

Tribe News

01/812

02/812 is due

Sunday December 02, 2018, 18.00 (Australian Time)

GM Messages

Actives from Seeking

These failed as the auto code did not allow a Transfer of people between Clans. The easiest way around this is for those of you to whom this applies to double up Seeking Actives next Spring.

Courier Audit

These are causing some grief and need to be standardised. Think about how you want to construct your couriers by observing the rules below (or maybe next Tribe News). As couriers pick up and drop off from TWO specific points I will add the hex co-ords to the description of the Courier traversing this route. Let me know in notes as this occurs. Over time want to change all units doing courier runs to Courier units.

Stone Walls

Note that stone walls are built as skins (not one on top of the other). Eg you have a 120 yard 10 stone wall. This would have required 3600 and 360 people to install (the Tribe Manager has this wrong). If you want to convert this to a 120 yard 15 foot wall it will require a further 4400 stones using 540 people. If building a 120 yard 15 ft stone wall from scratch requires 9000 stones and 900 people.

Mercenaries

Note that Silver is deducted per turn from the unit that holds them.

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 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 01/812

277, 204, 123, 361, 224, 232, 363, 208, 213, 243,
218, 274, 514, 255, 445, 437, 254, 220, 299, 261,
308, 506, 330, 455, 282, 461, 469, 401, 456, 400,
287, 530, 412, 302, 409, 489, 478, 516, 405, 421,
442, 500, 519, 200, 539, 526, 533, 432, 411, 521,
536, 540, 528, 472, 541, 507, 538, 552, 553, 554,

Clan Ratings 12/811

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

Auction Results 01/812

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 35	Inactives 23	Brass 200	Steel 100	Olives 100	Silk 100
Currency	(Gold)	(Diamonds)	(Copper)	(Clay)	(Spice)	(Frankincense)
	60	106	670	1550	44	106

					41	
					10	
	50	88			6	
	21	6	130	900	2	1

[Auctions 02/812](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 30	Slaves 25	Diamonds 20	Hives 6	China 20	Skill Increase +1 (up to lvl 8)
Currency	(Silver)	(Frankincense)	(Tea)	(Coffee)	(Goats)	(Gold)

[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
Mark Ryan	0225	01 800	11 811	143

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
0361	Shanghai	Olives

[Player Messages](#)

0255 to All

On the anniversary of the founding of the capital city, concurrent with the Feast of Good Planning, the dedication of the Mediocre Wall, the arrival home of the Bloody Hoof Cavalry, and the Festival of the Destruction of Inferior Implements, the Sauromati performed a coronation to commemorate the establishment of the Sauromati State amid the Saurocester Steppes.

Be it known that Kuluk, Shah of the Sauromati tribe is now Padishah of the Sauromati Clan and therefore king of the kings of all member tribes of the clan.

[Older Material](#)

[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.