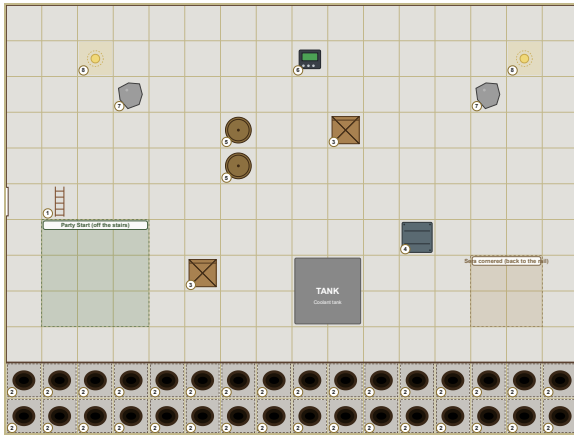


The Corner — a Nar Shaddaa Maintenance Platform

THE CORNER



Map size: 16 × 12 cells = 80 × 60 ft (in-fiction) / 16" × 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

Door

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

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

Boulder — Half cover (+2 AC / +2 DEX saves) — Pipe stack

Ladder — Platform stairs (the way up)

Pit — The drop

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

Control terminal — Maintenance console

Light source — Platform lamp

MAP KEY

1. Platform stairs (the way up)

3. Supply crate

5. Coolant drum

7. Pipe stack

2. The drop

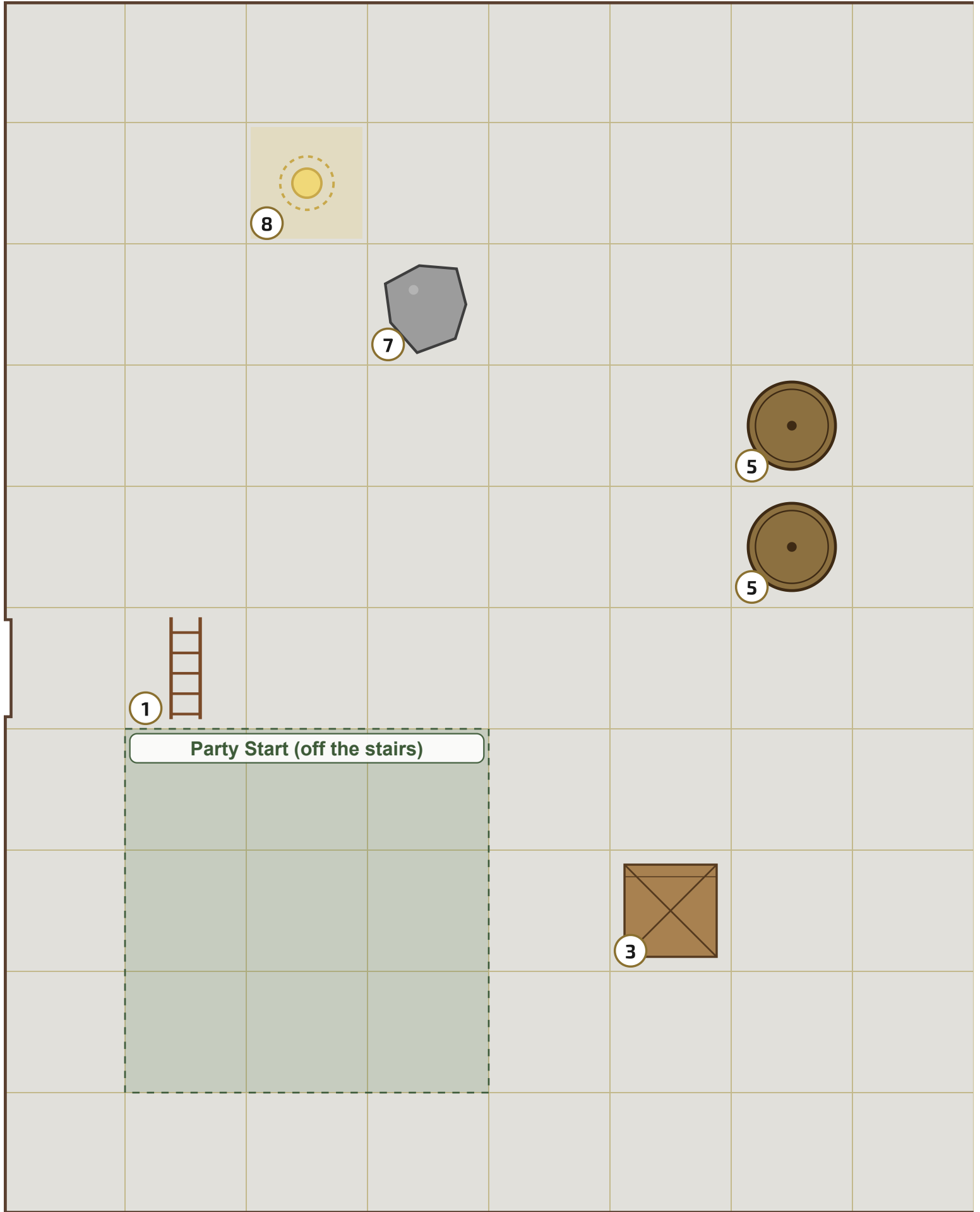
4. Cargo container

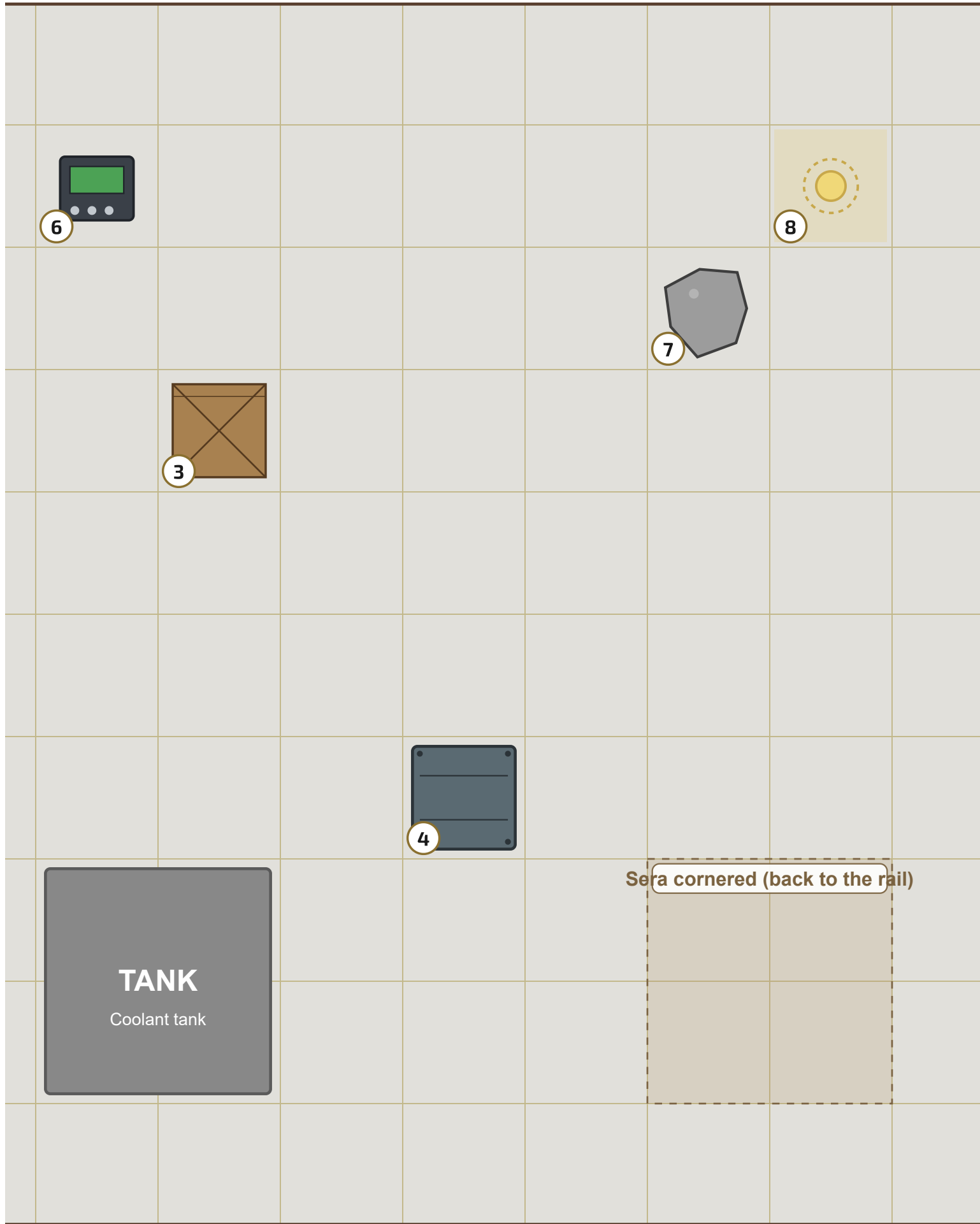
6. Maintenance console

8. Platform lamp

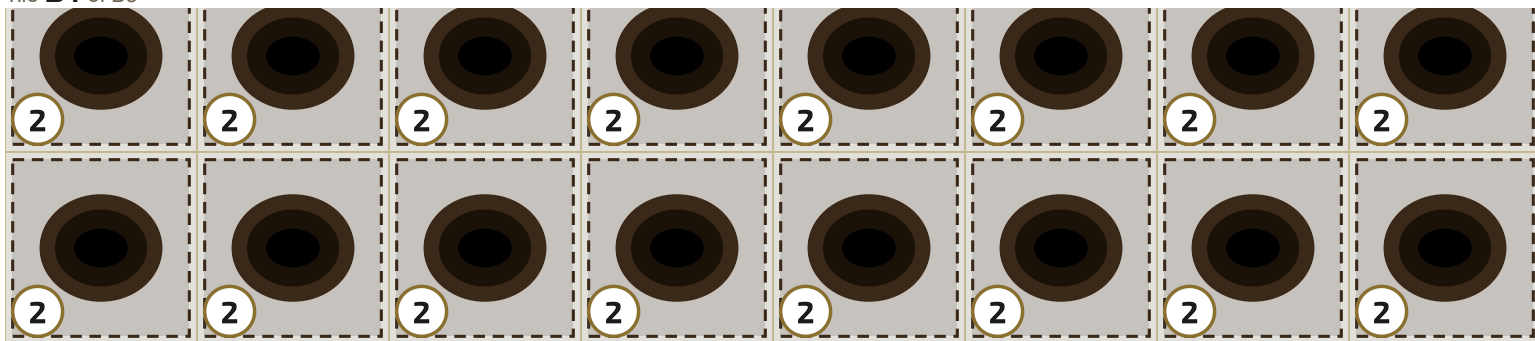
LEGEND

 Coolant tank (full cover)



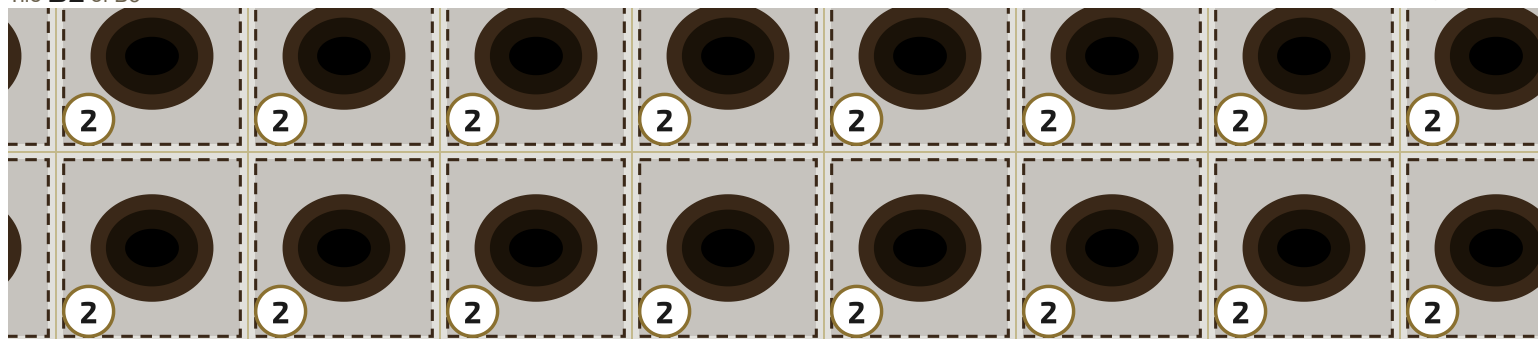






Tile **B2** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



B1 left

↑ A2 above

B3 right



Tile **B3** of B3



Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B2 left

↑ A3 above

