

At a Glance

The Barbarian Deep Ironore Mine

Lore



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"I look at my own pick wearing away day by day and I realize why my work is important."

Quote from an anonymous miner

General Section

Deep Ironore mines exploit only 2/3 of the resource. From there on, they will only have a 5% chance of finding iron ore.

**Purpose:** Dig Ironore out of the ground in mountain terrain.

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

**Dependencies:**  
incoming:



outgoing:



Iron ore always goes to the smelting works. There is no other use for it.

Building

**Space required:** a mine plot

**Upgraded from:** Ironore Mine

**Build cost:**

2x raw stones

4x trunks

**cost cumulative:**

4x raw stones

8x trunks

**Dismantle yields:**

2x raw stones

4x trunks

**upgradeable to:** Deeper Iron-ore Mine

Workers

**Crew required:**

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 Deep Ironore Mine can produce one Ironore in 39.5s on average.

In Depth

The Barbarian Deep Ironore Mine

Lore



Iron ore and the steel made thereof is the centerpiece of the barbarian economy and used for all tools, weapons and armour. Barbarians have been looking to find that ore wherever they have settled. In fact, more often than not, they have built their houses near to those mountains supplies, and had to give them up when there was no more. Iron-ore mines are, apart from gold mines, many miners' favorites. The work is as hard as in any other mine, but a little less dirty than coal.

General Section

Like all mines, Ironore Mines can only be built in mountain terrain, and they will only produce if there is Ironore near the 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 Ironore by placing these signs upon the spot for rich and poor resources respectively.

**Deep Ironore Mines** can exploit Ironore-measures d 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 iron ore, while their food deliveries continue as usual.

When Deep Ironore Mines fail, they should be converted to Deeper Ironore Mines, or else be moved to a new spot (dismantle or burn and rebuild).

The Barbarian Ironore Mines will produce Iron ore and nothing else besides. Barbarians have no other way of obtaining iron ore than the mines.

Mine positions depend on the mining resources in the first place; other considerations are: Vicinity to taverns and inns, and to Ironore 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:**

Ironore goes to the Smelters in the Smelting Works to produce metallic iron and steel. There are no other uses for iron ore.

**Tip!** Your need for iron-ore will drastically increase, as soon as you have a Trainingscamp, an Axefactory or Warnmill, and an Armoursmithy going. If you can upgrade your Deep Ironore Mines to Deeper Iron Ore Mines at this point, it can help a lot.

Building

The Barbarian Deep Ironore Mine is the second in a row of three upgrade stages. You cannot directly build it, but must upgrade an existing Ironore Mine.



Building the Ironore mine needs:

2 raw stones and 4 trunks .

Dismantling a Ironore 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 Deep Ironore mine needs two workers with the following experience levels.

**Crew required:**

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 Ironores. A Chief miner becomes Master miner after another 28 Ironores.

Production

Upgrading Ironore 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 an Ironore Mine, one Ironore is produced in 65 seconds on average. In a Deep Ironore Mine, one Ironore is produced in 39.5 seconds on average. In a Deeper Ironore Mine, one Ironore is produced in 17.6 seconds on average. Upgrading will, however, require more food supply, and the efficiency ratio for Ironore per food sinks when changing from Mine to Deep Mine but rises above the Mine level with the Deeper Mine. Compared to its precursors, Deeper Ironore mines have a better chance of still finding Ironore, when the main vein is exhausted. (10% vs. 5%)