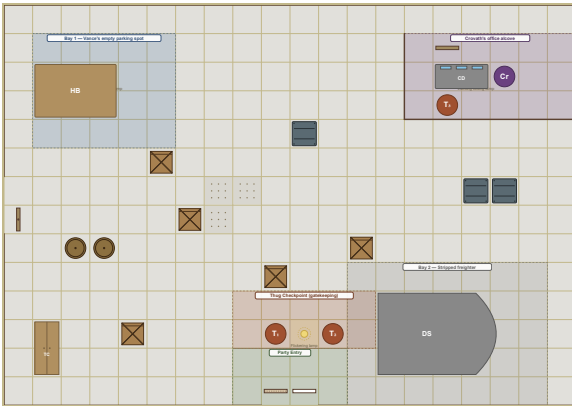


# Derelict Hangar — Crovath's Patch

## HANGAR FLOOR



**Map size:** 20 × 14 cells = 100 × 70 ft (in-fiction) / 20" × 14" printed

**Tile grid:** 3 × 2 = 6 Letter pages

A1	A2	A3
B1	B2	B3

### ASSEMBLY

Print each tile page on US Letter at **100% / actual size** (NOT "fit to page"). Each grid cell should measure exactly 1 inch.

Cut along the outer edge of each tile (just outside the registration crosses at the corners).

Lay tiles out in their labeled grid (A1 top-left, A2 right of A1, B1 below A1, etc.). Tiles share a 0.25" overlap zone; the registration crosses on adjacent tiles align with each other.

Tape from the back. Each grid square fits a LEGO minifigure on a 2×2 stud baseplate.

### TERRAIN KEY

#### Wall

**Light source** — Working ceiling lamp

**Crate** — Half cover (+2 AC / +2 DEX saves) — Crate

#### Difficult terrain

#### Door

**Cargo container** — Three-quarters cover (+5 AC / +5 DEX saves) — Cargo container

**Barrel / drum** — Half cover (+2 AC / +2 DEX saves) — Fuel drum

### LEGEND

**Cr** Crovath the Lesser (Niktoan enforcer) (Hangar Floor)

**T<sub>2</sub>** Niktoan thug 2 (door gatekeeper) (Hangar Floor)

**HB** Salvaged hyperdrive booster (~800cr value) (Hangar Floor)

**TC** Tool cabinet (mechanic's lockers) (Hangar Floor)

**T<sub>1</sub>** Niktoan thug 1 (door gatekeeper) (Hangar Floor)

**T<sub>3</sub>** Niktoan thug 3 (Crovath's bodyguard) (Hangar Floor)

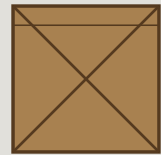
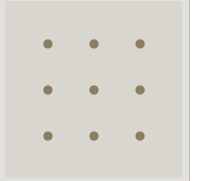
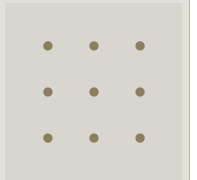
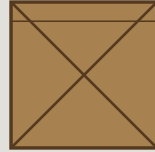
**CD** Crovath's command desk (Hangar Floor)

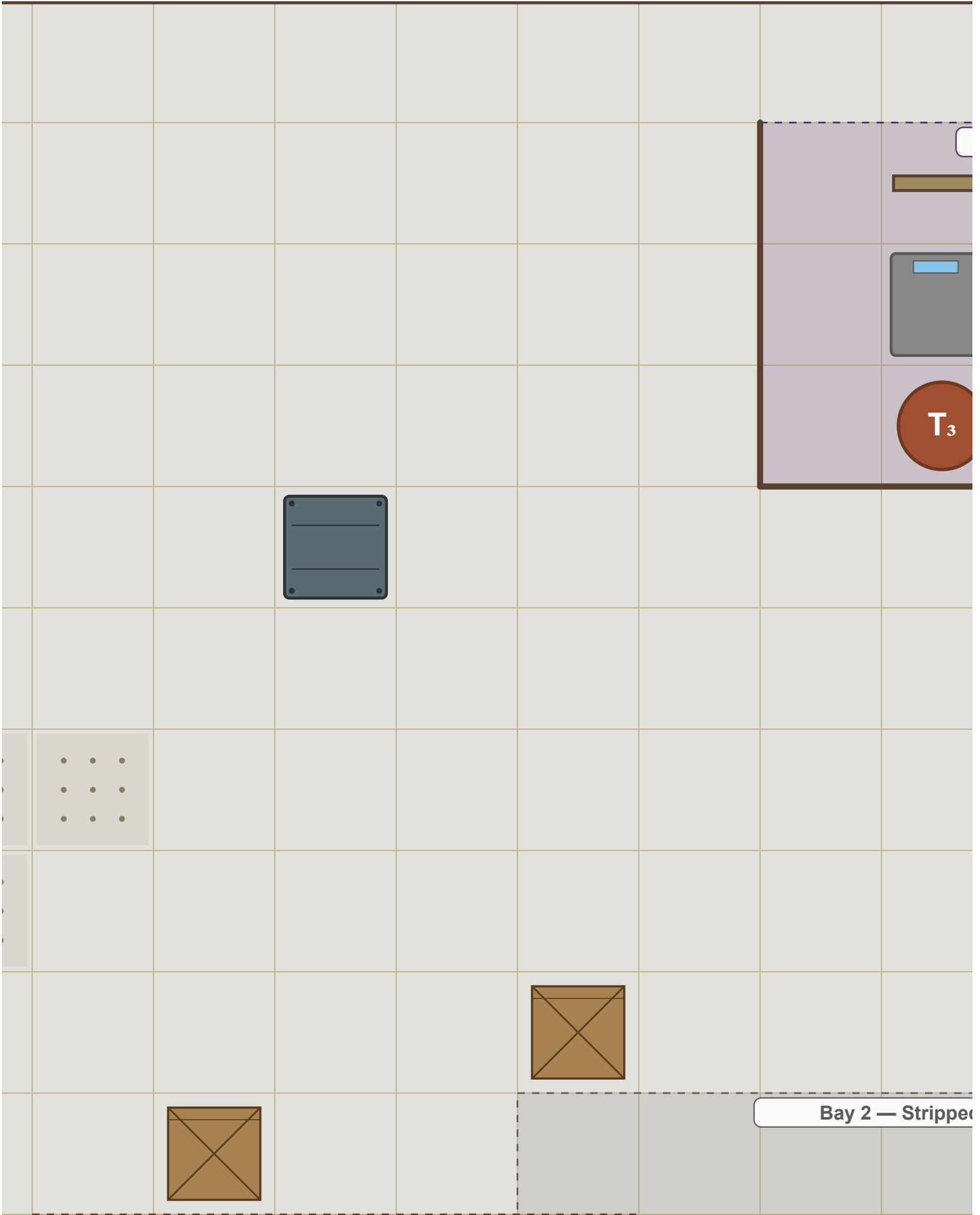
**DS** Derelict stripped freighter (Bay 2) (Hangar Floor)

Bay 1 — Vance's empty parking spot

HB

mp



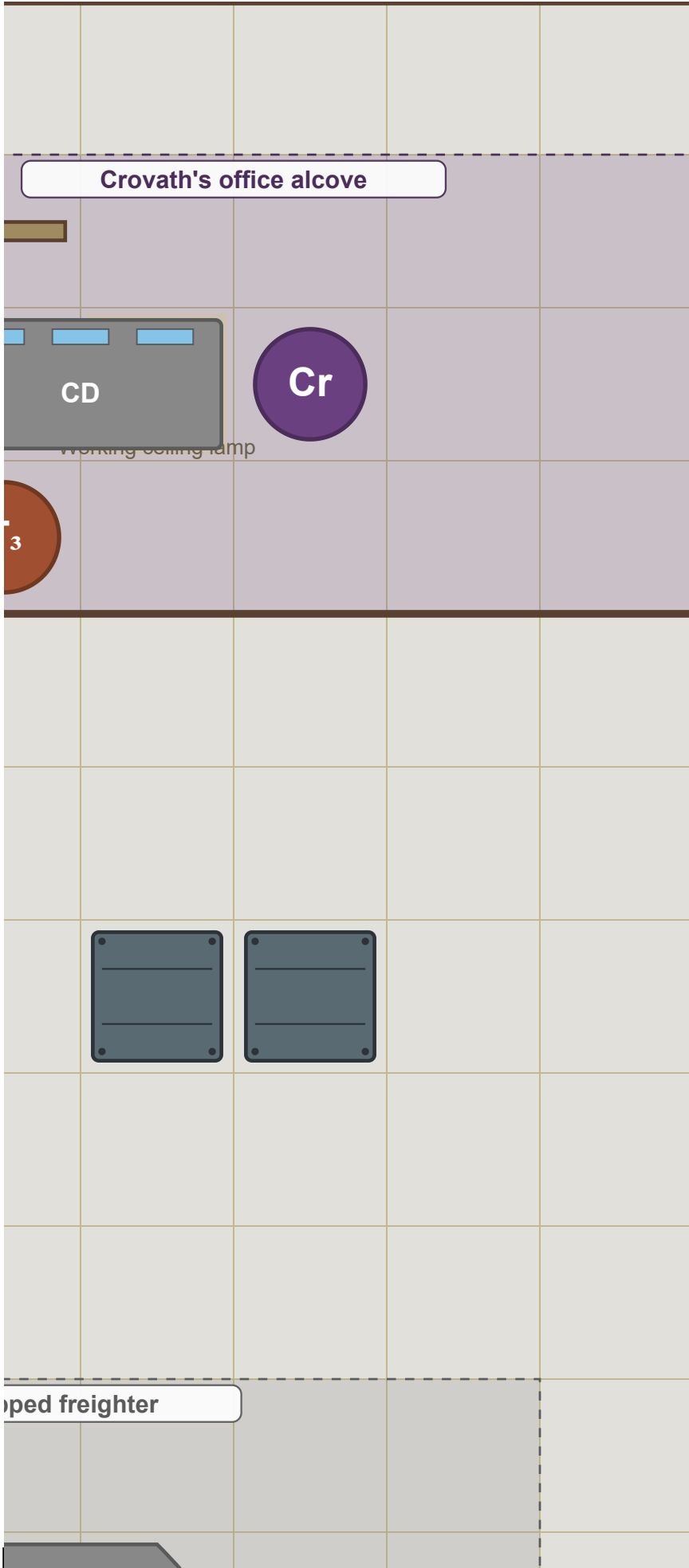


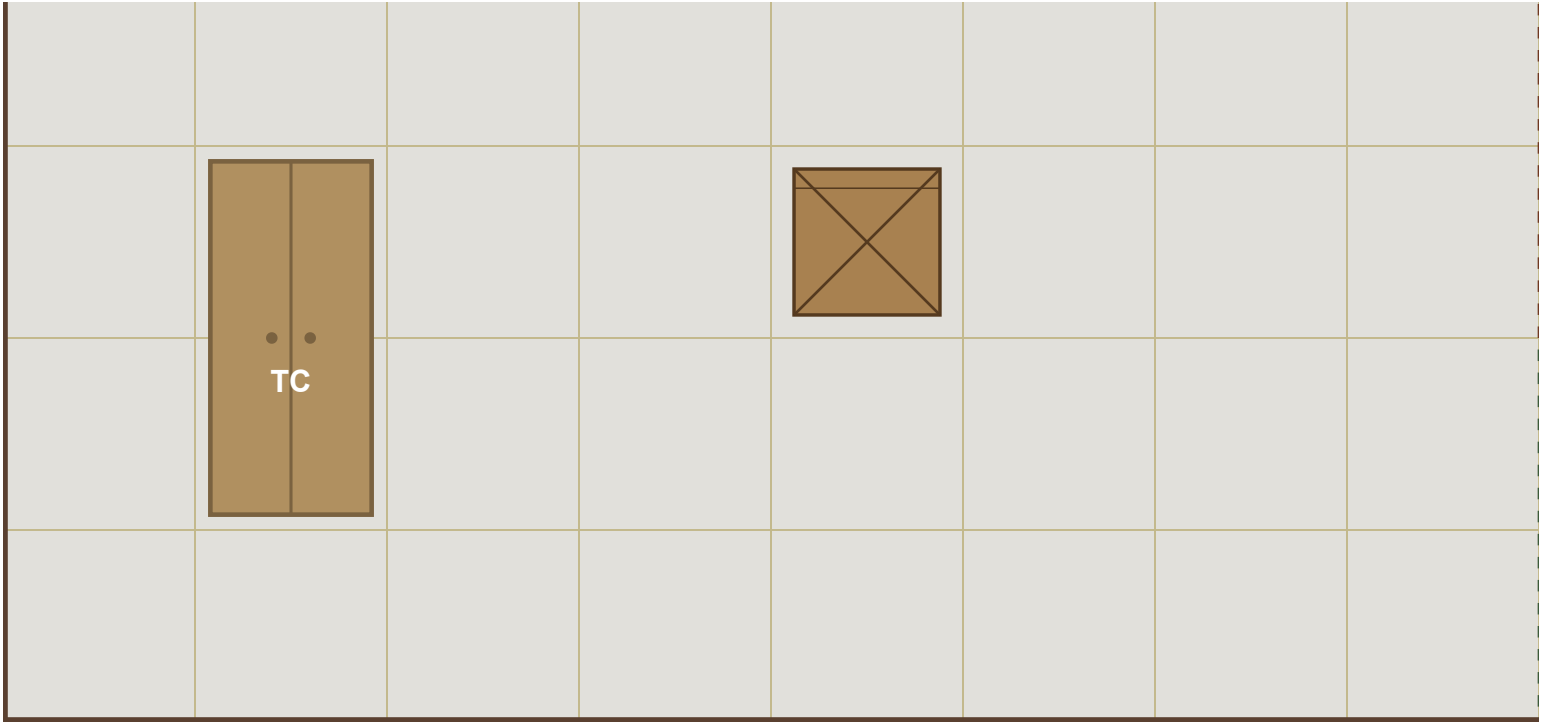
← A1 left

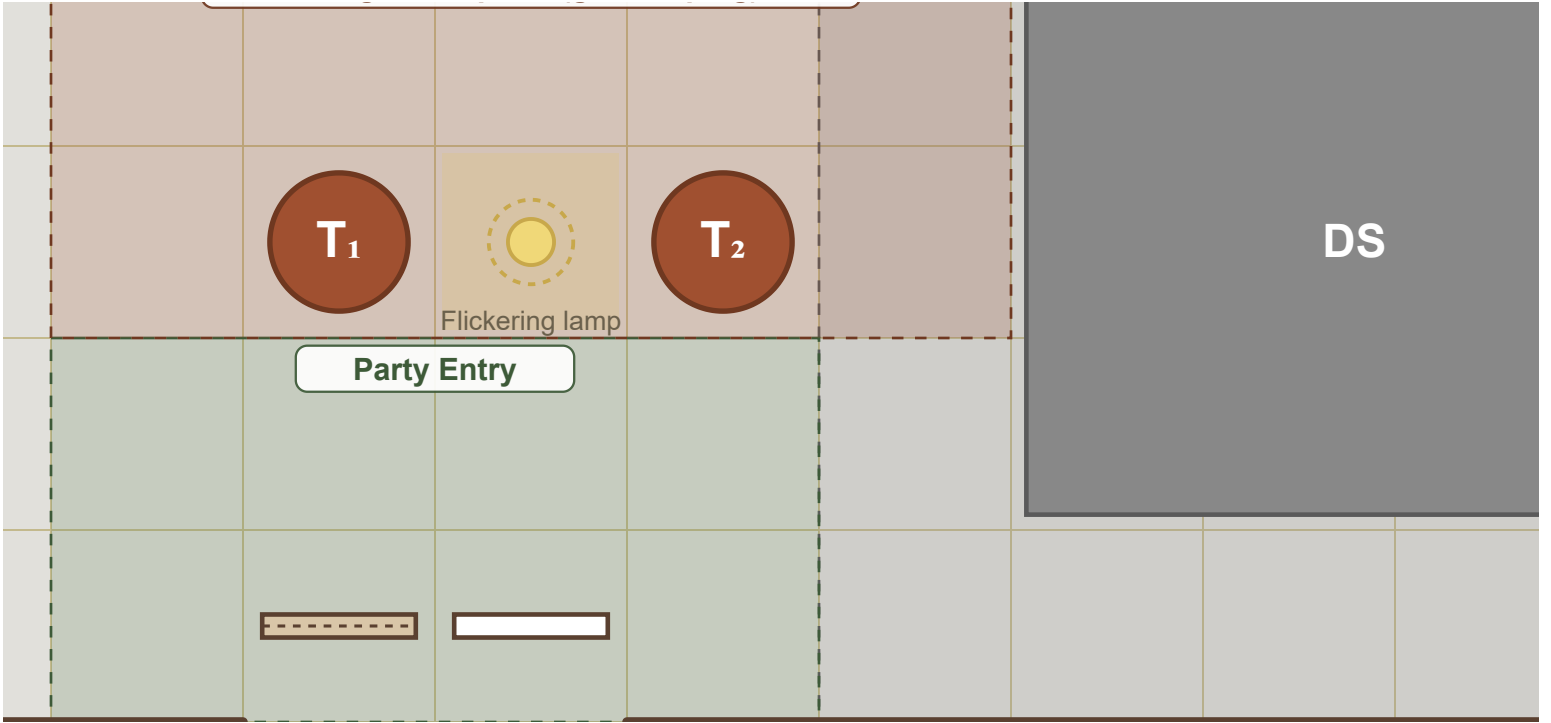
**Thug Checkpoint (gatekeeping)**

B2 below ↓

**Bay 2 — Stripper**

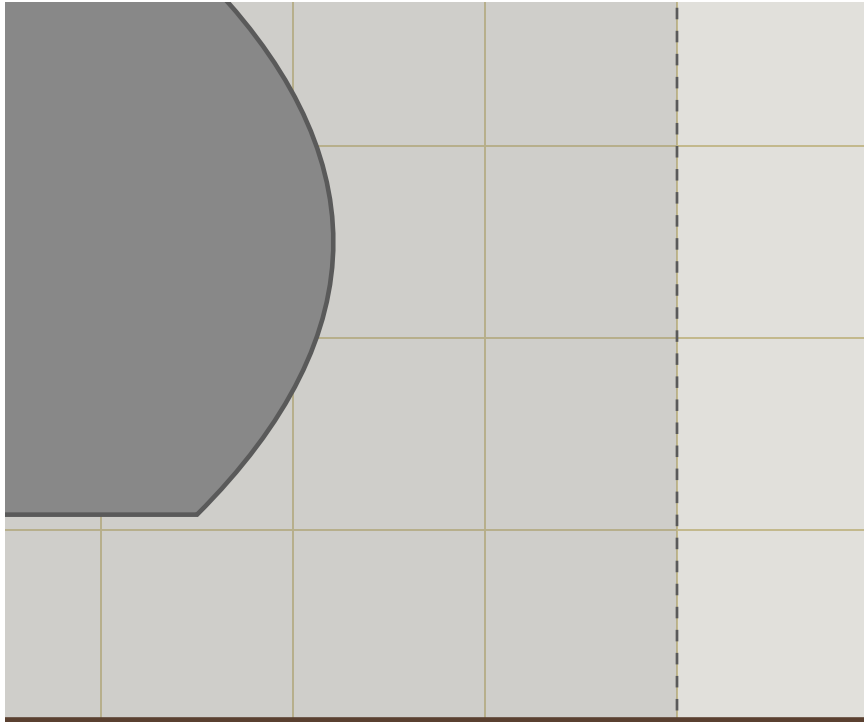






Tile **B3** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



B2 left

↑ A3 above