

# *Tribe News*

## 06/812

07/812 is due

Sunday February 17, 2019, 18.00 (Australian Time)

### GM Messages

#### A Nietzschean Research Topic

Nietzsche recommended that we regularly challenge ourselves. I think this must have inspired one of the Chieives to offer this topic. "Nietzschean Hunting". Upon completion of this topic your Hunting returns will be reduced by 50%. You know who you are!

### Player Stories

#### **The Kayi go fishing**

Osman pulled yet another fish off his line, put it in the bucket and sighed heavily.

"Ergut, my friend, fishing used to be a relaxing past-time. We would sit here by the river, chatting about life and then every so often, a fish would be presumptuous enough to interrupt us by biting on our line. Now it is more like hard work, hauling in fish time after time, with hardly a chance to enjoy the day."

Egur grunted as he hauled in a net, brimming with even more fish.

"You speak truth, mighty Chief. It is as though Minerva has blessed fishing endeavours."

"Hush, Ergut - you know that we are not permitted to believe in gods anymore. I am sure our boffins will figure out the practical reasons sometime. In the meantime, we will have to

hope the cooks have come with a range of interesting recipes - I think fish may be a big part of our diet from now on."

### **Practical note**

It seems that fishing yields are significantly better and the prior MEF limitation on fishing from ships at sea no longer applies.

Players should check for themselves, but my recent experience (during summer of 812 - I did no fishing in spring since that is prime hunting season in TN) suggests that fishing is now much more viable as a major or even primary source of food for a clan. There are substantial limitations, including the fact that fish not consumed in a turn will disappear (unless Salted, which requires extra skills and availability of salt), unlike provisions from hunting which last forever. And you need to be adjacent to river, lake or ocean.

I would encourage players to try Fishing in TN to see for themselves. As for everything, more skill and more implements will boost results. In particular, nets seem to have a large effect on results.

On the downside, the time and effort getting one of my Tribes up to high Hunting skill and making all those traps may have been a blind alley, since I suspect my clan will hunt far less than I previously expected.

### **[Auto Transfers sheet](#)**

Please do not leave fields blank.

### **[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 06/812

123, 361, 277, 225, 204, 224, 363, 208, 232, 213,  
243, 218, 274, 514, 255, 437, 445, 254, 220, 308,  
299, 401, 261, 330, 455, 506, 461, 282, 536, 287,  
469, 456, 530, 412, 409, 478, 526, 539, 400, 516,  
489, 405, 302, 442, 500, 421, 521, 519, 533, 432,  
507, 538, 540, 528, 552, 472, 555, 556, 557,

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123, 361, 277, 204, 225, 224, 363, 208, 232, 213,  
 243, 218, 274, 514, 445, 437, 255, 254, 220, 308,  
 506, 299, 330, 261, 401, 455, 461, 282, 478, 287,  
 456, 409, 530, 526, 469, 489, 412, 400, 405, 302,  
 442, 516, 500, 538, 421, 521, 536, 519, 539, 200,  
 533, 432, 507, 540, 528, 472, 552, 555, 556, 557,

[Auctions 07/812](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 32	Inactives 23	Spice 20	Steel 200	Olives 100	Silk 100
Currency	(Horses)	(Diamonds)	(Brass)	(Gold)	(Spice)	(Frankincense)

[Auction Results 06/812](#)

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)
	112		11820			117575
	81	11000	10000			13000
	12	7500	5512	89		10000
	11	5100	5000	85		5000
	2	5010	4000	39	100	3689
						3200

[Hydras](#)

	Run by	Status
0200	0409, 0445, 0456	trial position
0277	0213, 0361, 0204	old position
0469	0287, 0421	old position

## 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

0225	Hornhacker	Gold
0255	Blasket Bullion	Gold
0361	Shanghai	Olives
0274	Conrad's Crossing	Silk

## 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](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 font** 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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