

RAPPAN AT'HUK

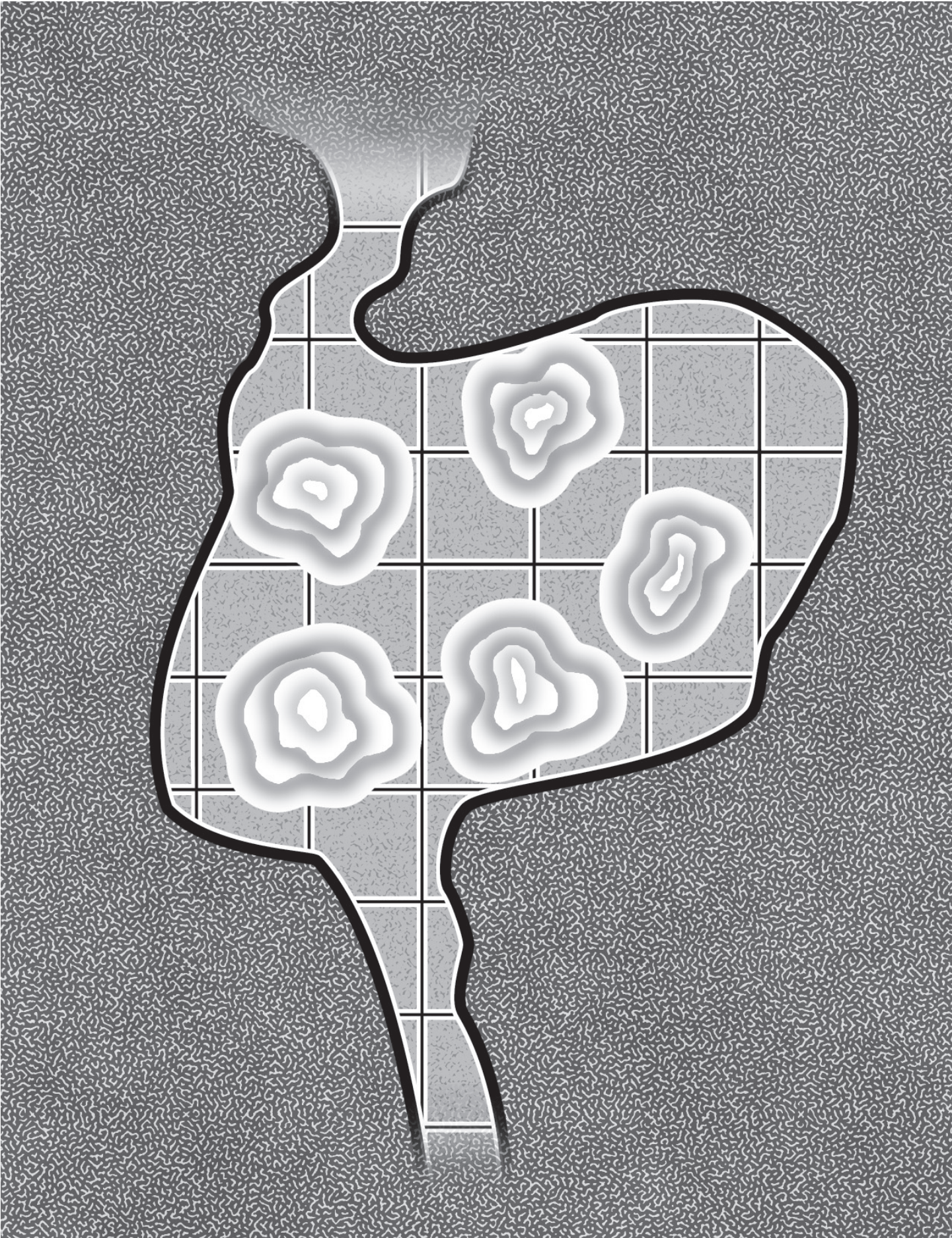
Battle Maps



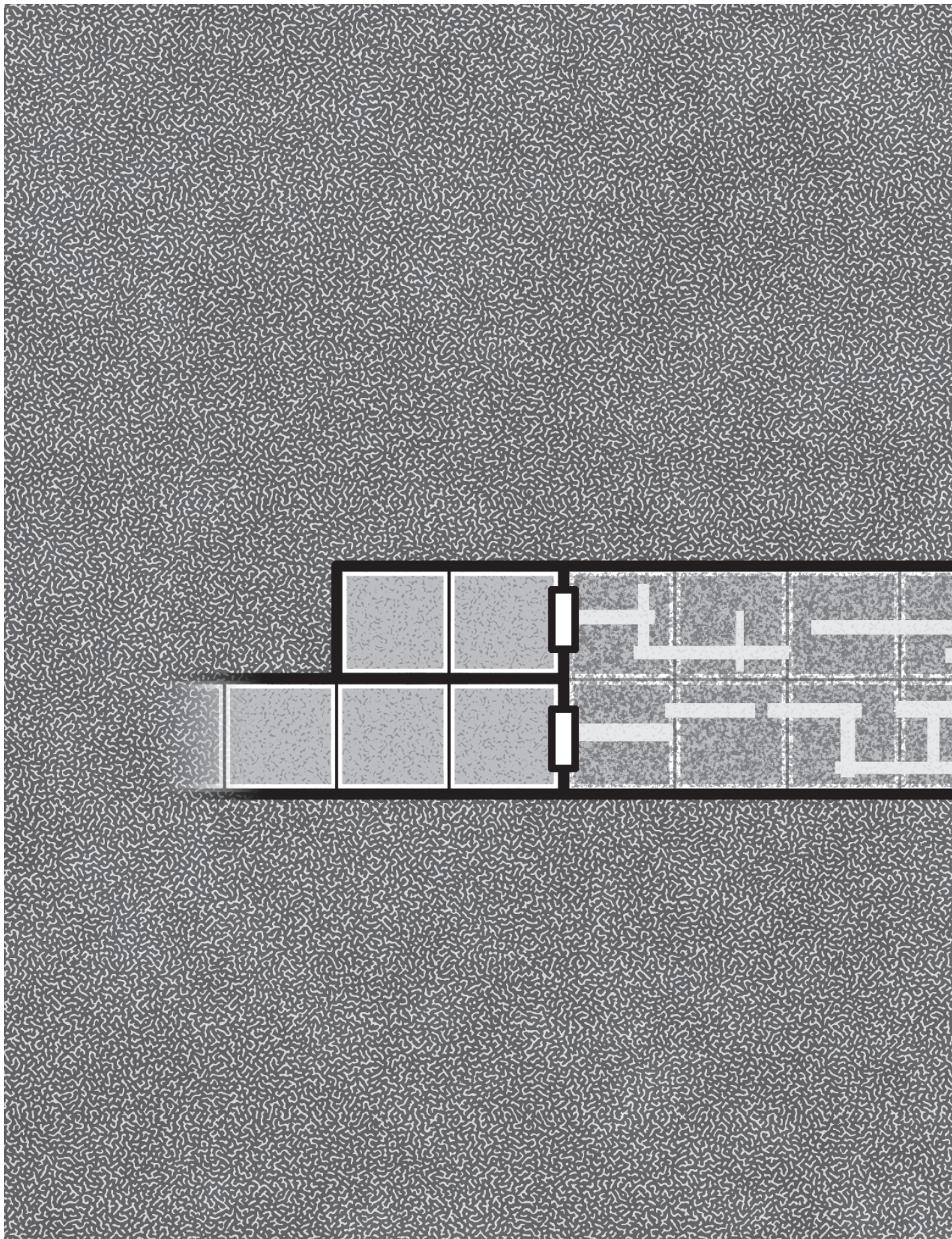
NECROMANCER
GAMES

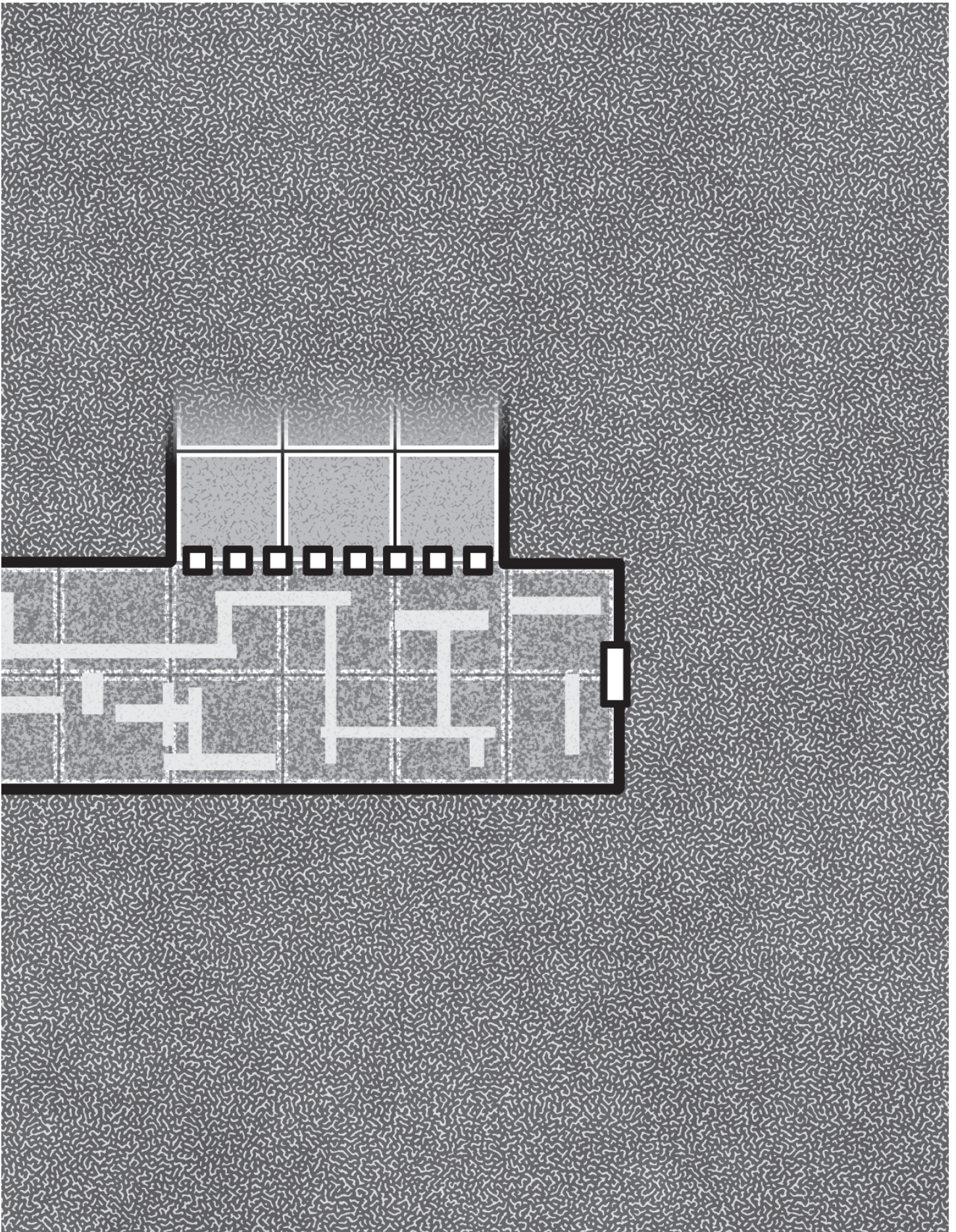


FROG GOD
GAMES

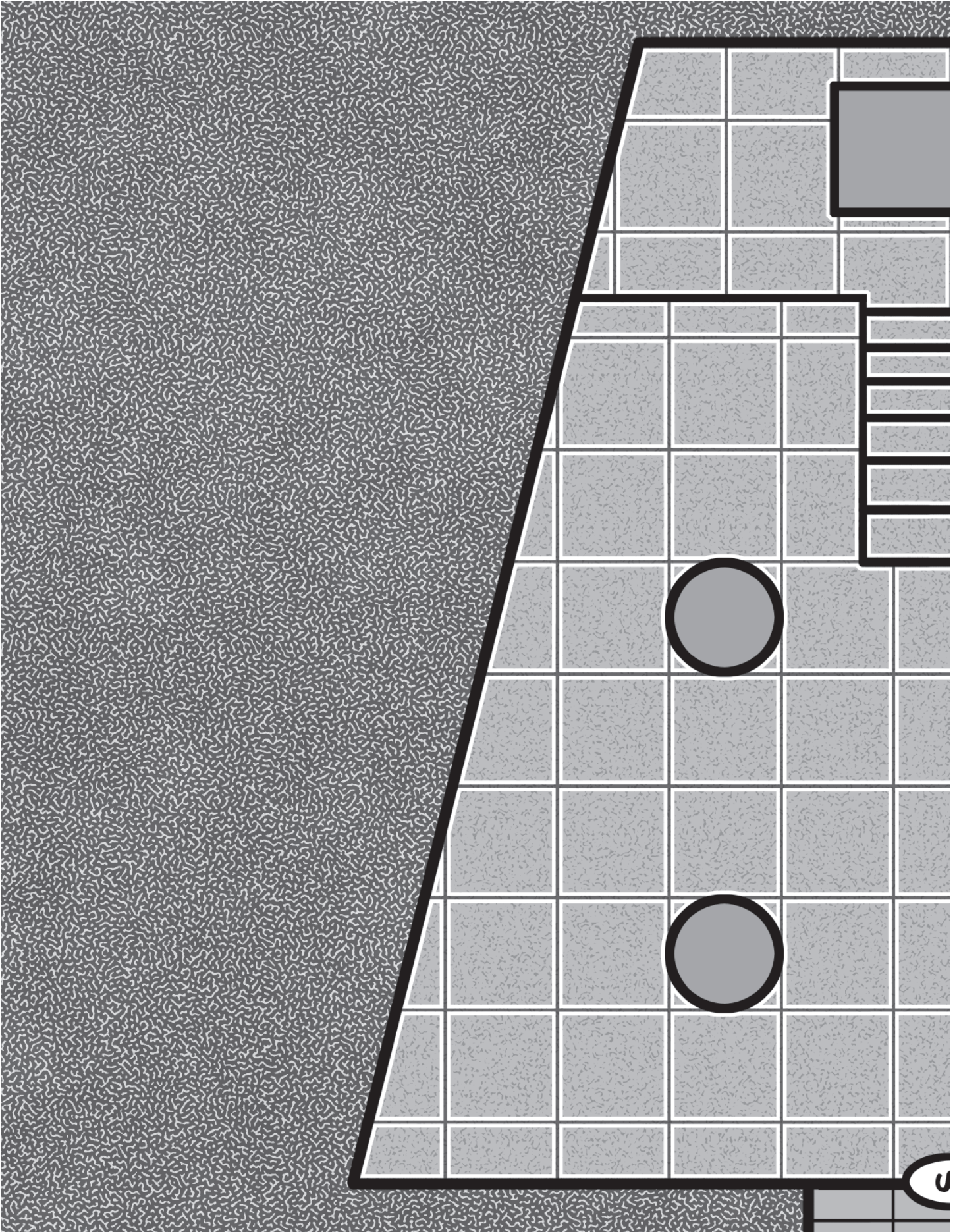


BATTLE MAPS - AREA 1A-4 (PART 1)

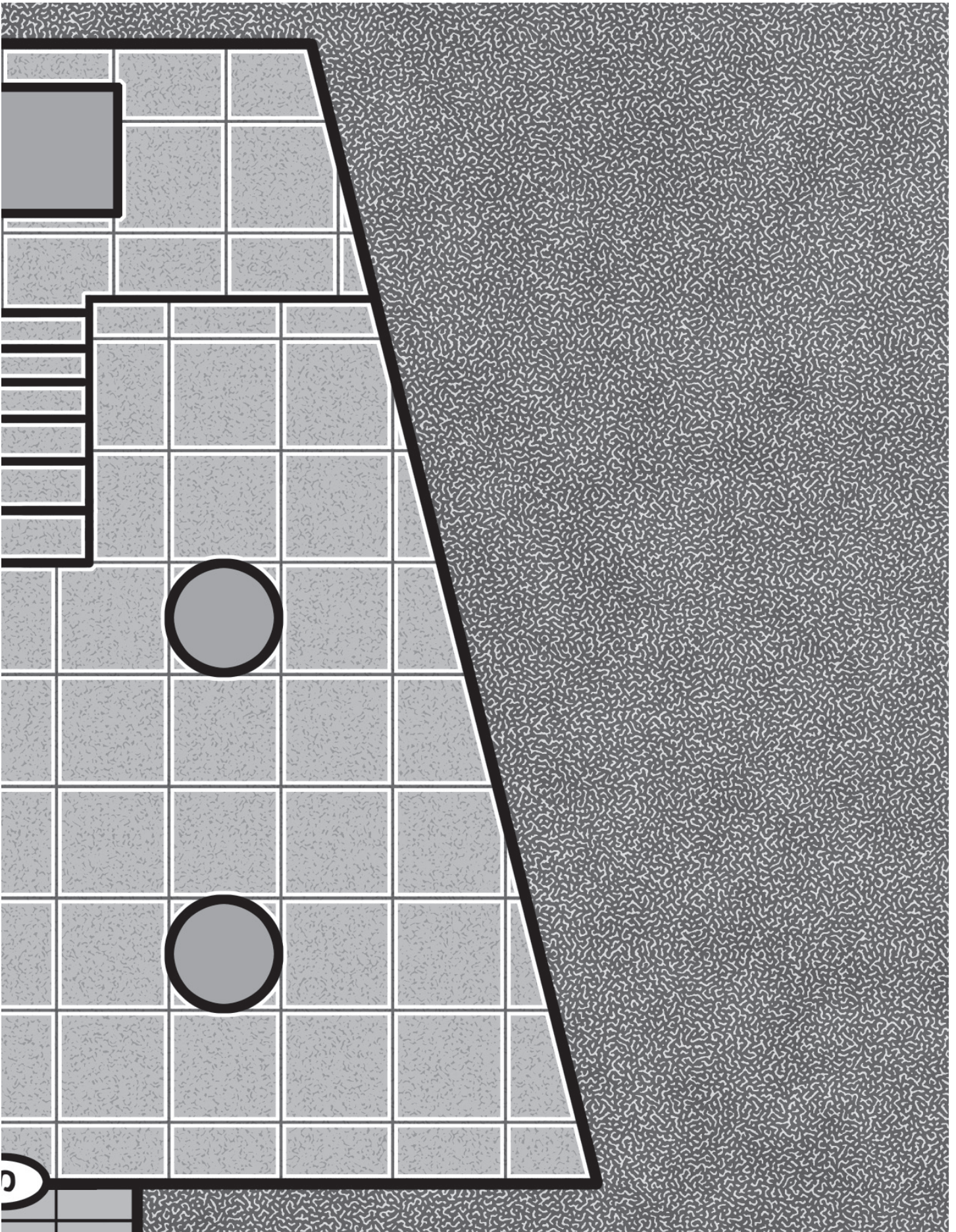


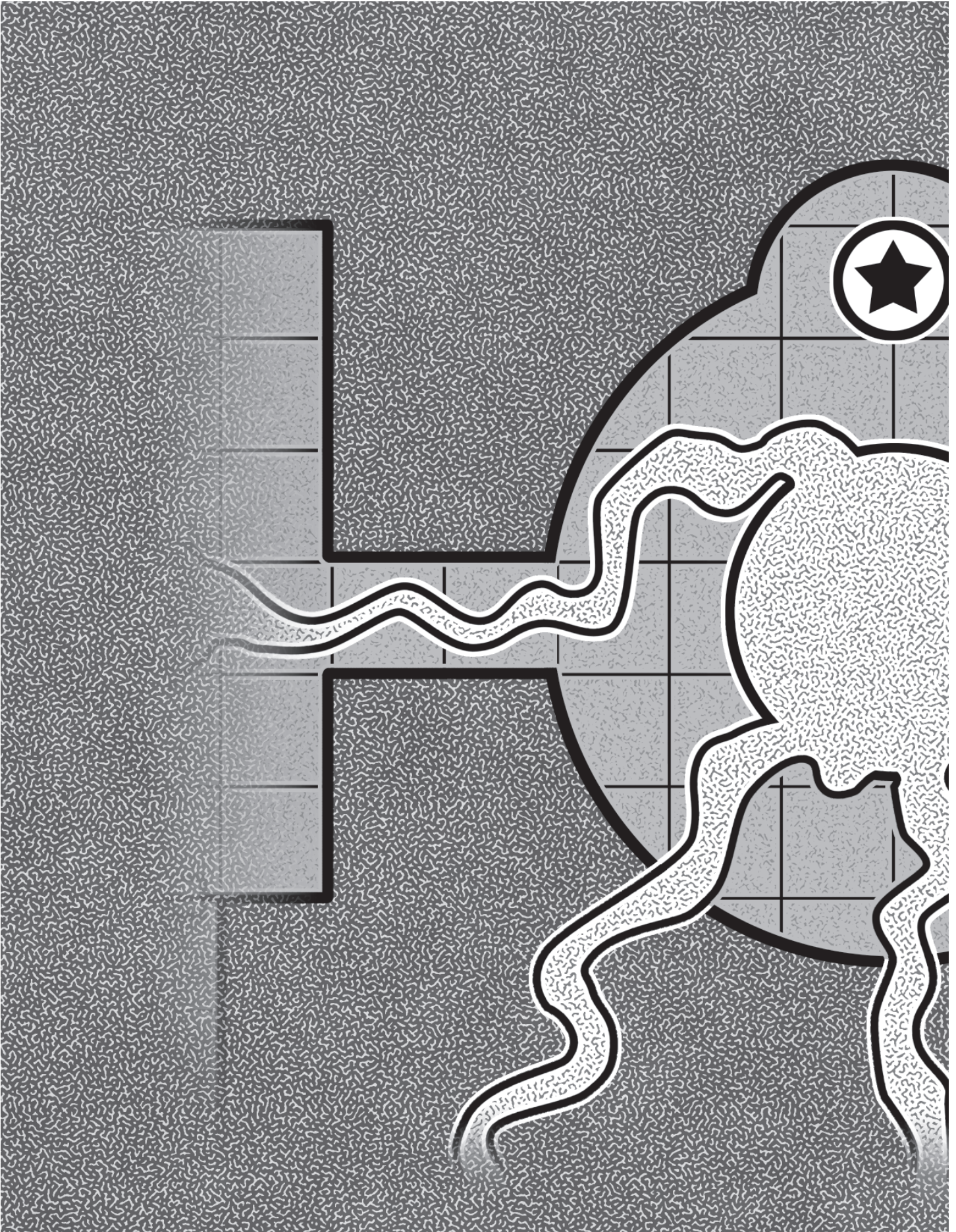


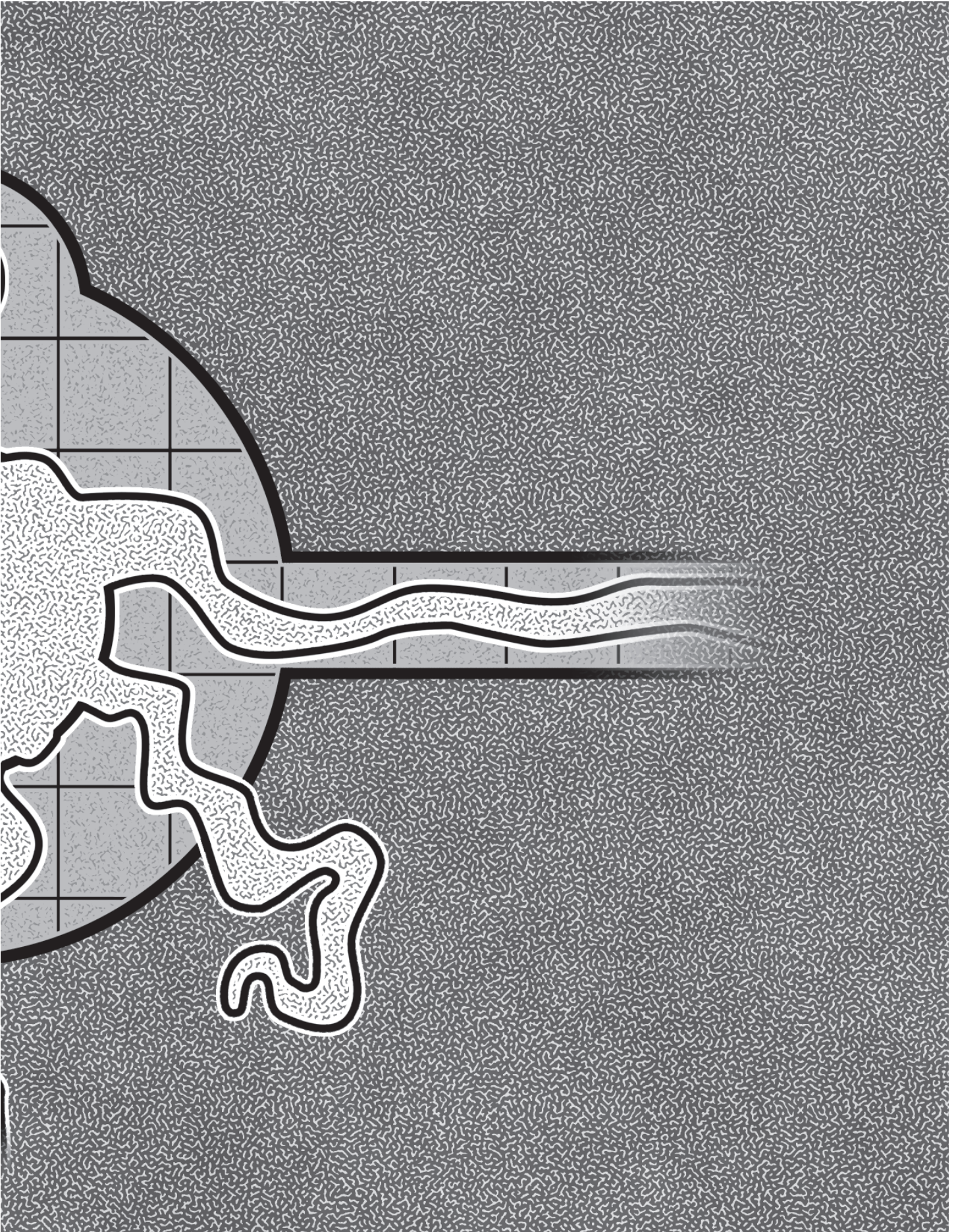
BATTLE MAPS - AREA 3A-8 (PART 1)

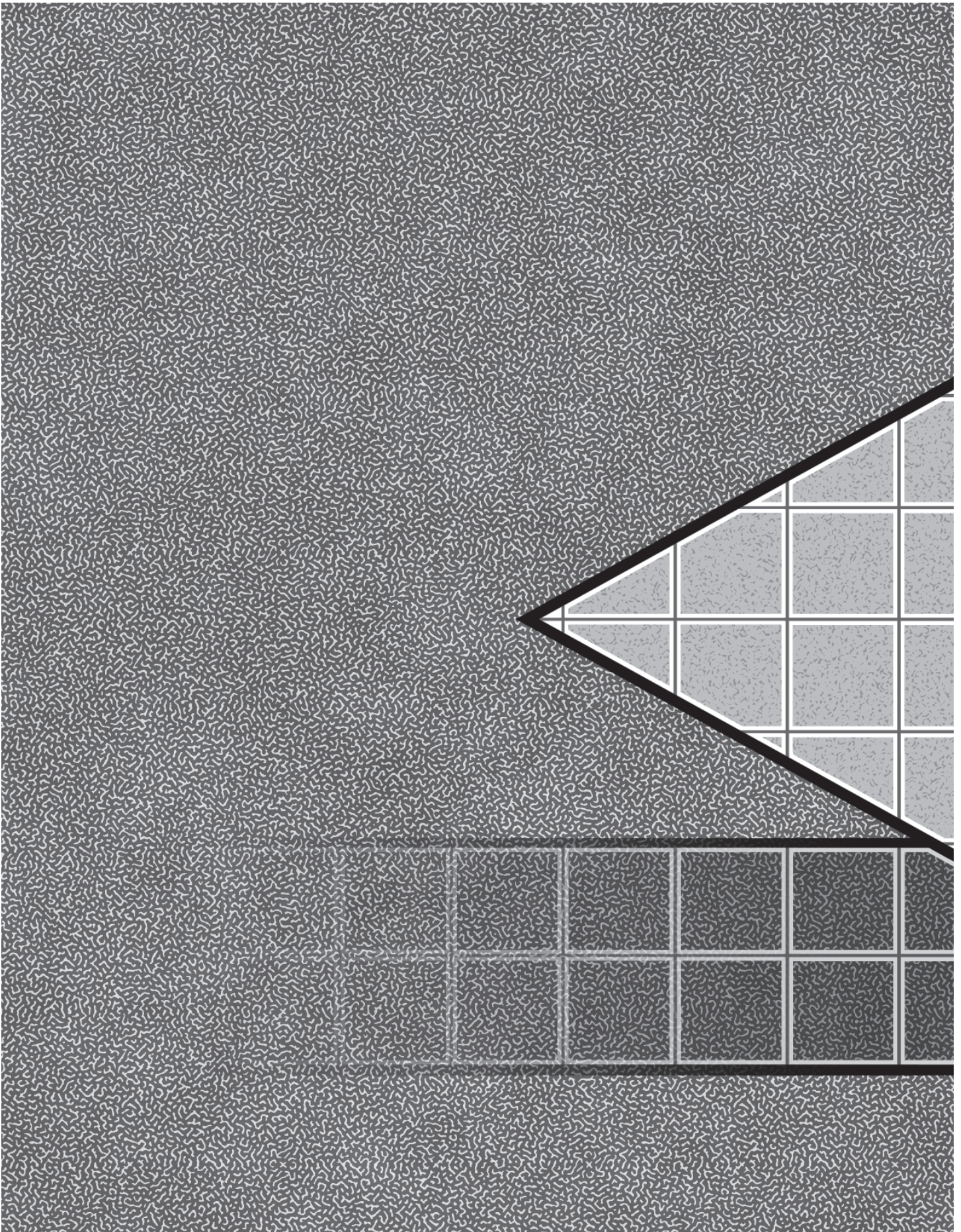


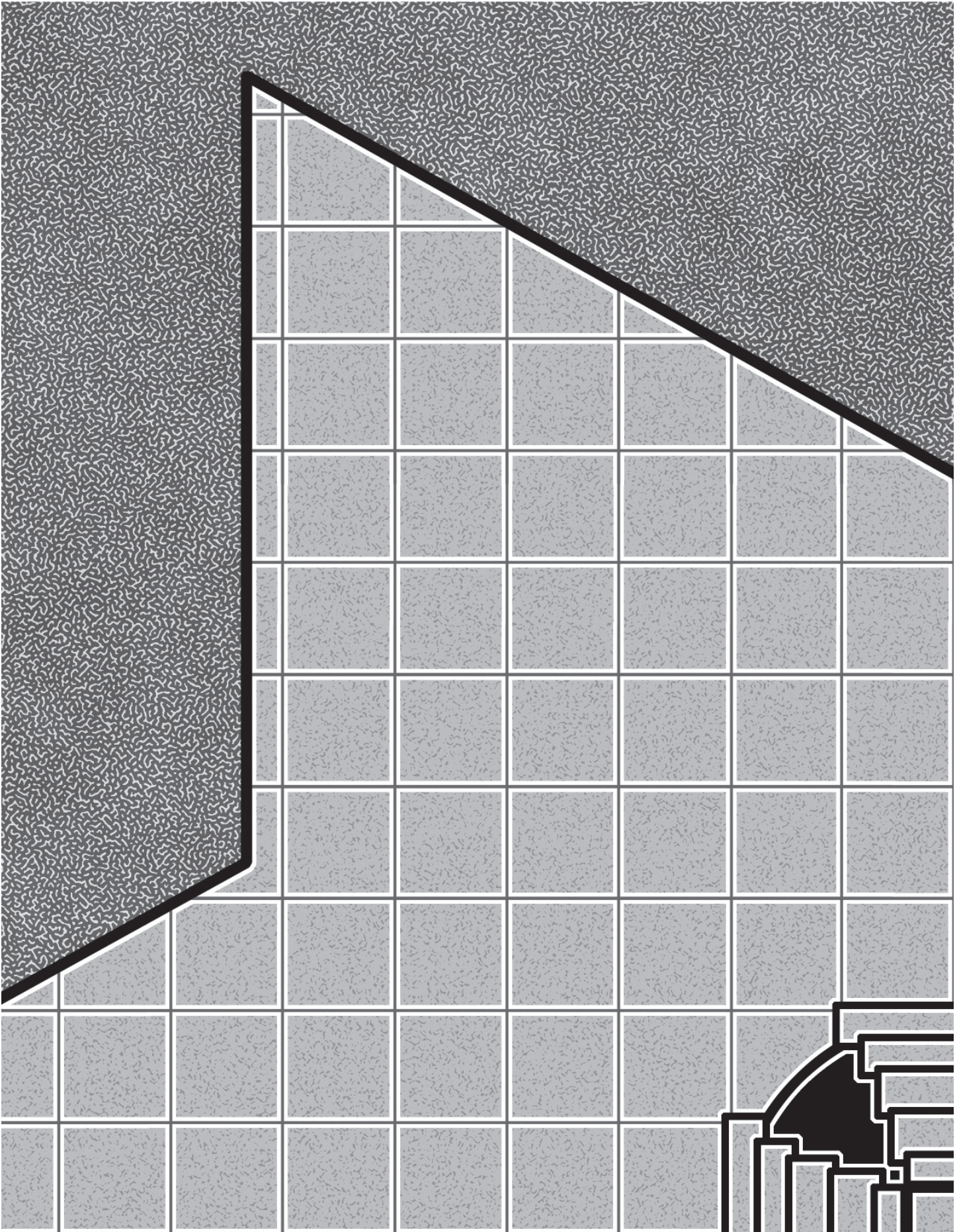
BATTLE MAPS - AREA 3A-8 (PART 2)

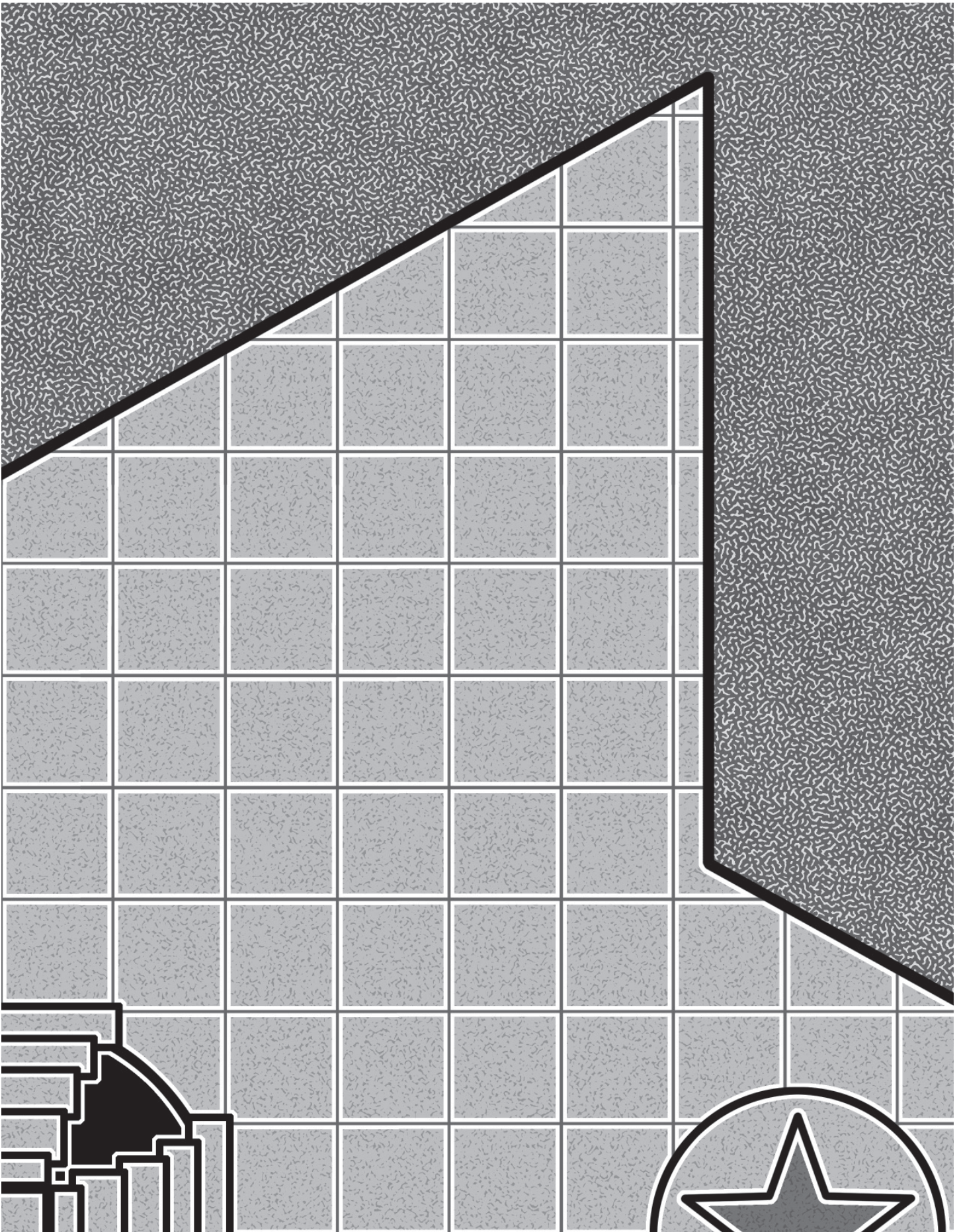


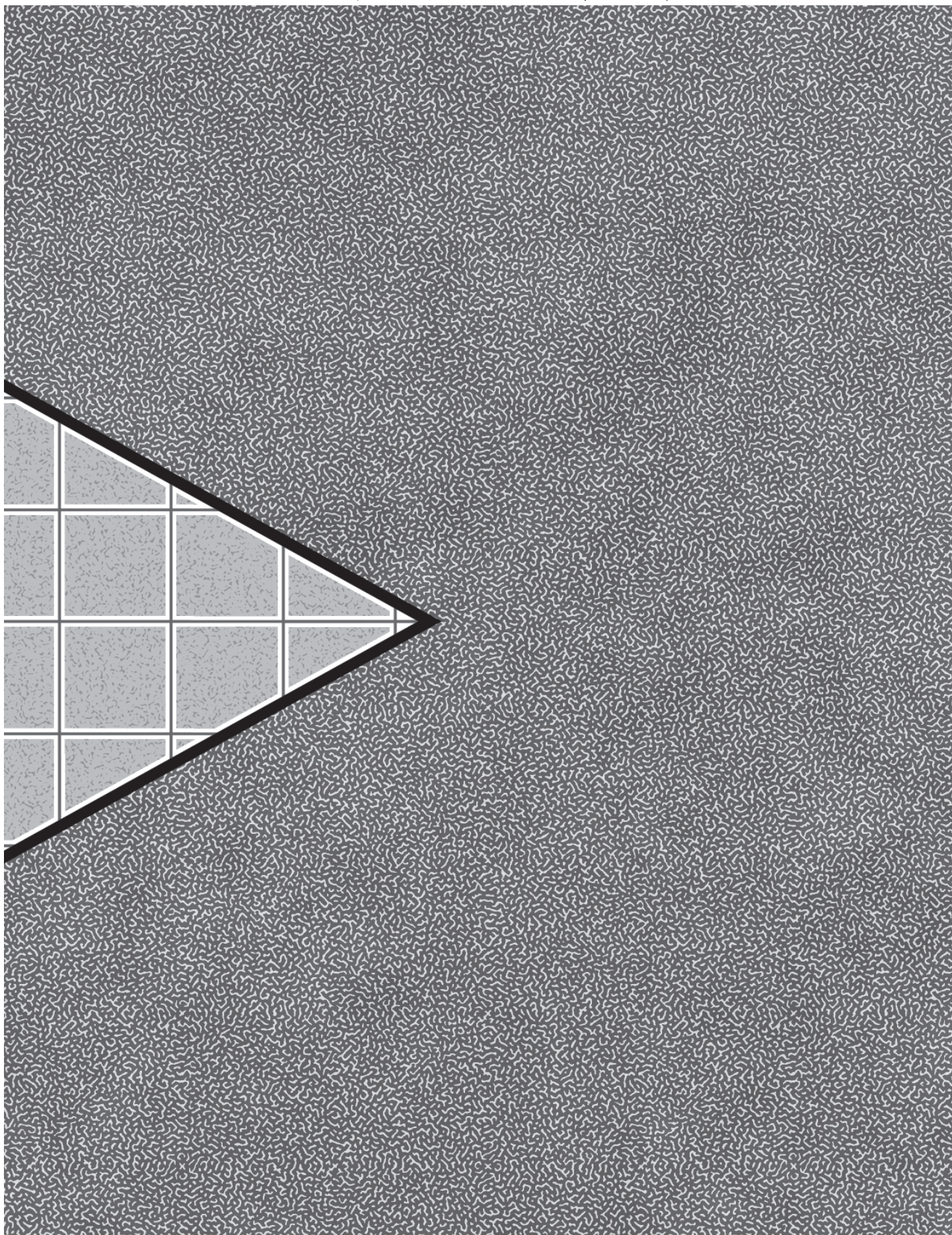


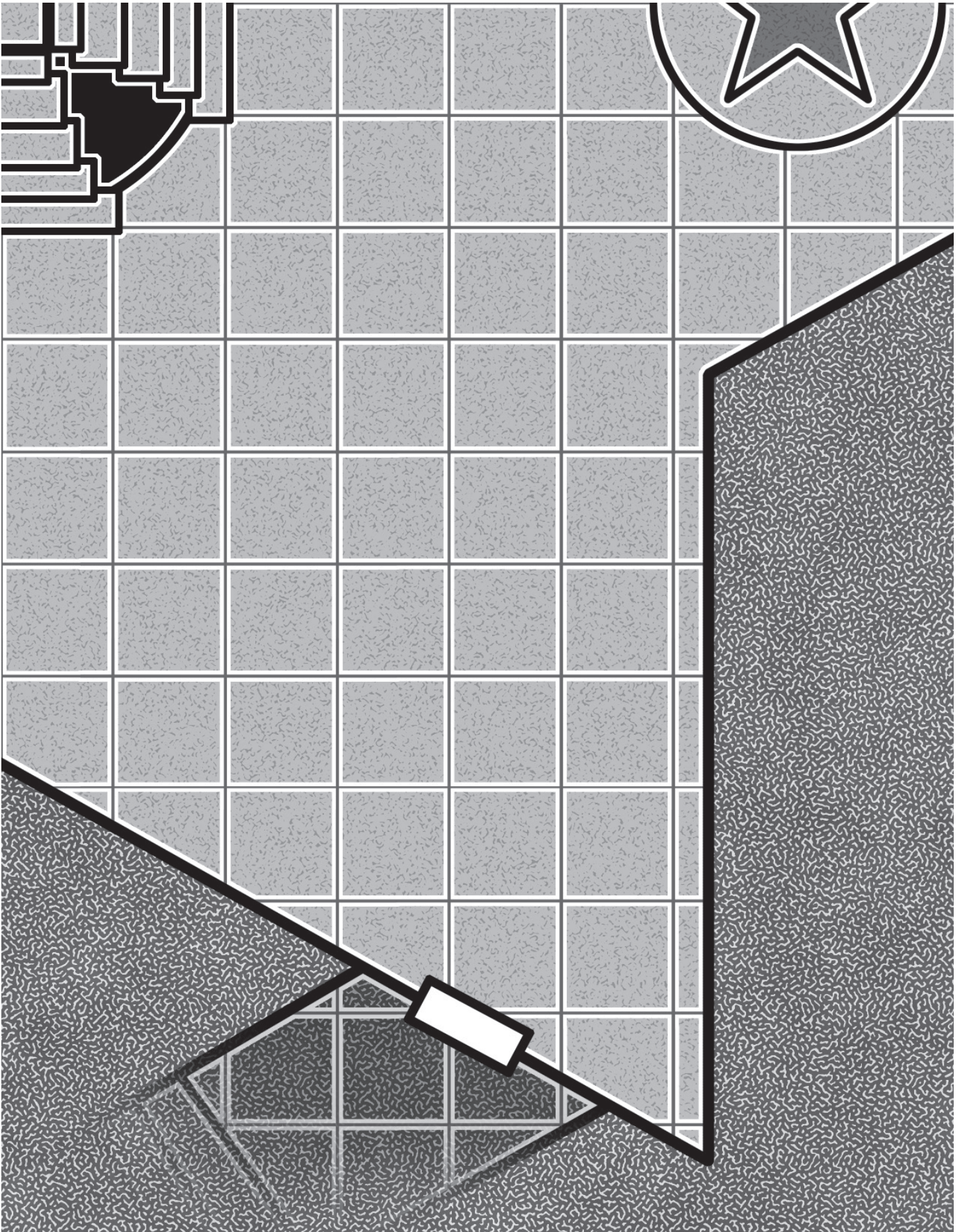




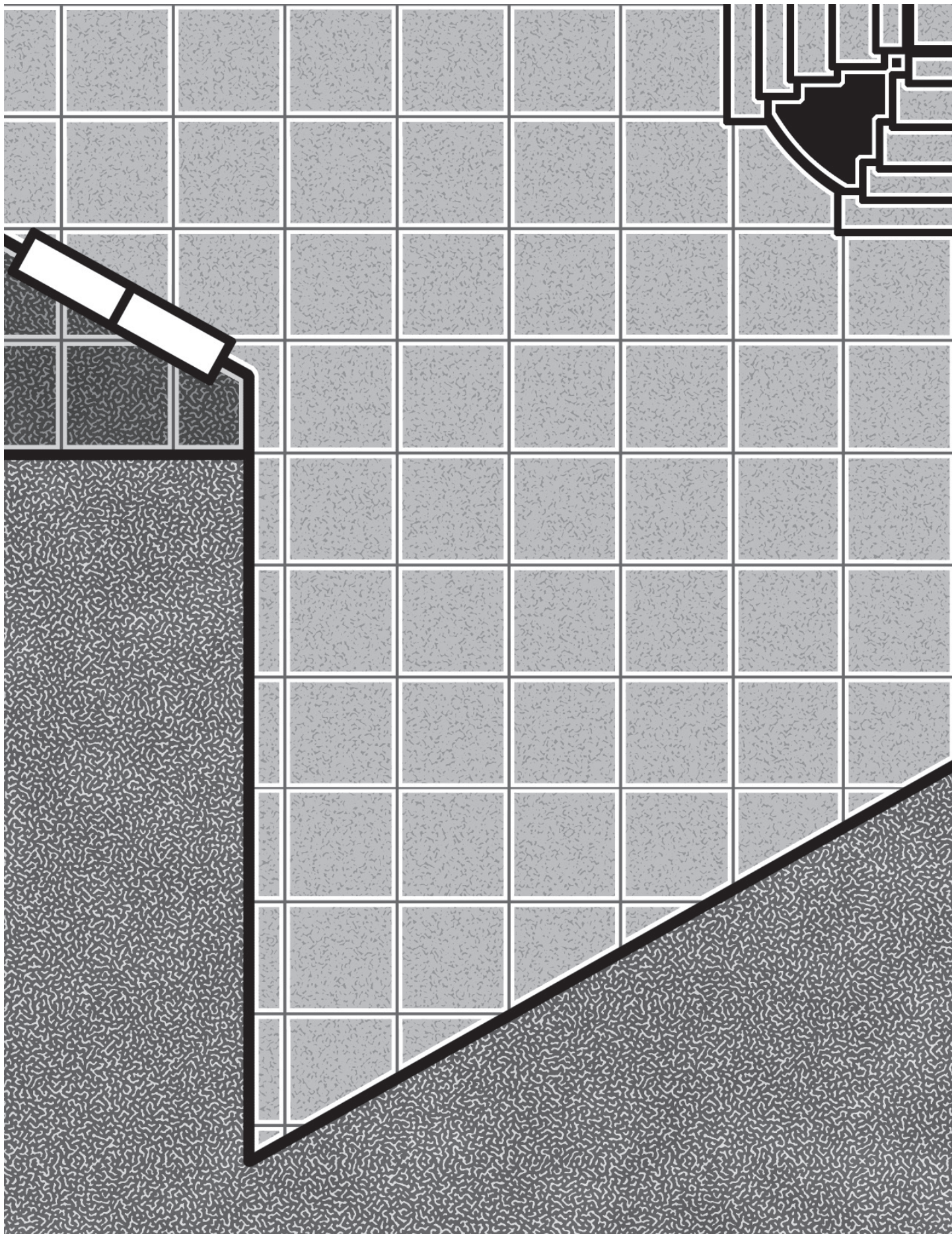


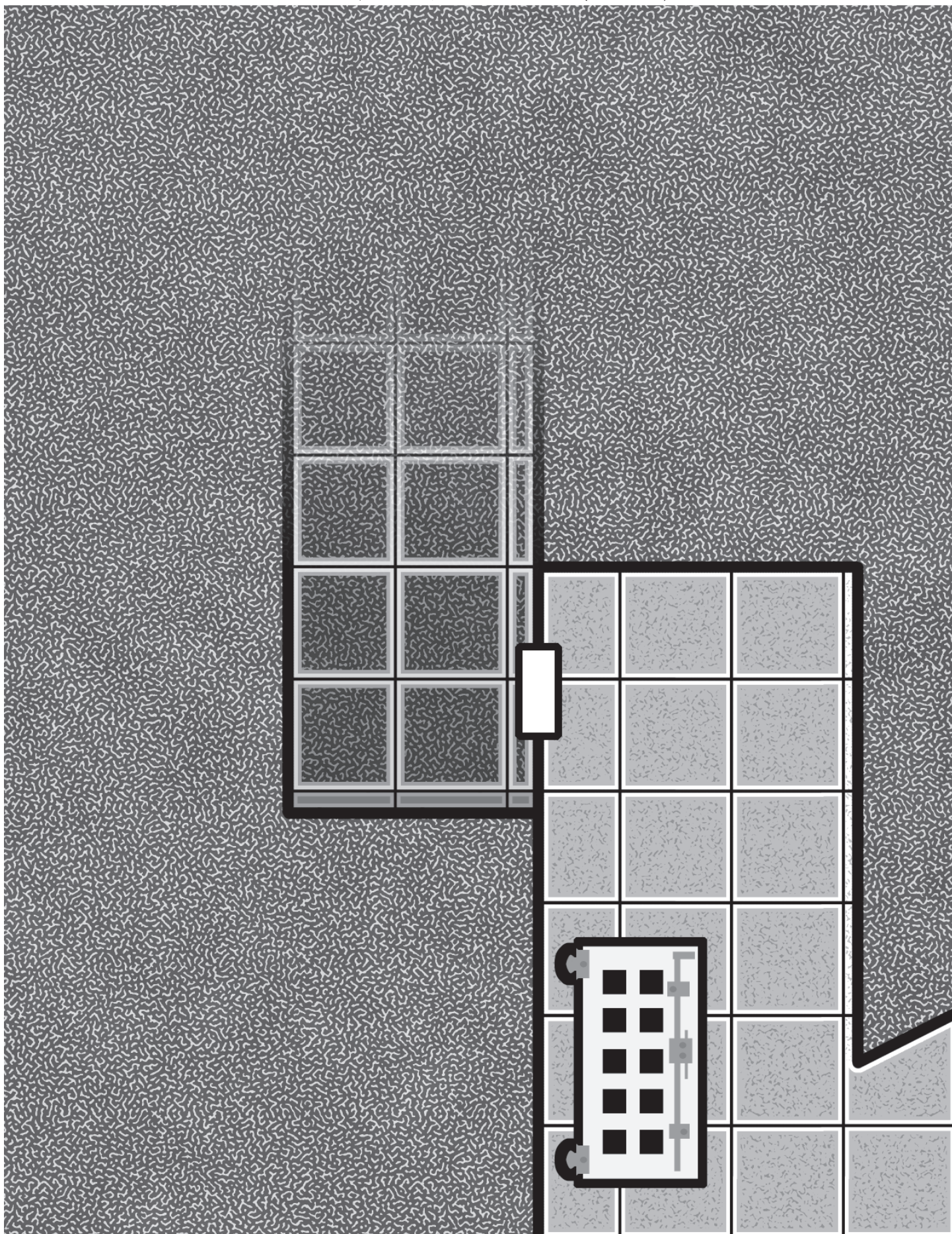




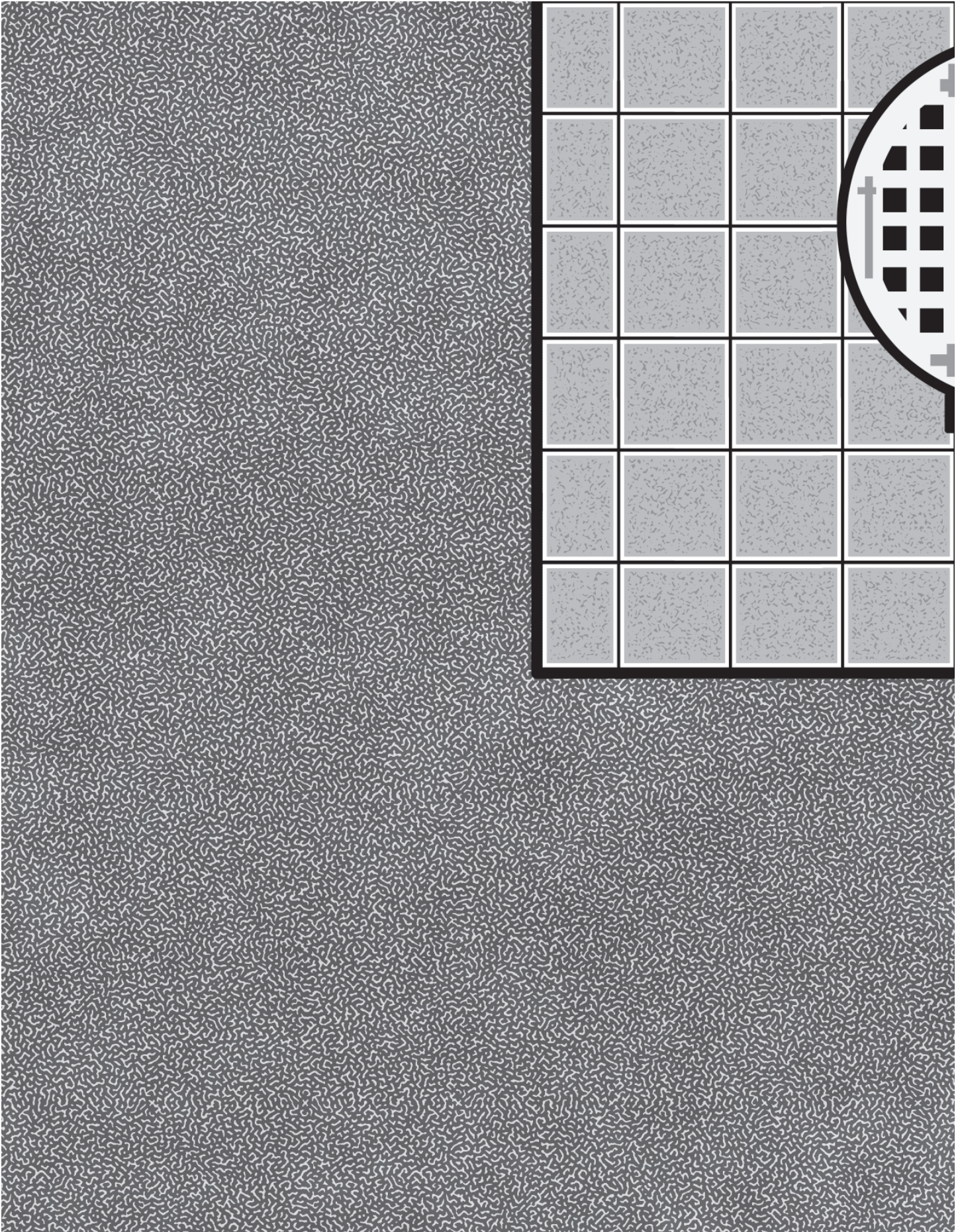


BATTLE MAPS - AREA 04-9 (PART 6)

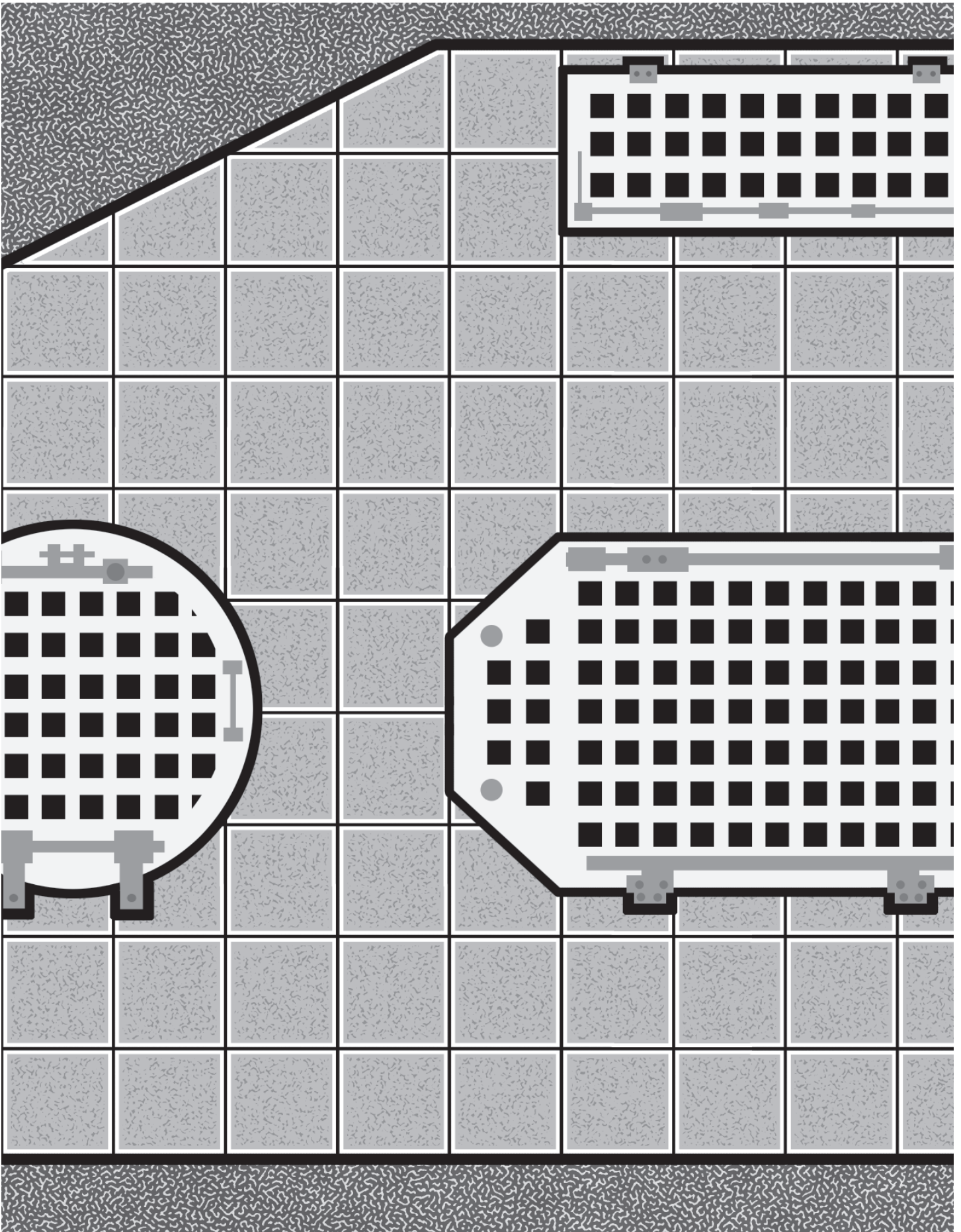




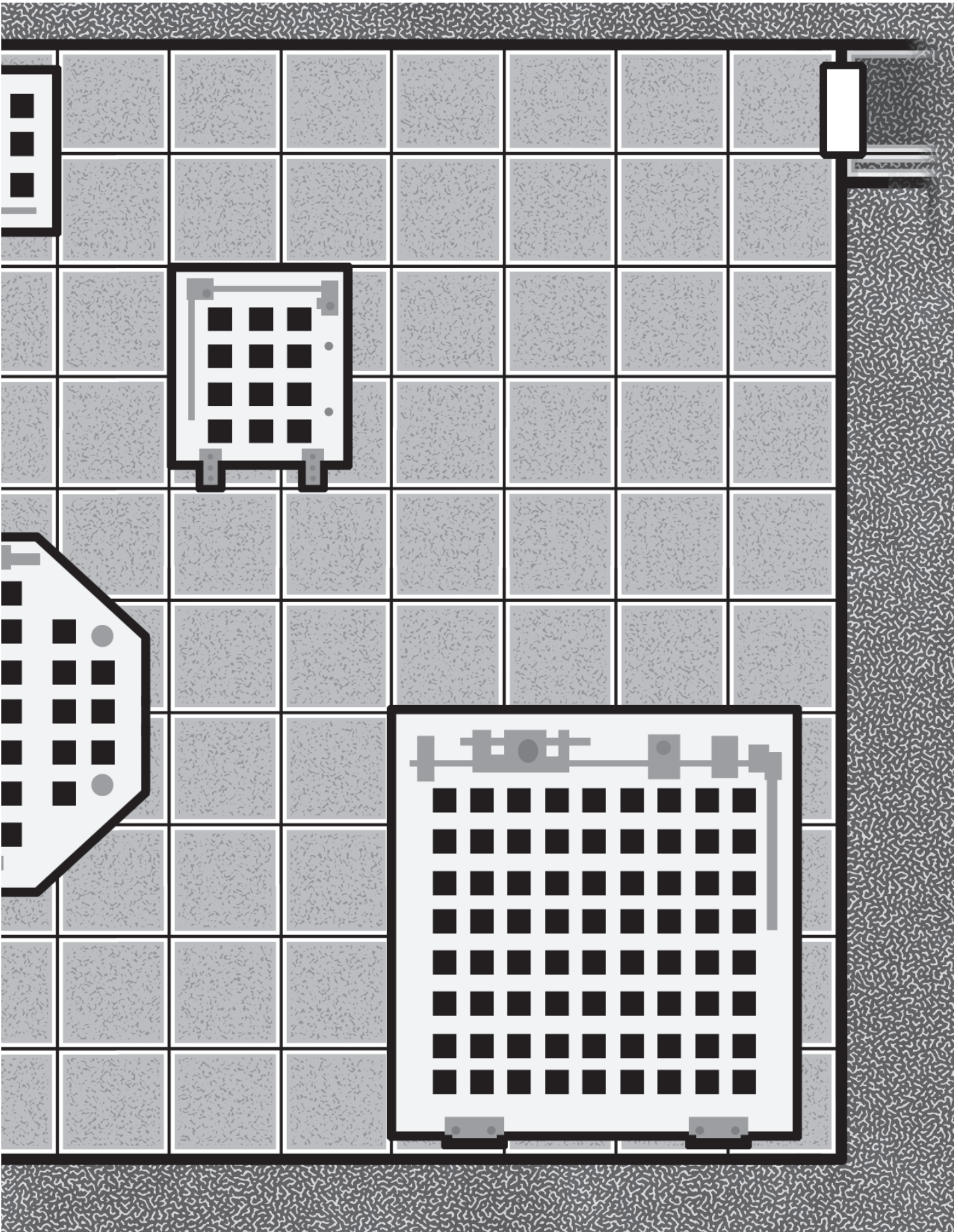
BATTLE MAPS - AREA 5-6B (PART 2)

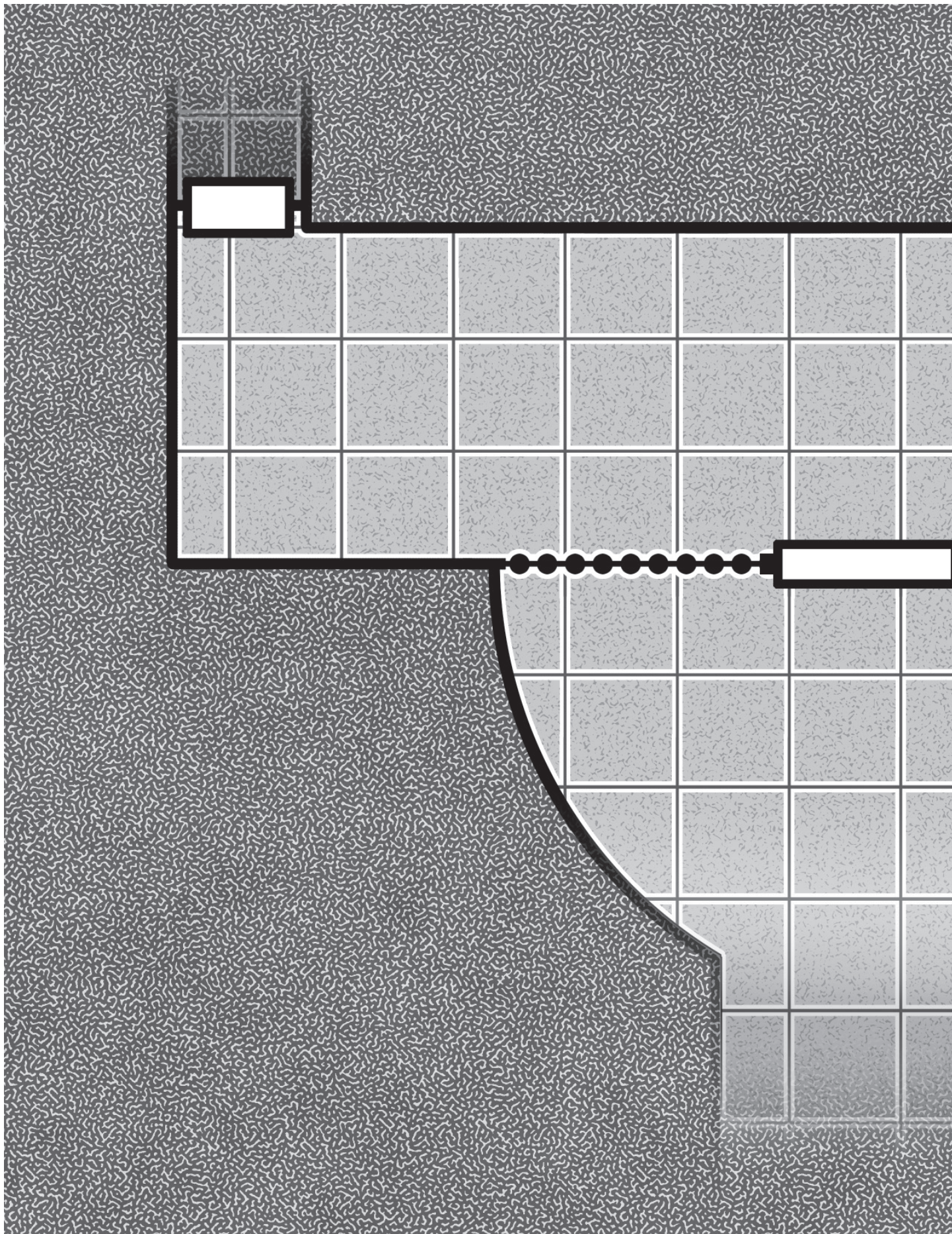


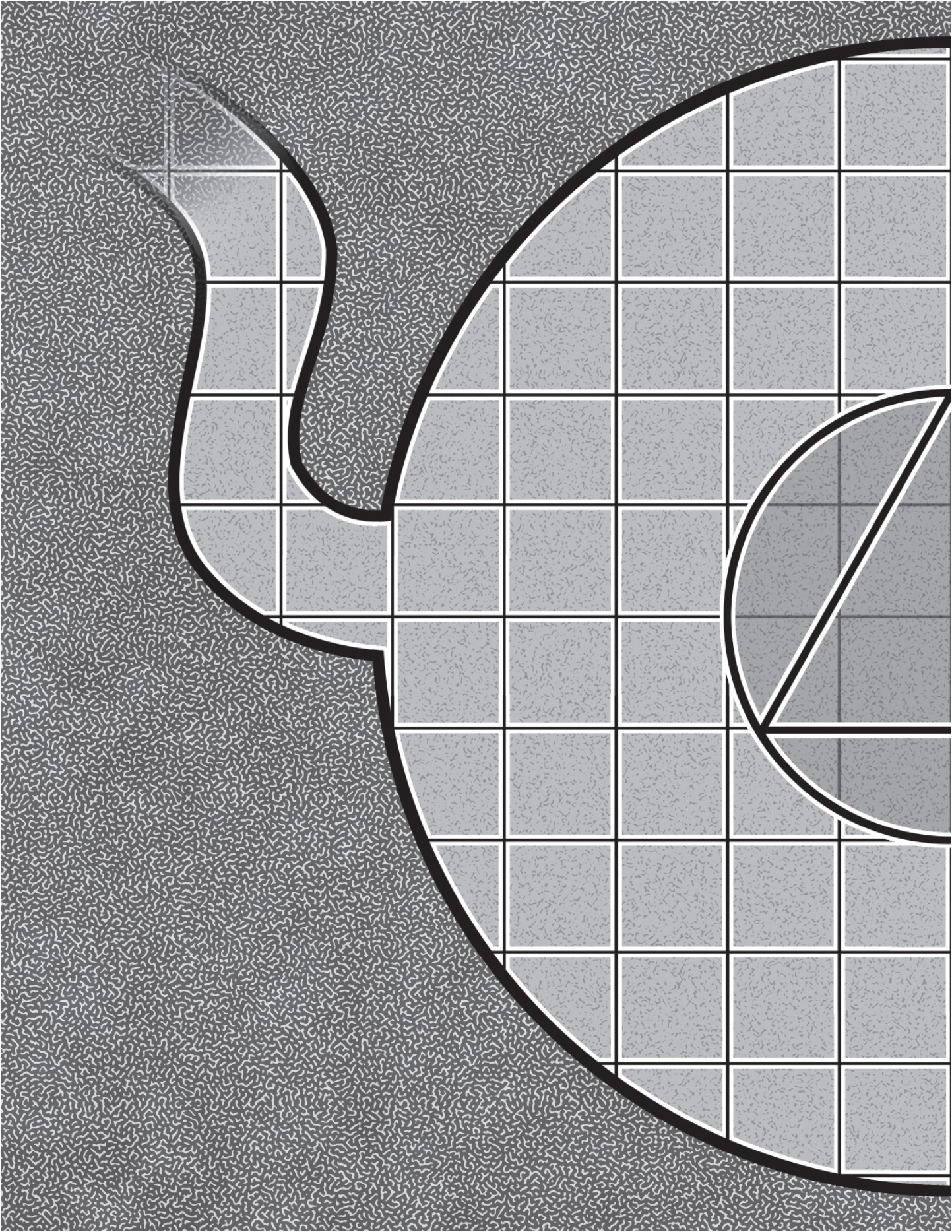
BATTLE MAPS - AREA 5-6B (PART 3)

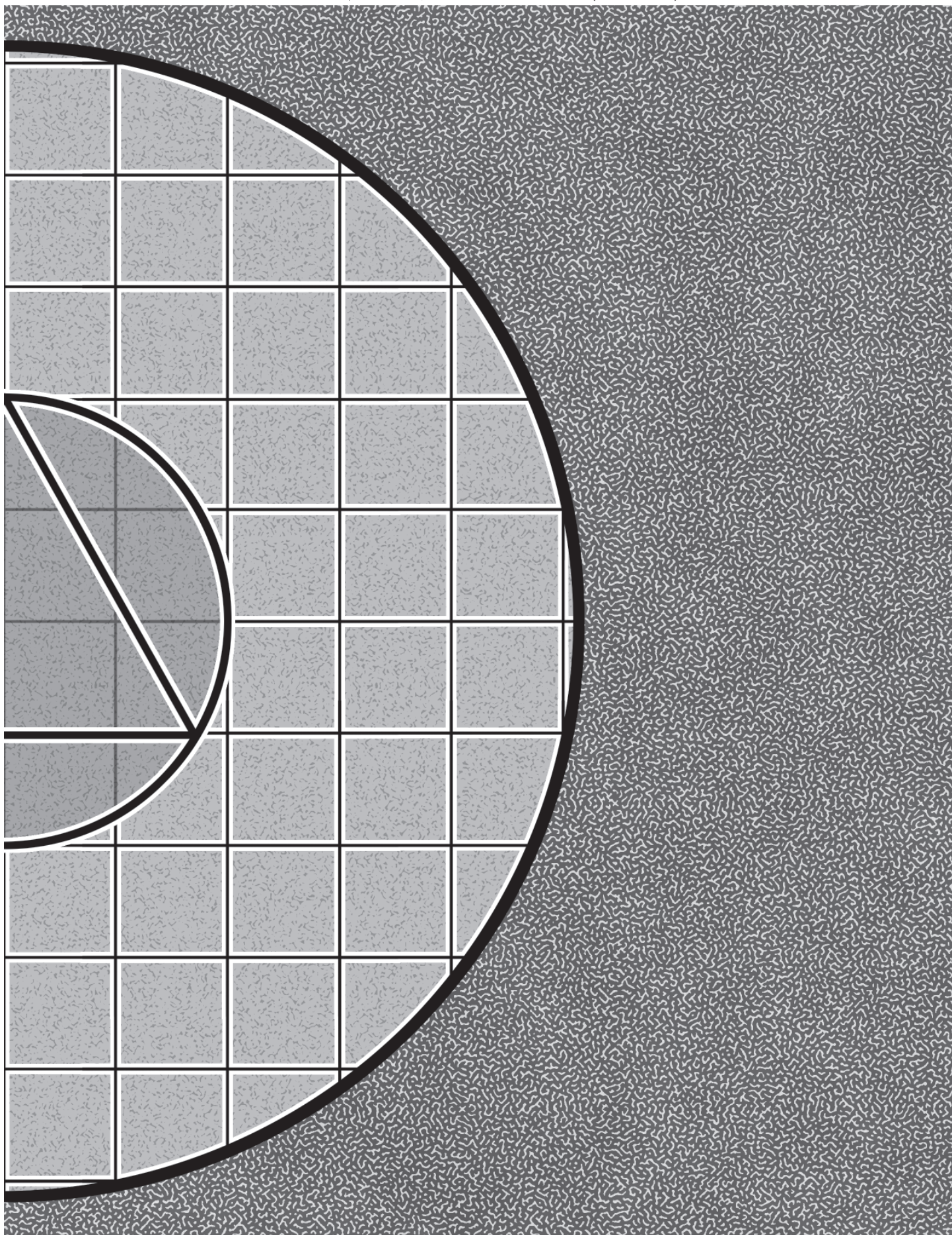


BATTLE MAPS - AREA 5-6B (PART 4)

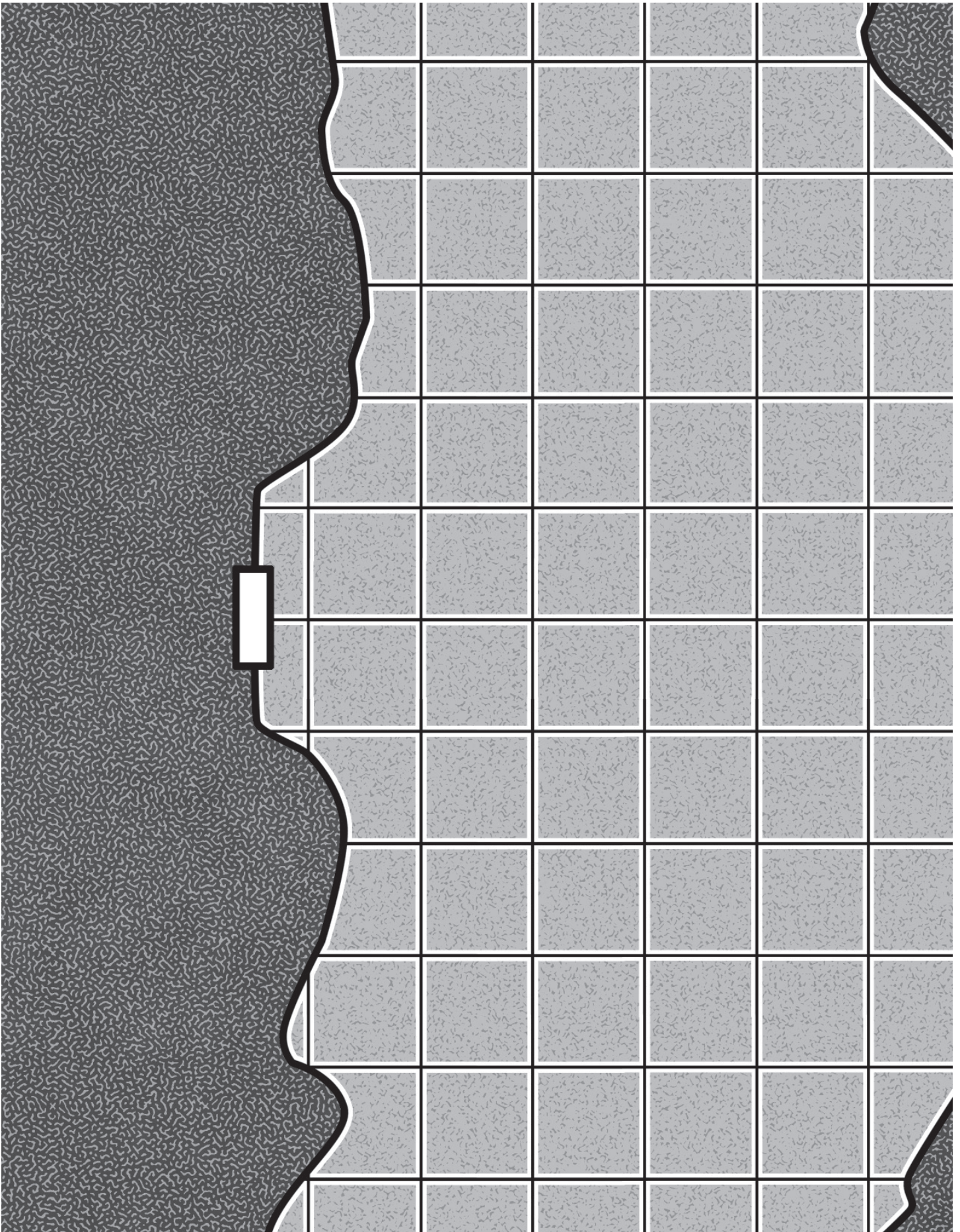




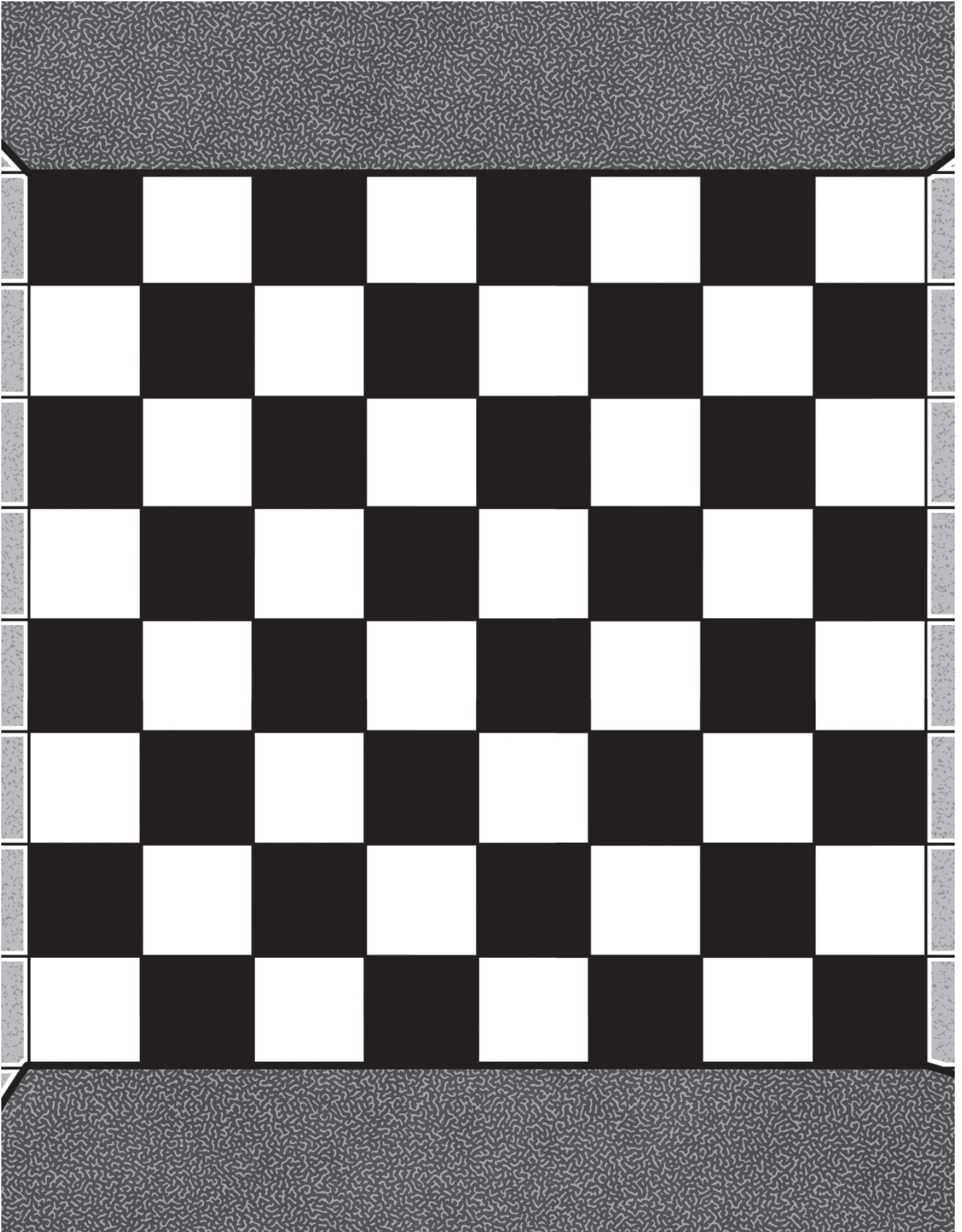




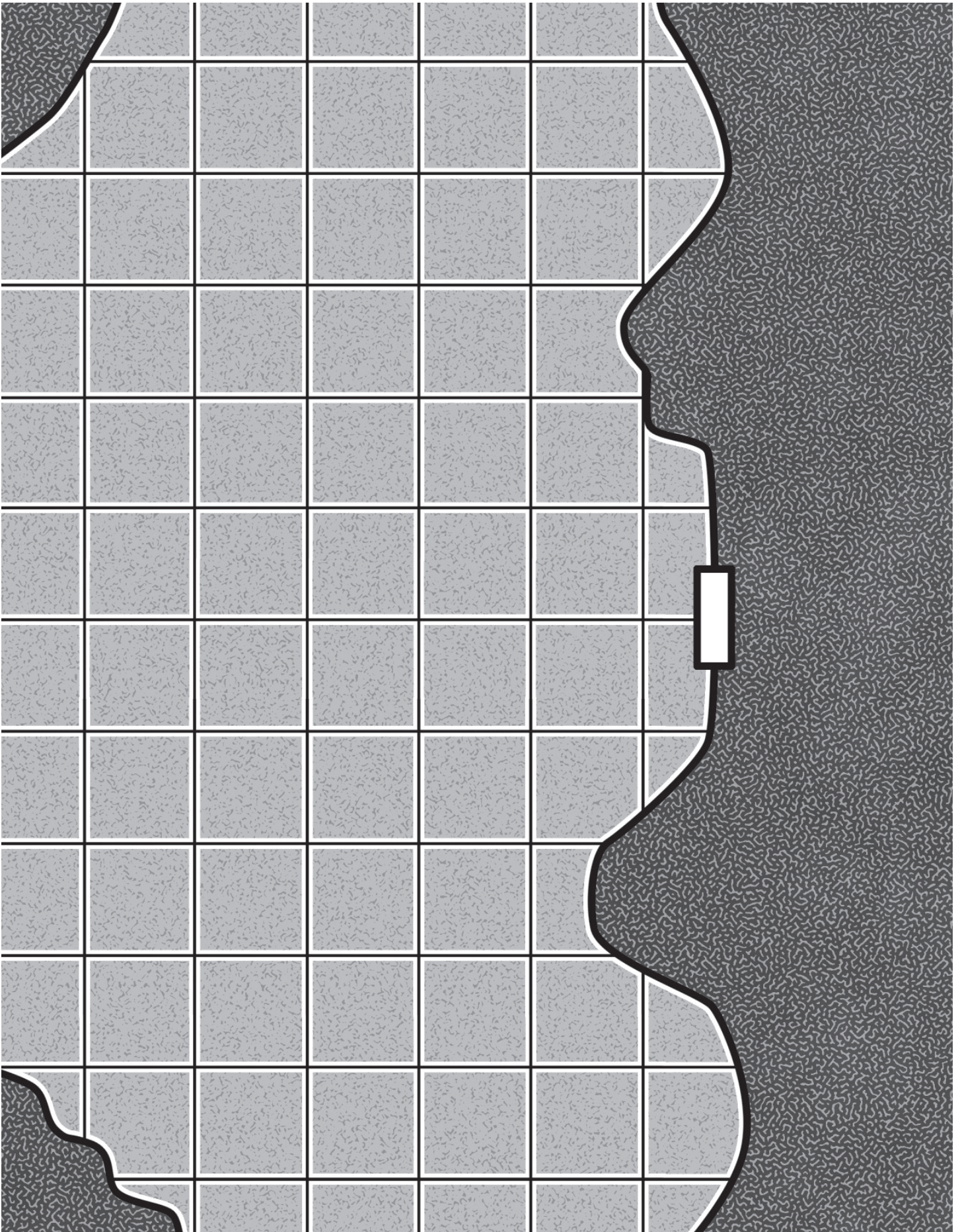
BATTLE MAPS - AREA 9D-K (PART 1)



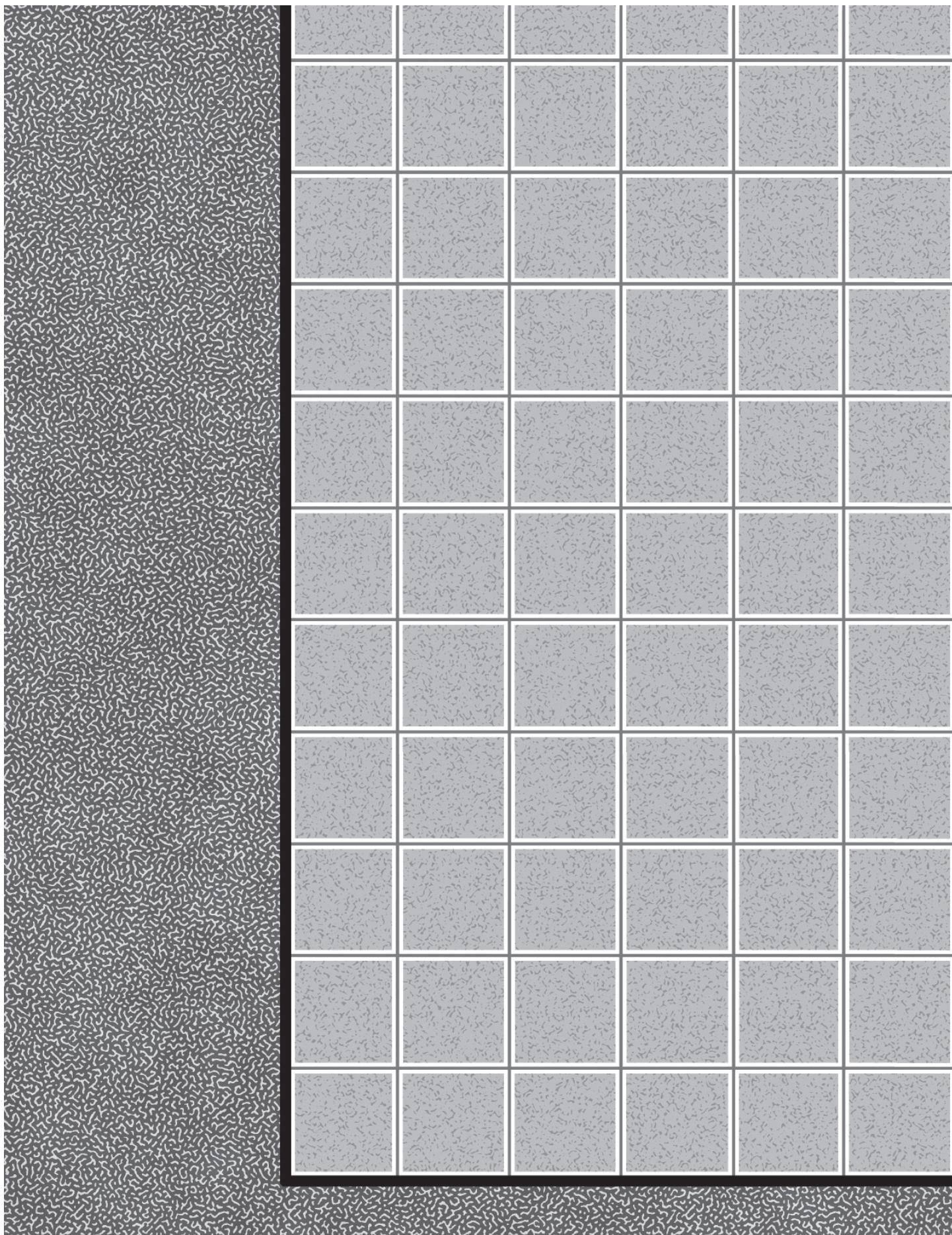
BATTLE MAPS - AREA 9D-K (PART 2)



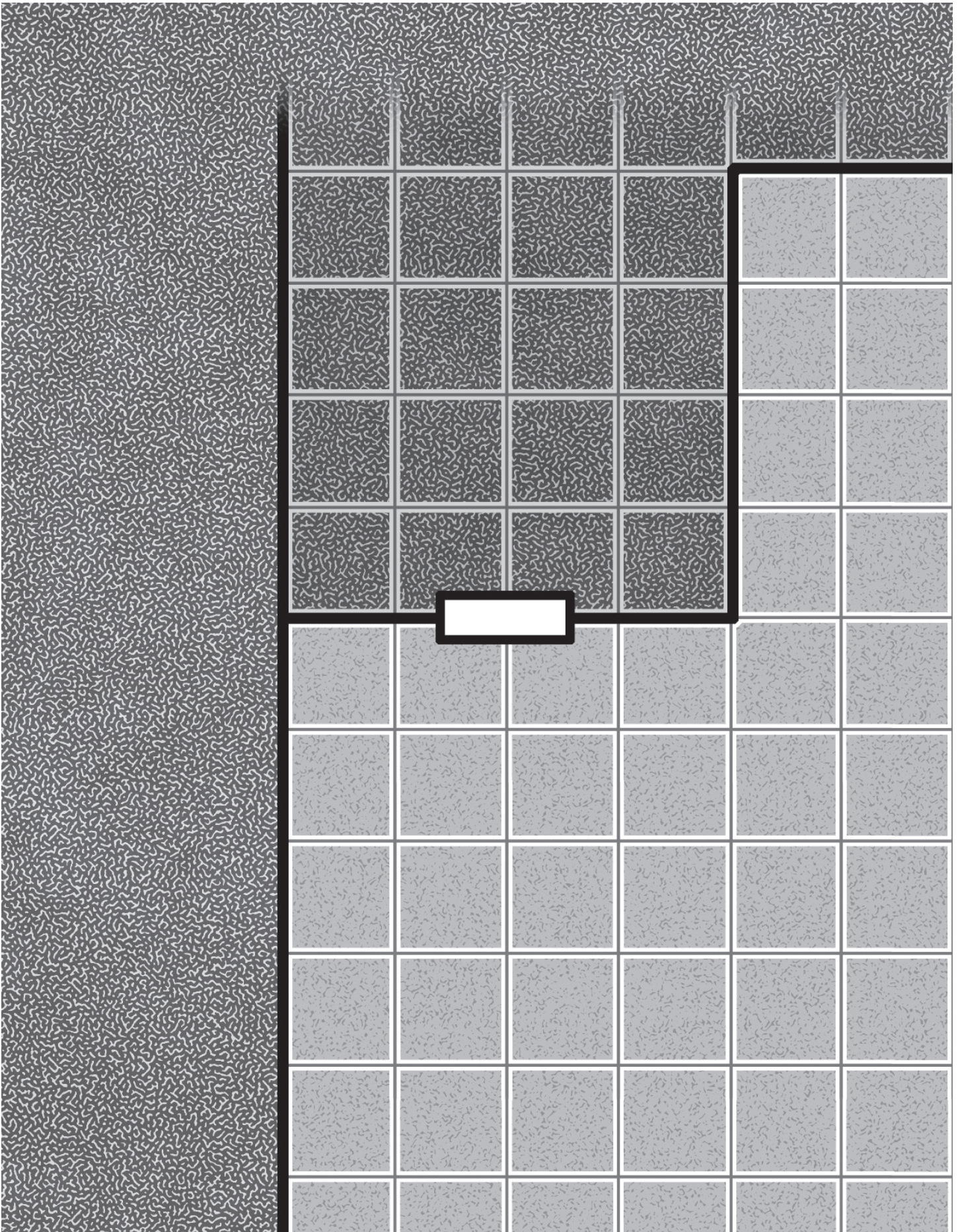
BATTLE MAPS - AREA 9D-K (PART 3)



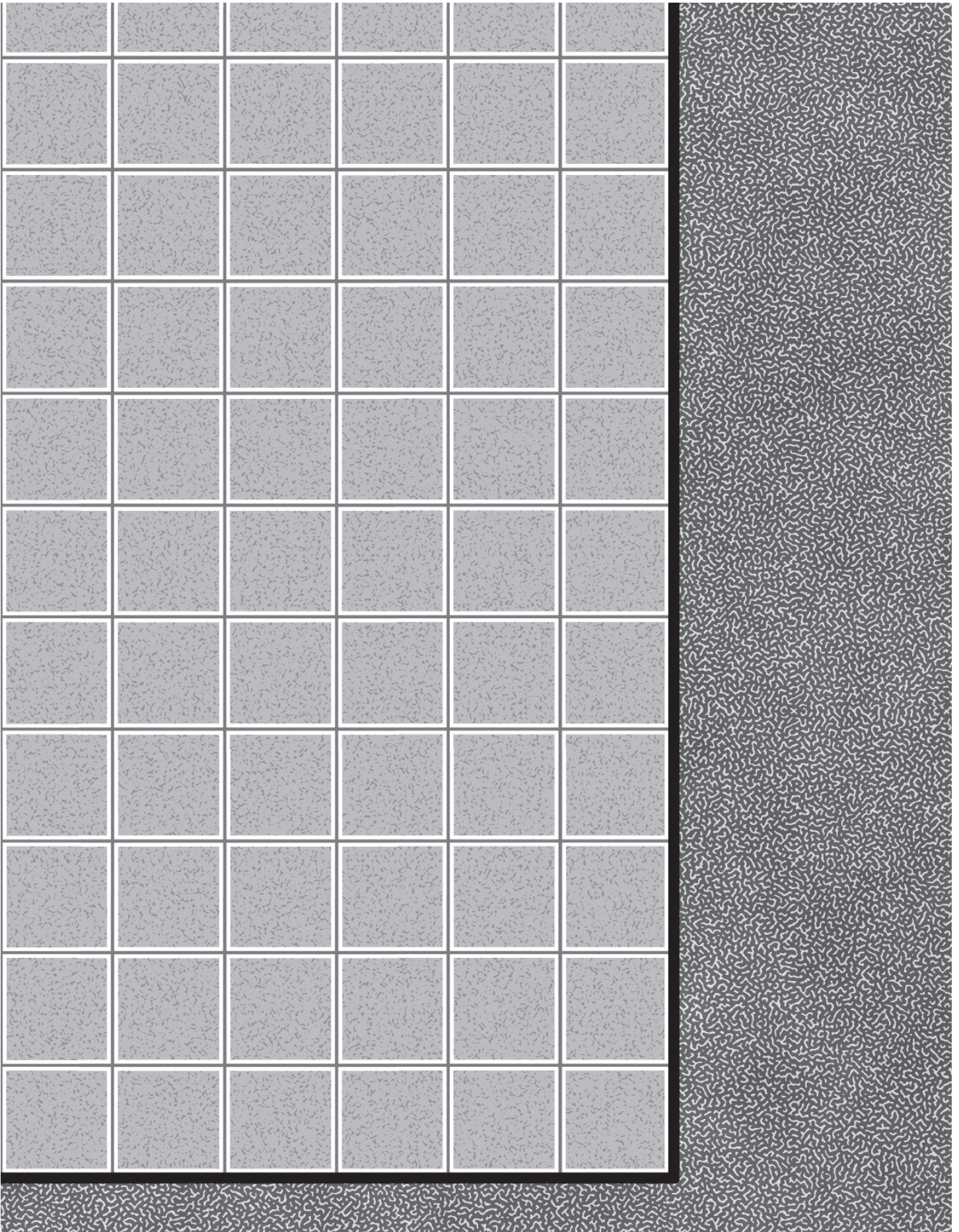
BATTLE MAPS - AREA 10-19 (PART 1)



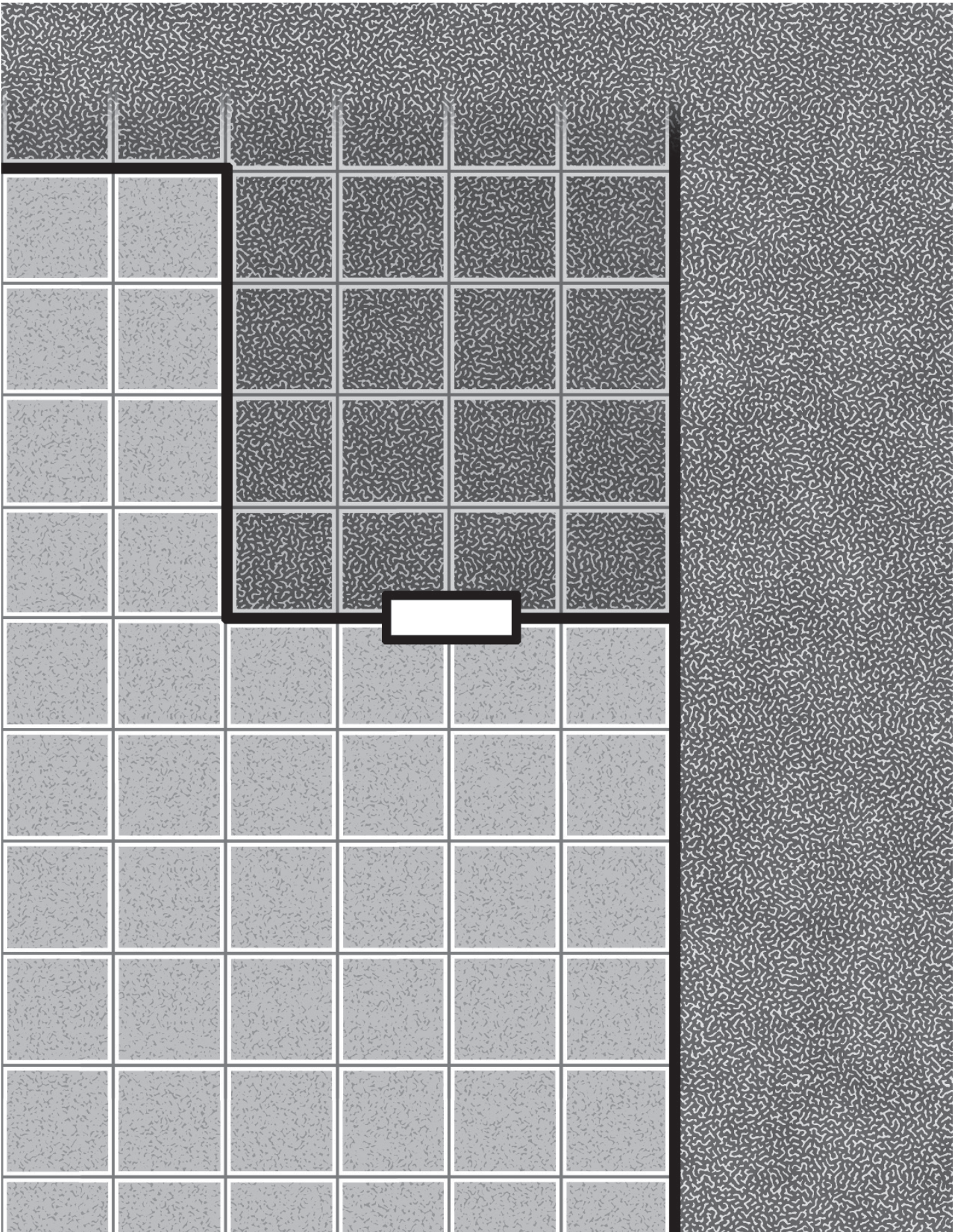
BATTLE MAPS - AREA 10-19 (PART 2)



BATTLE MAPS - AREA 10-19 (PART 3)



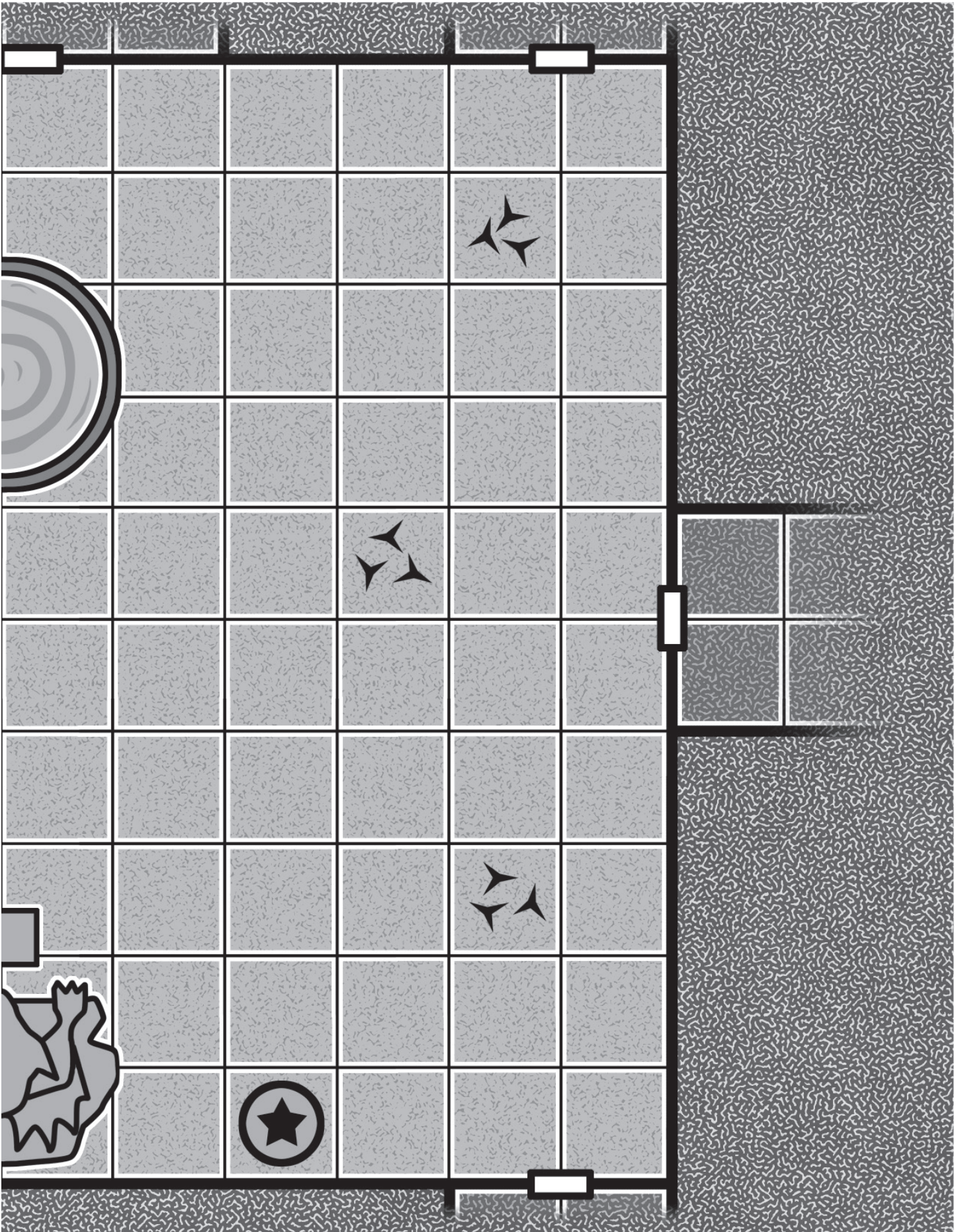
BATTLE MAPS - AREA 10-19 (PART 4)

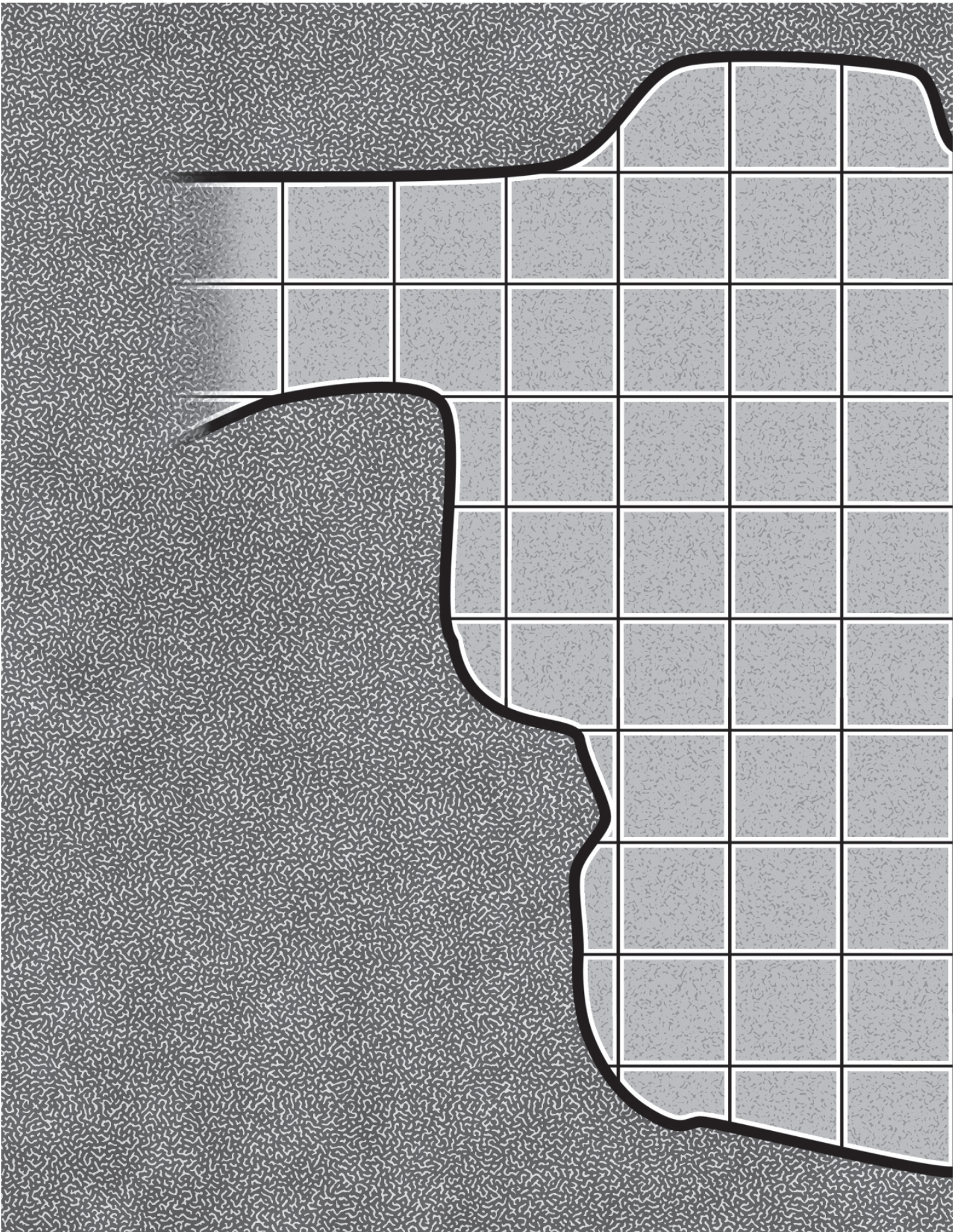


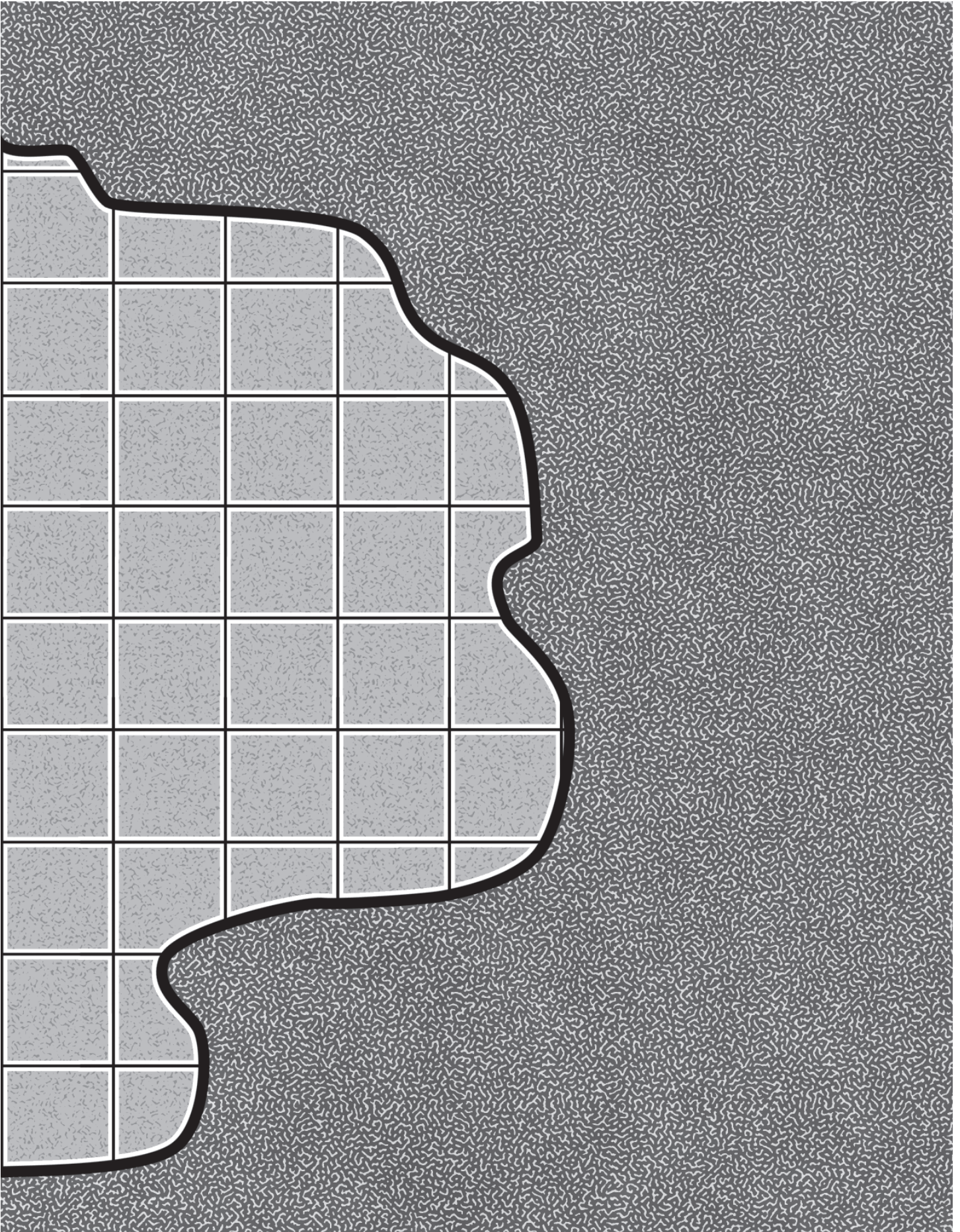
A 6x6 grid map with various symbols and obstacles. The grid is composed of 36 squares. The background is a dark gray with a white speckled pattern. The grid is outlined in black. The symbols and obstacles are as follows:

- Top-left corner: A black square with a white star.
- Top-right corner: A black square with a white star.
- Second row, first column: A black square with a white star.
- Third row, third column: A black square with a white star.
- Fourth row, third column: A black square with a white star.
- Bottom row, fourth column: A black square with a white star.
- Obstacles: A large black circle with a white center is located on the right side of the grid. A black square with a white star is located at the bottom right corner.

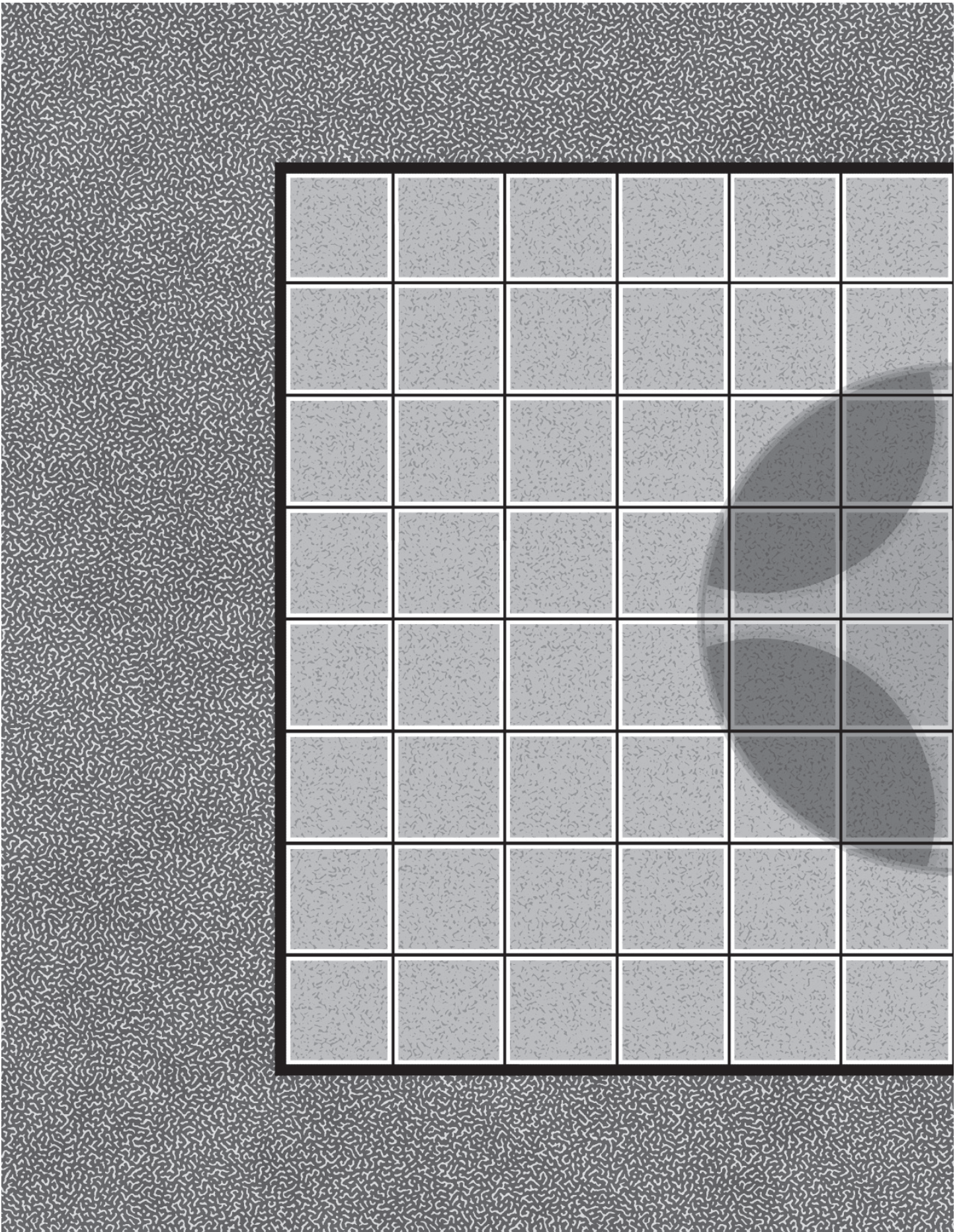
BATTLE MAPS - AREA 10C-3 (PART 2)







BATTLE MAPS - AREA 11A-6 (PART 1)



BATTLE MAPS - AREA 11A-6 (PART 2)

