GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by lwizzel - 2009/11/22 20:24

_____

First, I'm a long-time player who has recently got hold of a pretty good selection of DF all at once. I had a couple of sets for years, but never used them - because the packing and unpacking in the lovely shippin cases is a pain. Now I have my KZ (kriegzimmer - war room) completely set up, I have the storage racks to have the pieces in marked drawers, so I'm using the stuff.

Can anyone give me a source for rules on how to build with DF? What to combine, how to use the odd pieces (like half hallway pieces) and so forth?

I would much appreciate it. I can learn by doing, but that takes time. My grandfather told me as a tot something I've valued since: "Stupind men never learn, intelligent men learn from their mistakes, but wise men learn from the mistakes of others." I suspect this group has between it many mistakes and discoveries I would prefer not to have to make on my own!

Thank you all.

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by BrettKing - 2009/11/22 21:30

_____

I don't know that there is a magic handbook for building dungeons with Dwarven Forge. There are some old floor plan docs for some of the original sets, but I think they're of limited value. I really recommend hands-on experience. Having said that, here are a couple of other suggestions:

1) Get a tile-mapper program (see other threads on these forums). It's quicker to play with the tiles on the computer than in real life.
2) If you have a D&D map you're trying to emulate, make a copy of it and draw your Dwarven Forge pieces over top of the map. Then go get the pieces you need to build it.
3) If you need to do something quick, just lay down the floor pieces. By skipping the walls, you'll avoid a lot of the "problems" you have to figure out with Dwarven Forge (such as half-size floor spaces).

Good luck!

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by Ghenghis Ska - 2009/11/22 22:29

_____

I'd suggest looking through the cool pictures thread ans seeing what others have done.
There really isn't a right or wrong way, most people just use it build rooms passages etc that match a deisgn, ie if it's a mod pick the bits that best match it.

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by Stefan - 2009/11/23 00:13

_____

Hello and welcome to our site,

I think that figuring it out as you go along is half the fun...start with easy setups and go from there....

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by jackattack - 2009/11/23 05:58

_____

I recommend playing with them outside the context of a gaming session. Just sit down and see what you can do with the pieces you have.

Take out all of your Cavern pieces and see what the biggest single chamber you can make is, then see how many small chamber you can make.

Take out all of your DoE pieces and build the biggest, fanciest Temple-o'-Doom-TM you can make, then make the narrowest, crookedest, most winding set-up possible.

Take out... you get the idea.

Also, see how different sets look together. Mix pieces willy-nilly (like a room that is half classic dungeon, half RotA), and in a more orderly fashion (like a classic dungeon room next to a RotA room). See how you like individual components in other sets -- if you don't have enough red columns, see how some DoE columns look alongside them.

I think the more familiar you are with the pieces you have, the more confident you'll be about what you can do with them.

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by Harneloot - 2009/11/23 07:50

_____

You can also try building a dungeon map or two from a published module to get a feel for how the pieces work. (though you may need the ABS & ABS2 to get the map exactly right, often just slight alterations in the layout will work if you don't own those two sets)

Enjoy!

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by David Wasilewski - 2009/11/23 13:32

_____

Personally, I think it depends on your play style. I enjoy spending an evening setting up a series of complexes/rooms/encounters ready for the game before it happens. For me, the process of setting up is a fun part of the prep for the event (the game). This does depend on you having somewhere that you can set up and leave out though. I have spent so much on this stuff I intend to get my money's worth and this includes "playing" around with different set ups and experimenting with the pieces. For me, DF should have the by line "Lego for grown ups!"

Or perhaps I'm just sad?

Dave

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by Ghenghis Ska - 2009/11/23 13:40

_____

no I'm with you dave, I just don't have a place to set up for game.

When we played at a guys house who had a dedicated space for the game I would do that, as it is that house is gone, and there are more than one game in the place we now play at a week so I just can't set the stuff up and leave it there for a months worht of game sessions...

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by granpappy77 - 2009/11/23 13:59

_____

I found that trial and error is a good way to go, combined with trying to emulate the work of others as seen in the picutres section of this forum. When working from a module (which I often read on the bus into work when prepping for a game night) I try to visualize what pieces I need to make that room and how they would all fit together- almost like a visualization exercise or a puzzle.

In terms of game night prep, I don't have a ton of DF sets nor do I have a lot of space in my apartment, so I usually set our first encounter up the night before and break down and re-set as we go. Its kind of a pain that way, but I'm getting better at it (especially with the little visualization exercise I mentioned).

Good luck, have fun and welcome to the Addiction.

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by lwizzel - 2009/12/01 11:19

_____

Thank you all - I appreciate your comment,s although I'm afraid you told me what Idon't want to hear: Just play with the stuff!

Is there a "Best" mapping program? I've seen the threads and there appear to be several.

==========

GENERAL ADVICE ON HOW TO BUILD WITH DF

Posted by pfworks - 2009/12/01 14:03

_____

Thank you all - I appreciate your comment,s although I'm afraid you told me what Idon't want to hear: Just play with the stuff!

Is there a "Best" mapping program? I've seen the threads and there appear to be several.
Most people seem to be happy with TileSystem. You can get it off of my web site here:
http://www.colinburns.com/games/mastermaze/index.html

==========