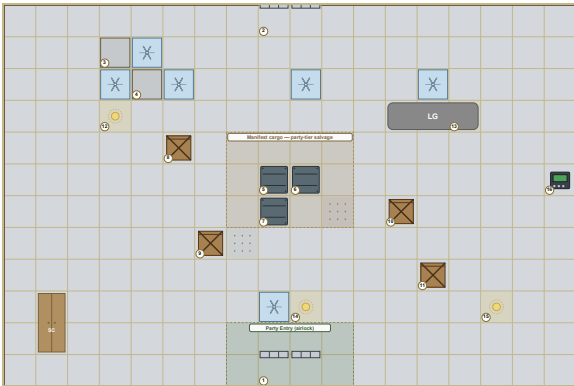


The Dead Decks — Cargo Bay

CARGO DECK



Map size: 18 × 12 cells = 90 × 60 ft (in-fiction) / 18" × 12" 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.

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

TERRAIN KEY

Wall

Custom feature

Cargo container — Three-quarters cover (+5 AC / +5 DEX saves) — Manifest crate (half-strapped)

Difficult terrain

Control terminal — Deck terminal

Blast door — Airlock (party entry)

Frozen ground

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

Light source — Flickering emergency strip

MAP KEY

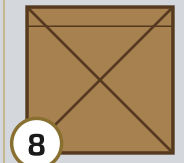
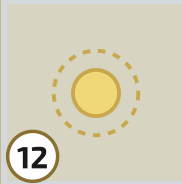
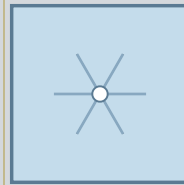
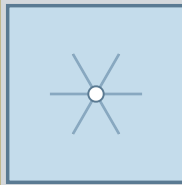
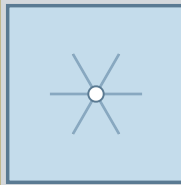
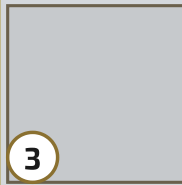
1. Airlock (party entry)
3. Frozen crew body
5. Manifest crate (half-strapped)
7. Manifest crate
9. Cargo crate
11. Cargo crate
13. Flickering emergency strip
15. Flickering emergency strip

2. Corridor aft
4. Frozen crew body
6. Manifest crate
8. Cargo crate
10. Cargo crate
12. Flickering emergency strip
14. Flickering emergency strip
16. Deck terminal

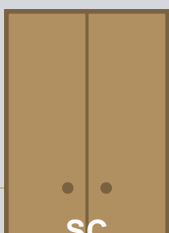
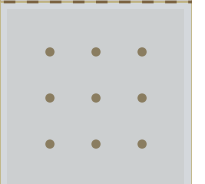
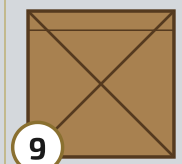
LEGEND

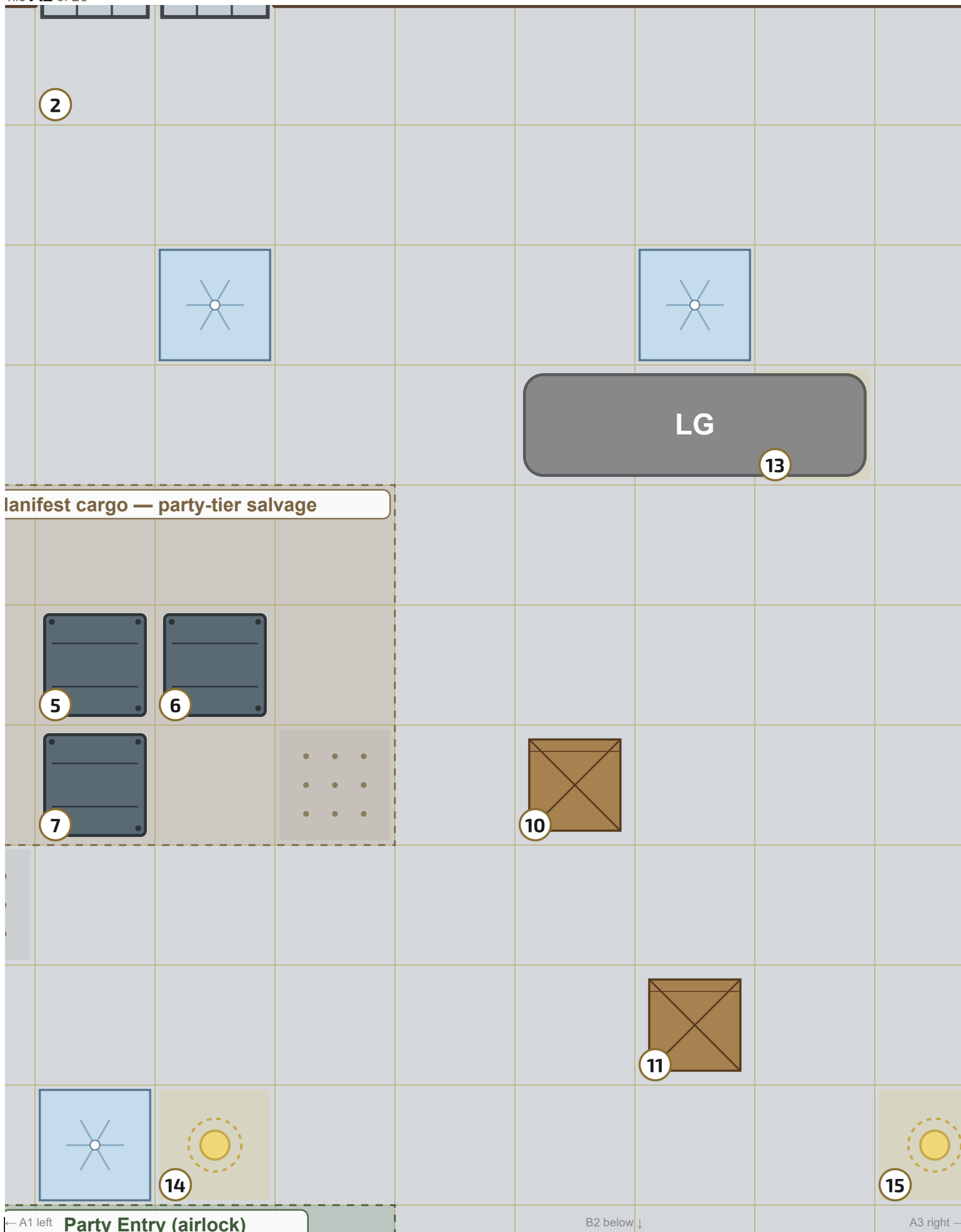
LG Loader gantry rail (Cargo Deck)

SC Supply cabinet (Cargo Deck)



Mani

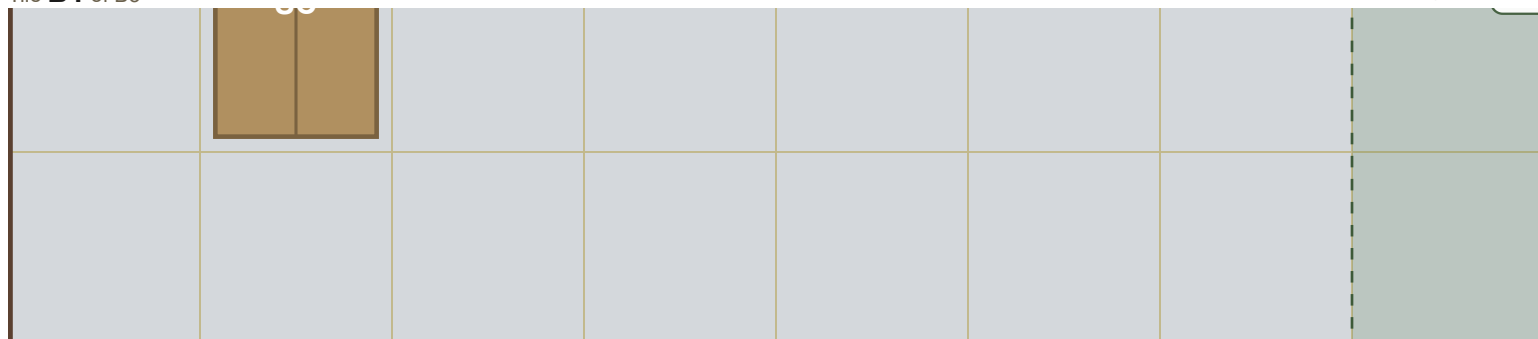






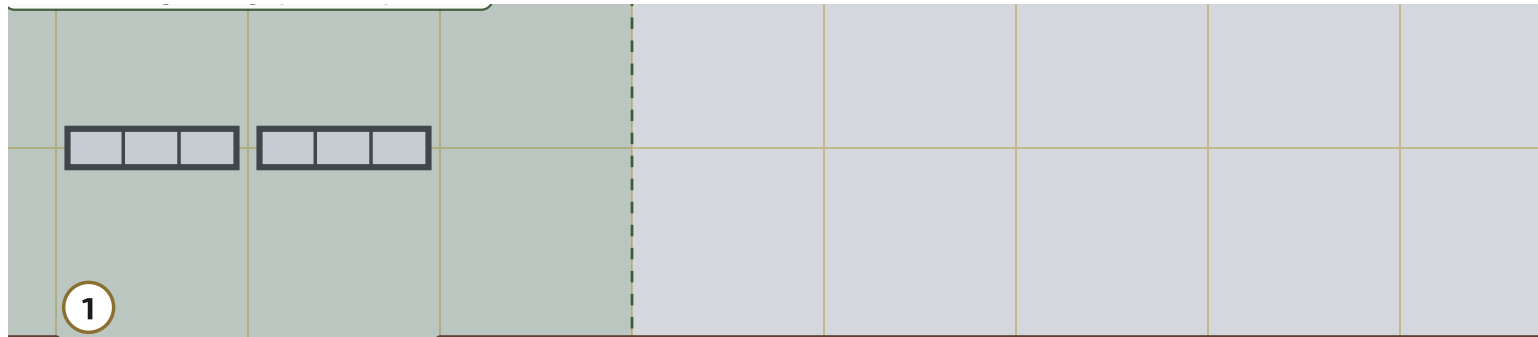
Tile **B1** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



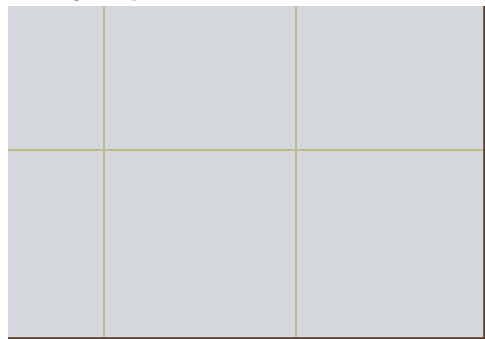
↑ A1 above

B2 right →





Tile **B3** of B3



Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B2 left

↑ A3 above

