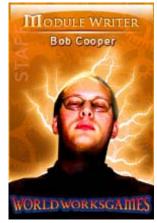
## **CWU Large Square Tower**

Modeler: Bob Cooper (Andorax)

Sets: CastleWorks Ultimate

Set Items Needed: CastleWorks Ultimate Square Buildings, and 6" Ground Tiles



I've heard a lot of talk for a long time about square towers for CastleWorks Ultimate, and honestly I've paid it very little heed. I haven't needed to build a castle myself, so the discussion has never really registered...until just recently.

So I got to looking at it myself, and thought about taking various elements of the set to design a tower...and immediately realized that I'd never be able to present a tower that wouldn't use so much of the textures in such large sections that it would EVER pass muster as a legit kitbash.

Then I hit on an idea. Work with me here, folks. You already have the most important part of a square tower, if you want a 6" one...the levels themselves can simply be made of the 6" square stone building! I don't think I've ever heard anyone mention this...maybe I just missed it.

So for your first step for your 6" tower...build several 6" square stone buildings and stack them one atop another atop another. One door for access on the ground floor...then skip the traditional windows and use only the windowless walls. In the props area, the windows page has arrowslits you can add to the outward-facing sides.



For convenience, I've provided two different styles of tabs. Similar to the cornertabs that come in the set, one set of them are the same size and shape, and are textured to match the stone and look like they belong in the castle set. The only difference with these is that they're designed to go on the OUTSIDE of the corners, rather than the inside.

The second style of tabs are designed a bit different, and go on the inside rather than the outside. Score, fold the side tabs at a  $90^{\circ}$  angle, and the bottom one all the way over as a sandwich fold. The white backs of the two side tabs then glue up into the top corners of each level of the tower. Don't place them



absolutely flush with the top, but instead leave them the thickness of your basing material lower...so that the basing material "disappears" into the level below when assembled.

Using these two styles of tab in conjunction with each other should make for a very sturdy, solid build.

That only leaves the roof. I fussed with this a bit, then hit on a fairly elegant solution.



Using the same basing material you've used all along, base the Roof Template (page 4 of this kitbash) on it, folding the tabs down and cutting out the indicated notches. To this template, add a 6" square of floor texture. It can be the floors of your tower levels, or courtyard stone, or whatever you want your towertops to have. Again, be sure to cut out the small slots on each side.

If you are using a sturdy, thick basing material like foamcore, you can probably skip the template entirely.

Into these slots...go standard 6" wall crenellations in whatever style matches the rest of your castle. I like the complex ones myself, and don't find them all that hard. The one tricky part here is that you'll have to trim the crenellation tabs to fit the narrower slots of the roof template.

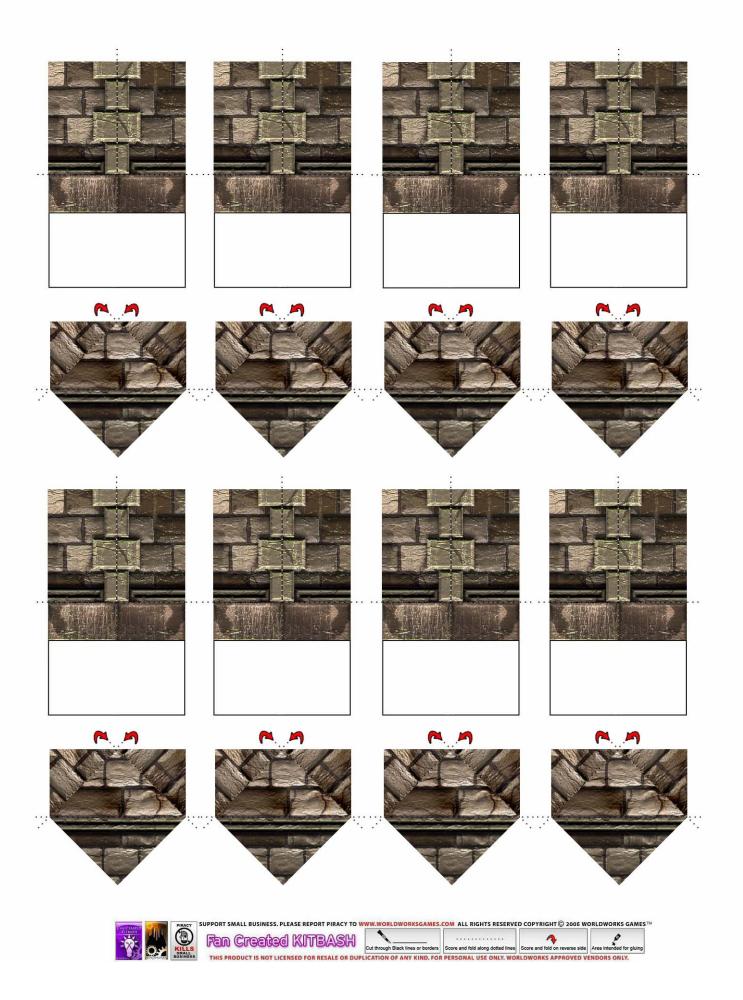
You now have a mighty tower...sufficient to stand alone as a wizard's tower, or able to take its place at the corners of a mighty fortress, perhaps even sporting a massive siege engine?

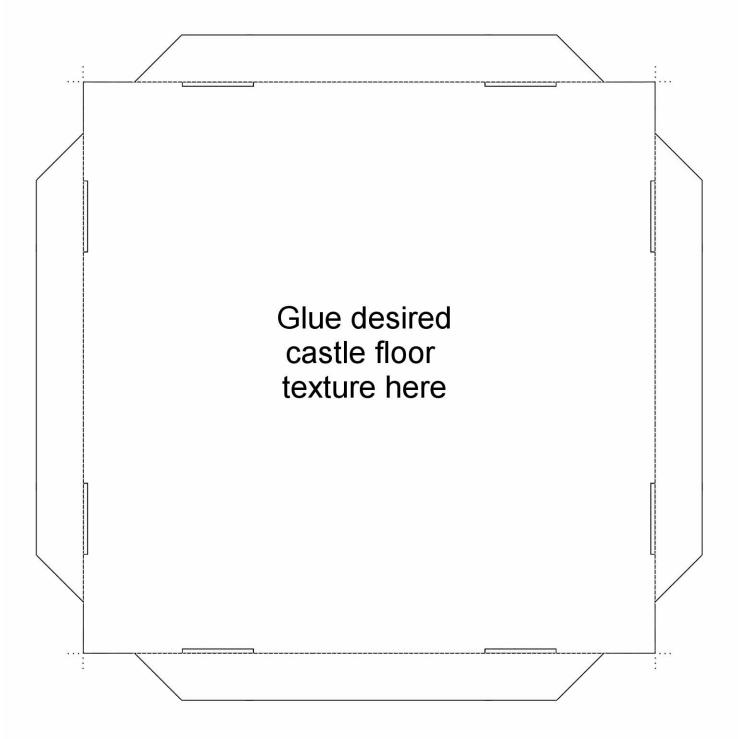
Smaller square towers? Not really all that hard. Just trim back the length of your walls and the size of your floors



according to the size of tower you desire...you'll have to bash a bit to get the walls to fit together and look "just right". The 4" square tower roof should fit nicely on top of a 4" square tower built in this manner.









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