



20mm Ancient City Walls – Tower (Gatehouse)

B20-ME-213

Please read these instructions fully before starting construction.

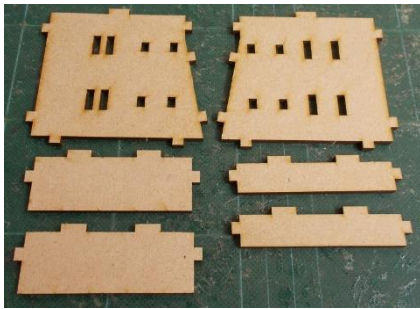
PVA or equivalent glue will be required to stick sections together.

Sand paper can be used to gently clean any joints.

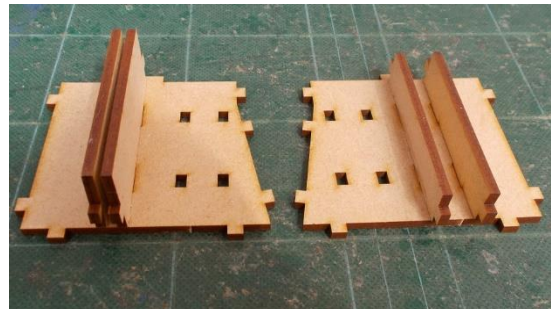
A sharp modelling knife will be required to remove sections from the sprue. Please use knives with due care and remember to cut away from yourself at all times.

During the construction of this model, you may find it convenient to use pegs / elastic bands to hold pieces in place while you allow glue to dry.

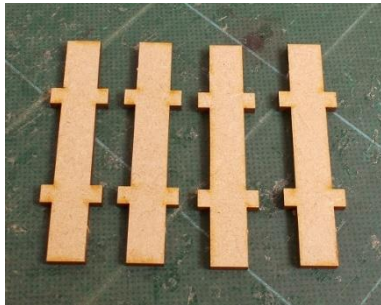
The images here show the 20mm version of this kit, but the 28mm version is constructed in exactly the same way.



Remove the pieces shown above from the sprue.



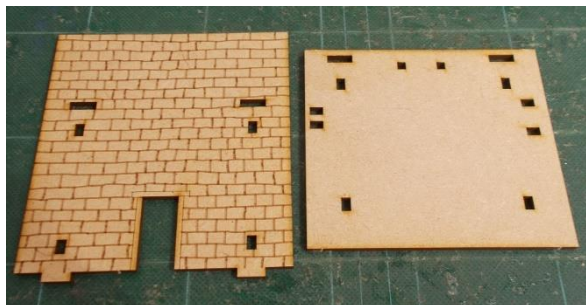
Glue the connectors to the main supports – the wider connectors being the ones closest together.



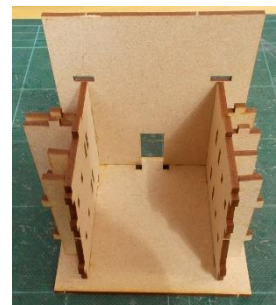
Take the side supports.



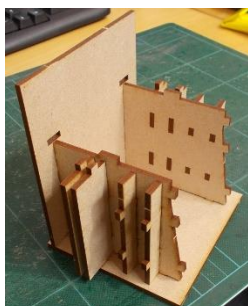
Add these to the sub-assemblies.



Take the base and rear wall.



Glue the supports to the rear wall, then attach the whole assembly to the base (see pic).



The same assembly shown from the side.



Take the lower door.



Attach it inside the model as shown.



Add the walkway section, gently slotting each lug into the corresponding hole.



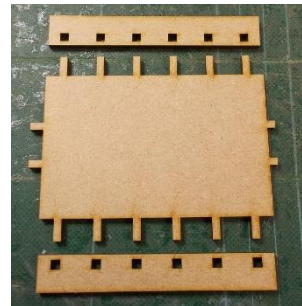
There are two pairs of sides provided in this kit allowing you to choose which side(s) you want to have a doorway that will link to the standard height city wall pieces.



Attach the pair you want to use along with the lower front wall.



Add the upper wall.



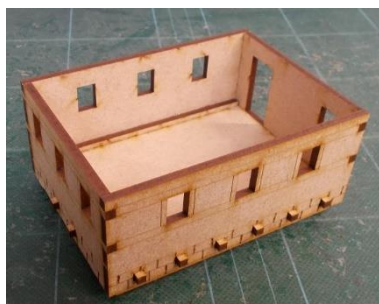
The base of the upper floor and its supports. Note: One set of the end lugs is shorter than the other – This short pair is where the doorway piece will go.



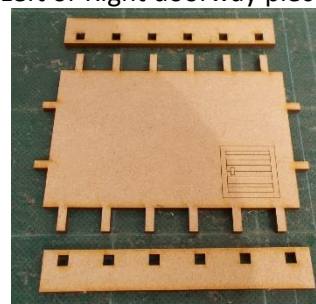
Glue them together as shown.



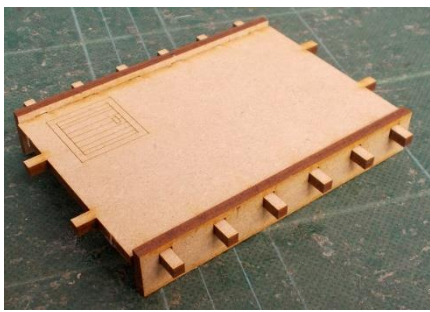
The walls of the upper level – Choose either the Left or Right doorway piece.



Glue the walls into place.



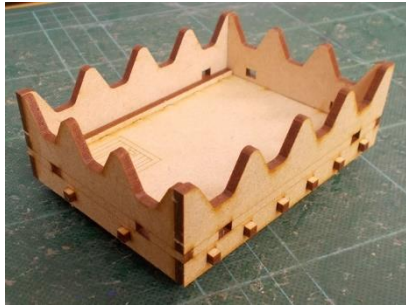
The base of the top floor and its supports.



Glue them together as shown.



The crenallation pieces



Add them to the model



Then attach the long strips.



The finished model.

