

The Barbarian Coal Mine

Lore

Ages ago the Barbarians have learned to delve into mountainsides for that black material that feeds their furnaces.

Wood may serve for a household fire and to keep you warm, but when it comes to working with iron or gold, there is no way around coal.



Coal mines exploit only 1/3 of the resource. From there on they will only have a 5% chance of finding coal.

General

Purpose:

Dig coal out of the earth.

Working radius: 2

Conquer range: n/a

Vision range: 4

Dependencies:

Blacksmith

Helmsmith

Smelter

Lime-Burner

Building

Space required:

Build Cost:

2 Raw Stone

4 Trunk

Dismantling yields:

1 Raw Stone

2 Trunk

Upgradable to:

Deep Coal Mine

Upgraded from: n/a

Workers

Crew required:

Miner

Tool used by worker:

Pick

Trainable to:

1. Chief Miner

2. Master Miner

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Short, but stout and nimble such are the men that make good miners.

Long have they been held second best to the warriors by their kinsmen, but at times of war, when the fate of the tribe depends as much on the miner's diligence as on the warrior's valor, such things change quickly.

Coal mines can exploit coal-measures only to the first third of their full capacity. Even so, if they are kept running, there is a minimal chance (5%) of finding some more coal, while their food deliveries continue as usual. When they fail, they should be converted to deep coal mines or else moved to a new spot (dismantle or burn and rebuild).

General

The Barbarian Coal Mine will produce coal and nothing else.

for the Blacksmiths in the Metalwork Shops, the Axefactories and the War Mills.

for the Helmsmith in the Helmsmithy.

for the Smelter in the Smelting Works.

for the Lime-Burner in Lime Kiln.

Once your iron production is running, the demand for coal will be constantly high. As a rule of thumb your coal production should be equal twice the iron.

Tip!

Coal mines (in all their variations) can be replaced by Charcoal Burners. Keep this in mind, whenever you cannot find the mountain resource.

Otherwise you will always prefer a coal mine. The named alternative is very slow and needs a lot of space, Burners, Lumberjacks and Foresters.

Building

Mines positions depend on the mining resources in the first place. Other considerations are: Vicinity to Taverns and Inns and to coal consumers.

Tip!

Mines generate a lot of traffic. Make sure to establish a good road system and keep the transportation distances short for both, suppliers and consumers.

Workers

Each Barbarian Miner needs a pick.

Miners can work in all sorts of mines (stone, iron, coal and gold) interchangeably but the advanced mine types (deep mine and deeper mine) have specific requirements as to the qualification and number of their crew members.

The term 'vacant...' means that you don't have the missing worker available at this time. In this case you must destroy some other mine to set a miner of the missing qualification level free.

A mine displaying 'worker missing' won't work at all.

Tip!

Keep an eye on the Miner's experience points! Do not upgrade your mine, unless you have the minimal required skill levels and numbers in either the mine you are upgrading or a Warehouse. Mind that with the upgrading the food demands for the mine will also change.

Performance

Currently a Barbarian Coal Mine will produce one coal within 32.5 seconds.

No doubt, this can serve as a help system. And newcomers will be glad to have it.

The place, function and layout of the long version is still a bit unclear to me.

In this, even more than in the terse variant, I think we need a little eye candy, and should not restrict the space over much.

If someone could do something about the font and program some more formatting options, it would also help.

Another topic is that of keeping a future help system up-to-date.

At the pace that WL is changing some times, we should strive for something that is easily maintainable. This will never be perfect, and it will always take someone who looks into the help for necessary changes, but every string and every picture that auto-updates, helps.

I'll write more for some other buildings when I have little more time, seeing that that it leads to a good end :)