

At a glance	in depth
The Barbarian Lumberjack	
<div>Lore</div>	<div><p>"Take 300 hits to fell a tree and you're a baby. Take 200 and you're a soldier. Take 100 and you're a hero. Take 50 and soon you will be a honorable lumberjack" . Krumta, carpenter of Chat'Karuth</p><p>Since the days of the ancients the barbarians have lived inside huge forests. Their culture has become accustomed to having trees in vast numbers available which lead to the simple trunks becoming the main build item for the barbarians.</p><p>The builders are generally wasteful in their usage of the tree which leads to huge consumptions. The lumberjacks have become very swift in cutting trees to fulfill this ever rising demand.</p><p>Also, a lumberjack is only truly happy out and about, only home when his body needs rest.</p></div>
<div>General Section</div>	
<div><div><div><div><div><div>Purpose:</div><div>Clears the landscape from trees; Provides trunks for the economy.</div></div><div><div>Range:</div><div>10 (see )</div></div><div><div>Dependencies:</div><div><div><div><div><div><div></div><div></div></div><div></div></div><div><div></div><div></div></div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div>Construction sites</div><div>Wood Hardener</div><div>Charcoal Burner</div><div>Metalworks</div></div></div></div></div></div></div></div></div>	<div><p>Trunks are the Barbarians’ basic building material. The lumberjack works outward starting with the tree closest to his house up to the maximum range of 10.</p><p>Only fully grown specimen of all tree species are being felled.</p><p>Except for houses, trunks are also needed for the wood hardener’s blackwood production, the charcoal burner, and for the shafts of most tools produced at the metalworks.</p></div>
<div>Building:</div>	
<div><div><div><div><div><div>Space required:</div><div>a small plot</div></div><div><div>Build cost:</div><div></div></div><div><div>Dismantling yields:</div><div></div></div><div><div>upgradable to:</div><div>n/a</div></div></div></div></div></div>	<div><p>The lumberjack's hut needs only a small plot, and cannot be upgraded into a more effective building.</p><p>To build one, you will need 3 trunks, dismantling will yield 2 trunks. It offers room for one lumberjack only.</p></div>
<div>Workers:</div>	
<div><div><div><div><div><div>Crew required:</div><div>lumberjack</div></div><div><div>Tool used by worker:</div><div>felling axe</div></div><div><div>Worker is trainable to:</div><div>n/a</div></div></div></div></div></div>	<div><p>The Barbarian lumberjack needs a felling axe. Without one a new Lumberjack cannot be created. The felling axe is a tool, not a weapon and can only be produced at the metalworks, not at an axefactory or war mill. Lumberjacks are fully trained from the very beginning and will not gain further experience. <b>Tip!</b> Trees are auto seeding. Unless you have eradicated all trees in a larger area, keep one lumberjack to deal with the offspring.</p></div>
<div>Production</div>	
<div><div><div><div><div><div>Performance:</div><div>52 -90 s/trunk</div></div></div></div></div></div>	<div><p>The Barbarian lumberjack is more effective than tree fellers of other tribes. The production rate depends on the walking distance to the tree. One lumberjack will fell fewer trees in a given time, than a ranger can plant. <b>Tip!</b> The walking distance has a major effect on the performance. Move your lumberjacks early!</p></div>