

At a Glance

The Barbarian Deep 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.

General Section

Deep Coal mines exploit only 2/3 of the resource. From there on they will only have a 5% chance of finding coal.

Purpose: Dig coal out of the ground in mountain terrain.

Working radius: 2
Conquer range: n/a
Vision range: 4

Dependencies:

incoming:
Snacks from an Inn
alternatively
Snacks from a Big Inn

outgoing:
coal

To Metalworks

To Axe Factory

To Warmill

To Helmsmithy

To Smelting works

To Lime kiln

Building

Space required: a mine plot
Upgraded from: Coal Mine
Upgrade cost: 2x raw stones, 4x trunks
cost cumulative: 4x raw stones, 8x trunks
Dismantle yields: 2x raw stones, 4xtrunks
upgradable to: Deeper Coal Mine

Workers

Crew required: Chief Miner or better.
plus
Miner or better.
Workers uses: A pick
Experience levels: Miner to Chief Miner (19 EP)
Chief Miner to Master Miner (28 EP)

Production

Performance: If the food supply is steady, a Deep Coal Mine can produce one coal in 19,5s.

In Depth

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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.

General Section

Like all mines, Deep Coal Mines can only be built in mountain terrain, and they will only produce, if there is coal near the spot they were built on. You need to send out geologists to verify if this is the case.

They will confirm the existence of coal by placing these signs upon the spot, for rich and poor resources respectively.

Deep Coal Mines can exploit coal-measures up to the second third of their full content. 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 Deep Coal Mines fail, they should be converted to Deeper Coal Mines, or else be moved to a new spot (dismantle or burn and rebuild).

The Barbarian Deep Coal Mine will produce coal and nothing else besides.

Tip! Except for mines, there is also the burner who can produce coal from trunks. Keep this in mind, if ever 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.

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.

Dependencies:

Coal goes to the Blacksmiths in the Metal Workshops, Axe Factories and War Mills.

It also goes to the Helmsmiths in the Helmsmithies.

It goes to the Smelters in the Smelting Works, and finally to the Lime Burners in their Lime Kilns.

Tip! You will need a lot of coal. Going for twice your combined Iron and Gold mine capacity, is a good estimate.

Building:

The barbarian Deep Coal Mine is the second in a row of 3 upgrade stages. You cannot directly build it, but must upgrade an existing coal mine.

The Deep Coal Mine is an upgrade from the Coal mine, and is itself upgradable to a Deeper Coal Mine.



During the upgrade process all production is stopped, the crew will leave the building, a builder will transform the mine and the crew will re-enter.

The upgrade from the coal mine needs:

2 raw stones and 4 trunks.

Dismantling a deep cola mine will yield:

2 raw stones and 4 trunks.

Workers:

Miners are not specialized. They can be reassigned from any type of mine to any other (stone, iron, coal and gold) interchangeably and will keep their experience level. The term „vacant“ means that you don't have the missing worker available at this time.

This can happen when you have upgraded the mine too early and your crew has not yet reached the required skill level. 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, before 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.

A deep coal mine needs two workers. At least one miner with a minimum experience level of "Chief Miner", plus one other miner, who may be inexperienced..

Crew required: Chief Miner or better
Miner or better

A miner is created in a warehouse by giving a pick to a carrier.

A young miner becomes Chief miner after 19 coals. A Chief miner becomes Master miner after another 28 coals.

Production

Upgrading coal mines not only enables the mines to exploit a larger percentage of the measure, but will also produce the resource in a shorter time.

In a Coal Mine 1 coal is produced in 32,5 seconds

In a Deep Coal Mine 1 coal is produced in 19,5 seconds

In a Deeper Coal Mine 1 coal is produced in 14,4 seconds

Upgrading will, however, require more food supply, and the efficiency ratio for coal per food sinks from mine to deep mine but rises again to deeper mine.

Compared to the other types, Deeper mines also have a better chance of still finding coal, when the main vein is exhausted. (10% vs.5%)