

Tribe News

03/812

04/812 is due

Sunday January 07, 2019, 18.00 (Australian Time)

Luxadom Auction

Greetings everyone, Chief Naadam Darkhad here,

My Clan, now what I would consider a Civilization, has reached a point in its development where we've come into the ability to run a yearly event called the Luxadom Grand Caravans. The Luxadom Grand Caravans (LGC) are what amounts to a massive Player sponsored Auction. Everyone may participate and may Auction stuff off or bid on the auctions. Luxadom, one of the world's cities, offers these caravans to aid in trade throughout the world. The Grand Auction takes place starting month 3 of 812 and ending month 5 of 812. This is an annual event.

You may see the full rules in the Mandate.

The following is a brief rundown of the process:

1) Month 3: Luxadom (myself) contacts all the players and informs them of the upcoming Grand Caravan auction. All interested players may submit one Item Type and quantity of that item that they are placing up for Auction. You must have this item type and quantity in one Unit's inventory during the Before Movement Transfer phase of Month 5/811. Email luxadom@gmail.com and include *Item Type and Quantity that you are auctioning and the Item Type that you want people to bid with for that auction along with the Unit # that will be performing the auction (so the autotransfer sheet can do the correct transfers).*

Example: Auctioning off China, QTY 150 with unit 0100e3. Bid Item Type is to be Horses

2) **Month 4:** Month 4's Tribe News email will contain the master list of all Auction items, quantities and Bid Item type. Additionally, the LGC auction spreadsheet will be included.

3) **Month 5:** When you turn in your Orders, also email luxadom@gmail.com and the GM the filled out Auction Spreadsheet with the bids on lots you want to try and win.

4) **Month 5:** I will use the automated program to generate the auction winners. A report will be provided to the GM to show who bid what and who won for verification. The program will generate an AutoTransfer sheet for the GM to review and import to handle the transfers.

5) **Month 5:** The Lot winners will receive the Lot. The Auctioneer Players will receive 75% of the winning bid. The NPCs will receive 20% of the winning bid. Luxadom will receive 5% of the winning bid.

Limits on Auctioning Items:

- 1) Item Type: No Population (including Slaves, Hirelings)
- 2) Item Quantity: 2 Wagon Loads or QTY 100, whichever is more.

If you have any questions beyond what is above and what is in the mandate, please feel free to contact me at this email address.

Examples:

- Clan 123 wants to auction off Iron 4000 and is accepting Silver as the Bid type.
- Clan 456 wants to auction off Scaffolds 100 and is accepting Goats as the Bid type
- Clan 789 wants to auction off Swords 1000 and is accepting Iron as the Bid type.

The auction would include the following lots:

Iron 4000	Scaffolds 100	Swords 800
Silver	Goats	Iron

Swords is only 800 since 800 swords is 4,000 weight while 1,000 swords exceeds the weight limit of 2 wagons.

Players would be able to bid on any / all of the auction lots, just like a normal turn auction.

GM Messages

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 03/812](#)

277, 204, 123, 361, 224, 232, 363, 208, 213, 243,
 218, 274, 514, 255, 254, 445, 437, 220, 299, 330,
 308, 261, 506, 455, 282, 461, 401, 456, 400, 469,
 530, 287, 412, 516, 302, 478, 489, 409, 405, 421,
 442, 500, 519, 200, 539, 526, 533, 432, 536, 540,
 528, 507, 538, 521, 472, 541, 552, 553, 554, 555,

[Clan Ratings 02/812](#)

204, 277, 123, 361, 224, 232, 363, 208, 213, 243,
 218, 274, 514, 255, 445, 437, 254, 299, 506, 330,
 261, 308, 455, 282, 461, 401, 469, 456, 400, 287,
 530, 220, 302, 412, 409, 489, 478, 516, 405, 421,
 442, 500, 519, 200, 539, 526, 533, 432, 536, 540,
 521, 528, 472, 507, 538, 552, 553, 554, 555,

[Auction Results 03/812](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 30	Inactives 23	Steel 100	Gold 20	Silk 20	Elephants 10
Currency	(Gold)	(Cotton)	(Tin)	(Coin)	(Silver)	(Diamonds)
	61	21000	890	32	101101	8
	31	21000	750	21	76000	7
	31	9000	500	4	65000	4

		3001			21001	
	15	600			10000	
	15	12		3	10000	
					300	

[Auctions 04/812](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 32	Inactives 23	Steel 100	Gold 20	Silk 20	Elephants 10
Currency	(Gold)	(Cotton)	(Tin)	(Coin)	(Silver)	(Diamonds)

[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

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.

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