

## Introduction

Siege warfare is a much neglected part of wargaming. Perhaps the perception is that it is boring. Actually sieges themselves were pretty boring but the assaults and bitter hand to hand fights that sometimes took place can make for great skirmish games. The other problem is the terrain. You need a castle to do sieges and most wargamers think that a castle will take a lot of time to make and take up a lot of space. Nothing could be further from the truth. I use modular castle components rather than trying to model the whole site! This means that you can set up just the bit of the wall where the skirmish is going to take place - essentially you can run the siege as a mini campaign with a set of skirmishes at various parts of the walls. The other advantage of modular terrain is that the storage does not have to take up a lot of space.



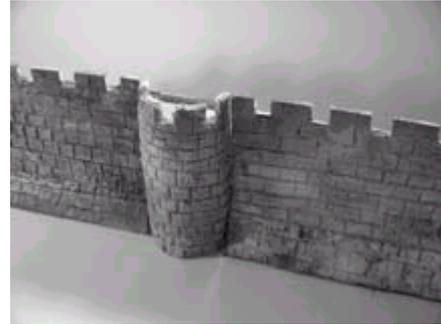
## Overview

You will need to make about 9 pieces to cover most eventualities:



- 1 Large tower
- 3 Wall sections
- 1 Damaged wall section
- 2-4 D shaped towers
- 1 Gateway

I made the D shaped towers separate from the gateway so that they can be used in between wall sections as well as in the gateway.



## Construction

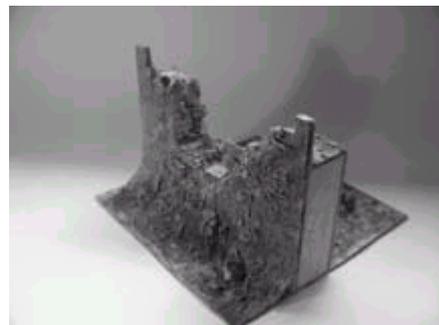
Materials - all available from a DIY store:

- 1 length of 1 1/4" by 1/2" timber (cut to 4" lengths)
- 1 Sheet of hardboard and MDF
- 1 Sheet of 6mm plywood
- 1 length of plastic piping (down pipe for guttering about 2 3/4" diameter)
- 1 length of toilet waste pipe 4 1/2" diameter
- 1 tub of tile adhesive

Once you have built the basic structures see the article on Surface Textures to explain how to create the stone look.

### Walls

Really you are making a long thin box. The upright sides from the timber and the top, back and base out of MDF (You could use ply for this but MDF is cheaper and easier to cut). The front of the box (Bit with the battlements) is made from ply. (Note I started making this from MDF but the battlements come out a little weak and break off) The ply should be taller than the rest of the box to allow for the battlements. Cut the battlements out of the top of the wall. I just glue the whole thing together. You can also add a strip of MDF to the base of the wall at an angle to give the wall a glacis slope.



## Ruined Wall

This is made like conventional wall but with a larger base to take the debris. Basically the front and back panels are cut away. Plaster soaked bandage is used to form the slope of debris on either side of the breach. To create the debris old concrete was smashed up and glued to the slopes. Really go to town on the debris, many modellers make the mistake of just putting a bit of token rubble down which looks terrible.



I made mine in sections that way I can substitute a ruined section (the sections are fastened together by cutting a chip board circle that fits tightly inside the sections allowing them to be connected together. The D shaped towers are made using the down pipe. This is cut in half and basically forms the front of very short wall sections.

## Conclusion

This article is not meant to give you all the answers. Hopefully it has given you some basic techniques and inspired you to have a go. There is a lot more that can be added here - before long you will be adding a drawbridge, portcullis and other components.

## Gateway

This made in the same way as the walls but with gate cut out. The mouldings round the door are slightly more complex. These are made out of different thicknesses of insulated electrical wire and decorative cord glued together to



form an arch. I actually made a mould of these components so I can "mass produce" them using milliput.

## Towers

You could make square towers from MDF but I prefer round towers as these allow the connecting walls to join at any point rather than at 90 degree angles. The big tower is made from toilet waste pipe cut to length. The battlements are cut into the top.

