Sewers
Posted by philhendry - 2006/11/03 14:52

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I want sewers!

My lot are exploring the sewers under Nuln at the moment, and I'm using Dungeon pieces, which are okay-ish, but the real deal would be so much better...

Wide sewers, with a walkway one side and a 'stream' of, er, filth the other, and narrow ones where you have no choice but to wade in the stuff.

Phil

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Sewers
Posted by jackattack - 2006/11/03 15:53

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Place your Open Water lake pieces on the table, then lay down a border of classic Fantasy DF around them. Put the walls against the water for wading areas, and put the walls away from the water to allow ledges/walkways.

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Sewers
Posted by Yukon Cornelius - 2006/11/03 20:54

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What you said! Both of you!

Jackattack's way works well, but individually-sold open water pieces are needed to make it practical. But when DF releases a proper sewer set, it will be a happy day!

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Sewers
Posted by jackattack - 2006/11/04 04:49

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Now, let's be more specific.

By a "proper sewer set", do we mean pieces that will convert a Fantasy dungeon into a sewer, or do we mean a new line with unique walls and/or floors?

Personally, I'd like them to keep things simple and release a limited number of tiles (floor and accessory walls) to go with standard Fantasy pieces.
http://www.dwarvenforge.com/dwarvenforums/viewtopic.php?id=1146

It would increase the versatility of our existing sets, reduces the amount of time for development, keeps the price down, and largely eliminates the need for transition pieces to bridge Sewer-to-Fantasy and Sewer-to-Cavern.

But if you have something else in mind, share the details. Maybe you think a sewer should have brickwork walls and stone floors. Or square-cut stonework and tile floors. Should the water be brown (ick!) or blue (to match up with the Cavernous Rivers)? Do you have ladders -- are they cut into the stone, or are they iron rungs set in the stone?

A real medieval sewer was only a couple of feet wide and about a foot high -- I doubt that's what anyone wants DF to make. It's all well and good to say "we want sewers", but you have to let the good folks at DF know what that actually means.

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Sewers

Posted by Thod - 2006/12/10 01:47

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All

Please have a look at the Cool Photo section. I tried to build my own - but including as far as possible the existing pieces. Here is what I ended up and I think it could work pretty well for a DF sewer set. And here are my experiences.

1) Open water tiles (yep - I'm told they are too clean but this is what I got easily). Yes - there are the open water tiles (just sold out) but I feel for a sewer system they should be rather 5*5 not 10*10 cm.

2) Walls. There are two possibilities. Either have free standing walls (DF already has some in the Trap Set 1 as part of the swivelling walls) or add them on the water tiles. If they are free standing, then they need to be a little bit wider to stand safely.

This is all needed for a 'basic' sewer set. Off course we are talking DF - therefore we expect some extra bits. I did add three extra pieces so far

A wall with ladder for the enrty a special wall with some metal door in it and a wall with some bars which blocks movement by characters but allows water to flow through.

I will add experience with my set as I get it. But I'm as well in favour of DF making a set. If I didn't want such a set I wouldn't have bothered to make it.

Thod

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Sewers

Posted by pfworks - 2006/12/10 08:50

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Someone before posted some pictures and stacked pieces on top of the open water to get the effective 5x5 (or less) for the sewers. It looked very nice.

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Sewers
Posted by jackattack - 2006/12/10 11:57

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To "dirty up" your water, buy some colored cellophane at your local art supply store -- green or brown should do.

Alternately, use a graphics program to draw the surface of your sewer water, then print on transparency and cut it out.

Either method will allow you to customize the surface of your Open Water Tiles without permanent alteration. You can make "fouled" water, scummy algae-covered water, pools of oil, wakes to mark the (general) location of things swimming beneath the surface, curved lines to indicate currents, and anything else your imagination (and graphics program) can handle.

Perhaps the new "Sample Maps" section could be a place for those so inclined to post their efforts along these lines.

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Sewers
Posted by Fregul325 - 2007/03/30 13:05

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i know that this a old post but:
It really pisses me off that there are no good sewer 3d tiles anywhere. i need those &%*& things right now. all i can use now is some grils and unconvinving paper tiles for dirty water and some df walls.....GRRR

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Sewers
Posted by jackattack - 2007/03/30 16:02

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http://www.oldcrowmodels.co.uk/aisewers.htm

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Sewers
Posted by Harneloot - 2007/03/30 21:53

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WOW!

Ask and yes shall receive....?

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Sewers

Posted by jackattack - 2007/03/31 09:14

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But anger is probably not the best first response to not getting what you want...

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