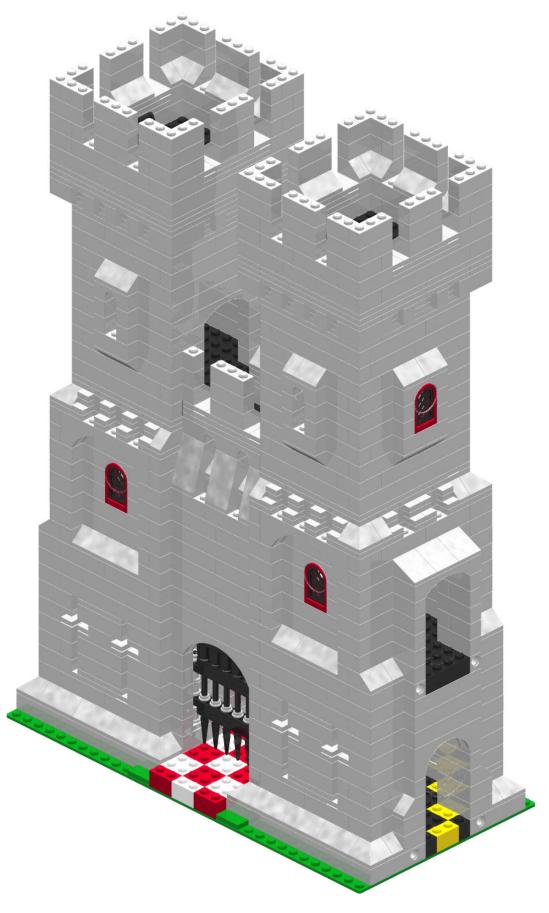
#### Castle Peregrine: Gatehouse



Designed March/April 2004 by Carl Nelson

#### Castle Peregrine:

The gatehouse was the first part of Castle Peregrine that I designed. I wanted to build a multi-levelled gatehouse centered around a killing ground guarded by twin portcullises and attacked by arrow slits and murder holes. The portcullises travel up and down in 1-wide grooves and are controlled by winches. The backs of the towers are hinged open to allow access to the interior. The gatehouse openings are designed to connect to wall segments.

I'm particularly pleased with the look of the arrow slits and the portcullises. I also wanted to design battlements that actually protected a castle defender.

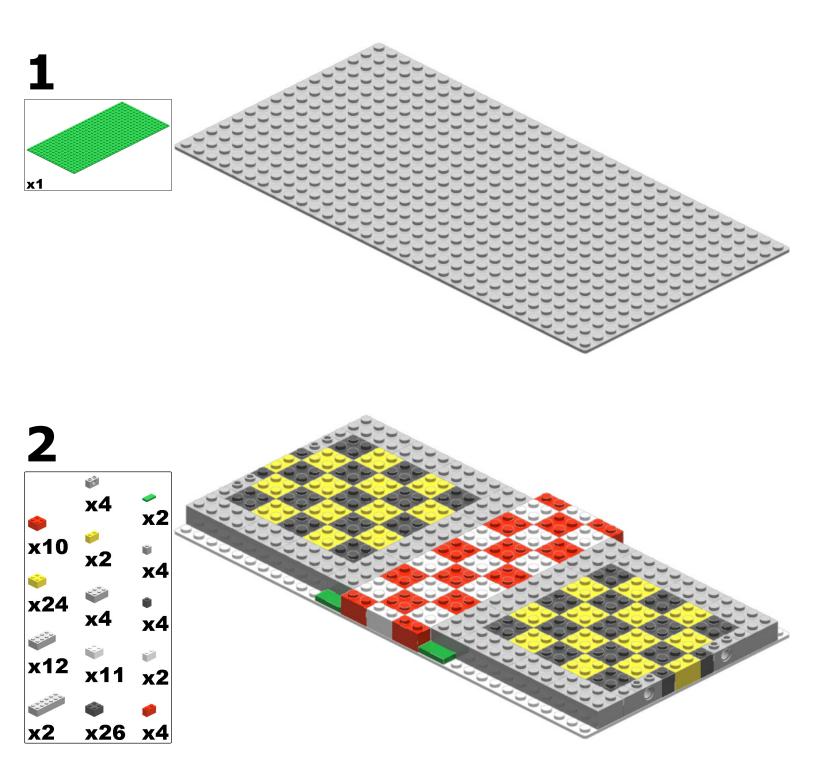
This gatehouse is guaranteed to eat through your supply of 1 x 2 plates with one stud!

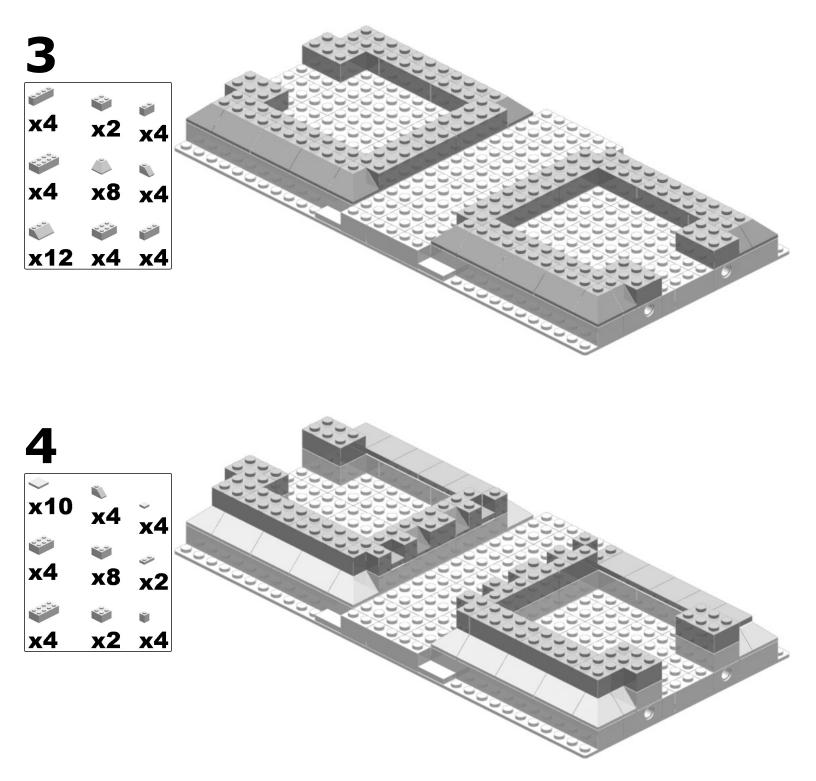
Photographs of the finished model are available on my MOCPages.com website:

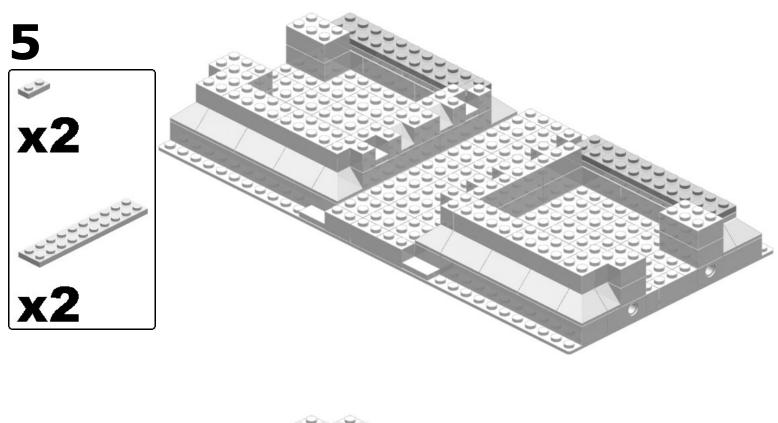
http://www.mocpages.com/home.php/1104

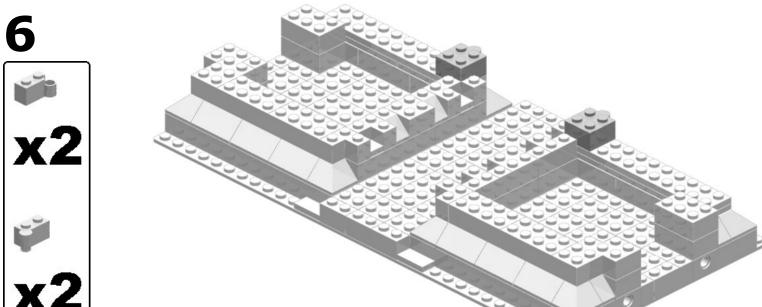
Please let me know what you think of this model! My e-mail address is (my first name)@carlnelson.com. I'd love to see pictures of your variations!

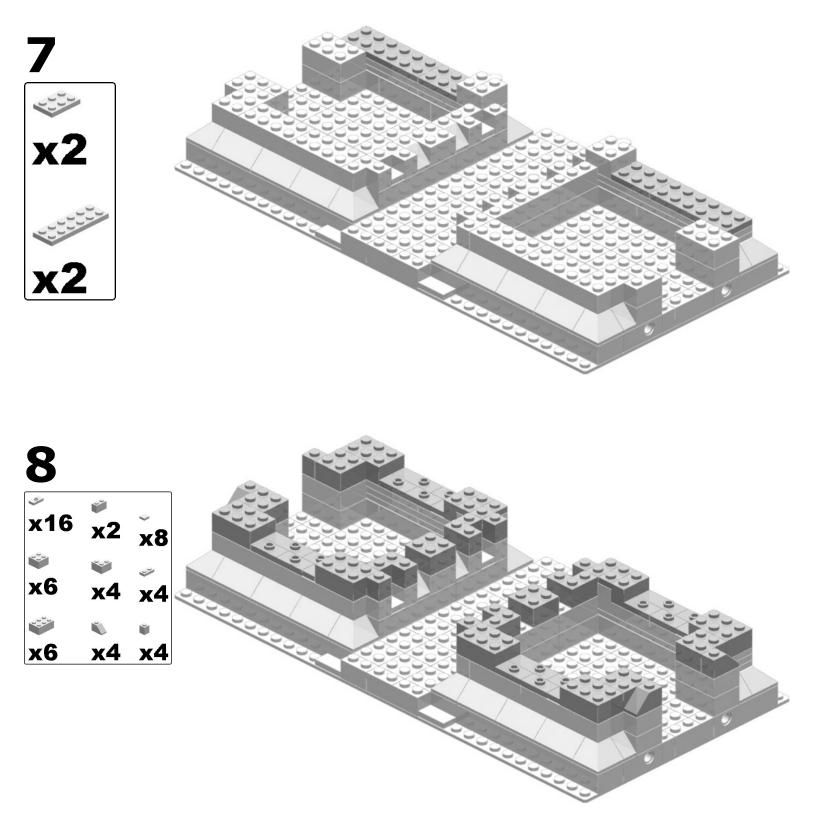
Happy Building!

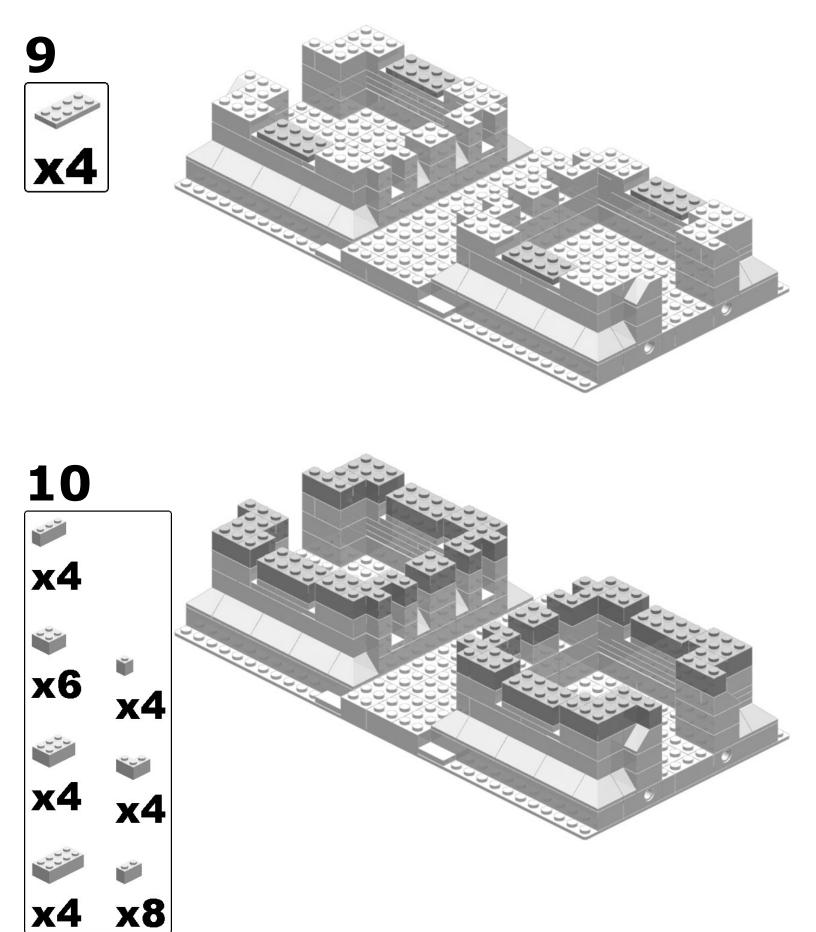


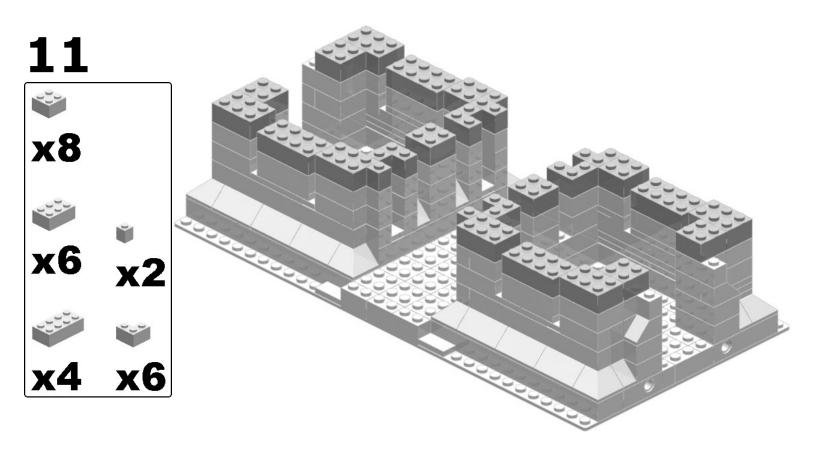


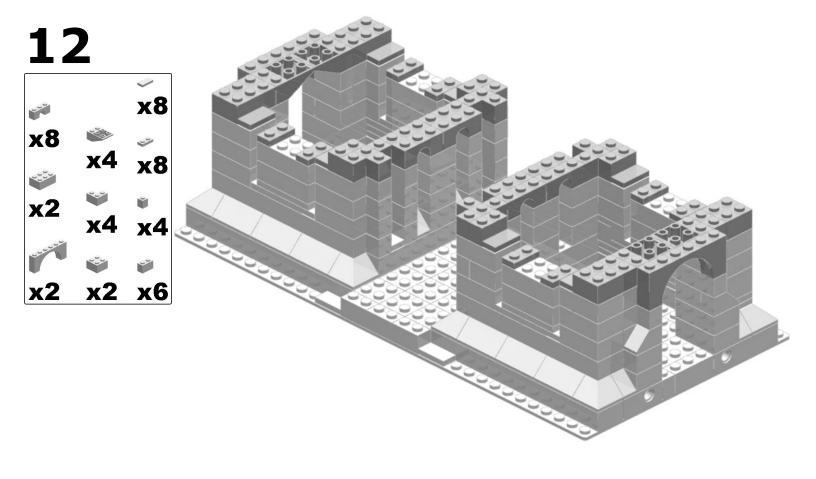




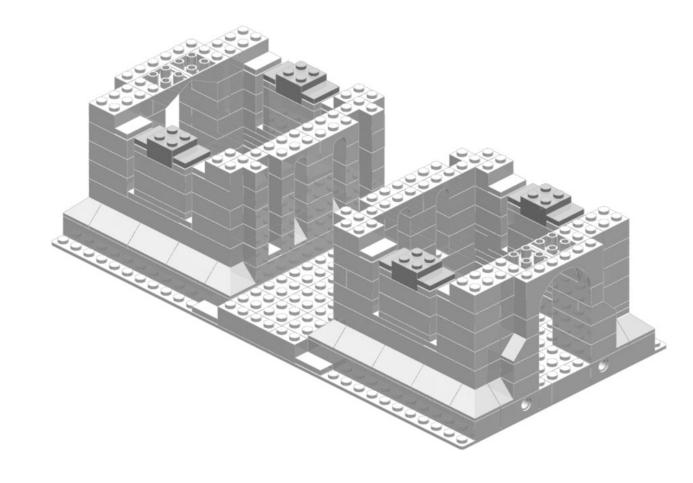




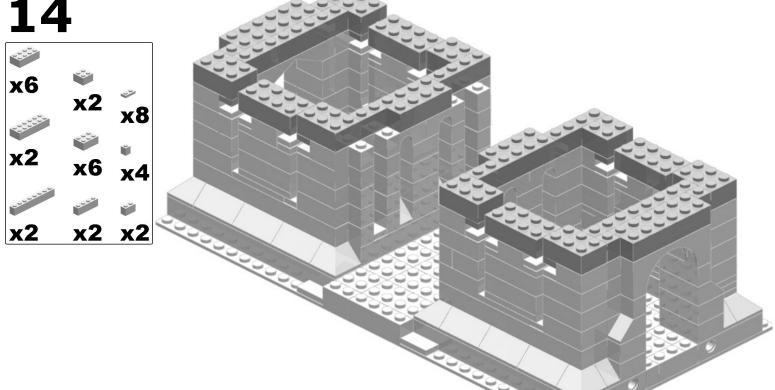




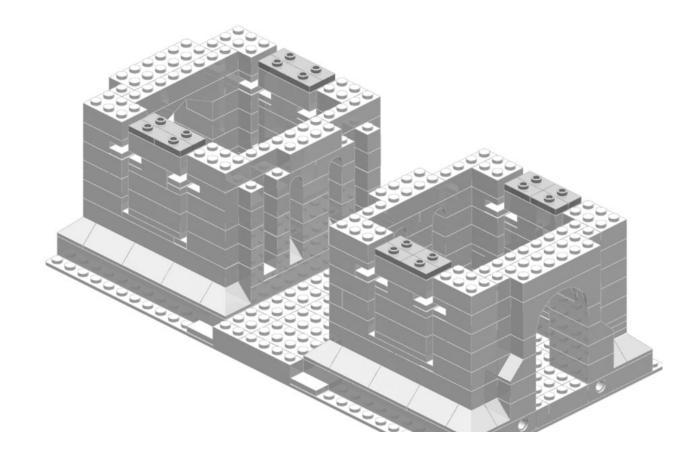
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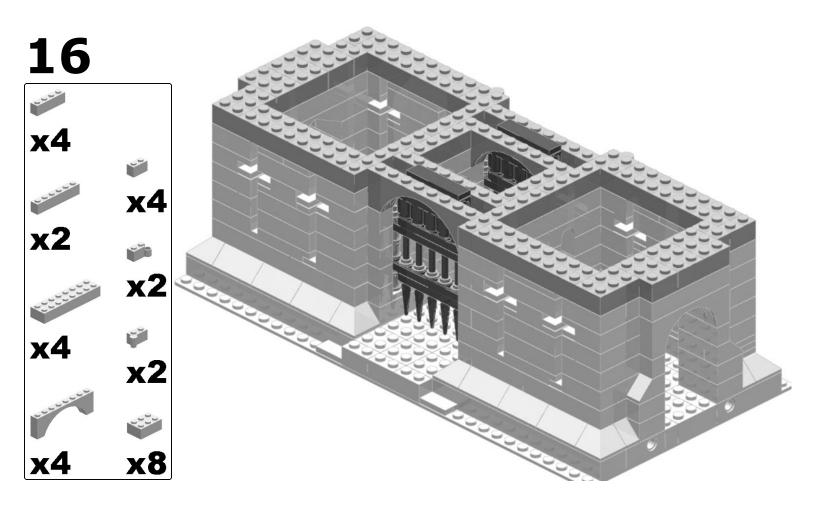


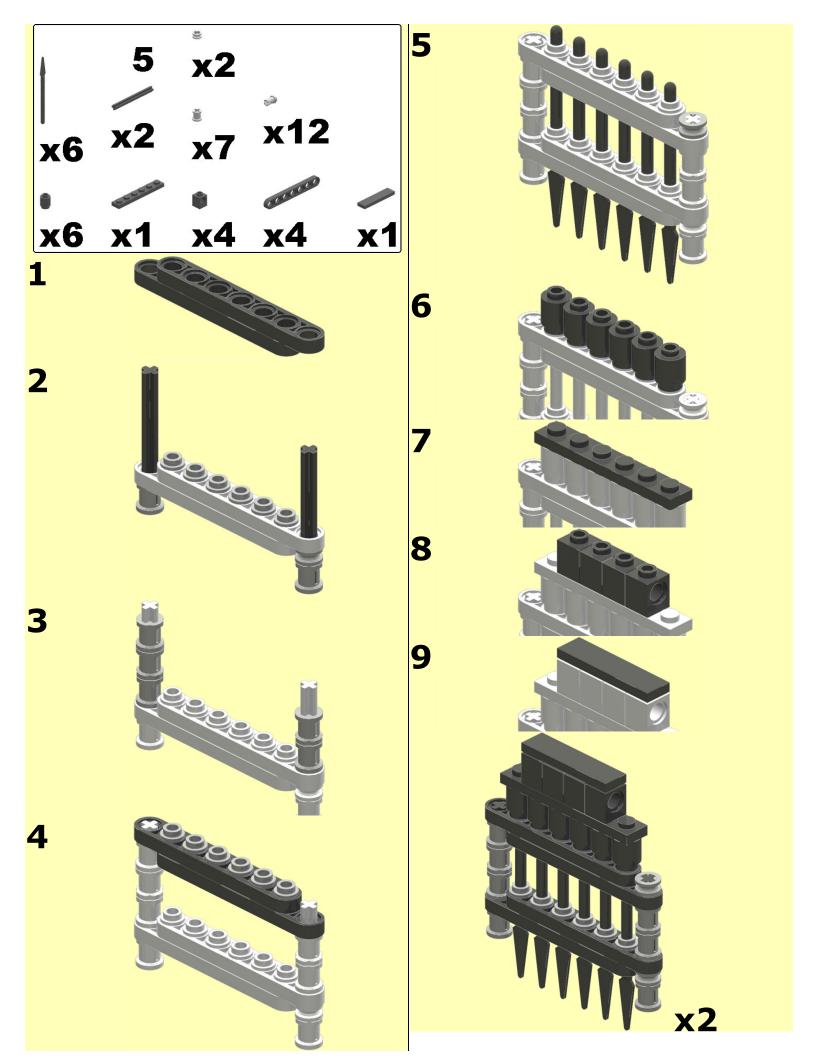


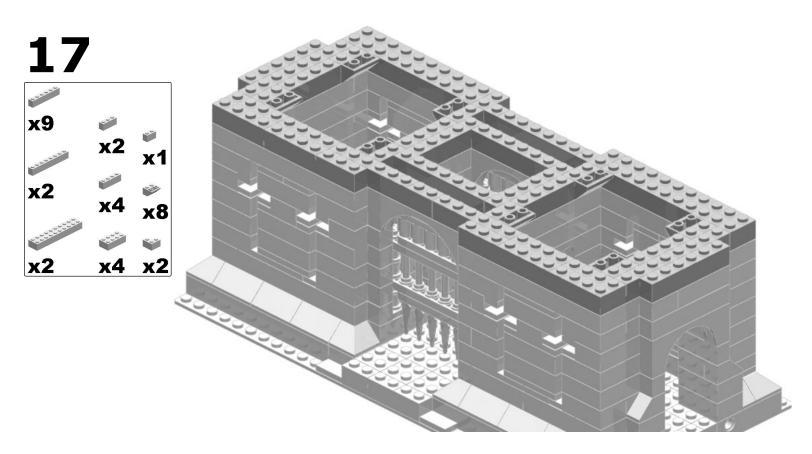


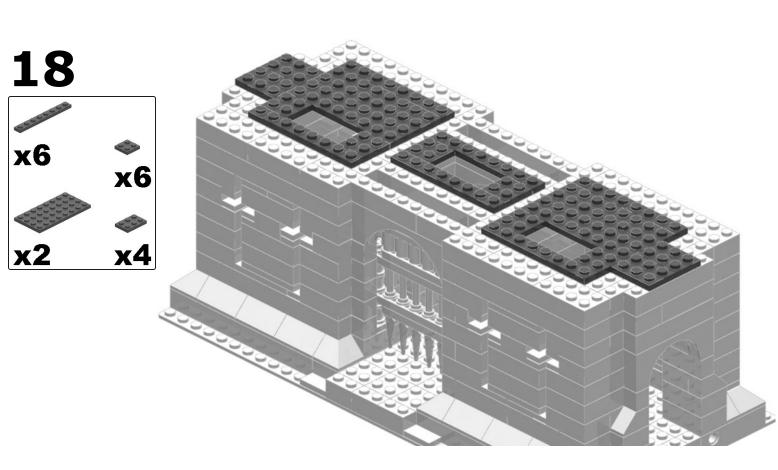
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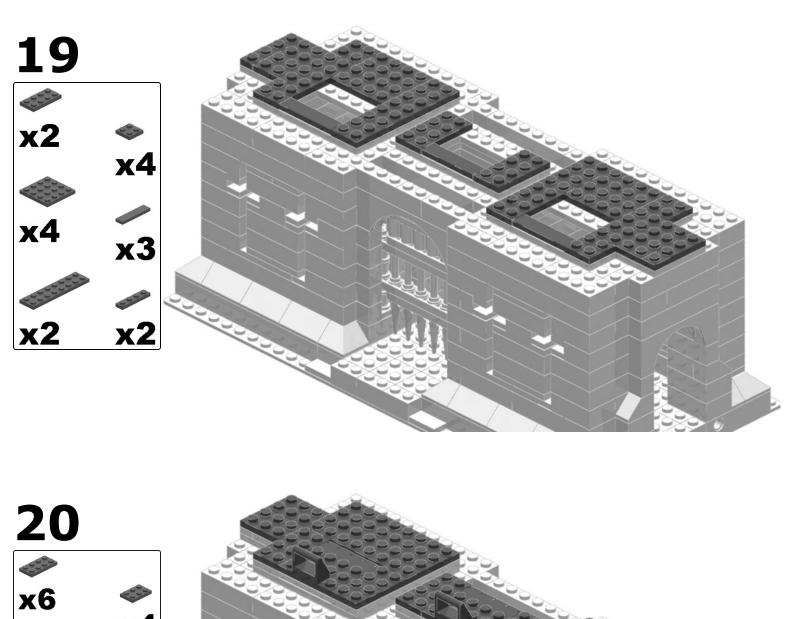


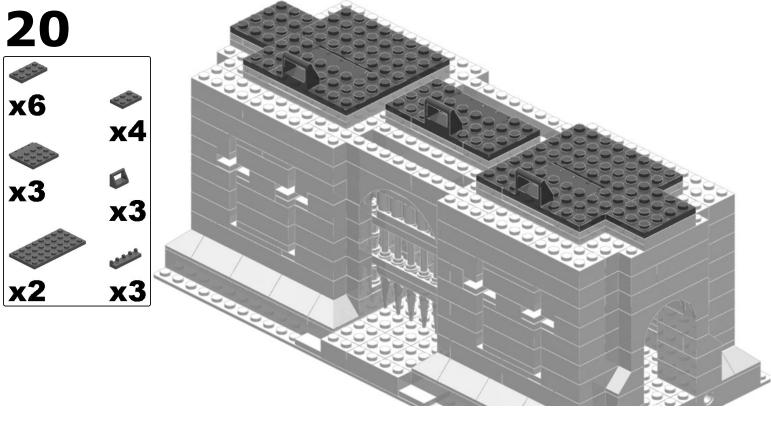


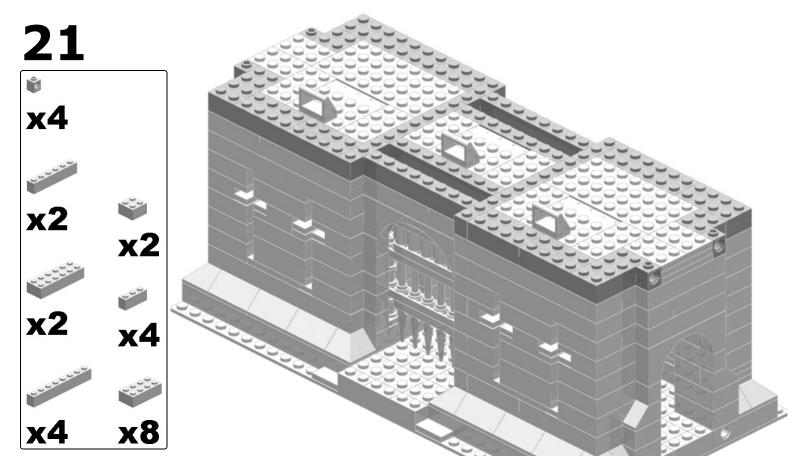


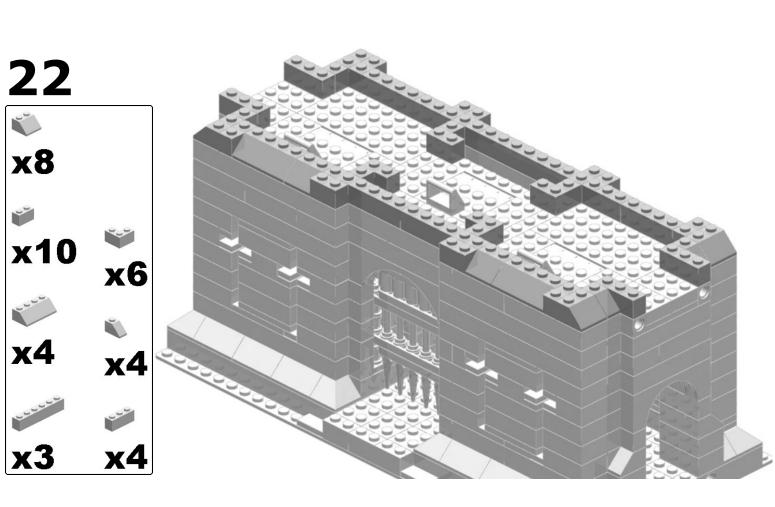


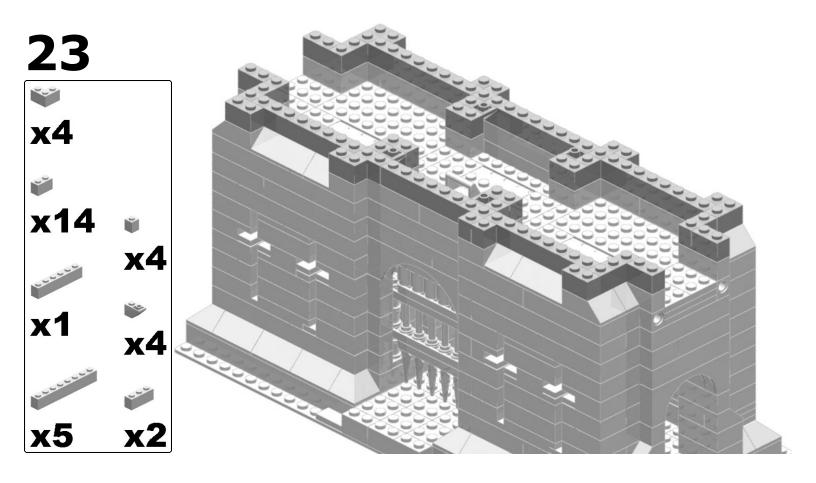


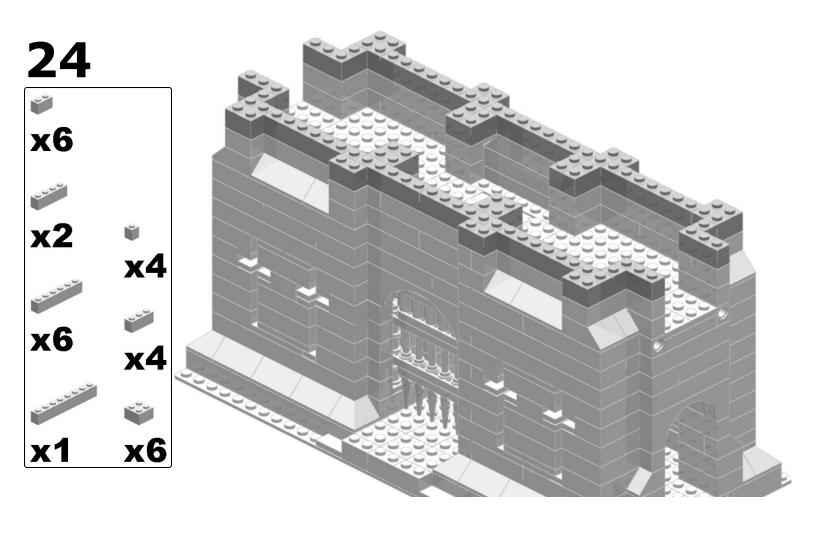


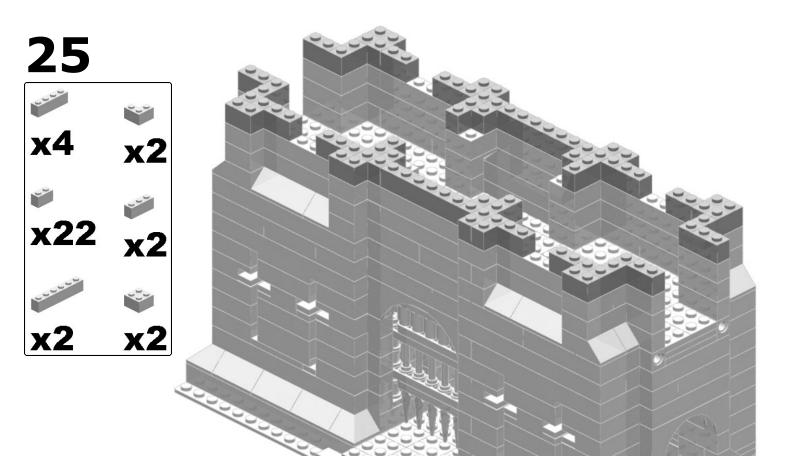


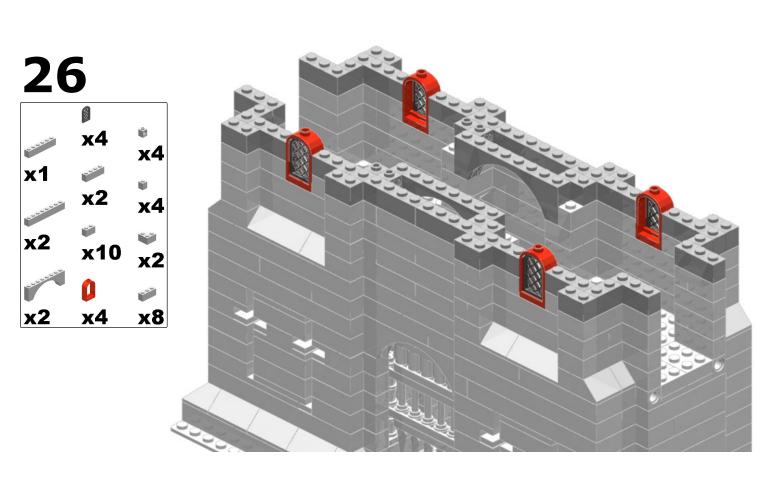


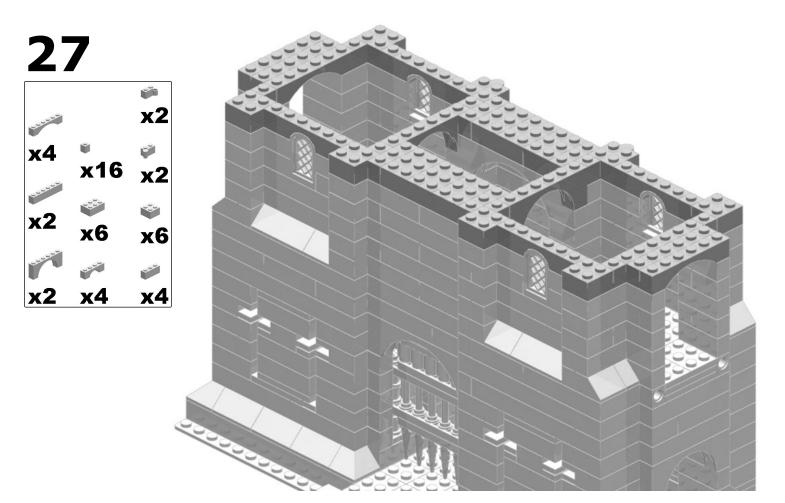


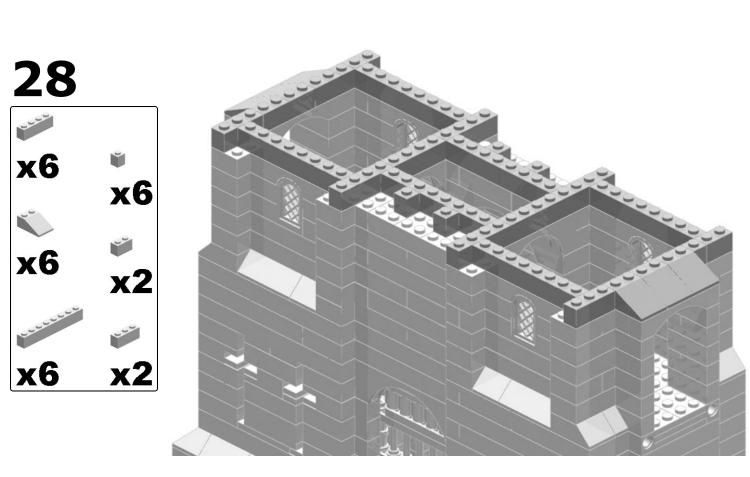


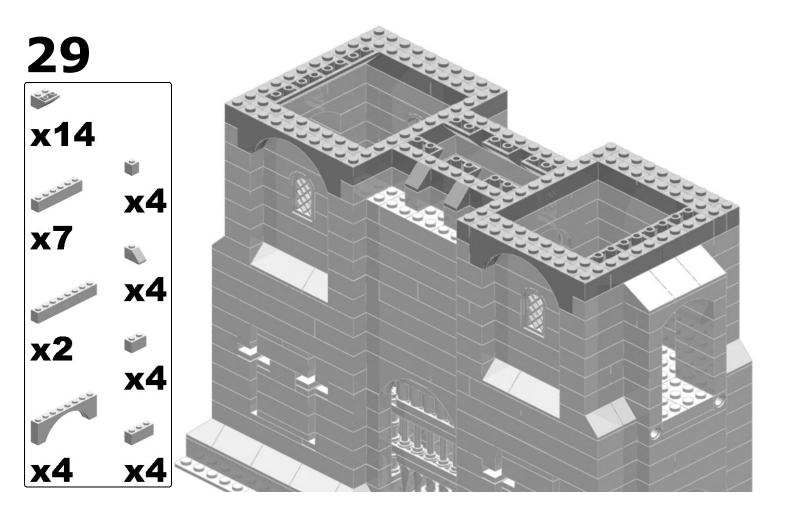


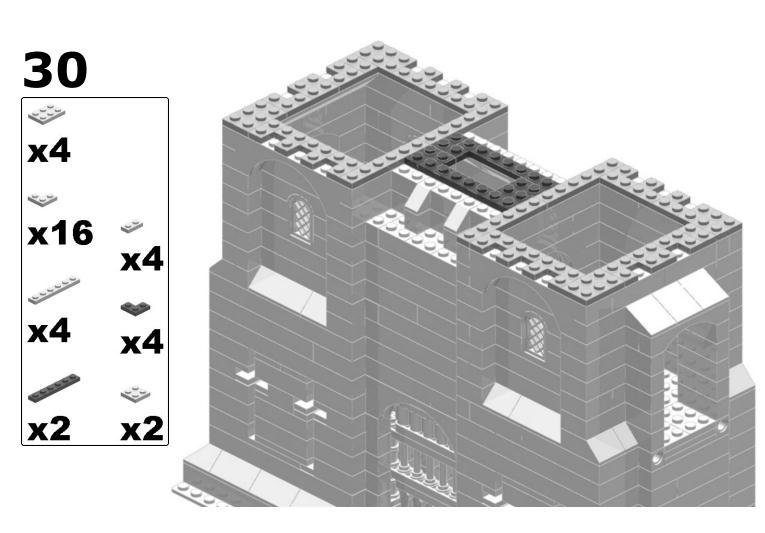


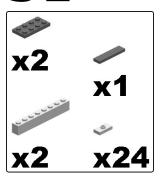


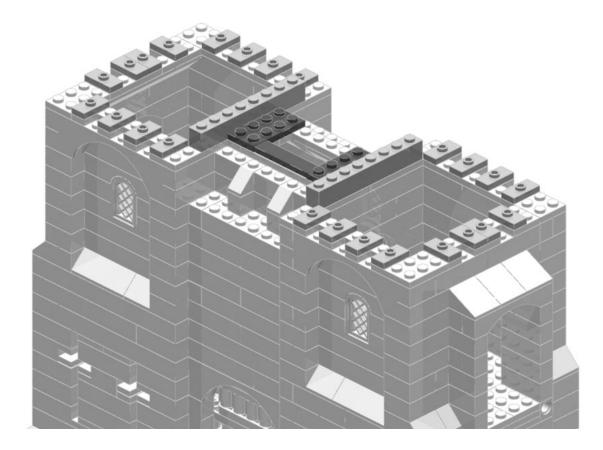


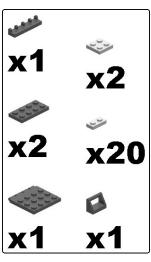


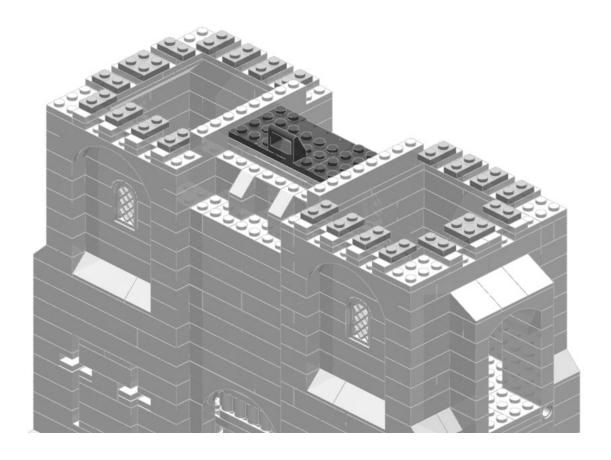


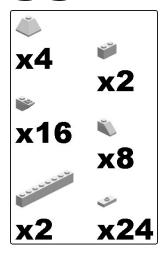


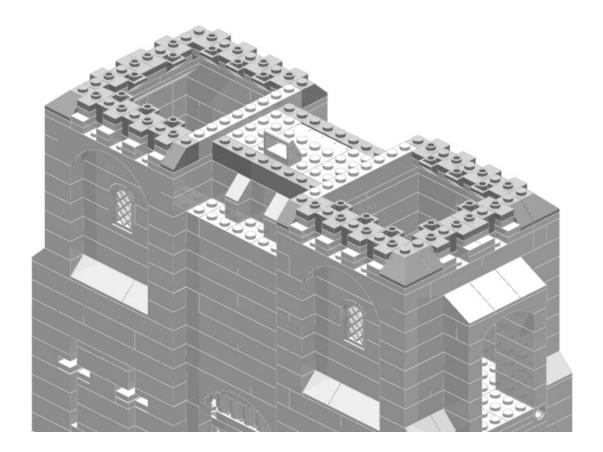


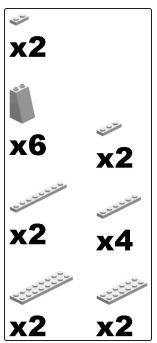


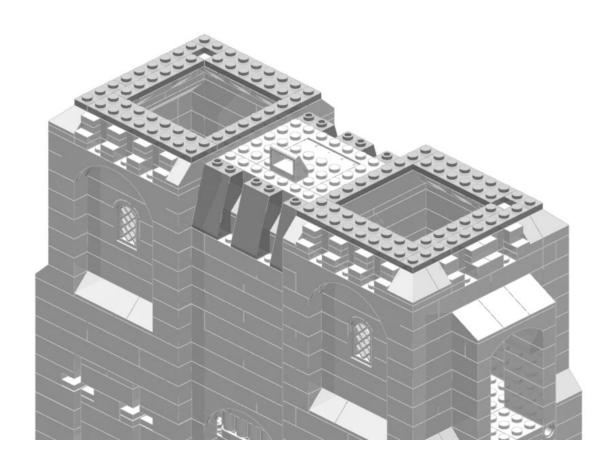


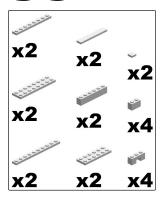


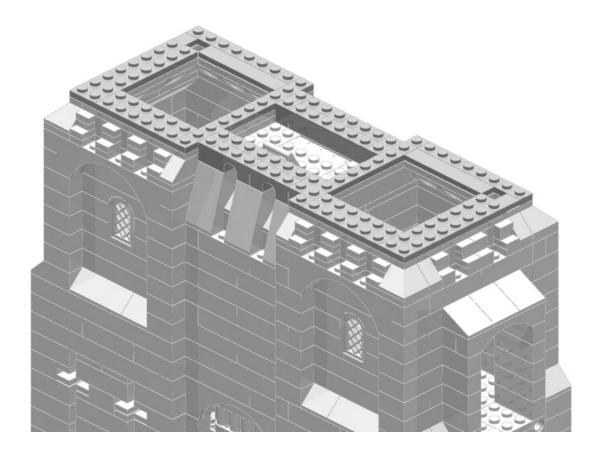












# <u>36</u>

