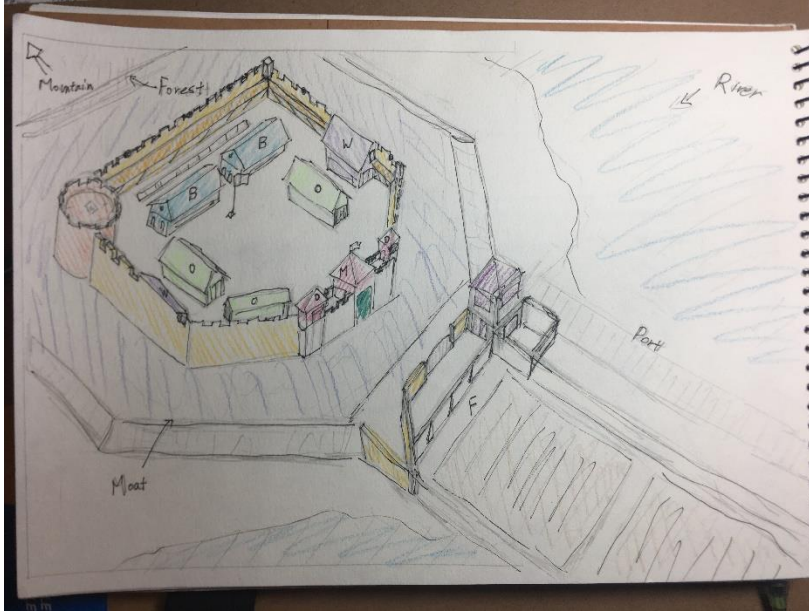




Red: Main Base
Darker Blue: Farm/Port
Light Blue: River
Green: Plain
Purple: Moat



Inspired by "Fort Levis 1759 USA" : <https://ottawarewind.com/2014/03/04/submerged-fortress-of-doom-an-island-fort-under-the-st-lawrence-river/>

Main Base:

-Three types of buildings (second floored) inside the Main Base(red part):

B - blue: Camps - Provides daily living need facilities

W - light purple: Storage for weapons and related property; has doors on both sides of second floor that leads to the trestel(wall walk) that shorten the time for preparation during defence.

O - light green: Storage for trading supplies and few but not all of the necessary supplies (food/water/medicine/tools/materials/etc)

*Most of the necessary supplies are stored **underground (cellar)** - provides well temperature and condition for storage

-Wall that encircled the main base and it's related settings:

Trestel (wall walk) - used for observing and patrol

Defence section - set in order between arrowlits(intervals); set with telescopes and arrows or similar long-range props

Ladders - set at the corners; connected the wall walk to the ground

Side watch tower (shaded red) - watch tower, also a storage for cold weapons and weapon accessories; main entrance to the **cellar**

Main gate - three small watch(security) station:

D – side station; used as watch house

M – Main station; used to control the draw bridge build under the house; has a flag on top of the roof

*D and M is connected by walk ways that works the same as the wall walk

Farm and Port:

Port – Boat landing; welcomes visitors/traders and delivered supplies; open to all

-Three security path ways:

Gate #1 – first gate open to the port; checking station for identity

Watch tower (shaded dark purple) – checking station; search through delivered products/visitors

Gate #2 – Gate open to the main base; isolated from the farm by a gate

-Defence wall of the farm/farm:

Entrance gate – build between gate #2 and the farm; the only entrance to the farm

Wall/Fence – encircled the whole farm

Garden/Crops – provides stabled food resources; reduce hunger