

# *Tribe News*

## *05/811*

06/811 is due

Sunday August 12, 2018, 18.00 (Australian Time)

### GM Messages

### GM Religion

TN is a game involving a world where stuff happens that is not always what the rules say or what players expect. Sometimes this is GM error, sometimes it is player error, and sometimes it is due to vagaries of the code.

Players are encouraged to fix what they can without involving the GM or to roll with the flow otherwise. If there is a major issue that the player believes is a GM or code error, then he or she may request a review. Note though that such reviews take time and effort and detract from the GM's normal duties (and his RL). In many cases, the problem is player error - and players are encouraged to take a close look at their orders before they call for a review. The GM reserves the right to refuse to consider requests for reviews from players with a history of requesting reviews which turned out to be the result of player error.

### 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.

## 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 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

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.

### 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)

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### 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 04/810

361, 123, 225, 224, 204, 277, 232, 363, 208, 218,  
213, 274, 243, 514, 220, 254, 255, 445, 437, 261,  
506, 308, 330, 461, 469, 299, 400, 401, 489, 516,  
287, 530, 302, 282, 456, 409, 405, 478, 421, 412,  
455, 500, 442, 291, 519, 521, 526, 200, 539, 432,  
533, 536, 472, 528, 541, 540, 542, 548, 538, 546,  
547,

### Clan Ratings 05/811

361, 225, 204, 123, 224, 277, 232, 363, 208, 213,  
218, 274, 243, 514, 220, 254, 255, 437, 261, 506,  
445, 308, 530, 330, 461, 401, 299, 400, 469, 516,  
489, 287, 455, 282, 302, 456, 409, 478, 421, 405,  
412, 500, 442, 291, 519, 521, 200, 539, 526, 432,  
533, 411, 536, 528, 472, 541, 540, 538, 542, 548,  
507

### Auction Results 05/811

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)
		250				38000
	285002	153				7501
	275000	102				4200
	250000	102	40	8000		1800
	95000	80	18	6000		1500
	70000	62	7	6000		1200
	11000	11	6	1400	105	1000
	5000	9	5	50	8	410
						50

[Auctions 06/811](#)

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)

[Luxadom Auction](#)

Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6	Lot 7
Hive 17	Ore Cart 10	Scaffolding 100	Millstone 5	Scaffolding 300	Diamond 150	Ballista 42
Wax	China	Tea	Pearl	Provs	Olives	Horse
1250	100	611	1	115000	109	54
501	48			51558		53
285	3			30192		50
220				26157		43
164				25001		42
90				22000		42
88				15252		31
80				15000		25
75				11692		7
68				10000		
40				5000		
30				4001		
29						
24						

Lot 8	Lot 9	Lot 10	Lot 11	Lot 12	Lot 13
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Steel 100	Elephant 50	Elephant 75	Jade 100	String 250	China 112	
Knife	Iron	Coal	Sword	Stave	Provs	
5	10001	75001	100	250	35000	
	3000	45050	96	235	31558	
	2001	25001	75	100	15252	
	1968	25000	40	60	10000	
	1875	22808	20	21	10000	
	1002	14048	8		10000	
	1001	10000			10000	
	1000	5002			8692	
	152	5000			6900	
		5000			5001	
		10			4000	

[Clan Ranks 12/810](#)

085	<b>Private First Class</b>
123	Major
204	<b>Sergeant Major</b>
208	<b>Second Lieutenant</b>
213	<b>Sergeant Major</b>
218	<b>Sergeant Major</b>
220	<b>Sergeant</b>
224	<b>First Lieutenant</b>
225	<b>Captain</b>
232	<b>First Sergeant</b>
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Corporal
282	Lance Corporal
287	<b>Private First Class</b>
291	Lance Corporal
299	<b>Private First Class</b>
302	<b>Private First Class</b>
308	<b>Sergeant</b>
330	<b>Sergeant</b>
361	<b>First Lieutenant</b>
400	<b>Private First Class</b>
401	<b>Private First Class</b>
405	<b>Private First Class</b>
409	<b>Private First Class</b>

411	Private First Class
412	Private First Class
421	Private First Class
432	Private First Class
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	Private
521	Private
525	Conscript
526	Conscript
528	Conscript
530	Conscript
533	Conscript
536	Conscript
538	Conscript
539	Conscript
540	Conscript
541	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

0255              Basket Bullion              Gold

0225              Hornhacker Branch      Gold

## Player Messages

### **0437 to All**

This month we see the results of the first Luxadom Grand Caravan (LGC) auctions.

At the time of writing this article, I have not yet seen the results, but it occurs to me that only having 13 items put up for sale is significantly under-utilising the potential of this auction.

Admittedly, there is now a year before the next LGC auction, but my point is that clans in different locations, at different points in their development or with different objectives may have very different things that they value.

For instance, if there was a clan willing to give up even a single Pearl to get 5 Millstones, then I am sure you could offer Pearls for auction next time round and get much more valuable goods in return (I for one would be willing to pay a lot for a sizeable number of Pearls). I would even encourage people to consider advertising what they have and/or what they are willing to part with - give people time to put together an optimal response so you can maximise your sale proceeds.

I will say now that I am keen to find a supplier of Pearls. There is a fairly wide range of goods I could offer in exchange, though few research items as yet. If you have Pearls, let me know what you think you might want and perhaps we can make a deal. And of course if you auction them, you may find someone else is prepared to bid even more.

If you want to contact me directly my email is [gamer42\\_au@yahoo.com](mailto:gamer42_au@yahoo.com)

## Research Proposals

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