

At a glance

The Barbarian Warmill

Lore



“A new Warriorsaxe brings forth the best in its wielder — or the worst in its maker.”

An old Barbarian proverb meaning that you need to take some risks sometimes.

General Section

Purpose: The Barbarian Warmill is their most advanced production site for weapons. As such it needs to be upgraded from an Axefactory. The Warmill produces all the axes that the Barbarians use for warfare.

Vision range: 4

Dependencies:
Input:



Needs Iron from the SmeltingWorks



Needs Gold from the SmeltingWorks



Needs Coal from any Coalmine or the Burner

Output:



Warmill output goes to the Trainingscamp

Building:

Space required: a medium plot



Build cost:



Dismantle yields:



upgradeable to: n/a

Workers:

Crew required:

Master Blacksmith



Blacksmith



Tool used by workers:



a hammer

Worker is trainable to:



A Blacksmith will advance to a Master-Blacksmith after having produced 24 items.

Production

Performance: If all needed wares are delivered in time, a Warmill can produce each item in about **57s** on average.

Currently all weapons require the same time for making, but not the consumption of same raw materials increases from step to step. The last two need Gold.



In depth

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The Barbarian Weaponsmiths - and foremost those from the Warmills - have ever been honoured and well-respected craftsmen. And rightly so. Ever since the compound blades were first made, this art was perfected, and many a Master Blacksmith has secretly added a few ingredients or processing steps of his own. Renowned warriors from all over the realm seek their services, and would not go to battle without the axe that was built for their hands.

General Section

Purpose: The Barbarian Warmill is their most advanced production site for weapons. As such it needs to be upgraded from an Axefactory, which in turn is an upgrade from the Metalworks.



The Barbarian Metalworks produces only tools and one Blacksmith works there. The Axefactory can produce Axe, Sharpaxe and Broadaxe and is also the home for only one Blacksmith. The Warmill produces all the axes that the Barbarians use for warfare. The crew consists of one Master-Blacksmith and another Blacksmith.

Note: The “Felling Axe” that the lumberjacks use is a tool, not a weapon, and is produced in the Metalworks.

Dependencies:
Input:



Needs Iron from the SmeltingWorks



Needs Gold from the SmeltingWorks

If Gold supplies are absent, the Battleaxe and the Warriorsaxe will not be produced.



Needs Coal from any Coalmine or the Burner

The Warmill can store 8 of each input material inside.

Note: The Weapons are produced from “simple to advanced” (see production section). When any raw material is not available in the necessary quantity at the moment the warmill attempts its production, it will be skipped.

Tip: Try to keep your slots for the input materials always well filled, not just barely sufficient, or you will have little or no output of the better weapons.

Output:



Warmill output goes to the Trainingscamp.

Tip: If you have enough economic power, you can build up a stock of weapons in times of low demand, but given the very low default “minimum storage quantities”, you will need to raise them considerably.

Building:

The Warmill needs a medium sized plot. To upgrade one from an Axefactory, you will need

- | | | | |
|---|--------------|---|-------------|
| 1 | hardwood, 1 | 1 | thatchreed, |
| 2 | raw stones, | | |
| 1 | grout, and 1 | 1 | trunk. |

Dismantling will yield:

- | | | | |
|---|---------------|---|--------------|
| 2 | hardwood, 2 | 1 | thatchreeds, |
| 3 | raw stones, | | |
| 2 | grouts, and 2 | 1 | trunks. |

Dismantling returns half (rounded upward) of every material used, including all precursors.

Workers:

The Barbarian Warmill needs a crew of two. At least one of them needs to be a Master-Blacksmith. The other one can be inexperienced.

Production

For each working cycle the Warmill checks the demand for the items listed below in the given sequence. If there is no demand, the production is skipped and the next item is checked. When an item in demand is found, the raw material for its production is consumed. If this fails, the item is again skipped.

- | | | | |
|------------------|---|--------------|--------------|
| The Axe: | 1 | raw stone, 1 | grout |
| The Sharpaxe: | 1 | raw stone, 1 | grout |
| The Broadaxe: | 1 | raw stone, 1 | grout |
| The Bronzeaxe: | 1 | raw stone, 1 | grout |
| The Battleaxe: | 1 | gold, 1 | raw stone, 1 |
| The Warriorsaxe: | 1 | gold, 1 | raw stone, 1 |