Forest trail set

Posted by Shadbelly - 2009/05/01 23:14

I would love to see a forest trail set. You can use individual trees to make a forest but it never really has that impenetrable dense feel. I think solid "walls" of trees with "forest floor" floor pieces would be awesome. If one was made there could be a jungle set, a swamp type set, maybe even fall and winter versions as well. I would buy these in a heart beat. I'm no artist so I cant sketch my idea but I really think stefan could make just about any cool miniature terrain idea a reality.

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Forest trail set

Posted by jackattack - 2009/05/02 16:38

I usually argue against DF getting into outdoor terrain, but I think I like this idea. It makes me think of Mirkwood. This would allow GMs to create outdoor mazes for players to negotiate, or set definite boundaries for a woodland battle.

There are a couple of important questions to address, though.

One, should the set be made to line up in a square grid, or in a hex grid? A square grid (standard DF) is probably easier, but might seem odd in a natural outdoor setting.

Two, should there be detailing on the other side of the "wall", the side opposite the trail where the forest would be?

Three, should the trail (the ground) be sculpted, or should this set consist entirely of "walls" -- the tree trunks and foliage that line the forest paths -- without "floors"?

Here's a couple-few thoughts on three. If there is no ground, then GMs have more options when they put down their pieces -- they can use game mats or paper in different colors to simulate dirt paths, grass, snow, cobblestones, whatever. If there are no "floors", then more of the set will be "walls", which expands the layout size. Finally, without a "floor" connecting the "walls", the trails can be any width the GM likes, and clearings can be added to the trails with the existing pieces (no need for an expansion set just to make clearings).

Here's a thought on two. If we proceed from the assumption that each "wall" is the boundary of the impenetrable forest (not an actual wall with clear space on the other side), then details are not necessary on the opposite side. However, that gives us the option to put different details on the other side -- in other words, two-sided pieces that give us two sets in one package. That might mean that we get green forest on one side and fall colors on the other, or it might mean deciduous forest on one side and swamp on the other, or some other combination. That would make a forest trail set fairly versatile.

Some freestanding accessories that might go with this include the ubiquitous old dead tree, boulders, stumps, logs, and a fallen tree.

Or have I completely missed the point?

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Forest trail set
Posted by waza - 2009/05/04 03:36

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I would love to see a forest trail set. You can use individual trees to make a forest but it never really has that impenetrable dense feel. I think solid "walls" of trees with "forest floor" floor pieces would be awesome.
This sounds more like an exotic elven dungeon than a true forest, maybe Lost temple of the Fey gods.

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Forest trail set
Posted by David Wasilewski - 2009/05/05 11:22

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I've been a champion of the great outdoors sets for a while. No one sells high quality, pre painted, pre gridded, modular outdoor stuff. I'd certainly buy a load!!!!!!!!

Forest/woods.....medieval building village (well, hedges, cobblestoned walls, troughs, copses of trees etc) or even a town set with pavements, roads, lights, braziers etc to complement the MBS

David

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Forest trail set
Posted by tort518 - 2009/07/01 14:45

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You know, having a hedge maze certainly couldn't hurt. Not sure how it would sell as it lacks the versatility of other sets, but still cool non-the-less.

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Forest trail set
Posted by HeroQuestFrance - 2009/07/05 15:42

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http://img142.imageshack.us/img142/7522/01011715.jpg

It's very complicated to do a modular forest since you need to put several trees from different size & variety.
I've decided to make a basic set first with a simple way heroes will take to reach a lost house / village or the entrance of a forgotten dunjeon / temple.
I'm going to paint it and I also have to make the delimitation of the 2,5cm² tiles.

Rocks, snow, water, dead bodies, squeletons, shields & swords laying on the floor are also details which have importance to add more intensity of the adventures.

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Forest trail set
Posted by Stefan - 2009/07/05 15:59

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Hey that looks pretty kool! Not what I had in mind as an "outdoor" environment, but has got me thinking about how a "forest" type add on could work...actually, I've already got some idea's about that...secret for the moment...looks like this idea is picking up steam...there are just so many possibilities...we have already brainstormed (Jeff and I) about an outdoor add on for the medieval building set and the ROTA set...yes, I believe they would work well together in the same city....at that point we would finaly make roofs as well...I just love the idea of being able to put archers on top of buildings and theives hiding in alleyways...building a small medieval town would just be the bomb in my opinion, and having it all connect to a path out of town, that connects to mountain passes or marshes of thick forests that in turn connects to dungeons would be to awesome not to pursue...eventually...first we got another surprise we shall unveil at Gen Con....

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Forest trail set
Posted by thenorthman - 2009/07/05 16:53

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...eventually...first we got another surprise we shall unveil at Gen Con....
Great now I am looking forward to GENCON that much more!!! :)

Sean

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Forest trail set
Posted by Green_knight - 2009/07/06 08:01

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don't wanna troll, but i really don't like a trail set,
such straight lines in a outdoor setup remind me of trails
like in "the wizard of oz".

@heroquestfrance
to improve the tiles you made i suggest:
- use a finer granularity on the trails (look a bit like cobblestone, or was it intentionally?)
- painting the trail in earth colors (drybrush and ink) (or grey if it should resemble cobblestone)
- use at least two colored types of green flock to avoid "golf court" feeling
- far more looking natural are foilage clusters to replace the "island moss" you use

If enough people want an outdoor set, DF should make it, but its not for me.
I like outdoort by putting up some gridded map and putting down some

trees, stones and random stuff and nothing else.

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Forest trail set

Posted by HeroQuestFrance - 2009/07/06 09:53

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Thanks for your advices !
I indeed want to change colors of the trees + the way too ^^.
In fact it takes a lot of time, I try to make one thing on each part each day.
But I will be able to post new photos in august.

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Forest trail set

Posted by Shadbelly - 2009/07/07 03:49

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I wouldn't mind seeing just a mat with the grid in it. Kind of like the gw mats. Just a desert, grass and snow mat would be awesome.

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