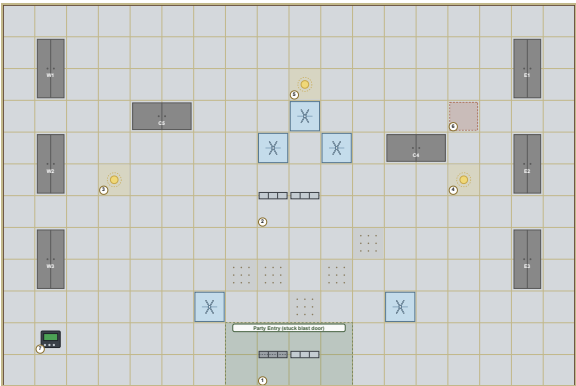


The Specimen Hold – Containment Bay

SPECIMEN HOLD



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

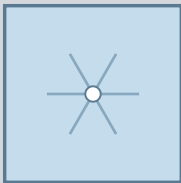
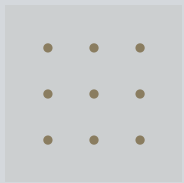
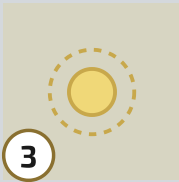
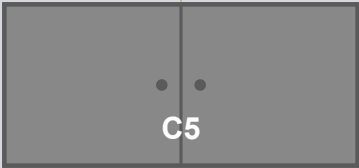
- | | |
|--|--|
| Wall | Blast door — Blast door (stuck half-open) |
| Light source — Flickering emergency strip | Frozen ground |
| Difficult terrain | Hazard — Ruptured coolant line |
| Control terminal — Containment control | |

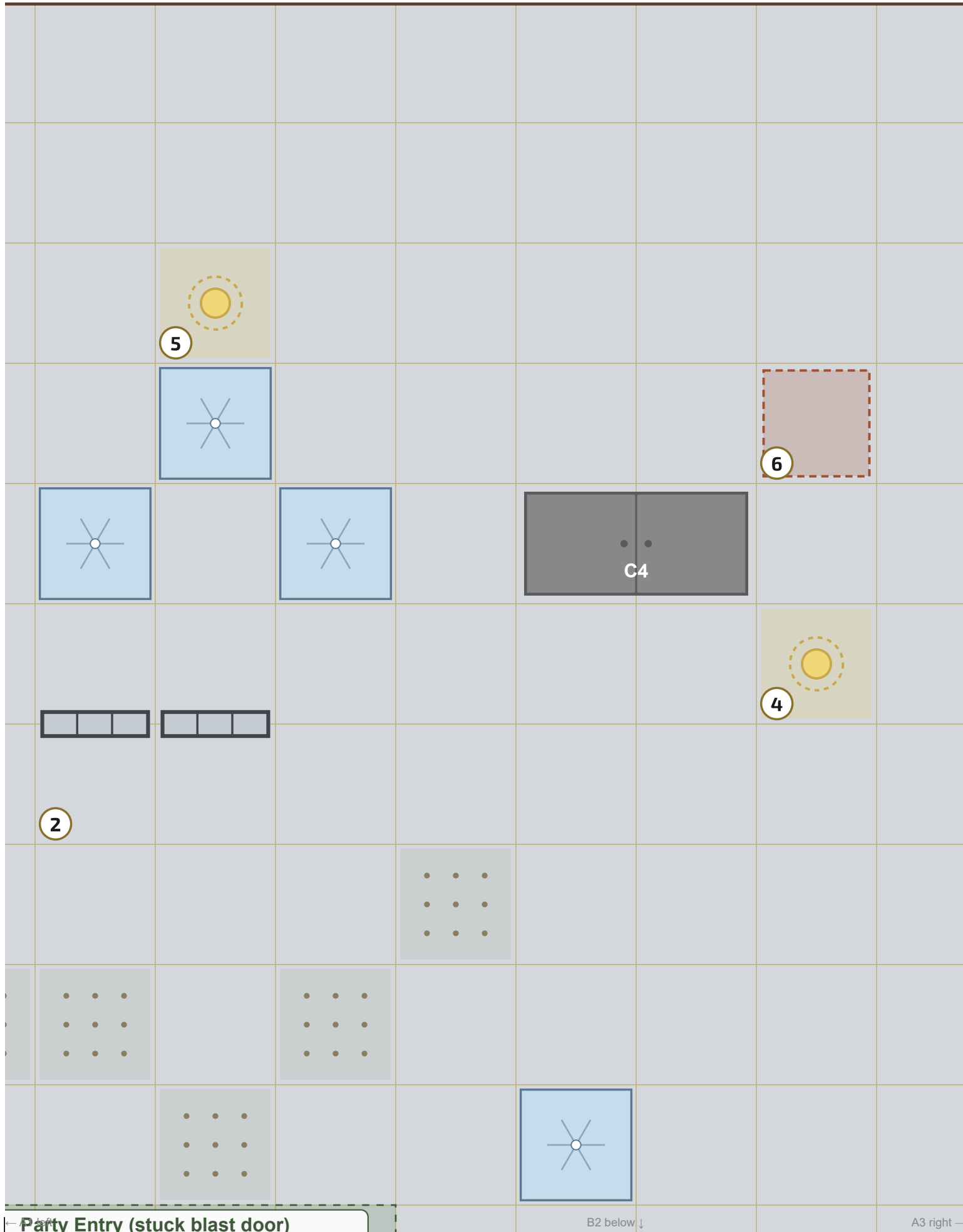
MAP KEY

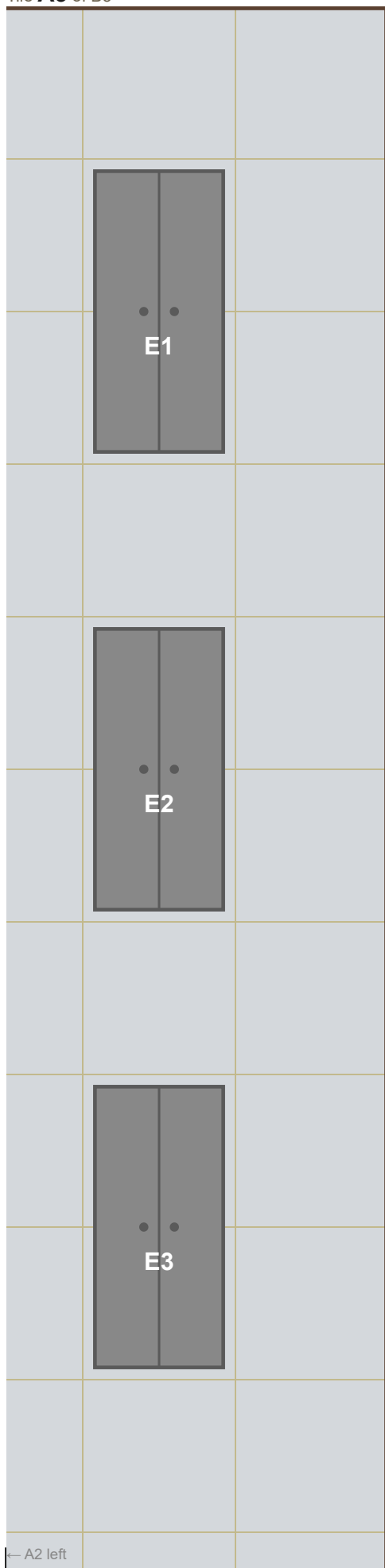
- | | |
|---------------------------------|-------------------------------|
| 1. Blast door (stuck half-open) | 2. Interior blast door |
| 3. Flickering emergency strip | 4. Flickering emergency strip |
| 5. Flickering emergency strip | 6. Ruptured coolant line |
| 7. Containment control | |

LEGEND

- | | |
|---|---|
| W1 Breached containment cell (Specimen Hold) | W2 Containment cell (dark) (Specimen Hold) |
| W3 Containment cell (dark) (Specimen Hold) | E1 Breached containment cell (Specimen Hold) |
| E2 Containment cell (dark) (Specimen Hold) | E3 Containment cell (dark) (Specimen Hold) |
| C4 Toppled containment cell (Specimen Hold) | C5 Toppled containment cell (Specimen Hold) |

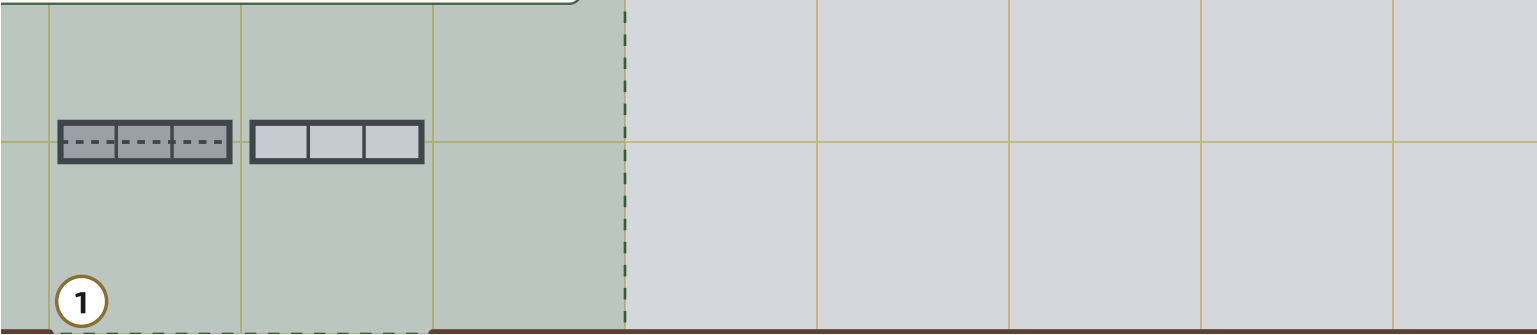






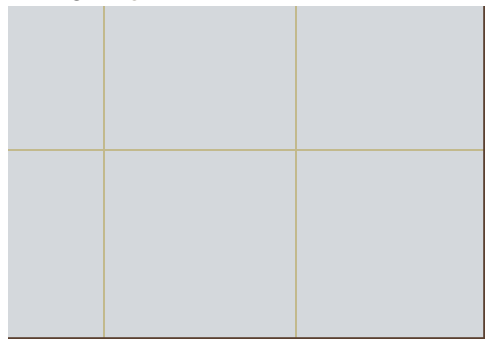


7





Tile **B3** of B3



Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B2 left

↑ A3 above

