



Battlemap : Mech Hangar



RPG Supplement

by

Christian Hollnbuchner

CREDITS

Content Designer

Christian Hollnbuchner

Illustrations

Christian Hollnbuchner

Producer

Christian Hollnbuchner

For questions or comments contact: *Christian.Hollnbuchner@hotmail.com*

For news follow me on



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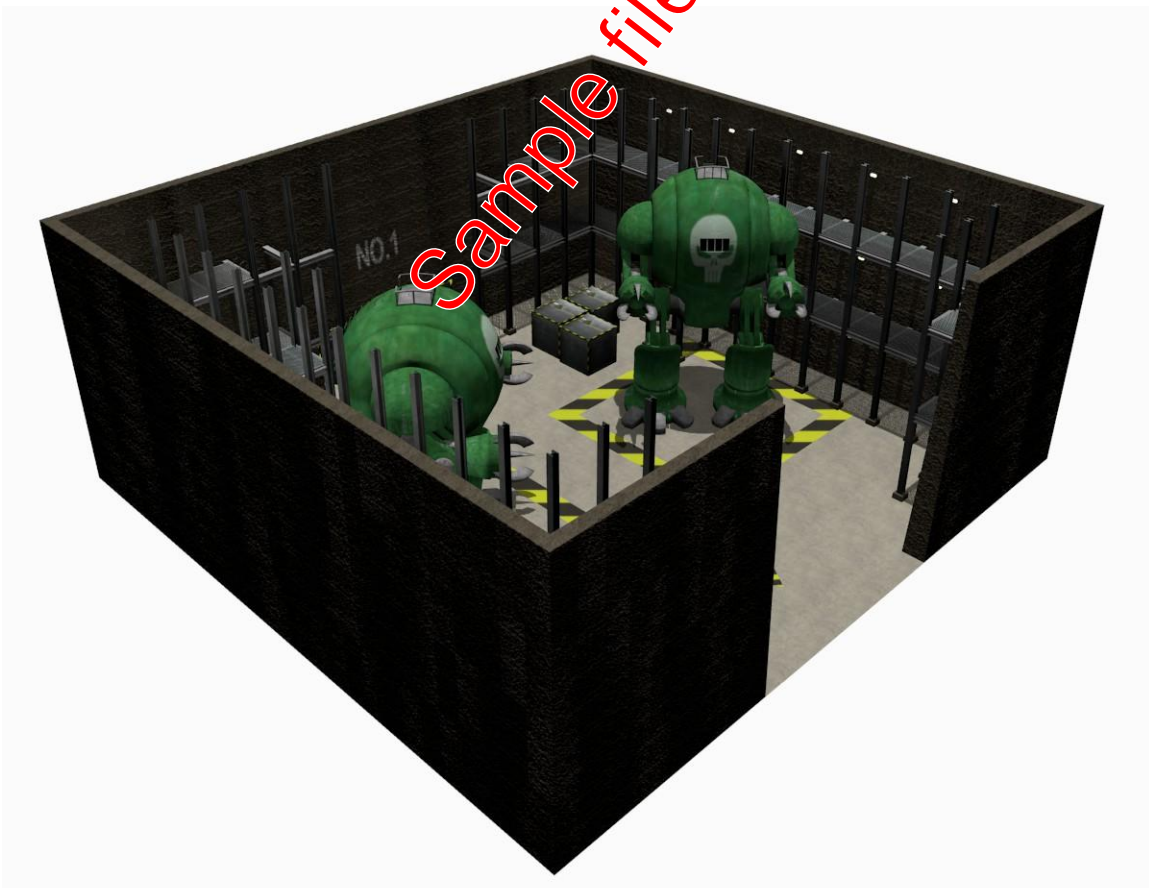
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Sample file

MAP DESCRIPTION

Constructed from steel and concrete this hidden underground structure is the base of operations for two gigantic war machines. Currently these two three story high steel giants are powered down and stand inert in their respective positions for maintenance and resupply. Two steel grid walkways supported by massive steel beams surround the room and allow easy access to the machines above ground level. While one giant gateway leads out of the hangar towards the surface only two comparatively small blast doors allow access deeper into this underground structure. Behind the two mechs a small number of metal crates rest on the ground. The warning signs covering them suggesting that their content is highly volatile.

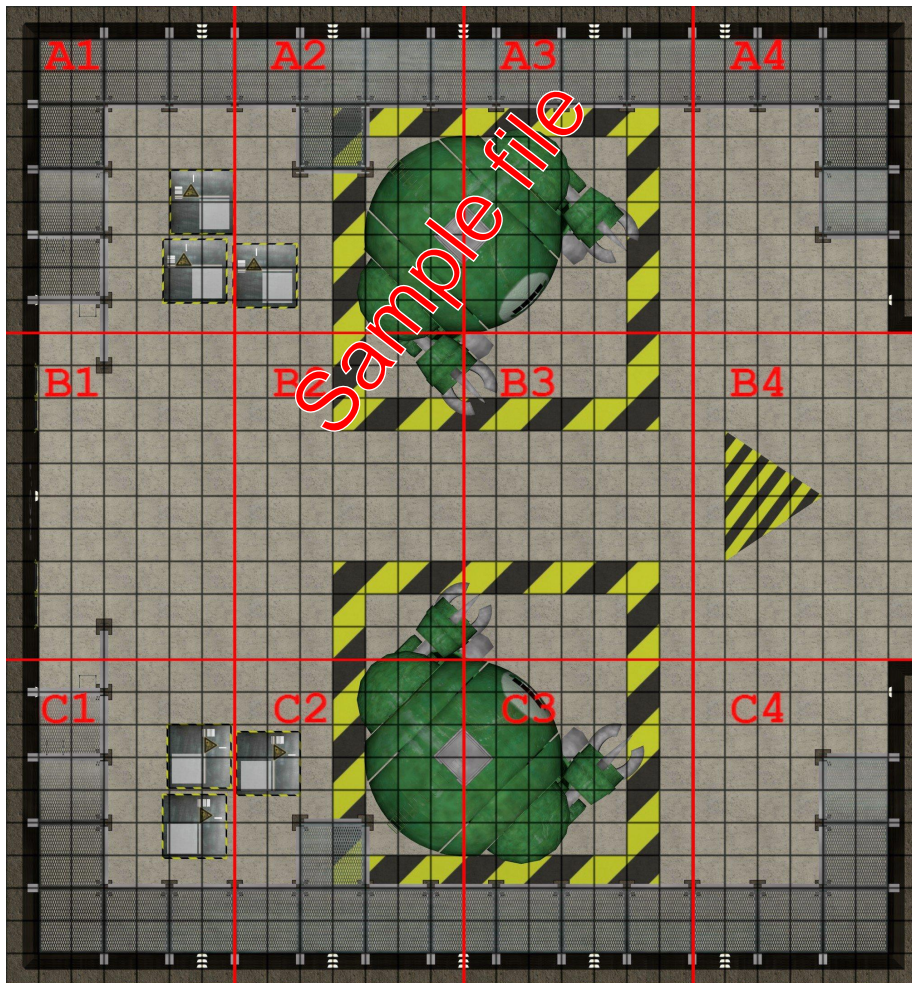


A hangar bay for two Mechs

ASSEMBLY INSTRUCTION

This map is divided into twelve segments to fit the letter format of the document and allow for easy printing. You can find all the individual sections of the map on the following pages. They are ordered from A1 to C4. Print those pages, cut out the individual map segments and assemble them as shown in the following illustration and connect them using either glue or tape.

When cutting remember: The individual segments on the following pages do not overlap! You will have to allow for some overlap yourself. E.g.: leave some whitespace on one or two sides of most map segments.



Assembly of the individual map segments