

# *Tribe News*

## *08/811*

09/811 is due

Sunday September 23, 2018, 18.00 (Australian Time)

### GM Messages

#### 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.

#### 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 07/811

361, 204, 225, 123, 277, 224, 232, 363, 208, 213,  
274, 243, 218, 514, 255, 254, 220, 437, 506, 445,  
261, 330, 308, 461, 299, 530, 401, 400, 282, 469,  
287, 489, 456, 302, 516, 421, 409, 405, 478, 412,  
455, 442, 500, 200, 519, 539, 521, 533, 432, 526,  
536, 528, 472, 540, 541, 470, 548, 542, 547, 510,  
546, 535, 538, 549, 550, 552, 551,

### Clan Ratings 08/811

361, 204, 225, 123, 277, 224, 232, 208, 213, 363,  
274, 243, 218, 514, 255, 254, 437, 220, 506, 261,  
445, 330, 299, 308, 461, 401, 400, 287, 282, 456,  
469, 489, 516, 302, 409, 478, 405, 412, 455, 421,  
530, 442, 500, 519, 200, 539, 526, 533, 432, 521,  
528, 472, 540, 536, 507, 541, 538, 551, 549, 552,  
550,

### Auctions 09/811

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 23	Inactives 23	Steel 100	Gold 20	Silk 20	Elephants 20
Currency	(Gold)	(Cotton)	(Tin)	(Provs)	(Silver)	(Diamonds)



[Auction Results 08/811](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 22	Inactives 23	Diamonds 20	Musk 30	China 20	F/cense 80
Currency	(Silver)	(Coin)	(Horses)	(Coffee)	(Fodder)	(Pewter)
	379500					
	296000		800			
	70000		210		10100	
	70000		20		9000	
	13000		16	20	651	100

[Clan Ranks 06/811](#)

123	Major
204	Second Lieutenant
208	Second Lieutenant
213	Second Lieutenant
218	Sergeant Major
220	Sergeant
224	First Lieutenant
225	Major
232	Sergeant Major
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Corporal
282	Lance Corporal
287	Private First Class
291	Lance Corporal
299	Lance Corporal
302	Lance Corporal
308	Sergeant
330	Sergeant
361	First Lieutenant

400	Lance Corporal
401	Lance Corporal
405	Lance Corporal
409	Private First Class
411	Private First Class
412	Private First Class
421	Lance Corporal
432	Private First Class
437	Private First Class
442	Private First Class
445	Private First Class
455	Private First Class
456	Private First Class
461	Private First Class
472	Private
478	Private
489	Private
500	Private
506	Private
507	Private
514	Private
516	Private
519	Private
521	Private
526	Private
528	Private
530	Private
533	Conscript
536	Conscript
538	Conscript
539	Conscript
540	Conscript
541	Conscript
548	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	Blasket Bullion	Gold
0225	Hornhacker Branch	Gold

## Player Messages

### **0299 to All**

The Senior Administrator sat in his office contemplating the recent events surrounding the introduction of GDPR. To his surprise he had heard rumours of other, less well administered tribes, that had begun destroying their old records as an alternative to complying with the data protection legislation. The Senior Administrator struggled to cope with this approach, he on the other hand had recruited a three dozen new staff to his office to cope with the work load - it was an Administrators dream!

While the Senior Administrator continued to bathe in the warm glow of satisfaction his excitement could barely be contained when he read that the Research Department were reporting that Pol 10 was imminent and that Statehood for Winterbourne Fenris was 'just a matter of months away'.

"Statehood," he mused out loud while teasing his short goatee beard to a point, "I'm going to need a whole new department to administer that!"

The Senior Administrator was woken from his reverie by the arrival of his favoured CSO. As part of the new governmental arrangements all of the previously Temporary Administrators had been promoted to Committee Support Officers.

"Tell me most beloved, why are you wearing your Census Robes?"

"Sire," the CSO paused fearing his response may seem a little flippant, but spoke anyway, "we are to hold a census."

"But that is not due for another three years." The Senior Administrator looked over to the calendar wall chart which bore a title in bold letters 'World Domination Timetable - Initiation Phase', to confirm to himself that he was correct.

"Her Most Wise and Holy Majesty has suggested that with impending statehood a 'before and after' census would be appropriate."

"Most wise indeed." The Senior Administrator spoke slowly as he absorbed the information, then realising he had been given another paper laden task brightened considerably, "Bring me my Census Robes and clipboard, and if I am to speak with the lower orders again, recharge the pomander."

Two hours later the pair left the Administration Hut, passed a sign that announced a that new sign would be soon erected announcing the new name of the place would be the 'Central Administration Hut', and onto the gravel paths that wove their way through Winterbourne Fenris.

"The paths are looking a little tired." The Senior Administrator remarked as he consulted the first page of the census document.

"Sire, I understand that the Spear Maker has received no orders for Stone Spears since the Spring of y807 and while the Stone Maker has had regular orders for the export of Millstones, the gravel by-product that they produce, while of a similar quality, is far lower in quantity."

"Why have we stopped ordering Stone Spears?"

"Sire, with the impending move to Statehood and the new class of Pacifiers being equipped in Bronze, the call for Stone Spears has ended."

"Really?"

"Yes Sire, you recall the order for over fourteen-hundred Spetum was sent to Master Cocksedge three months ago?"

"That old hippy?"

"Sire, bronze-work is an artisan skill, Master Cocksedge is the only person available."

"Well," The Senior Administrator mused, "we shall see about that."

Further conversation on the subject was interrupted as the pair approached the new city gates, or at least a sign announcing the intention to install new gates in the gap of the village wall. Next to the first sign was a second, much larger and ostentatious sign announcing that with the acquisition of city status the 'old Village Wall' would henceforth be renamed the 'new City Wall'. Stood to one side of the gap that wud soon be filled with the new gates stood a tall bronze-clad male. Adorned with Haube, Scale Mail, Breastplate, Falchion, Spetum and Scutum, all polished and glinting in the early autumn sun, while the dark raven feathers atop his haube buzzed in the morning breeze.

"What are your duties?" The Senior Administrator urged the CSO forward to speak to speak with the 'commoner'.

"I stand here and watch the Herders go out each morning to tend the tribe's flock. I see Farmers as they go plough the fields and tend the great vineyards. I see the Foresters going into the dark woods to fell much needed lumber. I see the Miners head off to the copper mines to plunder the minerals deep in the ground. I see the Quarriers as they go down to the quarry to hew stone and I see the hordes of Hunters as they sally forth in order to feed the tribe." The guard replied. "At the end of the day I watch all these people return, then I go to my bed."

"Ah," The Senior Administrator exclaimed as he flicked through the papers on his clipboard until he came to the word 'WARRIOR' written in bold letters and next to which he wrote a tally mark.

A while later the Senior Administrator and his favoured CSO came upon a group of three people, each adopting a submissive stance when they saw who was coming. Urged by

his superior the CSO spoke with the first of the three, a grubby person who held his rolled up hat in his hands while looking at his feet.

"What are your duties?" The CSO asked

"I sir, I work along side the tannery over in the Unmentionable District in a small Curing Hut. I take goatskins and guts from the slaughterhouse then urine provided by the nightsoilmen..."

At this point The Senior Administrator handed his clipboard to the CSO, took a step or two backward and offered up his pomander to his nose. Unperturbed by this the grubby person continued speaking.

"...I work with the materials to produce the Leather needed by the tribe."

"Well," the CSO looked towards The Senior Administrator who just nodded for his best beloved to go on, "I shall put you down as an ACTIVE."

With the tally mark written next in the appropriate place the CSO turned to the second person, who was equally grubby as the first, though was far more submissive, being almost bent over double.

"And you?" The CSO asked.

"I sir work along side my co-worker here and do whatever he tells me and do this on a half ration of water."

"Ah," The CSO moved his hand to a different page and put a tally next to SLAVE. This done he turned to the third grubby person who showed very little deference towards the person speaking to him.

"And you?"

I too work along side my co-worker and too do whatever he tells me..."

The CSO was about to put a second tally along side SLAVE but the third grubby person continued speaking.

"...and for which I am paid."

"Apologies." The CSO stayed his hand and instead moved to the next column, putting a tally mark next to HIRELING.

A short distance further along The Senior Administrator and the CSO encountered a woman surrounded by four children of differing ages, all seeking her attention.

"And what do you do?" The CSO asked, pen poised ready to make its mark.

"Sir, each morning I rise before the sun to make my husband's pasty, as he works in the copper mine. I see him off to work before ensuring all our children are fed. I make up bread dough and put it to prove, before putting together a meagre stew and setting in the oven. I take the laundry to the river and clean it before returning to our hut and hanging it out to dry. I then bake the day's bread before going out and collecting firewood to heat enough water in anticipation of my husband's return that he may bathe. After our meal and the children have been put to bed I work upon out humble loom or make repairs to our clothing."

"Put her down as INACTIVE." The Senior Administrator declared as he turned on his heels and headed for the next encounter.

"Sire," The CSO said upon catching up with his superior, "I have a problem with the classifications."

"It's simple enough," The Senior Administrator smiled, "everyone just needs to be fitted into one of five categories."

"That I understand my lord..." The CSO faltered.

"I detect a pause, is there another problem?"

"Only that as this is a census ahead of the impending statehood, the Holy Virgin Queen requires that everyone is included."

"And your problem is?"

"Into which category do I put you," the *CSO* winced, "or more importantly, Her Majesty?"

## [Research Proposals](#)

© the preceding text is copyright owned.