

At a glance

The Barbarian Trainingscamp

Lore



Chief Chat'Karuth in a speech before his army

General Section

**Purpose:** Trains soldiers in “Attack” up to level 4, and in “Hitpoints” up to level 2.  
Equips the soldiers with all necessary weapons and armour parts.

**Note:** Barbarian soldiers cannot be trained in “Defense” and will remain at the entry level.  
“Evade” is trained in the Barbarian Battle Arena.

**Vision range:** 4

**Dependencies:**



**For Attack training:**



Supplied by the Axefactory



Supplied by the Warmill

**For Hitpoints training:**



Supplied by the Helmsmithy

**For both:**



Building:

**Space required:** a big plot

**Build cost:**



**Dismantle yields:**



**upgradeable to:** n/a

Workers:

**Crew required:** Trainer



**Tool used by worker:** n/a

**Worker is trainable to:** n/a

Production

**Performance:** If all needed wares are delivered in time, a Trainingscamp can train one new soldier in “Attack” and “Hitpoints” to the final level in **4m40s** on average.

In depth

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Taking orders and obeying commands is not what barbarian men easily accept. Improving individual fighting skills, in contrast, has always appealed to most men. Consequently, the soldier’s training has always been focused on the latter. Hardy and ignorant of exhaustion or pain, they will fight on and collaborate spontaneously as need dictates.

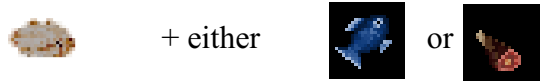
General Section

The Trainingscamp may well make the difference between your victory and utter defeat. Soldiers are given the weapons and armour of the tribe and receive training with these. Starting from the easiest weapon to the most demanding one, the Soldiers learn how to use them and increase their chances to survive battles victoriously.



**Dependencies:**

For one thing the Barbarian Trainingscamp needs an input of food. It needs bread and meat or fish, but no beer.



In that, it competes with the taverns and inns that need the same wares for catering for the mines in the form of rations, snacks and meals.

**Tip!** Note that the highest training levels for „Hitpoints“ and „Attack“ need increased food supply. Take care that all the incoming wares are never scarce!

For another it needs the output of the axefactory or warmill, and the helmsmithy:

**For Attack training:**



Supplied by the Axefactory



Supplied by the Warmill

**For Hitpoints training:**



Supplied by the Helmsmithy

Building:

The Trainingscamp needs a large plot and it will use almost all the space that is provided. To build one, you will need

- 4 gold, 3 thatchreed,
- 4 raw stones,
- 6 grout, and 6 trunks.

Dismantling will yield:

- 2 gold, 2 thatchreed,
- 2 raw stones,
- 3 grout, and 3 trunks.

**Tip!** A Trainingscamp will be evacuated of all persons when awaiting dismantling. However, any wares inside are not automatically saved. First save your wares from the site when you plan to dismantle or burn your Trainingscamp! It cannot be upgraded.

Workers:

The barbarian Trainingscamp needs a trainer, who is created from a carrier without the need for any tool. Trainers are also needed for any other training facility. Trainers will not gain further experience on the job.

Production

**Tip!** A Trainingscamp will always start training the least skilled soldier present until all are level. Then they all are trained further, one by one in turn. This is why the output of well trained soldiers will be delayed for a long time, even at maximum performance. Reduce the soldier capacity and/or dismiss soldiers manually if you need a few well trained soldiers fast!

**Tip!** Only soldiers fully trained in all qualities offered are dismissed automatically. If you lack any weapon or armour to train your soldiers to the maximum, you must manually expell your soldiers from the Trainingscamp at the point where they cannot progress any further.