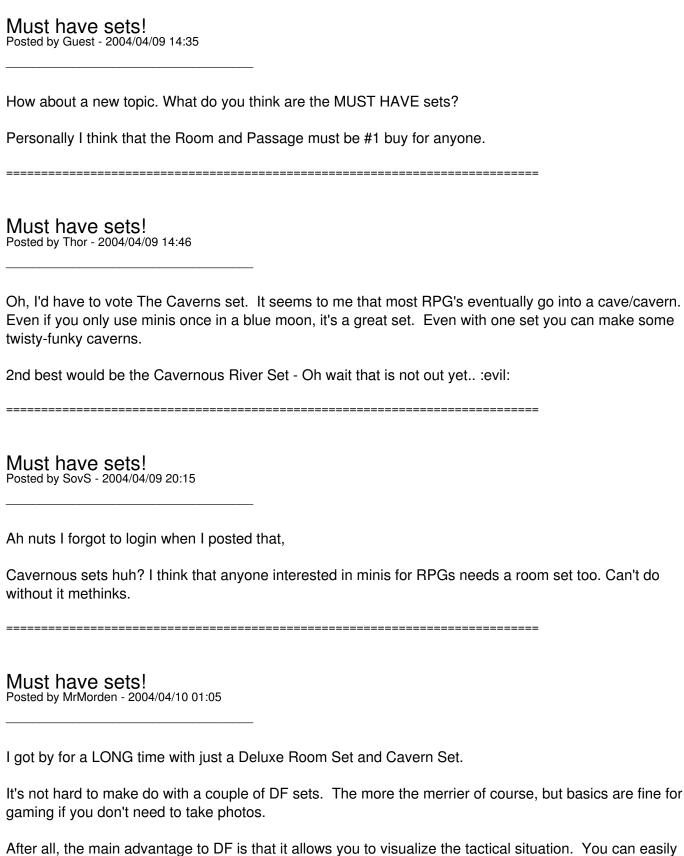
Dwarven Forge - Dwarven Forge Generated: 23 May, 2013, 00:52



Must have sets!

Posted by Guest - 2004/04/12 10:04

do that with a few DF pieces and some scribbles on a game mat.

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To Be Honest the Only Set that has Been Of Trully Limited Usefulness to me has been the Ogres' Den... (But Even it IS Kewl Looking), I Can See Why With a Budget, The KISS (Keep it Simple Stupid) Concept Can Easily Apply... I Mean A Cavern Set and A Deluxe Room Set or Two Could be Highly Functional if Previously Entered Areas are well Mapped, and there is Limited Backtracking... But Lets Face it Every Bit that one Can Afford is Fun and Adds Enormous Dimension to the Game... The Drawback I Suppose is in Storage and Transport of Massive Amounts of Lets Face it Realitively Fragile Gear... So as to The "Must Have" Question, Perhaps its Answer, for me at least, might be in the Form of a Miniature-ization Ray that Could Shrink ALL of My DF Gear into a Shoebox Sized Mass, Which might then simply await Future reconstitution to normal Size as was Convenient... Failing this at Least A Storage System that was along the lines of GW Army in a Bag Kinda Stuff? But really Sized and Shaped for DF Pieces... Um... With Wheels... And Stackable...

| Must have sets! Posted by Thor - 2004/04/12 10:10 |
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| |

"visualize the tactical situation" is such a more polite way of saying "avoiding being hit by your own people". :D

" Is that an arrow in your back? or are you just glad to see me? "

Must have sets! Posted by Thor - 2004/04/13 10:06

I'm glad DF went with the "Wicked Editions sets" instead of the short lived "Happy places set".

- Talking Flowers
- Information Booth
- Slides & Swings piece
- Kiddy Pool
- Lawn Chair w/cooler
- Hot Tub Floor tiles
- Candy Machine

| (BIG GRIN) | | | |
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| | | | |

Must have sets! Posted by Thor - 2004/04/13 10:07

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| I'm alad DE | E wont with the | "Wicked Editions | cote" inctood | of the chart live | d "Happy places set". |
|--------------|-----------------|--------------------|---------------|--------------------|-----------------------|
| דווו מומט טר | - went with the | e vvicked Editions | seis msieau | of the short lived | i Habby blaces sel. |

- Talking Flowers
- Information Booth
- Slides & Swings piece
- Kiddy Pool
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- Hot Tub Floor tiles
- Candy Machine

Hmm, must have sets? You must have ALL of them!!

3/7

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| Generated: 23 May, 2013, 00:52 |
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| I already have all of them except the trap set II, but now I need more of them |
| and more furniture |
| and more miniatures |
| :shock: |
| Speaking of shooting groupies in the back, Improved Precise Shot has got to be my favorite 3.5 feat!! I still like to let the DM calculate the cover mods before reminding him they won't be necessary though. And my group mates still get a little bit uncomfortable when a flurry of arrows passes beneath their arms midswing ;) |
| Must have sets! Posted by Thor - 2004/04/15 16:05 |
| Traps II - Very good. |
| - Falling Blocks with cool chains to block up passages. |
| - I tend to use the arrow slits (Ya get 4) in towers and stuff. |
| If traps I is a 1.00 Traps II is a .944 (Just a bit less useful) But its cheaper!! :idea: |
| MrMorden (From above) gets hit up to maybe 2-4 times a GAME from two excitable bow-men we play with. In our game you can take multiple shots per turn at a minus to hit. (Kinda a "panic Fire") This is how he gets hit. Mr M is going to lose it soon. :twisted: :twisted: |
| One of the guys is a math wiz. Go figure. |
| |
| Must have sets! Posted by Tomgar - 2004/04/15 16:21 |
| Hey it goes both ways you know! A party member recently caught me in the blast radius of his highest lvl spell and got through my 29 spell resistance. I was so shocked I fumbled my reflex save, and "accidentally" sent a brilliant energy arrow flying back at him from my holly longbow to remind him of where I was. I sure was surprised when the bow informed me it had dealt holy damage. To think he was evil all this time. ;) |
| |

Must have sets! Posted by MrMorden - 2004/04/21 12:44

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Speaking of shooting groupies in the back, Improved Precise Shot has got to be my favorite 3.5 feat!! I still like to let the DM calculate the cover mods before reminding him they won't be necessary though. And my group mates still get a little bit uncomfortable when a flurry of arrows passes beneath their arms midswing... ;)

Alas, we don't play D&D, but a custom game system, and use D&D source material for background.

Our games is a bit more realistic. If you are engaged in melee with a creature, it is assumed there is a lot of ducking, weaving, changing positions, etc. involved. There is no "precise shot" that will enable you to get rid of that 50/50 hit problem on a miss.

After all, even if your shot IS perfect, by the time the arrow gets to the target the situation may have changed... :cry:

| Must | have | sets! |
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| Posted h | v Tomaa | r = 2004/0 |

Posted by Tomgar - 2004/04/21 13:57

Unless, you predicted that change in position. :shock:

Even while using our "less realistic" 3.5 rule system, all characters that are engaged in combat are also assumed to be in constant motion, unless prone (hence the AC negative) or acting in any another manner that might deny them their mobility or a portion of their Armor Class bonus. That \tilde{A} \hat{a} , \hat{a} , \hat{a} pretty much a standard to any pen and paper RPG.

Additionally, the feat "Improved Precise Shot" requires a fairly high base attack bonus and a minimum Dexterity of 19 to use. Therefore, it can also be assumed that any character capable of possessing the feat also has the coordination and reflexes to take advantage of even the smallest opening in combat, or even predict them based on the movements of their opponent and teammates.

| ,, | | |
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| •) | | |
| | ;) ======== | ;) ========= |

Must have sets!

Posted by MrMorden - 2004/04/23 12:14

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It's far from impossible. ;)

It's far from impossible in a fantasy world, agreed. In real life, it ain't gonna to happen. Given the thousands of possible actions taken at any moment by a person in combat, there's no good way to predict this. Throw in the fact that you're using relatively slow-moving projectiles like arrows, thrown daggers, sling stones, etc. and the problem becomes way too hard for a human being to handle.

I have had to point guns at people that were wrestling with my buddies, it's simply not possible in the real world to do be that clean about it.

I'm not knocking D&D; a lot of people love it and it works fine as a game. But when we were designing our system, we wanted a grittier feel to it, and thus we have more fratricidal hits. We drew on the combat and law enforcement experience of our developers to come up with what we felt best simulated how combat works.

| Again, I'm not diss'ing D&D, just saying we have a little bit different approach. :) |
|--|
| Must have sets! Posted by Thor - 2004/04/23 12:40 |
| MrMorden, |
| Your should leave the nice D&D folks alone. We are kinda out numbered. :lol: |
| Did you check out the Lava-pit/well pictures!!!! Holy Cit's cool. :shock: |
| Must have sets! Posted by Tomgar - 2004/04/23 13:31 |
| Well what fun is a fantasy role playing game without a little fantasy. ;) |
| Must have sets! Posted by Guest - 2004/04/23 13:37 |
| I DM. My "fantasy" is that my players will have a good time and not squabble like children. We have had several trying games recently. |

Which game? Which Edition? Which rule set? Don't matter. It's the people.

8)

Generated: 23 May, 2013, 00:52 Must have sets! Posted by MrMorden - 2004/04/23 20:32 Well what fun is a fantasy role playing game without a little fantasy. ;) Oh, now you're going to pull the "fantasy" card?!? :lol: It's all good, like I said. We play these games to have fun, everything else is gravy! Must have sets! Posted by Thor - 2004/04/26 09:36 "Nothing continues to happen" It's not "motivational" it's MOCKING!!!! :D

Must have sets!
Posted by MyLordVoid - 2004/06/06 14:38

Hmmm... I Guess You Said it all Thor... Cause Nothing Is Still Happening in this Thread......