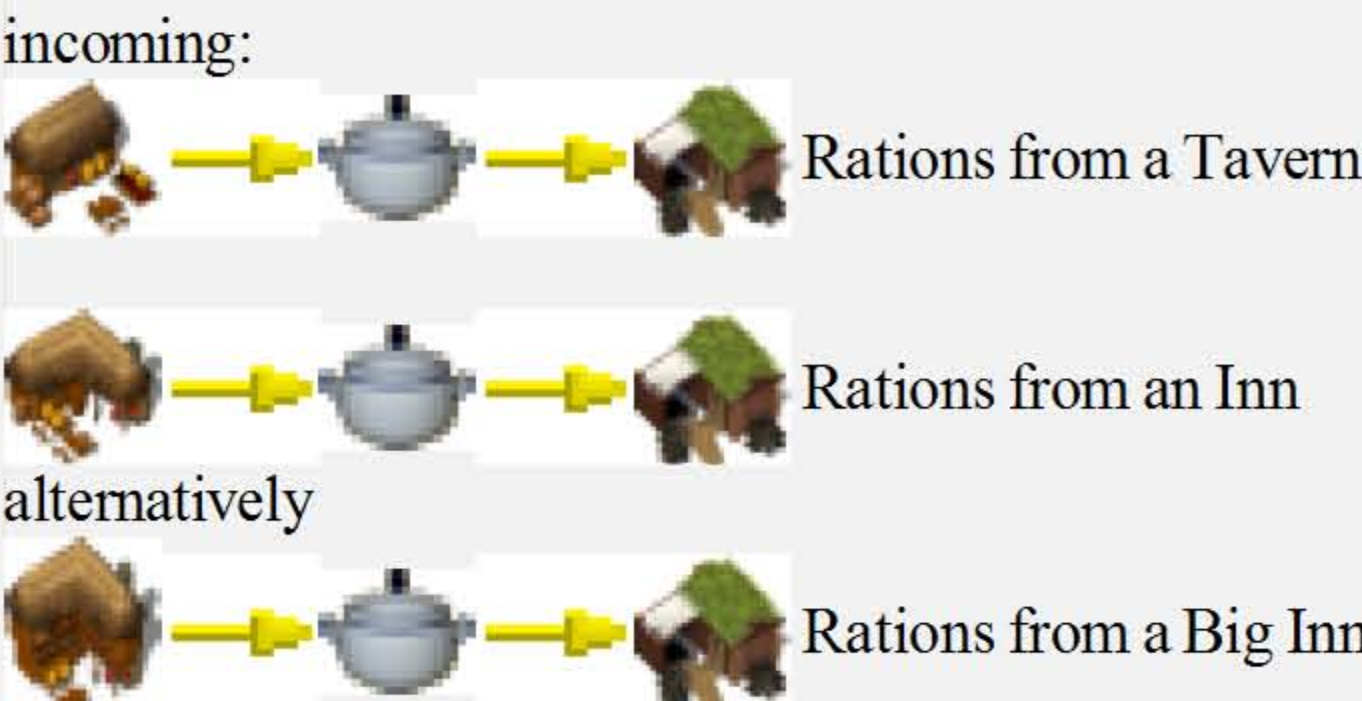# *The Barbarian Coal Mine*

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

Coal mines exploit only ¹⁄₃ 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:

 Rations from a Tavern

 Rations from an Inn

alternatively

 Rations 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: n/a
Build cost: 2x raw stones , 4x trunks

Dismantle yields: 1x raw stones , 2x trunks

upgradable to: Deep Coal Mine
[sp: upgradeable]

Workers

Crew required: 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 **32.5s.**

The Barbarian 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.

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 on. [omit comma / should read: "…spot on which 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.

Coal Mines can exploit coal-measures only up to the first 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 Coal Mines fail, they should be converted to Deep Coal Mines, or else 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 you cannot find the mountain resource. [omit one space] [omit comma]
Otherwise you will always prefer a coal mine. [comma needed]
The named alternative, is very slow, and needs a lot of space, burners, lumberjacks and foresters. [omit comma]

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. [omit comma]

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. [omit comma]

Building

The Barbarian Coal Mine is the first in a row of three upgrade stages.
You cannot build the first Coal Mine, you can just upgrade an existing coal mine. [Changed to "You must build it first before you can upgrade to a larger mine."]

The Coal Mine can be upgraded to a Deep Coal mine, and this is again upgradable to a Deeper Coal Mine. [sp: upgradeable]

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

Building the coal mine needs:

2 raw stones and 4 trunks .

Dismantling a coal mine will yield:

1 raw stone and 2 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 coal mine needs one worker, who may be inexperienced.. [omit comma]

Crew required: 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. [comma needed]
Compared to its precursors, Deeper coal mines have a better chance of still finding coal, when the main vein is exhausted. (10% vs. 5%)