carried with considerable effort. "This stone, brought forth from the earth, is the bones with which Earth Mother builds the world, from the loftiest mountain to the smallest hill. With this stone, we can make buildings that are stronger and higher. Walls of stone will never be defeated!"

Osman turned to his lead engineer "Well Ozil, your engineers have been successful so far building with wood and I hear congratulations are in order because you have solved that Shipyard problem. What do you say about this stone?"

"Mighty chief, we believe that with some work we could build most things with either material. Some things will be easier done with wood and others with stone. But I would like to put forward a variation we have developed."

He waved forward 2 of his colleagues, carrying a pallet with 12 blocks of red fired clay. "We call these 'bricks', my lord. Four of them can replace a stone in any building. And we can make them right here out of clay from the river and straw from the fields, fired by the black rock the Elementals call coal and are supplying from their mine. These 12 are prototypes we made with just 2 lbs of clay, 1 load (or 10 lbs) of fodder and less than half a pound of coal. We estimate every 10 people will make 1200 bricks a month, far more than the stones they could dig out of a quarry."

"Excellent idea, Ozil. And they look much lighter to transport as well."

"No!" the stonemason yelled. "You must not disrespect the Earth Mother. If 4 bricks are to replace a true stone, it must be treated as a stone for all purposes. You must even call them stone. Otherwise the Earth Mother will be angered and all our buildings will fail."

The engineers carrying the 12 bricks suddenly dropped the pallet as the now 300lb weight of the 12 bricks overwhelmed them.

"Pity," said Osman. "Still, even if they are full weight, being able to make them easily in large numbers is a great advantage. We will proceed with all three: wood, stone and bricks. The engineers will use wood or stone when it is best suited to each purpose. I do particularly like the idea of stone walls - make it happen, Ozil".

"Your wish is my command, mighty Chief. Truly you will be known as Osman the builder."

## 0461 to All

I model gold prices using structural multivariate regression models through four different parametric approaches (OLS, t-distribution, quantile regression, and log-normal).

Higher inflation, a higher lender-tribes funds rate, larger budget deficit (or smaller budget surplus), and larger Silver money supply were all bullish for gold.

The influence of the current account saw mixed results, while real Gross Tribal Product (GTP) and total world reserves had no statistically significant impact.

When modeling intrinsic price estimates for traditional commodities, it's largely a function of supply, demand, and inventories, which results in the formation of a fairly straightforward market. This formula works on grain, coal, industrial metals, and virtually all other consumable or utility-rich commodities.

However, gold functions a bit differently. While it is true that supply and demand can and does influence gold prices to an extent, such as new mines opening up and demand in certain parts of the world (e.g., Religious Order of Knights forming), gold has little practical utility unlike the aforementioned commodities, so these aren't the predominant factors driving the market. Gold has value given that it's been treated historically as an alternative form of currency. Humans have imbued the metal with value, in large part, because of purely psychological reasons.

Therefore, due to its treatment as an "alternative currency," its price responds to economic factors outside of the conventional elements that make a traditional commodities market. Exact forecasts demanded by Clan Leaders are only available when the Evaluation Team uses a dart board approach, always behind closed doors.

#### 0445 to All

The limbs creaked and then cracked. A shower of ice chips and water droplets fell around the village, for village it now was, as the light rain pelted the Rej. Three months of snow and short days; of blasting winds and meager rations; of hard work and scarce cheer. The workers and their spouses tried to make the best of the three months that winter came to the Rej but at the end it was hard. The Brattleberries went first, succulent juices typically used to flavor the food. The wild wheat and hard rock-baked loafs went next. In the end, sun-baked meat, wild hare and winter roots managed to last the two tribes of the Elemental Clan living in the jungle that they call the Rej. The children, already wirey before the winter, were lean with corded muscles showing against tight skin. They had played games throughout the winter, among the workers who called themselves "The Engineers" and corrected other tribesmen when called something different. Friction between adults built but the children paid it no mind. The Engineers brought with them wonderful items from the south and erected the first two buildings of the new village, now being called "Rejadom".

Savaan, one of the Engineers, sat at the base of the largest building, the Meeting House, eating from a full bowl of Winter-Chili, really a stew since the wild wheat was gone, and talking with another man, more wild looking and weathered from ages in the sun and scarred from past tragedies.

"I tell you, we look towards defense of village next and nothing fancy until that's done." The scarred man drank a dark brown fluid from the carved bowl-cup. "You built two fancy buildings and now we're rooted in place. We can't move like the wind as we did before. Since you've cut that choice away from us except in truly dire situations, we need more options."

"Dasmond, I know you're the Tribe's Head-Warrior, but we need to focus on other aspects first. Why not a bakery, a brickworks or even a forge so we can provide those tools and weapons we discussed previously." The Engineer, Saavan, gestured with his arms, stew almost sloshing out of the crude bowls. "With some more swords your men wouldn't need to hit people with tree branches and with some plows, we wouldn't have to eat soup, we could eat actual Chili and bread."

"Moat first. My warriors can work on it while you come up with a plan for Rejadom. I don't care how much bread we have, we can't use it to fight off anything except ducks." Dasmond put his empty cup down. "You help with the moat setup, my men will finish it. When we're done with that, we'll help build anything you're thinking of, probably the forges first."

A young boy, no more than 5, ran into the meeting house, ducking under and then through the hanging furs that separated the chill of the Springtide air from the warm central fire. He was chasing after a round piece of wood about the size of a human head. The wooden ball, headed for the fire, stopped suddenly when Dasmond suddenly stomped on top of it. The edge of the ball, millimeters from the fire, started to blacken. Dasmond kicked the side of the ball sending it spinning towards the boy who caught it and smiled. He waved and rushed back outside.

"Eventually, everyone will need to live in buildings. The winters in the Rej are harsh and the springs wet. We'll lose many men to sickness and disease if you don't get working on additional buildings." Dasmond shook his head and stood. "Now, let us leave this place and go look at the Burning Rock that you call coal. We just sent a large amount to our neighbors in Nishka but I have yet to see what the stuff is used for."

The two men, Dasmond the Head-Warrior and Saavan the Engineer, walked through the fur and into the Rej to the south.

## Rules Supplement

## Transfer Codes

From To

Dump to 0263e1

General Usage to 1263 (includes Shipbuilding, Engineering, Water

usage, some Silver expenditure etc)
Fair (to and from) 7263

And when receiving items.

From Seeking from 4263

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