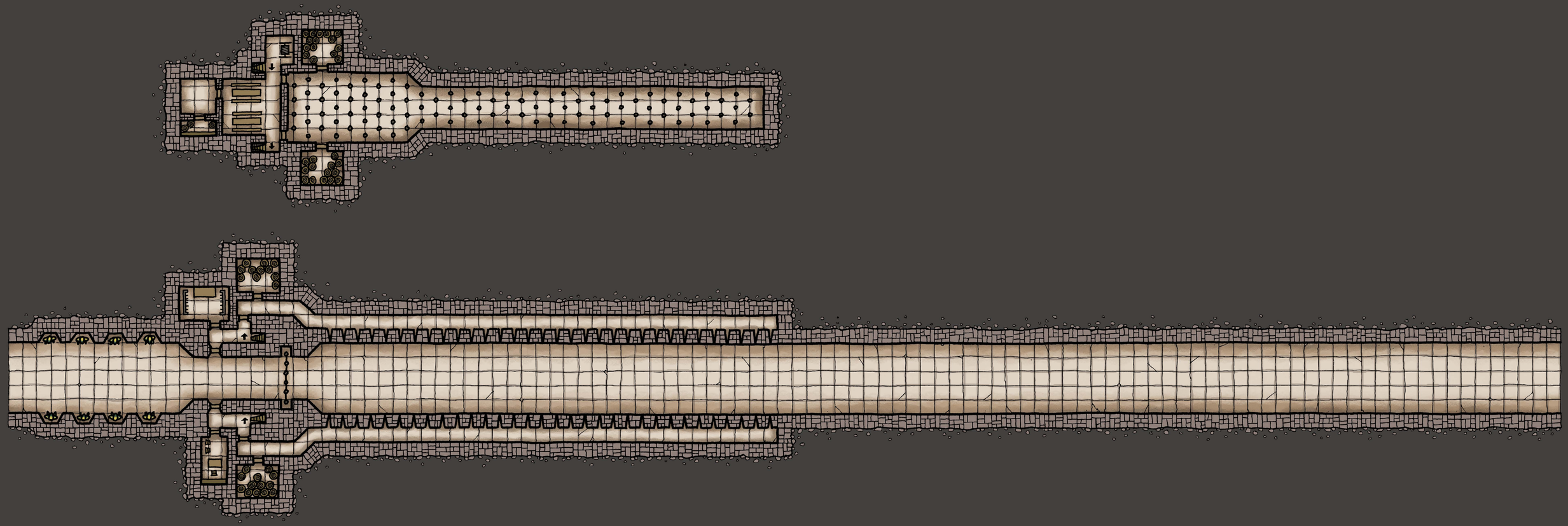

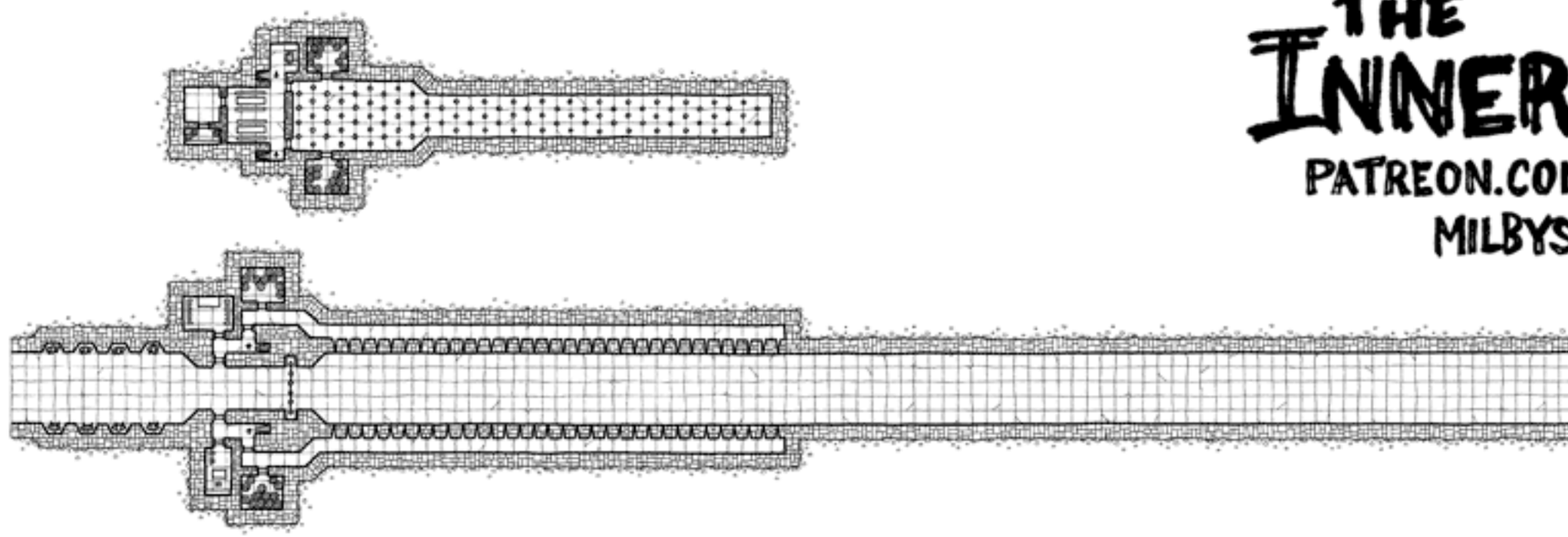

The Inner Gates

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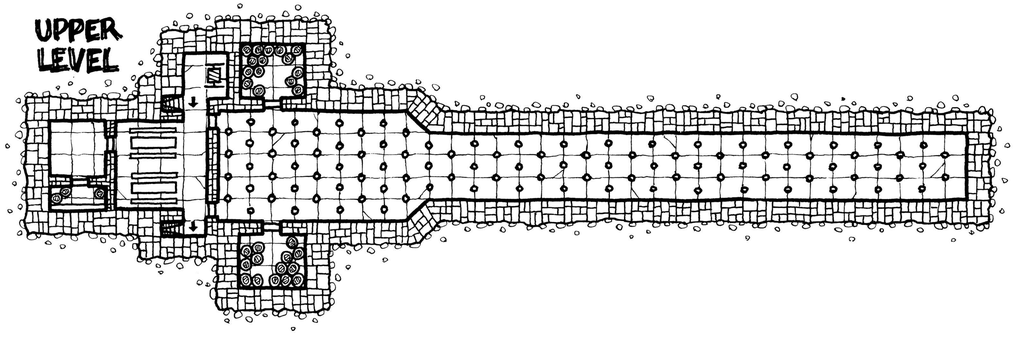
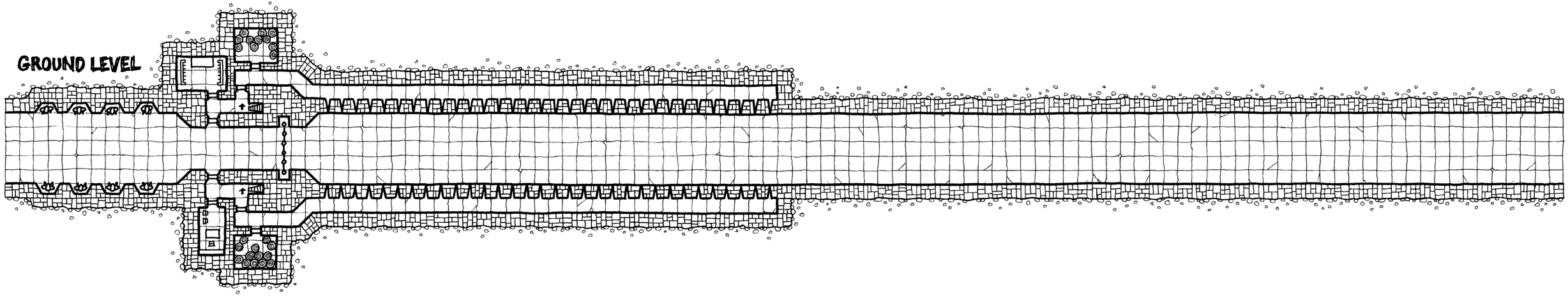
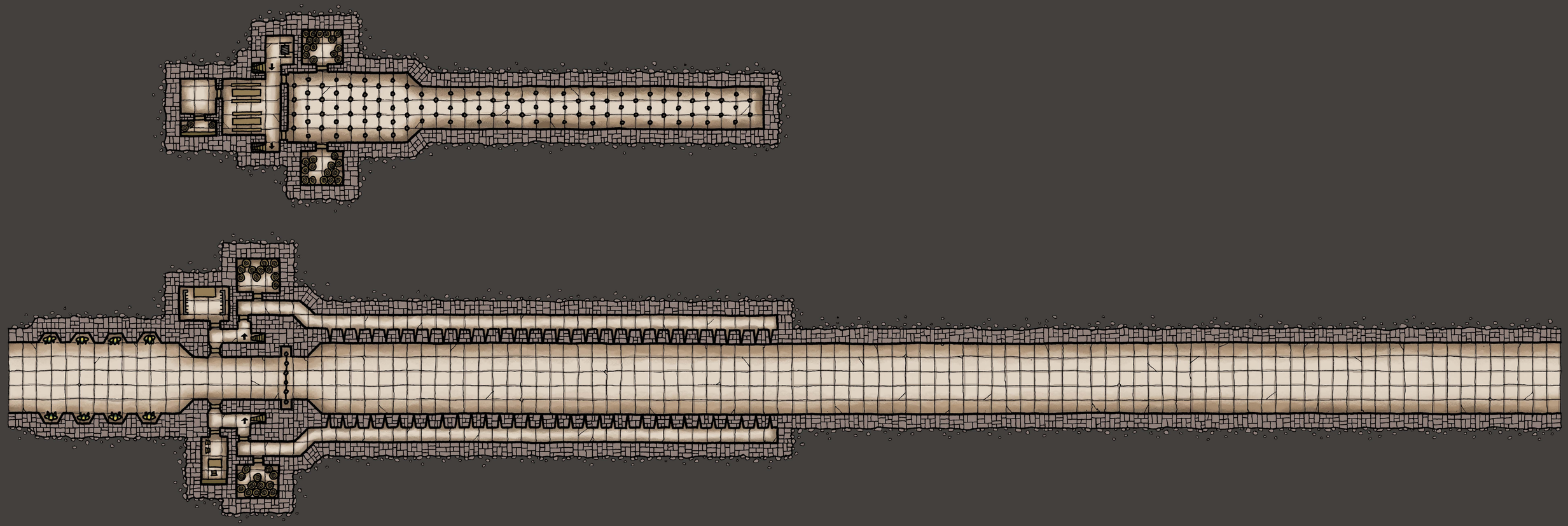
-This is the fallback point in the event that the main gates should be lost. With numerous embrasures (arrow slits) on both sides and a long stretch of murder holes above, this is meant to be a meat grinder for any attacking army.

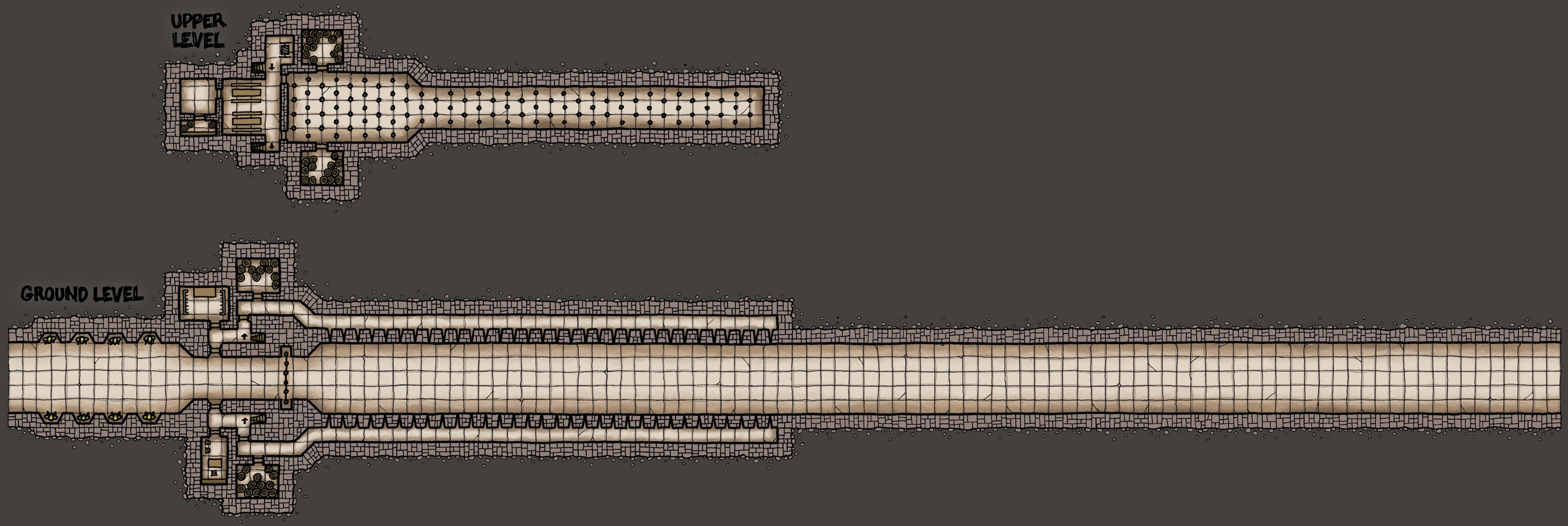
-Unlike the main gates, the garrison here does not sleep in a barracks on-site. Instead, they retire either to a barracks in the city or to their homes.

-The garrison here is much smaller than the one at the main gates, since they would not expect to have to defend their position from a major assault without warning. Soldiers would be called up from elsewhere in the city in the event of an attack.

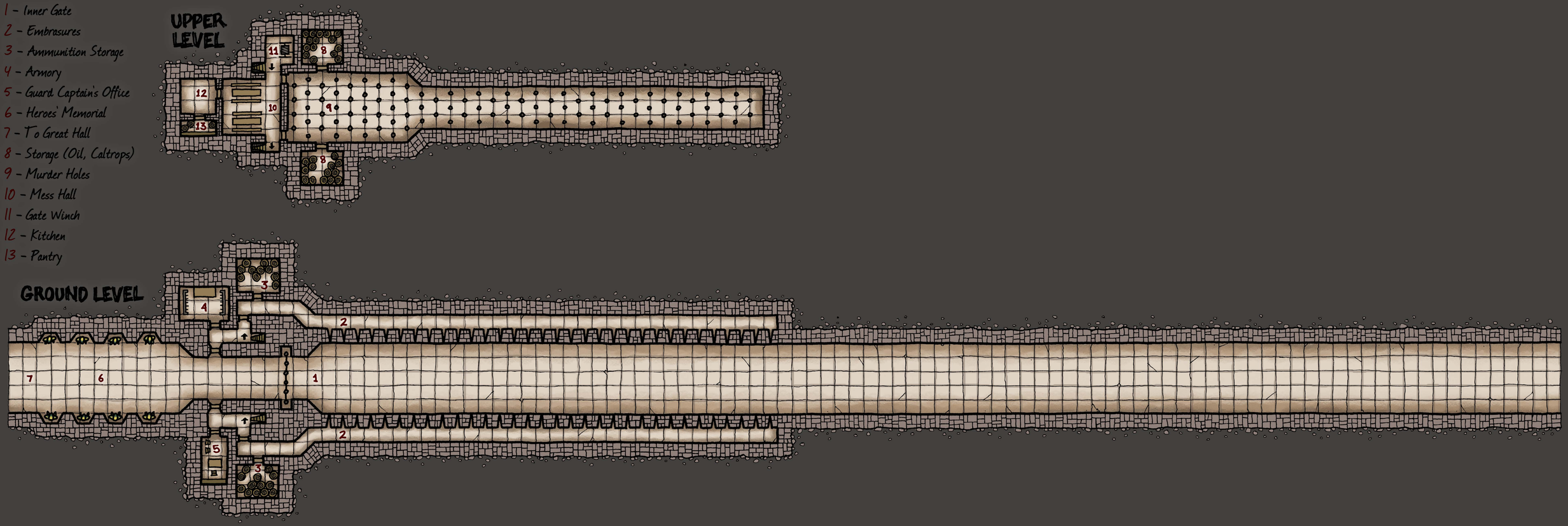

UPPER LEVEL


GROUND LEVEL




UPPER LEVEL
GROUND LEVEL

1 - Inner Gate
2 - Embrasures
3 - Ammunition Storage
4 - Armory
5 - Guard Captain's Office
6 - Heroes' Memorial
7 - To Great Hall
8 - Storage (Oil, Caltrops)
9 - Murder Holes
10 - Mess Hall
11 - Gate Winch
12 - Kitchen
13 - Pantry



The Inner Gates

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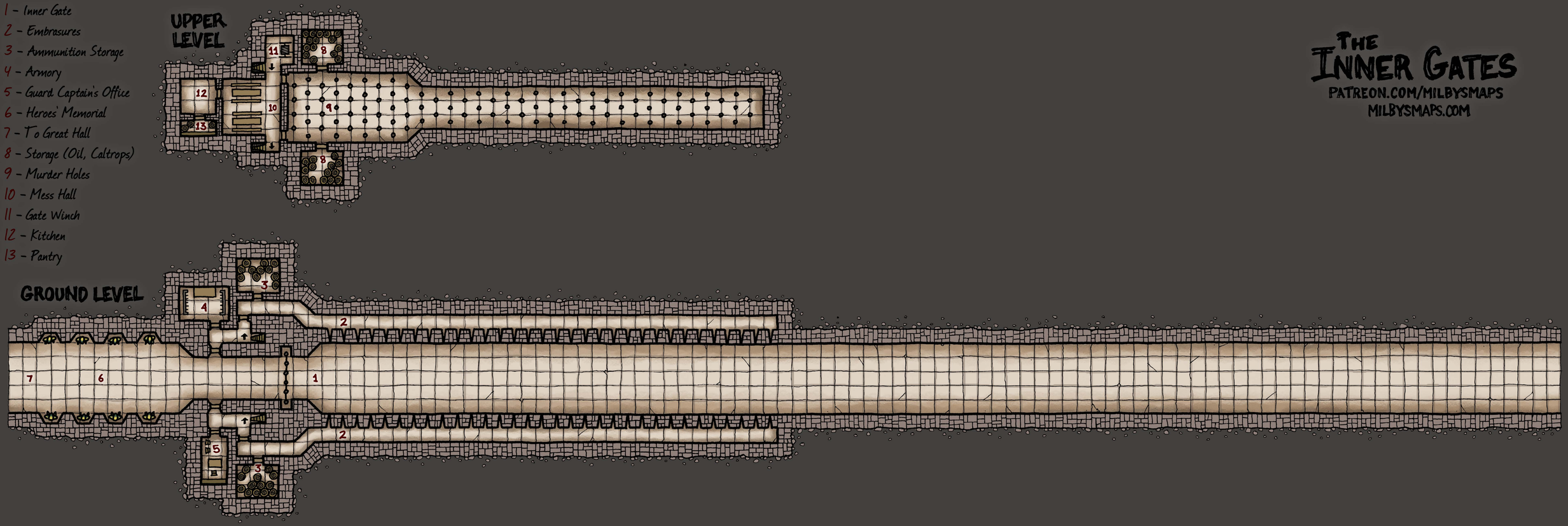
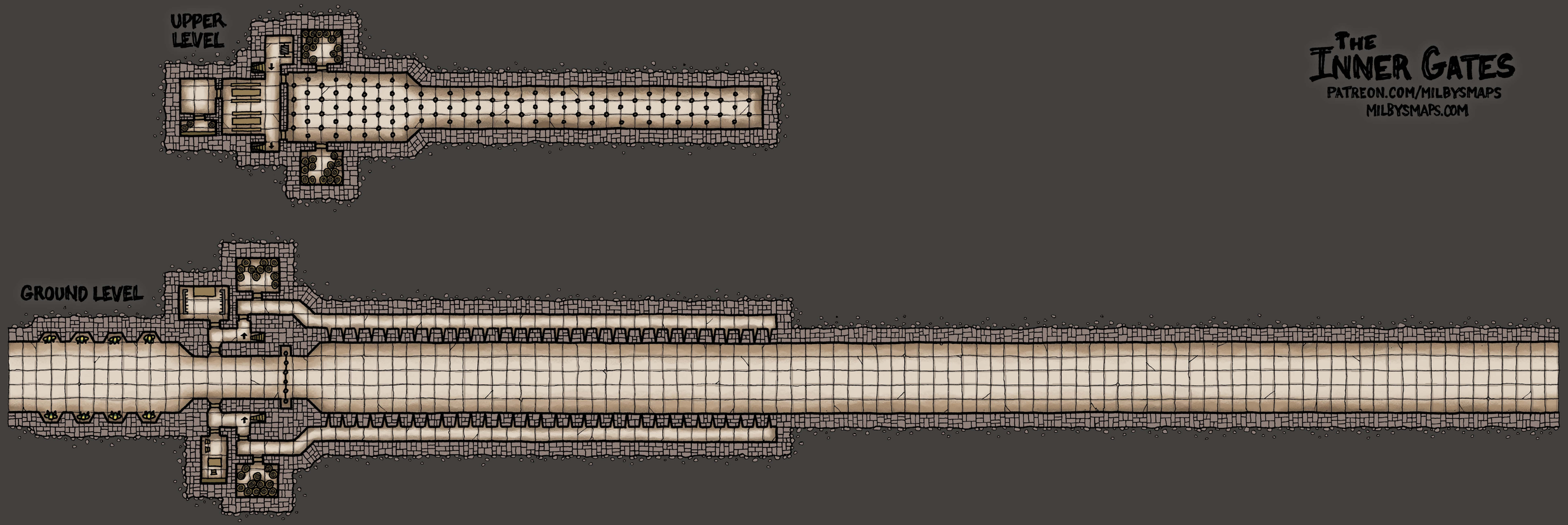


The Inner Gates

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