

#notes label(surface_help)

Sets up a protected entrance to your fort in a flat area on the surface.

Screenshot: https://drive.google.com/file/d/1YL_vQJLB2YnUEFrAg9y3HEdFq3Wpw9WP

Features:

- A starting set of workshops and stockpiles (which you can later remove once you establish your permanent workshops and storage)
- Livestock grazing area with nestbox zones and beehives
- Walls, roof, and lever-controlled gates for security
- Barracks (with prisoner processing quantum dump)
- Trap-filled hallways for invaders
- Optional extended trap hallways (to handle larger sieges)
- Protected trade depot
- A grid of 1x1 farm plots (intended to be managed by DFHack autofarm)

Manual steps you have to take:

- Assign grazing livestock to the large pasture and dogs to the pasture over the central stairs (DFHack's autonestbox can manage the nestbox zones)
- Connect levers to the gates that match the names of the levers
- Assign minecarts to the trade goods and prisoner processing quantum stockpile hauling routes

Be sure to choose an embark site that has a flat area on the surface large enough to use these blueprints!

Surface Walkthrough:

1) Choose a tile for your central fortress stairs. The terrain around that tile should be perfectly flat. Trees are ok, but no slopes, rivers, or lakes. To be sure that the tile you've chosen is in a good spot, set the cursor over that tile and run "**quickfort run library/dreamfort.csv -n /perimeter**". This will show you the eventual boundaries of the fort. Some wall segments might be missing due to existing trees, but that's ok. Make sure the area within the exterior wall is flat. Run "**quickfort undo library/dreamfort.csv -n /perimeter**" to clean up.

2) With the cursor on the chosen tile, run **/surface1** to clear surrounding trees and set up your pastures. Deconstruct your wagon to get it out of the way of our upcoming walls and floors. Remember to assign your dogs to the pasture around the staircase and your grazing animals to the large pasture. Your egg-layers will automatically get assigned to nestbox zones once the nestboxes are built, so you don't need to worry about them. You can let your cats roam free to chase vermin.

3) Once the marked trees have been cleared, run **/surface2** to setup starting workshops/stockpiles, channel out the miasma vents for the farming level, and start clearing trees from a larger area. If you haven't done it already, now is a good time to configure buildingplan to only build buildings with blocks, not logs or raw boulders. Do this by entering buildingplan's global configuration ("baG") and ensuring the only generic building material allowed is "blocks". Run "quickfort orders" for **/surface2**.

4) Once the channels are dug out and the trees are cleared, start digging the [farming level](#) one z-level down. Once you have run **/farming2**, come back to the surface and run **/surface3** to cover the vents and build an enclosure around your central stairs. Although the vents will be covered with flooring, they will still work to prevent miasma on the farming level. Run "quickfort orders" for **/surface3**.

5) Once all walls and floors have been constructed around the stairwell, run **/surface4** to build floors and walls to support upcoming buildings and furniture. Run "quickfort orders" for **/surface4**.

6) Once walls and floors have been constructed (**including the small roof segment one z-level up over the barracks**), run **/surface5** to build furniture, gates, and the permanent trade depot. Remember to deconstruct the temporary trade depot once nobody is using it. Run "quickfort orders" for **/surface5**.

7) Once at least the beehives and weapon rack are built, run **/surface6** to configure the rooms and build the remaining walls and floors. Run "quickfort orders" for **/surface6**.

8) Once you have enough dwarves to do a lot of building without starving other important tasks, run **/surface7** to build the roof. Run "quickfort orders" for **/surface7**.

9) For extra security, you can run **/surface8** any time after /surface7 to extend the trap corridors. Run "quickfort orders" for **/surface8**.

10) Once your industry and farming levels are set up and running, you can disassemble the surface workshops and remove the surface stockpiles. Disassembling a workshop scatters the items stored within it and cancels any pending jobs that happen to use those items. In order to avoid job cancellations, first set the surface workshops to not accept general work orders. Do this by entering query mode ("q"), selecting a workshop, entering the workshop profile ("P"), moving to work orders (right arrow), and hitting Enter. Then enter view mode ("t") and check to see if any items in a workshop are marked with "TSK". Once no items in the workshop have that marker, you are free to disassemble that workshop.

Sieges and Prisoner Processing:

Here are some tips and procedures for handling sieges -- including how to clean up afterwards!

- Ensure your "Inside" burrow includes only below-ground areas and safe surface areas of your fort. In particular, don't include the "atrium" area (where the "siege bait" zone is) or the trapped hallways.

- When a siege begins, set the civilian alert to "Siege" to ensure all your civilians stay out of danger. Immediately pull the lever to close the outer main gate. It is also wise to close the trade depot and inner main gate as well. That way, if enemies get past the traps, they'll have to go through the soldiers in your barracks.

- During a siege, use the levers to control how attackers path through the trapped corridors. If there are more enemies than cage traps, time your lever pulling so that the inner gates snap closed before your last cage trap is sprung. Then the remaining attackers will have to backtrack and go through the other trap-filled hallway.

- If your cage traps fill up, ensure your hallways are free of uncaged attackers, then close the trap hallway outer gates and open the inner gates. Unset the civilian alert and allow your dwarves to reset all the traps -- make some extra cages in preparation for this! Then re-set the civilian alert to "Siege" and open the trap hallway outer gates.

- Once the last attacker is caged, open all the gates and unset the civilian alert. Life is normal again!

After a siege, you can use the caged prisoners to safely train your military. Here's how:

- Once the prisoners are hauled to the "prisoner quantum" stockpile, run "unforbid all" and "stripcaged all" in the DFHack console (or GUI launcher).

- After all the prisoners' items have been confiscated, bring your military dwarves to the barracks (if they aren't already there).

- Use the zone (i) menu to assign a group prisoners to the pasture that overlaps the prisoner quantum stockpile

- Hauler dwarves will come and release prisoners one by one. Your military dwarves will immediately pounce on the released prisoner and chop them to bits, saving the hauler dwarves from being attacked. Repeat until all prisoners have been "processed".

Only common hostile creatures are accepted by the prisoner hauling route by default. You can add additional creature types by configuring the hauling route stop in the 'h' menu. Note that generated creature types, like necromancer experiments, can't be explicitly added. You have to (at least temporarily) accept all animals to include them.

#meta label(perimeter) start(central stairs) message(Run quickfort undo on this blueprint to clean up.) show the eventual perimeter of the surface fort; useful for location scouting

walls/surface_walls

corridor/surface_corridor

#meta label(surface1) start(central stairs) message(Once the central stairs are mined out deeply enough, you should start digging the industry level in a non-aquifer rock layer. You'll need the boulders from the digging to make blocks. If your wagon is within the fort perimeter, deconstruct it to get it out of the way.

Once the marked trees are all chopped down (if any), continue with /surface2.) clear trees and set up pastures

clear_small/surface_clear_small

zones/surface_zones

name_zones/surface_name_zones

#>

central_stairs/central_stairs repeat(down 10)

#meta label(surface2) start(central stairs) message(Remember to enqueue manager orders for this blueprint.

Once the channels are dug out and the marked trees are cleared, continue with /surface3.) set up starting workshops/stockpiles, channel miasma vents, and clear more trees

build_start/surface_build_start

place_start/surface_place_start

query_start/surface_query_start

channel/surface_channel

clear/surface_clear

#meta label(surface3) start(central stairs) message(Remember to enqueue manager orders for this blueprint.

Once the walls and floors have been constructed, continue with /surface4.) Cover vents and protect the central stairs.

cover_vents/surface_cover_vents

cover_stairs/surface_cover_stairs

#meta label(surface4) start(central stairs) message(Remember to enqueue manager orders for this blueprint.

Once the walls and floors have been constructed, continue with /surface5. Be sure to check one z-level above the surface to ensure the roof segment above the future barracks has been finished.) build walls and flooring to support upcoming buildings and furniture

stairs_doors/surface_stairs_doors

pre_building/surface_pre_building

**#meta label(surface5) start(central stairs) message(Remember to enqueue manager orders for this blueprint.
Disassemble the temporary trade depot in the pasture once the new one is constructed (and no merchants are using the old one).
Once the marked trees are cleared and at least the beehives and weapon rack have been constructed, continue with /surface6.) build gates, furniture, and trade stockpile/depot**

place/surface_place

build/surface_build

query/surface_query

traffic/surface_traffic

clear_large/surface_clear_large

**#meta label(surface6) start(central stairs) message(Remember to enqueue manager orders for this blueprint.
Continue with /surface7 sometime after the walls are completed and any marked trees are chopped down, whenever you have enough dwarves to build the roof without starving other important construction tasks.)
configure hives and barracks, build traps and remaining walls/floors**

query2/surface_query2

walls/surface_walls

floors/surface_floors

traps/surface_traps

clear_large/surface_clear_large

**#meta label(surface7) start(central stairs (on ground level)) message (Remember to enqueue manager orders for this blueprint.
For extra security, you can run /surface8 at any time to extend the trap corridors.) build roof**

#<

roof/surface_roof

roof2/surface_roof2

roof3/surface_roof3

roof4/surface_roof4

#meta label(surface8) start(central stairs) message(Remember to enqueue manager orders for this blueprint.) build extended trap corridors

corridor_gates/surface_corridor_gates

corridor/surface_corridor

corridor_traps/surface_corridor_traps

query_corridor/surface_query_corridor

#dig label(central_stairs_odd) start(2;2) hidden() spiral stairs odd levels

` j6 `

u ` u

` j6 `

#meta label(central_stairs_even) hidden() spiral stairs even levels

/central_stairs_odd transform(cw)

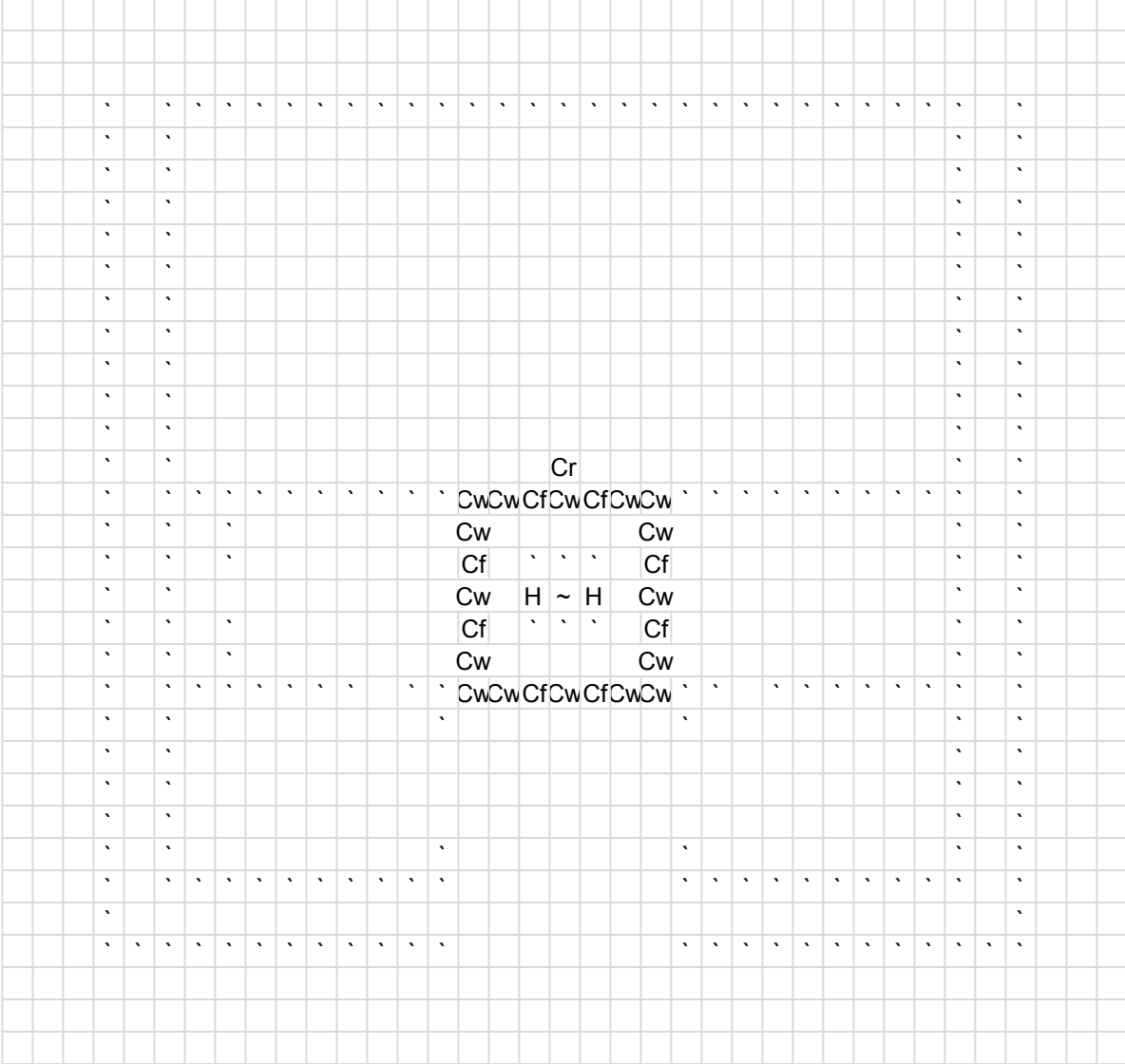
#meta label(central_stairs) two levels of spiral stairs (use --repeat down)

/central_stairs_odd

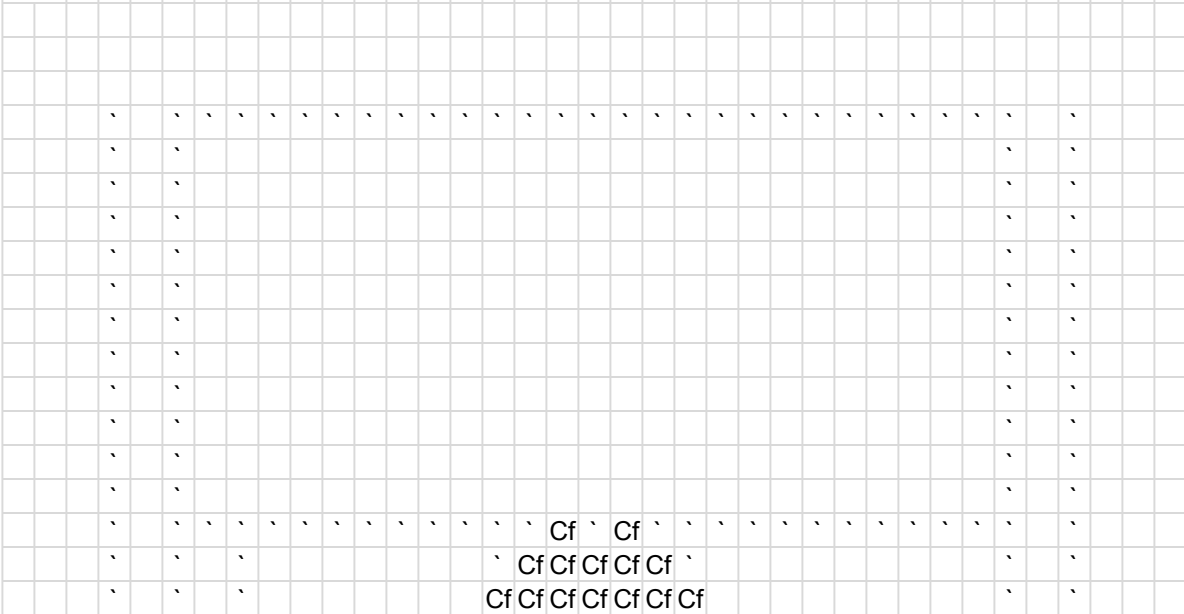
#>

/central_stairs_even

#build label(surface_cover_stairs) start(19; 19) hidden() protect the central stairs

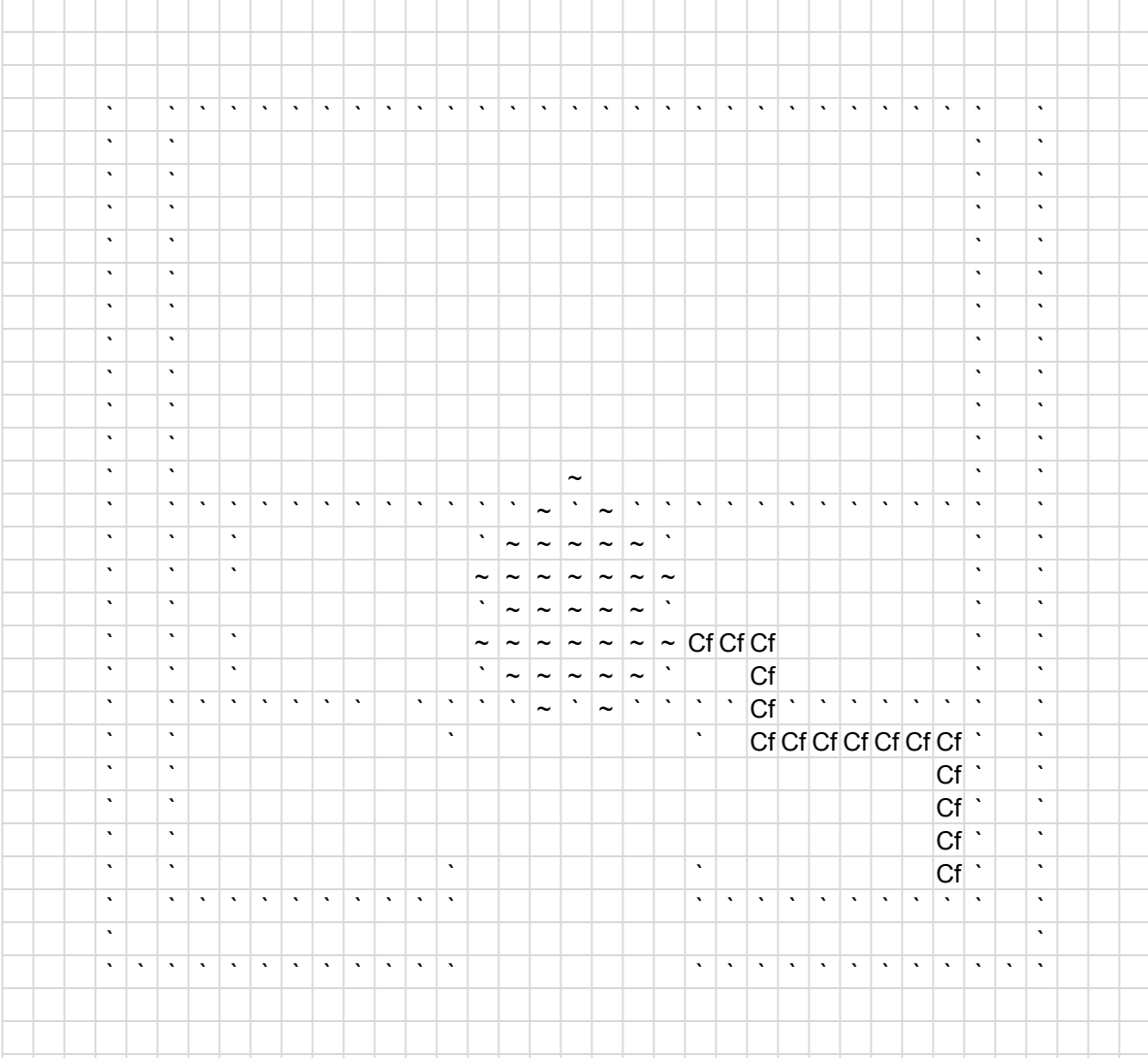


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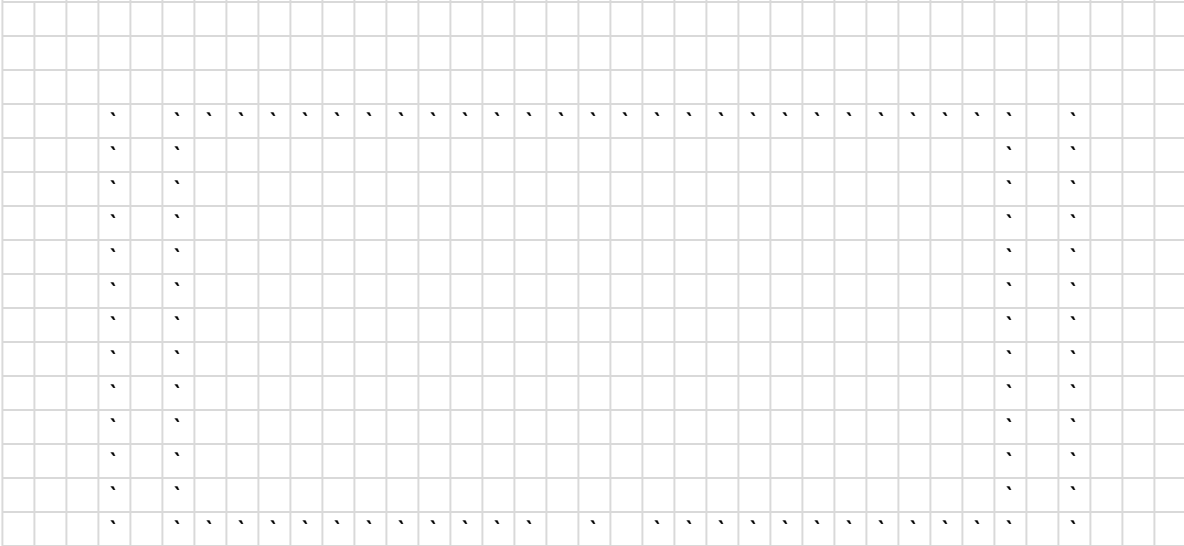


#build label(surface_pre_building) start(19; 19) hidden() flooring and anchoring walls for future buildings/doors

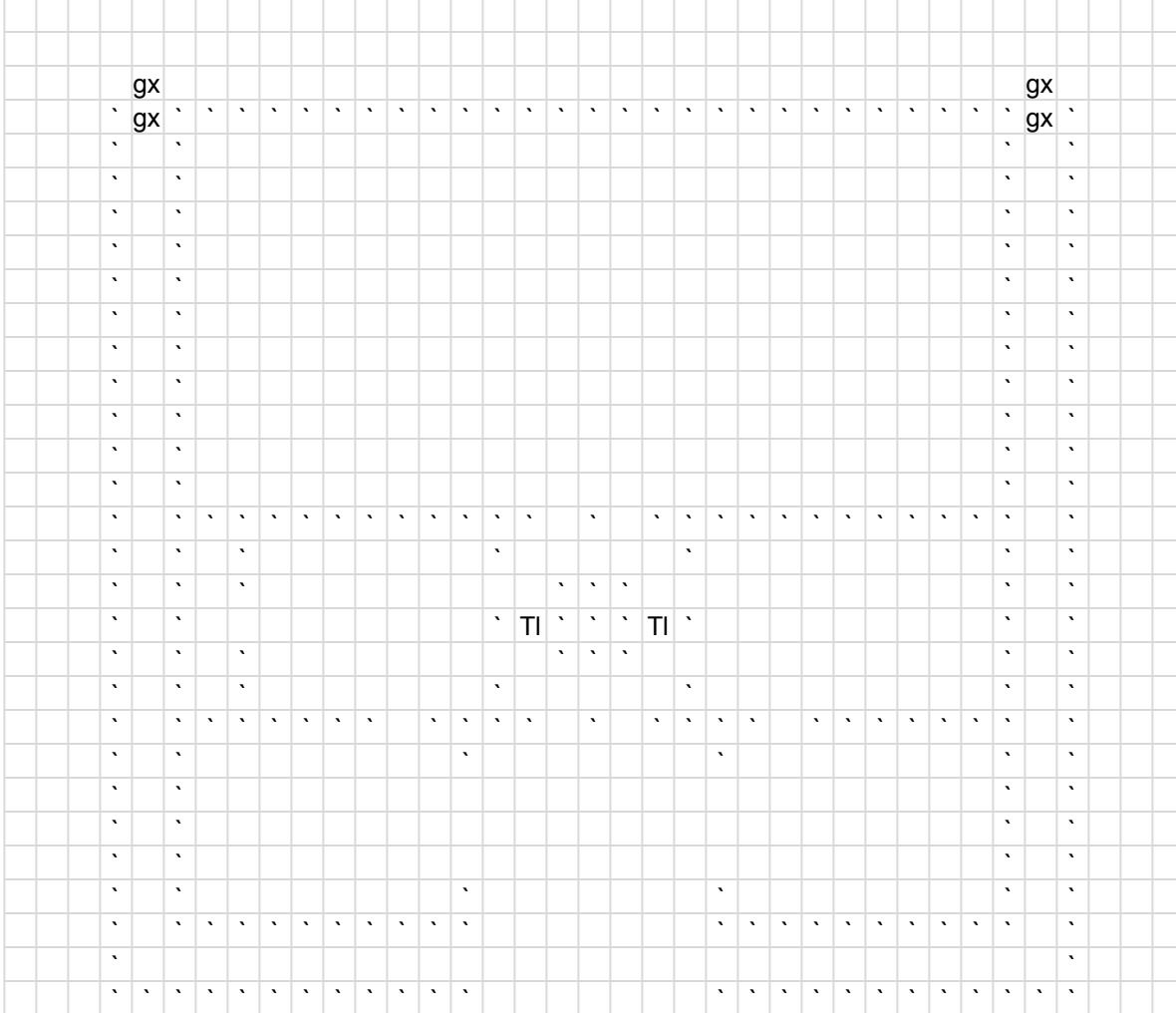
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#build label(surface_corridor_gates) start(19; 19) hidden() gates for the longer trap hallways



#query label(surface_query_corridor) start(19; 19) hidden() (Remember to connect the levers to the new external trap gates.) configure barracks and name outer levers/gates

