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.	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 exploit only $^1/_3$ of the resource. From there on they will only have a 5% chance of finding coal.	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 Section	
Purpose: Dig coal out of the earth	The ▸Barbarian◂▸Coal mine◂ will produce coal and nothing besides.
	▸coal◂s for the ▸blacksmith◂s in the metal workshops, the axefactories and the war mills.
	▸coal◂ for the ▸helmsmith◂ in the helmsmithy.
	▸coal◂ for the ▸lime burner◂s in the smelting works.
Working radius: 2	
Conquer range: n/a	
Vision range: 4	
Dependencies:	Once your iron production is running, the demand for coal will be constantly high. As a rule of thumb your coal production should equal twice the iron.
➤ ▸blacksmith◂	**Tip!** Coal mines (in all their variations) can be replaced by charcoal burners. Keep this in mind, if ever you cannot find the mountain resource.
➤ ▸helmsmith◂	Otherwise you will always prefer a coal mine. The named alternative, is very slow, and needs a lot of space, burners, lumberjacks and foresters.
➤ ▸smelter◂	
➤ ▸lime burner◂	

Building:	
Space required: a ▸mine◂ plot	Mines positions depend on the mining resources in the first place; other considerations are: Vicinity to taverns and stone, and to coal consumers.
Build cost: ▸raw stone◂	
▸trunk◂	**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.
Dismantling yields: ▸raw stone◂	
▸trunk◂	
upgradable to: ▸deep coal mine◂	
upgraded from: ▸n/a◂	

Workers:	
Tool used by worker: ▸pick◂	Each ▸Barbarian◂ ▸miner◂ needs a ▸pick◂.
Crew required: ▸miner◂	Miners can work in all sorts of mines (stone, iron, coal and gold) interchangeably - but the advanced mine types (deep mine, deeper mine) have specific requirements as to the qualification and number of their crew members.

Worker	Mine	Deep Mine	Deeper Mine
1st	Miner	Chief Miner	Master Miner
2nd	-	Miner	Chief Miner
3rd	-	-	Miner

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 that displays „worker missing" is not working at all in this state.

Tip! Keep an eye on the miners' 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 a coal within ▸32.5◂ seconds.