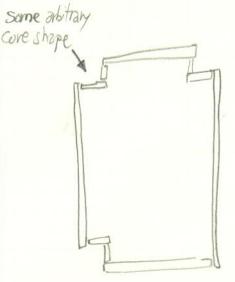
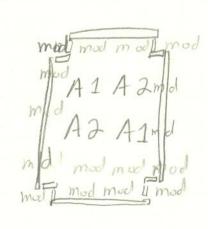
## CRAZY IDEA



- 1) not battle = complement of baffle\_Cell. region
  - 2) Edit the Real Lattice (assembly lattice) to be surrounded by a "sufficiently thick" buffer of moderator

- 3) In not beffle. fill = asmbly-12+
- 4) Buffer would then go outside (of moderator)

the battle plates as well -right?



(Can test this with a simpler shape)

