THE EMPIRE - TOOLSMITHY -

Lore



The Imperial manufactory relies on a set of tools that are all made in the toolsmithy.

Imperial craftsmen are known to deliver reliable quality. For each item they make, standards are defined that are valid from Fremil to the remotest corner of the Empire. The toolsmith is no exception. He works focused and disciplined. While there may not be much room for creativity, his work is efficiant and his products fulfill their purpose for the benefit of the Empire.

General Section

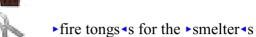
Imperial economy needs.

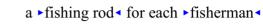
The Empire Toolsmith will produce the following wares:



- ▶axe s for the ▶lumberjack s
- bread paddle s for the baker s

▶basket s for the ▶vine farmer s





the builder s, the geologist s, the ▶weaponsmith <s, and the

►hunting spear s for the ►hunter s

►hammer s for the ►armoursmith s,

▶toolsmith <s themselves.

▶ kitchen tools <s for ▶ innkeeper <s

▶pick s for all the ▶miners s and

►saw s for the ►carpenter s

▶stonemason <s

▶vine farmer s

▶ shovel <s for the ▶ forester <s and

▶scythe •s for the ▶farmer •s.

profession in the game that needs two different tools for his craft.

Note that the ▶vine farmer is the only

of tools. The little iron you have initially is usually better used for additional tools than for weapons or armour.

Tip! Build a ▶ Toolsmithy • before you run out

Purpose:

Make all the tools that the

The Imperial tools:



Conquer range: Vision range: 4 **Dependencies:**

giving a tool to a carrier.

Working range:

Carriers are available in any number, but the tools must be produced once you have exhausted your initial ones. Some tools will serve for more than one craft,

Widelands creates craftsmen by permanently

while many other professions don't need a tool at all.

In times of low demand, they will also produce some stock and send it to the

in the realm with their tools.

The **toolsmith** swill supply all the craftsmen

warehouses, so that, as a rule, your workers will not have to wait for their tools when they want to occupy a new building. The amount of spare tools to hoard can be set

by adjusting the minimum storage value in the economy setting of the flag menu. This value cannot be set to "0", so that you

will always have at least one specimen of each Having fulfilled the minimal storage quantity, the *toolsmith * will stop working, until there

is a new demand. The newly created craftsman keeps his tool for lifetime. He can never learn any other profession additionally, nor will he hand out

his tool to be given to someone else. Example: If you wasted all your hammers to create

Tip! Should you ever find yourself in a

situation, that you have no more tools

geologists, you cannot get the hammers back from them to have more builders. You must make new hammers.

available, let's say because you forgot to build





► fisherman •

▶lumberjack

▶builder ◀ ▶geologist ◀

▶armoursmith •

▶toolsmith ▶weaponsmith

▶hunter innkeeper

► miners •

▶ carpenter

forester

▶ stonemason < ▶ farmer ◀

a Toolsmithy, or when playing with the "hardcore" starting condition, you will find, that the ****toolsmith \ will always build the much wanted tools in a fixed (alphabetical) sequence and in the quantity determined by the minimum storage value. This will must likely not be particularly helpful for your situation. If so, set this value as low as possible, - but best: Don't let it come to that! Build the ► Toolsmithy • early.

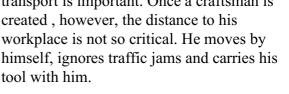
Space required:

Building



a ▶medium • plot

has your Toolsmithy 's input wares Short transport is important. Once a craftsman is created, however, the distance to his



Tip! Try to find a space near a warehouse that

