Medieval Street set
Posted by HeroQuestFrance - 2010/08/24 04:40

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Stefan let us know several times in the past and just confirmed us into a previous post that a new set for the medieval line is coming up.
It will be a "street" set.

Exterior is something a lot of fans are waiting for.
So post here what you will expect of a such set exatly : stone roads, stone floors ideas etc.

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Re:Medieval Street set
Posted by Green_knight - 2010/08/24 06:24

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a mediaval street set may include the following things:

Cobblestone Street Floors (2x2 and 4x6)
Cobblestone Street Floor with Sewer Grate (2x2)
Cobblestone Street Floor with pool of water (2x2)

Cobblestone Street ramp up (2x4) (to connect to the platform)
Cobblestone Platform Floor (4x4)
Cobblestone Street Floor with fountain (4x4)

Cobblestone Street Wall (2x2) (like an indoor wall, but to use to build a dead end between houses)
Cobblestone Street Fence (2x2) (as above with a fence instead a wall)
Cobblestone Street Fence with gate (2x4)

Medieval Statue on pedestal matching the cobblestone street
Market Stand (empty)
Trade Goods (seperate to use with market stand or tables, pedestals etc.)

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Re:Medieval Street set
Posted by Dwarf - 2010/08/24 09:27

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How about a small well and maybe a little larger fountain?

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Re:Medieval Street set
Posted by jackattack - 2010/08/24 14:26

Stefan said a landscape set is "something we might do some other day ... along with a medieval street set", which I think puts a medieval street set in the same "might/another-day" category.

But I enjoy a game of What If as much as the next guy, so here goes...

2"x2" cobblestone street
2"x2" cobblestone street with bare earth (lots of missing stones)

I picture using these pieces for alleys. For actual streets/roads, I favor 4"x4" tiles, for easier setup, like Cavern sets.

4"x4" cobblestone street
4"x4" cobblestone street with puddle
4"x4" cobblestone street with grate

There are a number of accessory items that go well with streets, but I'd cast them separately, so they can go in other sets as well.

2"x2" pedestal as a statue BASE -- any 25-54mm miniature can be painted as a statue, and a larger base allows "group" statues (up to four of them)
1" diameter well
2" diameter pool
4" diameter pool with accessories to turn it into one or more fountains
2" diameter ring of stones around a tree growing in bare earth or grass -- 4" diameter foliage piece to go on top
signpost
streetlight (lantern on a pole)
rain barrel

Do y'all picture sidewalks of any kind? A city might have flagstone sidewalks (standard dungeon tiles), a town might have a wooden sidewalk (MBS floors), and a village might simply have grass (new ground pieces). Yes, I know sidewalks aren't really period-authentic...

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Re:Medieval Street set
Posted by admin - 2010/08/24 14:41

I would love this set, too!

I will keep bugging Stefan about it. It would be so sweet to be able to set up a medieval city area complete will cobblestone streets and a SEWER entrance. (We can dream!)

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Re:Medieval Street set
Posted by Thraug - 2010/08/24 19:20

Don't forget to include lots of roofs so we can make complete buildings!

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Re:Medieval Street set
Posted by Harneloot - 2010/08/24 20:47

I second that roof request!

There are places to get cobblestone streets and some other town stuff, but NO PLACE to get ROOFS!

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Re:Medieval Street set
Posted by Purplesaber - 2010/08/24 21:03

I would love a set like this. Count me in as a pre-order customer when/if this set comes to market.

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Re:Medieval Street set
Posted by L - 2010/08/24 21:44

Ditto. Roof pieces would be tricky, due to the modular nature of the line. It's been done before (I forget by whom) and I know Stefan was looking at some modular roof elements, so it could happen. But I imagine it would be involved enough to merit its own set.

Besides, I think a street set would be pretty awesome on its own. Love the ideas I've seen here....

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Re:Medieval Street set
Posted by David Wasilewski - 2010/08/25 07:29

I agree - a street set would be awaesome and you could count me in for at least 3!

I would add:

A low wall with railings, possibly bulked out to a full 2 square width with the addition of rose bushes etc

(no more shrubbery jokes please).

A "front garden lawn" and "front garden lawn with path" piece.

Market place stalls (they do exist already I know but not pre built and pre painted)

Back yard privy made out of wood ('western' style?)

A brazier to keep the town guards/beggars warm

A kennel for the watch dog

Dave

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Re:Medieval Street set

Posted by Stefan - 2010/08/28 11:58

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Roman towns had sidewalks and even sewers...i walked around them during several visits to Pompeii !

If we do a Medieval street Set we would probably also do lots of kool stuff to encounter in the streets...like beggars, guards, stalls, sewer entrances, etc...oh, and let's not forget the sewers themselves eh, he,he,he...
http://www.dwarvenforge.com/images/fbfiles/images/0031.jpg

http://www.dwarvenforge.com/images/fbfiles/images/230px_PompeiiStreet.jpg

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Re:Medieval Street set

Posted by Stefan - 2010/08/28 12:06

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more pics....
http://www.dwarvenforge.com/images/fbfiles/images/pompeii.jpg

http://www.dwarvenforge.com/images/fbfiles/images/pompeii_030.jpg

http://www.dwarvenforge.com/images/fbfiles/images/eandl2006_1174813680_img_5794_2086.jpg

http://www.dwarvenforge.com/images/fbfiles/images/0093.jpg

http://www.dwarvenforge.com/images/fbfiles/images/37254_Street_Scene_1.jpg

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Re:Medieval Street set

Posted by BrettKing - 2010/08/28 23:44

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Great suggestions so far! Some other thoughts:

- Street lanterns
- Feed and watering troughs
- Debris piles
- Hitching posts
- Figure out ways to combine street set + MBS floors + cavern open water to make a dock set!

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Re:Medieval Street set

Posted by crioux - 2010/08/30 13:13

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I was the one who tried the roofs a few years ago

The original post is somewhere, put I reposted more recently with some additions

http://www.dwarvenforge.com/forum?func=view&catid=3&id=34021

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Re:Medieval Street set

Posted by Stefan - 2010/08/31 12:37

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If we do the streets we will certainly do the roofs, Crioux and I have been sharing idea's on it....2011/2012?

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