Dwarven Lunchroom expanded
Posted by L - 2004/12/02 22:59

A more fully realized version of my Dwarven Workplace Cafeteria plan...

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Dwarven Lunchroom expanded
Posted by L - 2004/12/02 23:00

Someone's cranky.

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/02 23:43

Hey L so where in mass do you get this stuff... I live on the mass border and have been looking for a store that stocks it, i can Special order from my store but it takes time... this would give me an excuse to go to mass...

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Dwarven Lunchroom expanded
Posted by L - 2004/12/03 01:34

Well, the only place that stocks it somewhat automatically is Pandemonium Books and Games in Harvard Sq. They got, without my asking, the Sci-fi Starter set and passage set, 2 of each, and when I bought the 2 starters they bought 2 more of each. Now they have 4 passage sets which haven't moved yet... :?

Then they got the Fantasy floor set in, which I picked up, and the starter, which I picked up. There are 1 of each left. They never got sci-fi alpha (grr!)

If you're up for the trip, Your Move Games in Davis Square offers a 25% discount on anything they don't normally stock, which includes DF. So you can order from them and save some money, though the gas you spend may pull you up again. Still, if you order a bunch at once.... They order on Mondays, so if you place an order on Monday, you can get your stuff on Friday (usually)

And of course Newbury Comics carries the WOTC minis, including breaking street date on SW stuff..... No terrain stuff there, though, and they'd never get DF.

There is some stuff in stock at Compleat Strategist on Mass Ave, right near the Hynes T stop on the green line, but not much left. And they NEVER get anything, including special orders (I was strung around by them for like 6 months waiting for the cavernous passage set -- I'm kinda boycotting them

now)

So, there you go. If you start getting things at Pandemonium, between the two of us, they'll probably start stocking the new stuff on a regular basis. They seem happy to get enough for me and 1 to sit around "just in case" but they're pretty tentative about it....

L

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/03 07:34

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Well, the only place that stocks it somewhat automatically is Pandemonium Books and Games in Harvard Sq.
L

Is that the place in the Garage? if so i know that one. I know many stores by where they are not always the name. I used to Hit Boston regularly but now that i have finished college and gotten a job the time has disapeared. Used to hit the Mid East almost every other week back as an undergrad and while in grad school...
almost got a job down at Cereon Genomics in cambridge but, well they no longr exsist.

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Dwarven Lunchroom expanded
Posted by L - 2004/12/03 08:17

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Yes, that is the place in the Garage.
Yes, I used to have time to hit the Mid East while in grad school (not lucky enough to go to college in Boston -- Poughkeepsie instead -- *shudder*)
Yes, unable to go now that I have a job.

Still, my job does leave me time for SOME fun -- like quick trips to gaming shops to pick up stuff. Ten minutes buying minis -- yes. Nights spent drinking at a club -- not as many, sadly.

I miss grad school.

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/03 14:20

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Law,

What/Who is the Critter coming up out of the Floor Chasm?

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/03 14:29

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looks like a Mage Knight thingy... forget the name

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/04 08:42

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Dire, Fiendish, Giant Monstrous Rot Grub? Or perhaps Purple Worm Larvae? It is a Kewl Looking Beasty in any Event, and definately a Great use of the Chasm...

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Dwarven Lunchroom expanded
Posted by L - 2004/12/04 09:09

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It's definitely Mage Knight, I can't recall the name of the thing since I ripped it off its base.

I have it somewhere, maybe I'll find it...

L

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Dwarven Lunchroom expanded
Posted by CalicoDave - 2004/12/04 10:19

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That thing's called a "Crypt Worm" and it's from Mage Knight, like everyone said.

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/04 13:20

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CalicoDave,

Thanks for the Info... It is a Kewl looking Miniature... Of Course I Have No Specific Use for it... But it

Looks awsome with the Chasm...

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/06 11:07

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I have no "specific" use for alot of mage knight stuff either, but i actually like to use them. I recently got an E-bay auction, some thing like 200 Mage knight figs from all sorts of sets for like $5, and ripped every one off it's base and either rebased them or left them as is.

Some of the Golems work great for robots in SW, many of the creatures can have multiple uses for either SW or D&D, or any other fantasy game. They are quick easy pieces, that you can use in situations like this or just to bulk up your collection of minis. Which is why o got them. Look for some MK golems in the next SW pictures i take... i hope to do them tonight now that i have lots o Jedi...

You can repaint them what ever. i like to buy the "crap" figures the Mage knight players hate, the weak ones etc and use them as minis, i get deent cheap minis in bulk and am very happy.

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/06 11:15

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You Know Folks Have Been Talking about re-basing the MK Figs for a while but I Have not tried... I Have Not Purchased any since about the Time that they Started Releasing their Dragons... So I Have a Red Dragon (Which I Love)... and a lot of odd bits and Pieces... I Use a Couple of Skeletal Horses with Riders for obvious reasons... But Most of the others are so out of Scale even with D&D... I Have a lot of Ogres though... I Really ought to Repase those since I Have 'em and Not Many Other Ogre Figs... It Kinda' Sucks though because I Stopped Collecting Before the Sculpts and Paint Got Better... So I wouold Likely have to repaint as well... Any Suggestions on Prep Work for this?

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/06 11:54

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Most of the time i don't even bother repainting them. I might do some touvh up, but even then unless it is a figure of a key NPC i don't bother. I use them for bulk filler, or 1 shot monsters.

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/06 15:53

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I Just Went and did a Quick Scope of My MK... Looks Like about 2 Dozen Miniatures... (I Had More at some Point, but have Moved 3 Times in like 4 Years so some stuff has Gone Walkabout)...

Good News is I Discovered A Couple of "Wood Golems" Which I will likely Use as Entlings (Scaled down Ents for Lower CR's)... And a Few Gnolls, which I had never Shown much interest in because they are so Dinky, BUT going with the Ent Idea, I Decided I can Use them for Young Gnolls (Should the PC's end up in a Village for instance)... Also Had A Couple of Minotaurs... (Helps Bulk up a Future Minotaur Warren)... And a Few odd PC's... Oh and a Few oddball Demonish Figs as well...

So I Started Trying to Get the Damn Things off of the Bases... I was Able to Separate the Dials just Fine, but in Every Case I Could Get say One Leg to just pop off of the Base, but then there would be a Stubborn Second Leg threatening to Break at the Ankle rather than Pop off... So I am Considering a Couple of Options...

a) Leave them on their New Thinner Bases and Just Paint over the Stat stuff... (Mostly this would be for the Larger Figs, since I Could fit a Small swarm of Dwarves on Just one of those Big a** Bases)...

b) Use a Set of Snips to Cut the Bases down to Minimal Foot Prints and Mount on a Slotta or what ever I have Laying around...

3) Try using a Hobby Knife to "Carve" away at the Glue...

So any Way, What have the Rest of You Been Doing to Loosen the Glues purchase on the Figs? As to Paint... Some of these are Just so Poorly Painted, (What I was Calling Ogres, they call Trolls, and they are really bad), That I will have to do somthing with 'em... I Guess I'll Wash 'em real well and just Prime over the existing paint? Has anyone used paint thinner or anything to Get the Old Paint off? I imagine they have been Sealed with something or other...

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Dwarven Lunchroom expanded

Posted by Ghenghis Ska - 2004/12/06 16:44

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Razor blade, wedge under the foot pads, figure etc and slowly work it off.

I tried the larger bases and it works well enough for D&D Miniutre of a Large size, since it takes up close to 2x2, but not quite.

I have also tried just using some good strong shears and cutting the bases to a inch sqaure with mixed result. it works but they look ugly.

I usually just try to pop it off, it it comes, done. If not i don't force it becuase yeah they break. So i then try a razor blade, and i actually mean a straight blade not a knife etc. and try to cut it off. if it doesn't come off easy then i put it asiade to work on it later.

out of those 180 about 70% poped off, i cut the others off pretty easy and have maybe 2-4% still on bases.

I remember a thread somewhere about how to strip the paint, it is a pretty cheap easy method, but can't remeber it. Basicly put X in a glass, drop in 3-5 minis let sit for like 2 minutes act like it is a Martini and

be james bond, then pull out.

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Dwarven Lunchroom expanded
Posted by CalicoDave - 2004/12/06 19:40

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I've read on other forums that the best way to get the MK minis off their base is to stick them in the freezer. Then, I guess, they snap off fairly easily. Haven't tried it myself, but that's what I hear.

For striping the paint I've heard of using Pine-Sol, but that damages the plastic if the mini's left in too long. Or brake fluid, but I'm not sure I'd want to mess with that!

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/07 08:13

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I have tried the freezeing method and after snapping about 6-7 of the minis in half decided i didn't like it.

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Dwarven Lunchroom expanded
Posted by CalicoDave - 2004/12/07 11:42

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I was curious how the freezing method actually worked. Since I'd only read about it and not tried it I was wondering how hard it would be to break the mini at the frozen, brittle glue instead of the frozen, brittle plastic.

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/07 11:53

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Not hard at all,
it makes things so brittle all sorts of things tend to break.

i have had the bases break, the Figures pop off all but on foot, snap in the middle, or at the knee caps etc. Freezeing then cutting may work, but i haven't tried that.

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Dwarven Lunchroom expanded
Posted by L - 2004/12/07 12:44

If you have tools it helps. I have a set of pliers that I can grip a fig by the feet, right at the base, and then just twist. Because the feet are being gripped, they don't snap off, and nothing else is being touched, so nothing else can break off. It's just like grabbing them firmly and yanking, only you are guaranteeing (for the most part) what will break.

Most of the time, though, I find that they snap right off. The worm thing, I just pulled and off it came.

L

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/07 13:08

Hmmm... Maybe a Combo... Freeze, Grip with Pliers, Attempt to Pop, or Hack and Slash..... Sounds like a Lot of My Early Acne... AND GM'ing Experiences.....

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Dwarven Lunchroom expanded
Posted by Ghenghis Ska - 2004/12/08 10:23

Got some new ones from another Auction so i tried a combo method.

Freezing works ok, some of those that don't come off with just a pull when "warm" come off fine when frozen, other still don't. Those typically come off wth a slight Cutting, pretty well (however to keep them cold while you hold and cut them, they need to spend the night in the freezer, or else they warm up to quick).

So right now i have about 20 MK figures sitting in My freezer.. cooling off.

Sorry to Hijack the thread... In a few days everyone can see the fruits of this labor as SW minis go head to head with Mage Knight baddies...

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Dwarven Lunchroom expanded
Posted by MyLordVoid - 2004/12/11 09:53

Too Kewl... And is it Just Me, or is there something Suggestively Surreal about Opening a Freezer and Finding a Bunch of Monsters Glareing at you through the Cold Swirling Mist? Especially with the Holidays on their way... I Think My Inlaws may get an (Intentional), little Surprise next time they Look in the Freezer.....

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