A more clear description of my outdoor terrain tile concept

Posted by blairgb - 2008/08/15 16:31

Some folks may have misinterpreted my idea, I'm not talking about a resin set with bushes and fences.

What I see a 8"x8" or 12"x12" prepainted gridded rubber terrain mats, similar to what's available from zuzzy.com, but immediately usable with the rules as is for grid-based rpgs and wargames. Maybe a couple different varieties, temperate, wasteland, etc.

With all the terrain options available, not much more would be needed, as som much in the ways of trees, bridges, fences, etc is available.

An it would be quite the coupe for dwarven forge....I can't think of any modular gridded prepainted 3-dimensional outdoor terrain available.

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Posted by MyLordVoid - 2008/08/16 02:54

And, don't forget modular Road/Street sections...

- Modern
- Space Opera
- Brick
- Cobble
- Desert
- Forest
- Barrens
- Post-apocalyptic
- Jungle/Swamp

Add to that, bridge sections (Whole & ruined) for each terrain type! Water crossings, etc...

They would ALL be awesome, but, and I think this has been mentioned several times already, rubber is not really DF's market. As kickin' as these would be. MBA did some paved 12x12 mats in rubber and they seem to have stopped making them for some reason... I'd hate for DF to invest in a whole new production process only to find that folks don't associate rubber mats with the DF brand.

I dunno'... Personally I can imagine that anything Stefan put his efforts into would blow folks away and be the best on the market, and I know I'd certainly purchase this sort of thing. Hey it would allow me to pretty much liquidate a huge chunk of my 2D cardboard tile & other 2D out-door scenary collection in favor of something much cooler. The only thing I would change is the grid system. So many games use Hex or rulers for range and movement, that square grid could be limiting.

So kudos for the suggestion.

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Posted by jkratzer - 2008/08/18 11:57

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Lord Void;

One change I'd make to your suggestion; double-sided, one side square, one side hex, same pattern on both sides. Flat tiles,1/8" thick, magnetic rubber, with terrain tiles STACKABLE on them for elevation changes, and the resin terrain tiles are poured around magnets - and they ALSO are double-faced, hex/square.
Remember, these are basically ground effects, not structures. Trees, ground covers, etc., would be added to them, either using Model Railroad scenery or with separately-applied materials, from DF or other sources.
GW, as an example, makes some excellent stone hedgewalls (I hate their tech walls). Their hedges are okay, but not great. Forget their trees; they look like painted bottle brushes. Woodland Scenics and Life Like both have better trees, cheaper. But you see what I mean. If DF supplies the terrain, lots of folks supply the rest - and DF already MAKES MBS, Dungeon, and Sci-Fi, as well as the DoE and now the RotA is coming soon!
Yowza!!

Q'apla!

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