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Military Administration Prev: Providing Homefort: Misc In order to ensure security in our fort, we have to around with the military a little more. Hit m to get back to the war screen and then hit e for the equipment, and shift-W for the weapon to hit down the arrow key to select the individual selection that will allow the dwarf to choose whatever they want and click Enter to confirm their choice. To do this for each dwarf, arrow-left, arrow down and shift-w again. When you're done, hit Esc get out and hit s for screen squads As you want to order your squads around, everyone gets an email next to the name in the squad screen. Your first squad a, the second b and so on. To order a squad, you need to choose it first. Click as well and then i to activate your squad. This changes your gnomes from reserve status to active, and now they will follow their schedule. By default, this means that they will train in the barracks. But it's not quite enough for us, we want to place our troops on our entrance so thieves can't skulk and steal our kids! Find your main entrance and hit the shift-n from the main view to go to the point of view. From here move the cursor to a specific point and click the p to place the thing and then n to call it something memorable and click Enter when you're done: Now hit esc and m to get back to the military view, and s to go to the graphics of the view. Okay, here we are. Months of the dwarf year on the left. Each unit has its own column from there. What I'm going to do is change my schedule, so there's always one patrol placed at the gate, while the other squads are training. When the squads train, they hang out in their designated barracks and practice sparring with any weapons they have equipped, improving their skills with the weapons and armor they have. First, I'm going to change the existing train order to have at least two dwarves housed at all times. This means that dwarves are free to eat and drink without fainting from hunger until there are two dwarves doing their thing. To edit the current order (marked by the cyan briger) I'm going to click e Click About here cycles through the available orders in the top left. Mine on the Train, which is what I want. I'm going to hit i twice to change the number of soldiers placed in the bottom left corner until it hits 2. Then I'll click SHIFT-enter to save my order. Now I go to the right one column in the scheduling screen and say Ohra Bodices to the station itself at the entry point we appointed, and the two dwarves will have the minimum number posted. Again, click o to cycle through available orders until you find the one you find the station. Then you have to click enter to confirm the point, even if it is the only station on the list. Shift-enter to the exit. Now here's the tricky bit. I can copy orders and paste them, I don't have to edit every set of orders manually. First, I'll scoop up my station order with c and move the cursor to the columns and p for insertion: You can see here that the order I copied has (C) next to it that it's on my clipboard. Also, if you have more than three squads, you will need to click K on this view to scroll through it. You can also try to click shifttab to swap columns and strings if it's easier, in which case I switches a month. Prev: Securing a home fort: Misc While you study and dig around, how about we set up the military? You'll need one, goblins pesky bastards and will probably bother you more and more (if they haven't already). Soldiers may be a little uncomfortable to manipulate, but once you get the hang of it you will find it second nature. The first thing you need to do is project some gnomes in your military. There are several different strategies for this. First, you can choose full beginners and let them work their skills and strength through sparring. Another strategy is to get some farmers to work at screw pumps to quickly build up their strength and strength before developing them. Others like to use miners (who train quickly and thus are easy to replace) as they tend to be quite strong and tough already. In addition, some do not like to recruit women as soldiers. When they give birth it is not uncommon to see them running into a battle carrying a baby. This is both somewhat disturbing and somewhat risky as you are going to have potentially dead children in your arms because of the fight, something that can cause a lot of emo among your gnomes. For this tutorial we won't worry about the details much and we're just going to capture 6 peasants - which is 10% of my current fortress population. Something similar will work for you at the moment. So here's what we'll do: Hit m for the military screen. You will notice that this screen is no different from u, screen units. The difference is that there are several different commands at the bottom of the panel. First of all, this screen allows you to organize your squads, and it allows you to install a squad of weapons. We will strive for two units of three dwarves. Smaller squads help your response time to an enemy threat and gives you a little more control. Lets get with it: Hit c to create a squad, and using metal armor. (You made iron armor in Chapter 6, didn't you?) Scroll left down with arrow keys, to one of your non-life peasant dwarves, hit Enter. You will see that the peasant is marked and you can choose another dwarf. Get out another pleb, hit Enter. Scroll, picked another dwarf, and hit Enter again. Hit the space to stop the progress. We created our first squad. You choose another spare farmer, hit Enter to advance, and then choose two more gnomes, create a squad of two. Now you notice that the dwarves in the same detachment are now sharing the same squad. Razorns handling and fortress witchcraft for me! But they do nothing yet, they are assigned to the units, but do not actively make the soldier's material, so. Scroll to the first command of the squad, hit for activation. Scroll to Squad leaders and activate it as well. Scroll to the top of your war list, your squads are currently there with their names in gray. On the first leader of the squad, hit V to watch the squad. If the squad on duty hit t to stand them. Hit the F for the meal carried out and they will go get the backpacks and put a supply of food in them for long-term duties. Leave the other settings and repeat for Squad Two. Our dwarves are now soldiers and are going to go do soldier's things. What are you asking? Well, drink, eat and hang around barracks sparing mostly. But shouldn't we give them weapons and armor? Maybe this answer allows you to show how: With the military screen up, hit w for weapons. Now you have a field you can move around using arrow keys and loop using Enter. Leave the dwarves unarmed. Scroll through to the first A, which is for armor and hit Enter until the box shows Lth for the skin. Then go to the next column and hit the enter until you see Shd for the shield. If you look further down your weapons list you can point out how lumberjacks are armed with an axe. And note that anyone you've been told to be lumberjacks who don't have an axe won't cut wood... although they may try to arm themselves because of the task. Still... The space is back. Your soldiers will now go and get a bunch of leather armor and shield each. You don't forget to make a bunch of armor as stated earlier, right? Then they will go to the barracks and sparing. Why do we want them sparing unarmed? Several reasons: Sparring unarmed trains fight skill, and builds key stats (like all workouts), but also trains fast. Hammer weapons are a skill skill used by crossbow gnomes when out of bolts. Yes, they beat the enemy to death with crossbows. We can train the last hammer. Fighting helps when the enemy disarms your dwarves as they have to fight unarmed, then, and yes, a few enemies can disarm your guys. Finally, a picture of newby dwarves without training skills with razor sharp steel fighting ale. Yes, imagine a few graves. The fight gets them tough enough to spar with a decent weapon without a lot of weapons accessing micromanagement in the stock screen (i.e. forcing them to pick up wooden weapons and then drop them in favor of proper weapons). Using m military alert system, start training! In particular, we want them to train in small groups every month. This is the fastest way to build combat skills, as they don't all stop if one lazy dwarf wants a drink. One thing you can think of is providing food and drink and eating somewhere next to your military dwarves. So they will hopefully spend more time learning and less time walking! ... Hmm, actually, I have so many bloody dwarves I'm going to put each squad up to four members each, means we'll have up to 8 dwarves sparing at once, good stuff. To add more gnomes, go to the military screen again, hit the leader, and then chose the dwarf to add to the squad. Note: You may end up with a really confusing tangled structures by accidentally making the boss of one squad the boss of another squad. It's annoying and pointless, as far as I can tell. To fix this, chose a distressed squad or a person, hit to enter on them and then hit to enter again. Hopefully that will remove them back up the chain of command. Or, hit the go-to boss and then log on to the dwarves 2 steps down that will pull them back up to being directly under the command of the boss. While the sparing boys go to your leather workshop and make sure you have backpacks, armor and steering wheels to order. You can check your stock too to make sure there is enough kit to walk around. Over time we'll get our guys in steel chain mail and plates, but for now, we need to get them into the skin, and yes, the armor makes the stack later. A good addition to your military is some military dogs. How to get military dogs? It's easy! Find a place in your workshop and build to the nursery. It's a big building, so you may have to make room to accommodate it. Then make sure you have someone with animal training labor on (so it gets built and so you'll be training animals). Then, go to the nurseries using q and hit to add the task and then W to train War Dog. Hit r to set the task on repetition. Hopefully all adult dogs will now go about to be trained. You will soon start getting messages as the animal has become a stray military dog. Ok! How can they help us? Well, we can either assign them to the restrictions we build - use b, V and choose either a rope or a chain; Once placed to use the animal to restraint - or we can assign them to the soldiers. Allows you to assign one to each soldier: Hit m to educate your military. Hit c to look at the soldier. Hit the p for preference. Hit e for working dogs. Hit Mr. Dog that dwarf. Once you are sufficiently trained, one is assigned to each. You can also train hunting dogs in kennels and they are very convenient for hunters, as they also have ambush skills that hunters use. I don't usually bother with hunter dwarves so wardogs is all I want! So your boys trained by putting each other in the hands of bars and more. If you use v and look around your soldiers, hitting G for general, you should see their art ascent. Use q to see the entire range. Let them keep it until they become champions or heroes. At this point they will no longer accept working dogs and become impossible to nominate other jobs. The good news, however, is that the champions will actually use artifacts! Cheers! So, let them train and as long as it continues, keep digging according to the last chapter. Mesh all digable space on different levels and find gems, ores and The rest is around! Okay, let's assume that your boys have trained up damn good wrestlers, becoming very tough and flexible in the process. What's the next step? Well, we'd like them to use chain mail, right? We could install them right in the plate, but the plate slows them down if they're not very good booking users (they won't yet). The chain will be fine. I hope you built a bunch of iron chain mail, steering wheels, shields, grieving and everything else you can see on the list. Now it's time to nominate. At the same time you've installed a lot of iron military hammers to be built, haven't you? Ok! But before we assign weapons, we want to make sure our soldiers don't take the wrong armor, right? So this is what we do: Go to your stock menu under z. Now you have to see all your promotions updated by your accountant, handy! Get a gun first. Scroll and look for any other hammers. Chances are, iron hammers are all you have. For good measure, install anything that looks useless (i.e., no axe or pick up) for m to melt. Or put this garbage in gun traps. Go to the armor list (and subsequent clothing lists) and look for chain mail. Any chain element that is not an iron chain mail prohibiting the use of f. Now your boys won't go picking up trash when you change their armor settings. Make sure you have enough chain mail armor suits, shields, steering wheels, etc. to equip your guys. Or close enough. If you are dissatisfied with how your booking settings turn out, install all no armor and once they have thrown all their items, return through the equipment process again. Now you can go to the m military menu and hit W for weapons and change them from Lth to Chn and weapons in Ham. Your dwarves will rush away, grab a warhammer and throw some chain mail on top of their leather armor, great! If some of them get to be awesome armor users you can change them to a plate and they even put a plate on top of their chain on top of their skin. Tiny, cute, drunk, a ball of rage! How do you use your dwarves then? Well, when they're not mucking about your barracks working on their skills they can be out fighting the bad guys! How I do it when invaded: Hit m. Go to the leader of the squad, hit V (not that turns them back into peasants - but again will turn them back into squadies). Hit t to force the squad to respond to orders. Hit z to zoom in to the commander. Then I go to a level and a place where I want the squad to go. Hit off at the station soldiers there, or hit the p to place the patrol point, then move the cursor around and hit the p again at the place of the other point (and keep hitting the p to place more). Your soldiers will now stop what they are doing and bleed to the station. Sometimes it's a good idea to set it in a safe place first, so you can at least get a few moving all at the same time. If you just drop the station point in the middle of the bad guys you risk your guys charging in one by one. There are many ways to handle the military, and we haven't even covered crossbow tracks, numerous weapons, archery targets or anything like that. At this point, go and build military and return to the next and final chapter where we will prepare your lesson with some final touches! Concerns! Concerns! dwarf fortress barracks design, dwarf fortress barracks squad eq, dwarf fortress barracks individual equipment, dwarf fortress barracks layout, dwarf fortress barracks training, dwarf fortress setting up barracks, dwarf fortress cannot designate barracks, dwarf fortress can't make barracks

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