

At a Glance

The Barbarian Deeper Coal Mine

Lore



Ages ago, the Barbarians 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

Deeper Coal mines exploit all of the resource down to the deepest level. But even after having done so, they will still have a 10% chance of finding some more coal.

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

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

Dependencies:
incoming:



outgoing:



To Metalworks



To Axe Factory



To Warmill



To Helmsmithy



To Smelting works



To Lime kiln

Building

Space required: a mine plot

Upgraded from: Deep Coal Mine

Build cost:

2x raw stones

4x trunks

cost cumulative:

6x raw stones

12x trunks

Dismantle yields:

3x raw stones

6x trunks

upgradable to: n/a

Workers

Crew required:

One Master Miner

plus

One Chief Miner or better

plus

One 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 Coal Mine can produce one coal in **14.4s**.

In Depth

The Barbarian Deeper Coal Mine

Lore



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. This most productive stage of the Barbarian Coal mine is said to be the miner's favorite. Some attribute this to the fact, that a card game which requires three participants.

General Section

Like all mines, Coal Mines can only be built in mountain terrain, and they will only produce if there is coal near the spot they were built.

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.

Deeper Coal Mines can exploit coal-measures down to the deepest level and use their full content. But even after having done so, if they are kept running, there is a small chance (10%) of finding some more coal, while their food deliveries continue as usual. When Deeper Coal Mines fail, they should be moved to a new spot (dismantle or burn and rebuild).

The Barbarian 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.

Mine 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.

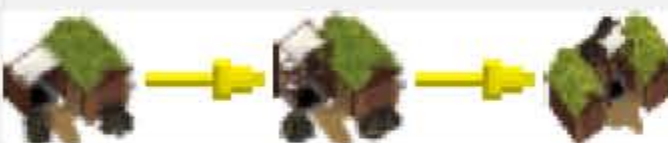
It goes to the Smelters in the Smelting Works

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 Deeper Coal Mine is the last in a row of three upgrade stages. You cannot directly build it, but must upgrade an existing deep coal mine.



Building the coal mine needs:

2 raw stones and 4 trunks.

Dismantling a coal mine will yield:

8 raw stone and 12 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 mines 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 deeper coal mine needs three workers with the following experience levels.

Crew required:

One Master Miner

plus

One Chief Miner or better

plus

One 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 one coal is produced in 32.5 seconds

In a Deep Coal Mine one coal is produced in 19.5 seconds

In a Deeper Coal Mine one 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 its precursors, Deeper coal mines have a better chance of still finding coal, when the main vein is exhausted. (10% vs. 5%)