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How do you move the minis in Pathfinder-DF Games? Posted by Ivanriver - 2011/09/29 12:28
Hello, I want to begin playing pathfinder rpg and I have several Dwarven Forge sets I want to use. My question is the following: How do you move your characters, monsters and apply effects? All the movements are in feet so how do you converte that into Dwarven Forge scale?
Thanks and sorry about my bad English.
Re:How do you move the minis in Pathfinder-DF Games? Posted by Shadbelly - 2011/09/29 12:41
One square equals 5 feet.
Re:How do you move the minis in Pathfinder-DF Games? Posted by DM-GHOST - 2011/09/29 13:16
As Shadebelly stated one square is 5 feet. The squares are 1" each so they fit one Figure per large take up 4 just and so on just like any chessex battlemat you will encounter. As to affects you have a few options. Take a look at places like Gale force 9 website and they make Area affect markers. You could run the gambit of options for affects wicked additions 3 has alot of flame markers that look awesome with or without Dwarven forge stuff in play. Back in the day I use to use Piper cleaners for Area affects, white for frost, blue electric. red Fire, black negitive energy. green acid. and the list goes on. Not to mention they are nice and bendy and Cheep.
Re:How do you move the minis in Pathfinder-DF Games? Posted by Ivanriver - 2011/09/29 15:09
Ah! OK, thank ypu very much.
Re:How do you move the minis in Pathfinder-DF Games? Posted by Arcarius2001 - 2011/09/29 18:44

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Paizo has some very nice area of effect spell templates. I use those frequently. Really helps with minis. http://paizo.com/store/gameAids/templates/steelSqwire
Pricey, but very handy.
Re:How do you move the minis in Pathfinder-DF Games? Posted by Duncan_and_Dragons - 2011/10/03 15:58
My house rules on this subject. Usually you can just use the one square equals one inch and the spell effect templates. I also use the follwing:
1- 50% or less squares do not exist, except for show. So I do not count the sides next to the wall. I do not let people squeeze through this space. I DO count the 75% squares on a diagonal tile. I use half spaces for scenery that does not affect the battle. If I want a something to affect combat, I put it in the middle of the room.
My house rule for 4e. Rule 1 plus:
2- Doorways do not count for going a round a corner, you count adjacent squares diagonally as you go through the door. Reason: You already loose one square of range to go 'through the door square'. You do not loose a second quare to go around the corner.
How do other people handle the half squares?
Re:How do you move the minis in Pathfinder-DF Games? Posted by DM-GHOST - 2011/10/03 19:30
We work Half squares and such like so. If you are medium sized or smaller you may move through then but not end your move or fight from them. If you are small or tiny and your figure fits in the square you may treat it as a regular 1"tile.