Dwarven Forge - Dwarven Forge

Generated: 27 January, 2015, 01:15

Vi	deo	SHO	nde	stio	n
VI	aco	Suy	90	Suo	

Posted by Rotten - 2013/04/05 17:38

I suggest a video, in real time, of these pieces being set up for play and then additional rooms being added and possibly breaking down an existing room to create the next one.

With limitations on table space, storage space and # of sets due to funds, I'd like to see a demonstration using 2-3 sets during an actual play or reenactment.

What I would be looking for is speed of set up, ability to shift a room from one side of the table to the other, and general fluidity.

Currently in my gaming group, we use erasable vinyl mats, so we are spending time drawing the rooms anyway, then erasing and drawing the next room or hallway after that room is cleared. Obviously Dwarven Forge would be a great aesthetic advancement, but would it add much time vs drawing on a vinyl may.

Dwarven Forge would be a great aesthetic advancement, but would it add much time vs drawing on a vinyl may.

I do not have the luxury of much pre-game setup, because it is not in my house.

suspect there are many in my situation.	
	-==

Re:Video suggestion Posted by biowizard - 2013/04/05 20:48

It does take time to assemble huge setups and it is certainly more time-consuming than drawing rooms. Many DF users still use vinyl and put DF pieces on top of it as required (such as a big battle taking place). This way, you get the best of both worlds.

I plan on doing that very thing next week. We are going to shoot in real time, and then speed up portions at Benny Hill speed. We will show the elapsed time as we go.

Re:Video suggestion Posted by monkplayer - 2013/04/06 12:43

Dwarven Forge - Dwarven Forge

Excellent and thank you.