

At a glance

The Barbarian Axefactory

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 Axefactory is the intermediate production site in a row of three. It is an upgrade from the Metal Workshop but doesn't require additional qualification for the worker. It can make Axes, SharpAxes and BroadAxes.

Vision range: 4

Dependencies:
Input:



Needs Iron from the SmeltingWorks



Needs Coal from any Coalmine or the Burner

Output:



Axefactory output goes to the Trainingscamp

Building:

Space required: a medium plot



Build cost:



Dismantle yields:



upgradeable to: n/a

Workers:

Crew required:

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, an Axefactory can produce each item in about 57s on average.

Currently the three weapons take the same time for making, but the required raw materials vary.



In depth

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Look at the Barbarian Axefactory as a specialised Metal Workshop. After a mandatory training with simple tools, some younger Blacksmiths choose to stay with making tools, others concentrate on axes, the Barbarian weapons. The Axefactory is limited to the three lower grade axes where a second worker is not needed.

General Section

Purpose: The Barbarian Axefactory is an instrument of early military empowerment. Cheap to ~~build~~ and to staff, it can help to give Barbarians an advantage in fast games on smaller maps.



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 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: Don't forget to build another Metalworks when you have upgraded one to an Axefactory, or you will face a shortage of all tools.

Output:

Aren't we talking about the "Axefactory"?
Changed in txt file.



~~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 thatchreed,
- 2 raw stones,
- 1 grout, and 1 trunk.

Dismantling will yield:

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

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

Workers:

The Barbarian ~~Axefactory~~ needs only one Blacksmith who may be inexperienced.

Production

For each working cycle the Axefactory 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:



The Sharpaxe:



The Broadaxe:

