

Tribe News

01/811

02/811 is due

Sunday June 18th, 2018, 18.00 (Australian Time)

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.

MAKING LIFE EASY FOR THE GM

TN is a game that is GMed by a guy who gives up a lot of his time. And one of the reasons (if not the main reason) why this game is so absorbing is because of that human element in running it. If the game is to continue to have that personal touch, some consideration needs to be given to making life easy for the GM. We really don't want to be in a position when the GM says 'sod this, I need to enjoy life in my retirement years.' We want to keep playing for eternity.

Players can help this by entering into a kind of collaboration with the GM, forming a partnership in helping to run the game.

One of the things that we all kind of like about TN, and often enough argue for, is realism. Well, reality has a side to it that usually get's characterised as "Shit happens". Sometimes in life (most of the time, actually) things don't go the way we planned them. We make mistakes. So called Acts of God get in the way. Chance turns against us. Unanticipated

things crop up. People don't do what we expect them to do. Many things happen that we have no control over.

So in striving to make TN as realistic as possible.

If your miners don't mine, then just accept it that some internal issue popped up in your tribe and the miners went on strike. It isn't a GM mistake; it's an internal tribe issue. Just get on with life. Maybe they'll work next month. No need to hassle the GM about it.

So you transferred iron to 1999e3 instead of 1999e4. Tough luck. Shit happens. Don't hassle the GM about it.

Your hunters didn't pull in the provs you expected. Don't hassle the GM; think of it as some intangible weather event or you just happened to be hunting in the wrong place.

If something doesn't get processed, even if it is a GM error, well, life isn't all beer and skittles is it? Take it on the chin. Cope with it. Move on. Reorganise the tribe to compensate. Go back and do it again. Life has many twists and turns that you have no control over. You want reality? You got it.

It's not as if the GM makes a lot of mistakes, and sometimes the mistakes are in your favour anyway. Accept them. Work with them.

You ordered a refinery increase from 2-6 but ended up with a second refinery, and now you have Refinery 6 and a Refinery 2. Go tell your building foreman that he got your orders wrong (and pat him on the back for having great initiative). Don't hassle the GM.

The thing is, how often do you complain about the good things that happen? Has anybody ever said, 'No no no, you put 300 warriors in my combat instead of 3.'? "The tribe brought in 1000 gold instead of 10." Yes. I can see people flashing a quick email to the GM to point that out.

Sometimes life works in your favour, sometimes it doesn't. Sometimes you make mistakes, sometimes the GM makes mistakes. It's that sort of game. Just accept it as the swings and roundabouts of fate or that there are things happening in your clan that you don't have full control over; those Actives have some kind of self-determination and the locals, well, those locals, they get up to all sorts of shenanigans that help oil the mechanisms of trade ... maybe they also have a more sinister side to them as well, one that hampers your every effort. Damn them! It wasn't the GM's fault after all. Damn those locals!

To be sure there'll be times when you really needed those logs and it would be such a hassle to have to go back and get them, but that's life, eh? It happens like that. If you are new to the game, ask your mentor about it. If you've been playing for a while, you know that TN is a long game and the forestry order that wasn't processed will be forgotten 3 year's from now.

There isn't any need to bring every detail to the attention of the GM. Let hm smoke his

pipe in peace. Let him put his feet up and read the paper by the fireside, grandchildren on his knees - Vera, Chuck and Dave. When you're 64 you'll understand.

And if the GM is happy, we all get to keep playing. And maybe, just maybe, results will come out on a Thursday instead of a Saturday.

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

Goods Tribe formalised

The creation and dissolution of the Goods Tribe has now been formalised according to the following rules:

A GT relationship can only be created before Activities, announced in notes/misc orders at start of turn.

A GT relationship can only be dissolved after Activities and before Before Movement Transfers.

A particular unit may only join or leave (but not both) one GT in a turn. For example, if 0250e1 orders use 0250 as its GT it may not also order use of 1250 as GT in the same turn. It is also not possible for a unit to join and then leave a GT in the same turn.

A new unit is created before Activities and before the creation of GT relationships. That is, you may create the new unit, then assign it to have a GT or have it assigned as GT for other unit(s), if this is what you want. However, the new unit will be populated by movement of people from existing units in Before Movement Transfers and therefore will not undertake any activities in the turn when it is created.

Absorbing of units happens at the end of the turn.

Expanded turn sequence

1. **Miscellaneous orders**, including creating new units, Auction bids.
2. Create GT relationships
3. **Activities**
4. Dissolve GT relationships
5. **Before Movement** transfers
6. **Movement**
7. **Scouting**
8. After movement transfers
9. Unit absorption*
10. **Skill/Research attempts**
11. Provs eaten

- you can absorb a unit
-

1. immediately after Activities
2. immediately after Movement

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 Exporters/Importers* etc)	to and from 3263	(often at Special Hexes,
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 part 2](#)

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.

New Starts

New starts may not be attacked for 12 turns. They may attack a Clan already in the game for at least 12 turns however, if a new start attacks an "established" Clan the 12 month moratorium lapses.

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 Adm0). 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

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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 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 12/810

123, 277, 225, 224, 363, 204, 232, 361, 218, 213,
208, 274, 243, 514, 220, 254, 255, 445, 261, 469,
308, 437, 330, 461, 530, 401, 400, 489, 299, 506,
287, 302, 456, 282, 516, 409, 405, 455, 412, 421,
478, 519, 442, 291, 500, 411, 526, 432, 472, 536,
200, 533, 085, 528, 539, 507, 521, 525, 538, 540,
541,

Clan Ratings 01/811

361, 123, 225, 224, 204, 277, 232, 363, 218, 213,
 208, 274, 243, 514, 220, 254, 255, 261, 437, 445,
 469, 308, 330, 461, 400, 530, 401, 489, 299, 506,
 282, 287, 516, 302, 456, 409, 405, 421, 412, 478,
 455, 519, 291, 500, 442, 411, 526, 432, 536, 539,
 533, 200, 085, 521, 528, 472, 540, 525, 538, 541

[Auction Results 01/811](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 25	Hirelings 23	Brass 200	Steel 100	Olives 100	Silk 100
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)
	51	52	450		120	
	40	44	393		83	
	38	8	300	30000	31	53
	5	7	260	11000	10	5
		1	150	3000	6	1

[Auctions 02/811](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 25	Slaves 20	Diamonds 20	Hives 6	China 20	Skill Increase +1 (up to lvl 8)
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)

[Clan Ranks 09/810](#)

085	Private First Class
123	Captain
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
291	Private First Class
299	Private First Class
302	Private First Class
308	Sergeant
330	Sergeant
361	Second 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
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	Conscript
521	Conscript
525	Conscript
526	Conscript
528	Conscript
530	Conscript
533	Conscript
536	Conscript
538	Conscript

539

Conscript

540

Conscript

[..\..\Excel\Processing\Ranks.xls](#)

Hall of Fame

	Clan	First	Last	Rank
Andy Nicol Lieutenant	0277	01 800	11 809	First
Chuck Berry Major	0204	01 800	11 809	Sergeant
Alan Luciak	0218	01 800	02 810	Sergeant Major
Rich Moore Sergeant	0363	01 800	08 807	
Ada Kerman	0230	10 800	01 809	Corporal

Rules Supplement

Banks

0255 Basket Bullion Gold

Player Messages

Research Proposals

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