

Darkshore Castle Setup

~Lord Azys and Dutchess Kaia

Transportation.

The castle will just barely fit into a ford 350 (82" bed width) - you will want two tower sections on the outside, nuzzling the wheel wells.

Tools:

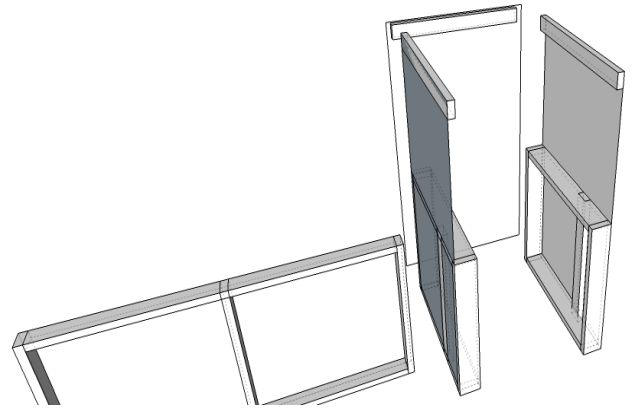
You will need a cordless drill, and likely an extra fully charged battery

You will need 3 /2 inch binding wood screws; if you are lucky there will be some in a red box inside a tower module.

Setup

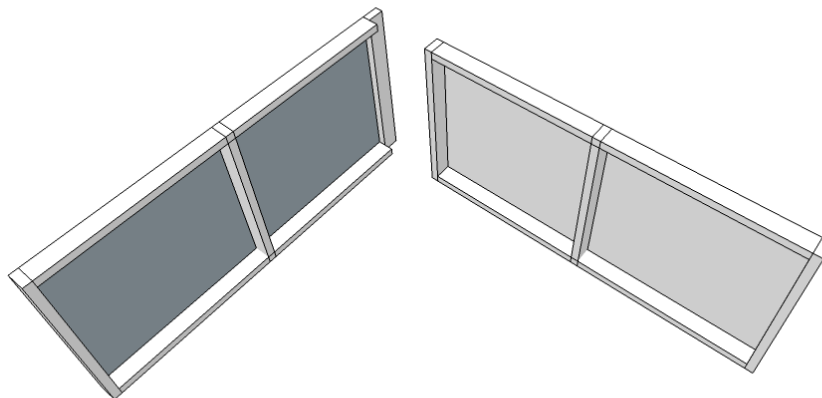
Because the ground is never perfectly level, you'll never get the holes from last time to align perfectly. Be prepared to create new screw holes.

Set up the towers first, to anchor the castle. The front screws on to the two sides. Once the tower walls are together, set in the floor. The floor is heavy enough it does not strictly need to be screwed in, though a couple screws at the rear of the tower walls into the floor will help stabilize it. The floors are specific to the towers, so make sure you're not mixing / matching.



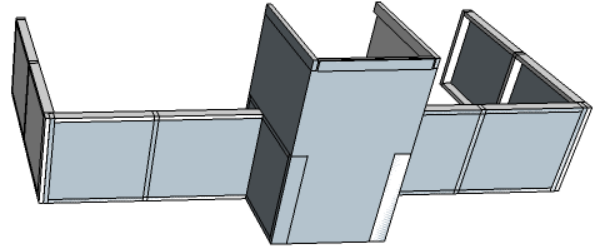
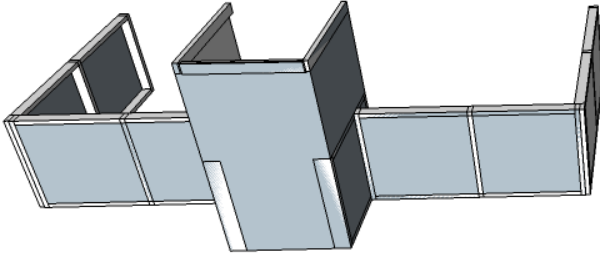
Add the walls to the tower. Use the pieces that don't have a recessed end (it's a little easier in that either end works). Screw from the wall into the tower, into the support on the inside.

Now add the wings to the walls. There is a recessed end that snuggles into the wall section attached to the tower. Screw from the wall section attached to the tower into the new wall section.

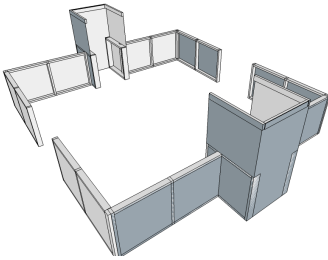


Configurations

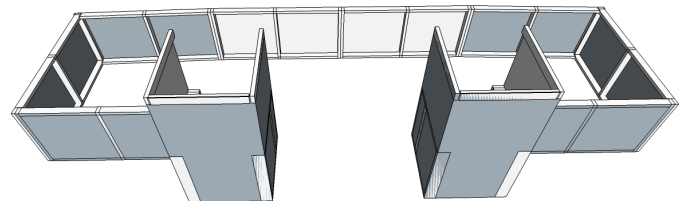
The Castle is used almost exclusively in one configuration:



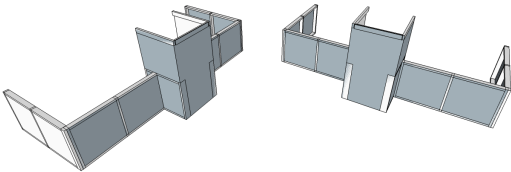
Consider some other layouts:



Two entrances will make defense tricky! But splitting the attacking forces will not be wise; the defense can reinforce the entrances easier than the attackers. Care will be needed if archers shoot into the castle. Consider having the invader's spawn facing a tower instead of an entrance.



With attacks on all sides, the defenders will be at a massive disadvantage!



Funneling the attackers through the one entrance gives a major tactical advantage to the defense, especially with archers able to shoot people's backs! Make sure the defense is outnumbered in this scenario.