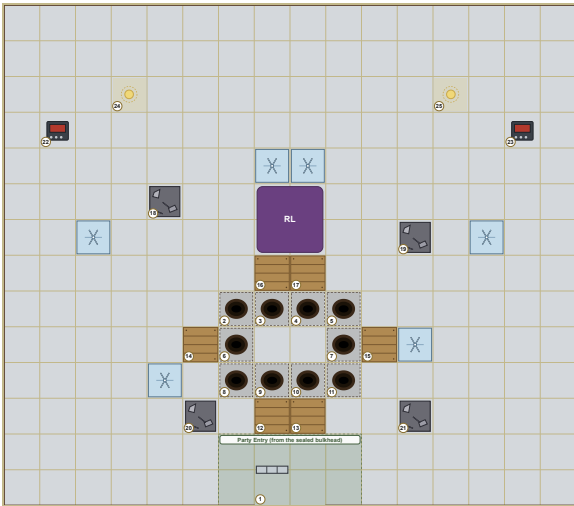


The Nexus Chamber — Engineering Core

NEXUS CHAMBER



Map size: 16 × 14 cells = 80 × 70 ft (in-fiction) / 16" × 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.

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

TERRAIN KEY

Wall

Pit — Reactor well

Scrapyard — Half cover (+2 AC / +2 DEX saves) — Welded scrap

Light source — Flickering emergency strip

Blast door — From the sealed bulkhead (Scene 2.4)

Boardwalk / pier — Catwalk

Control terminal — Engineering control

Frozen ground

MAP KEY

1. From the sealed bulkhead (Scene 2.4)

3. Reactor well

5. Reactor well

7. Reactor well

9. Reactor well

11. Reactor well

13. Catwalk

15. Catwalk

17. Catwalk

19. Welded scrap

21. Welded scrap

23. Engineering control (dead)

25. Flickering emergency strip

2. Reactor well

4. Reactor well

6. Reactor well

8. Reactor well

10. Reactor well

12. Catwalk

14. Catwalk

16. Catwalk (to the plinth)

18. Welded scrap

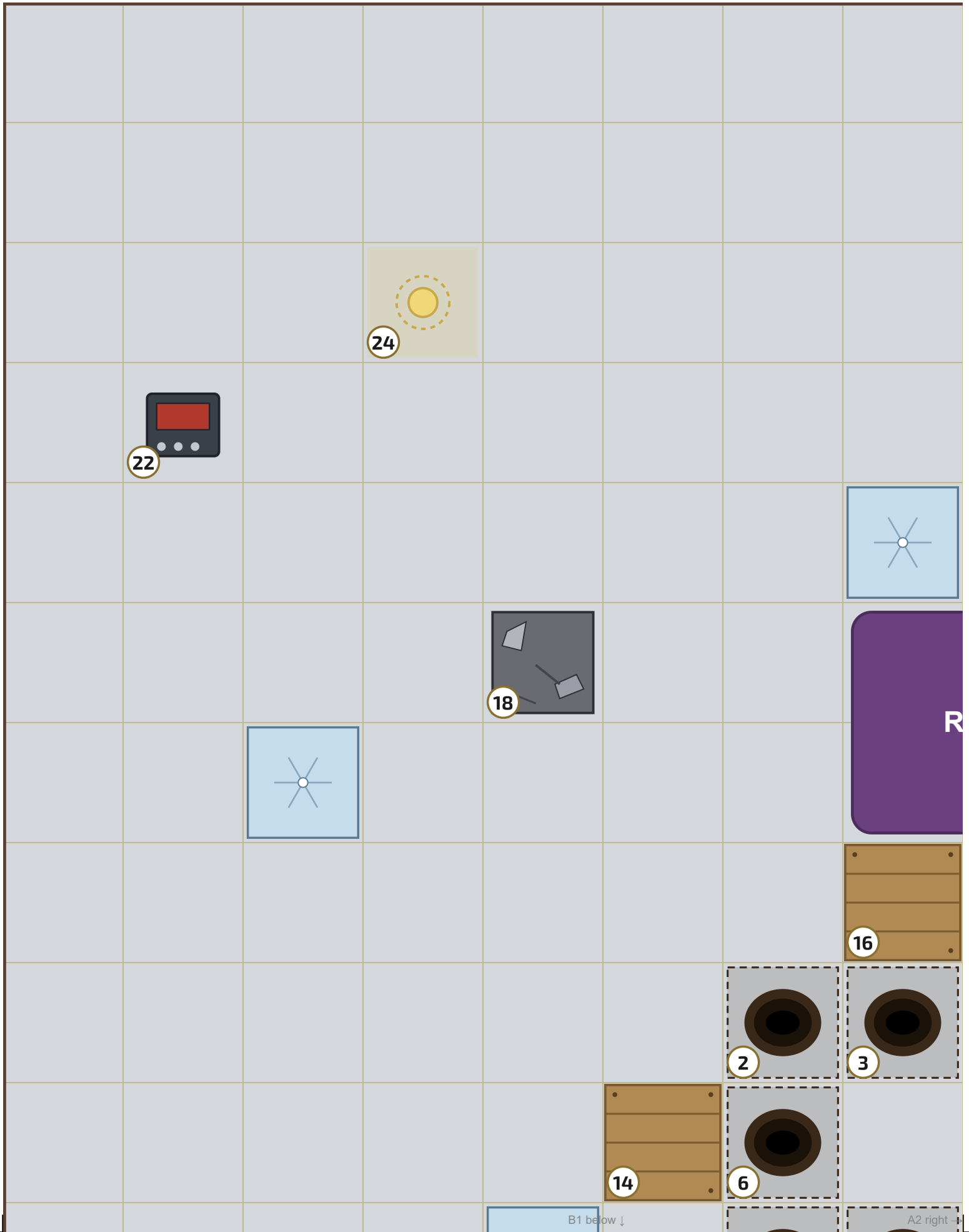
20. Welded scrap

22. Engineering control

24. Flickering emergency strip

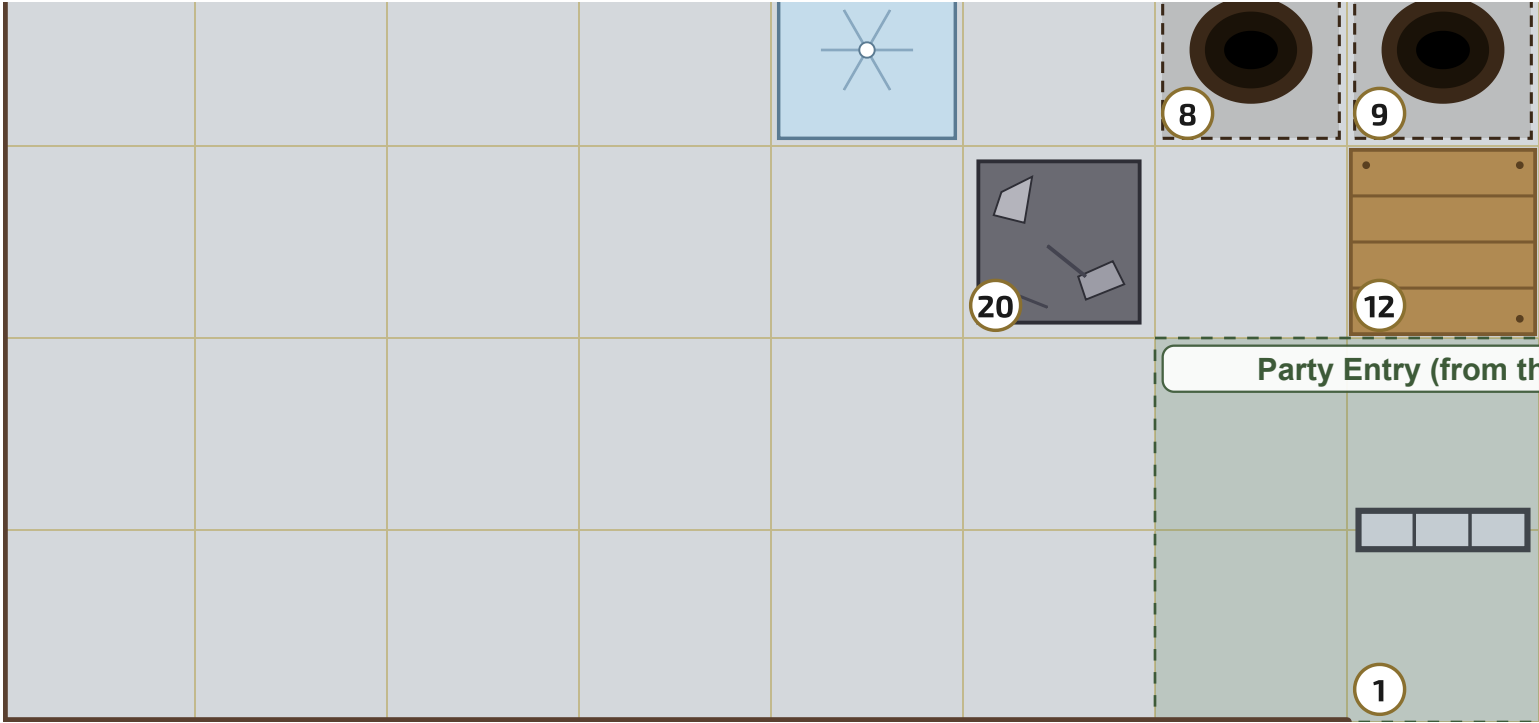
LEGEND

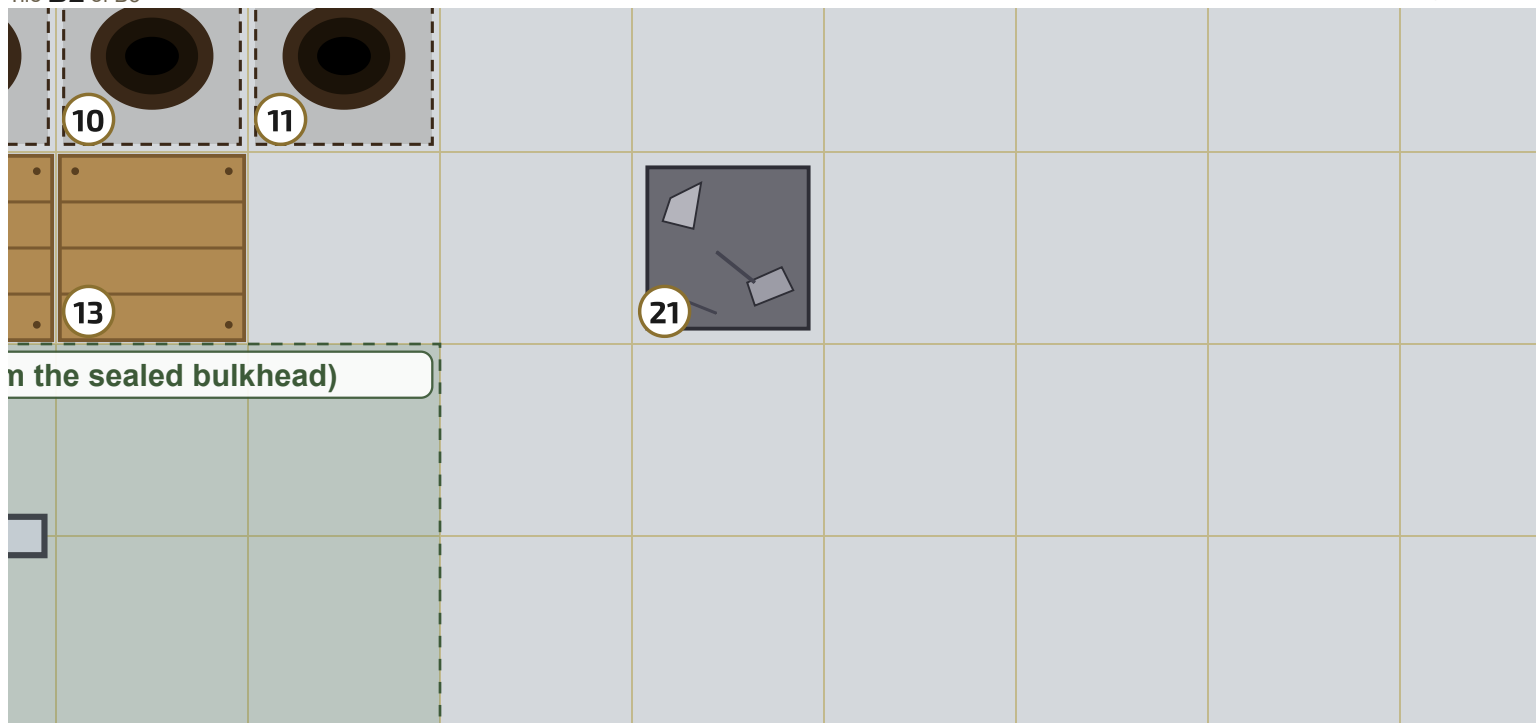
RL The idol, on a plinth of welded scrap (Nexus Chamber)













Tile **B3** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B2 left

↑ A3 above