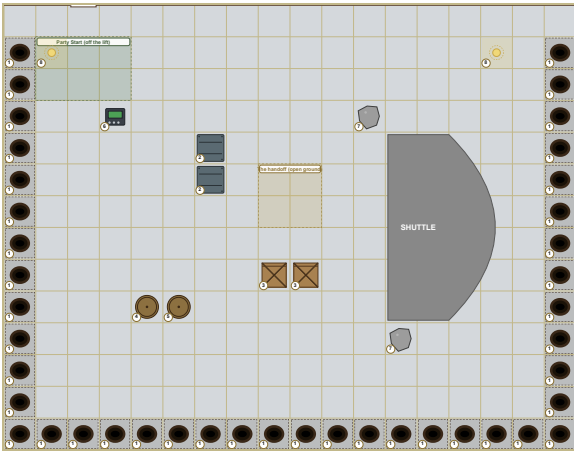


Berth 4 — a Private Docking Platform

BERTH 4



Map size: 18 × 14 cells = 90 × 70 ft (in-fiction) / 18" × 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 — Open sky (no railing)

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

Control terminal — Refueling console

Light source — Dawn floodlight

Door

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

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

Boulder — Half cover (+2 AC / +2 DEX saves) — Landing strut

MAP KEY

1. Open sky (no railing)

3. Shipping crate

5. Fuel drum

7. Landing strut

2. Cargo container

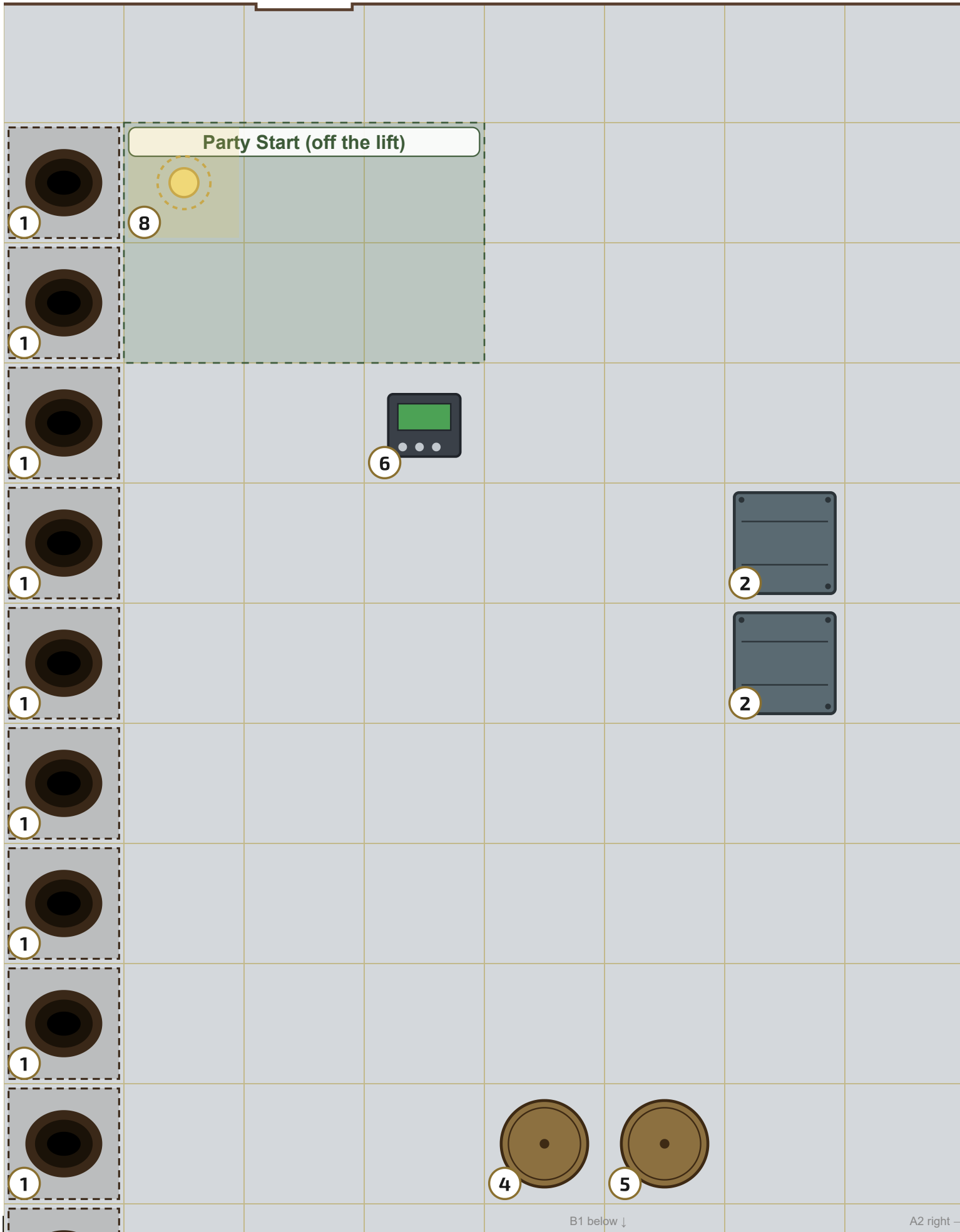
4. Fuel drum

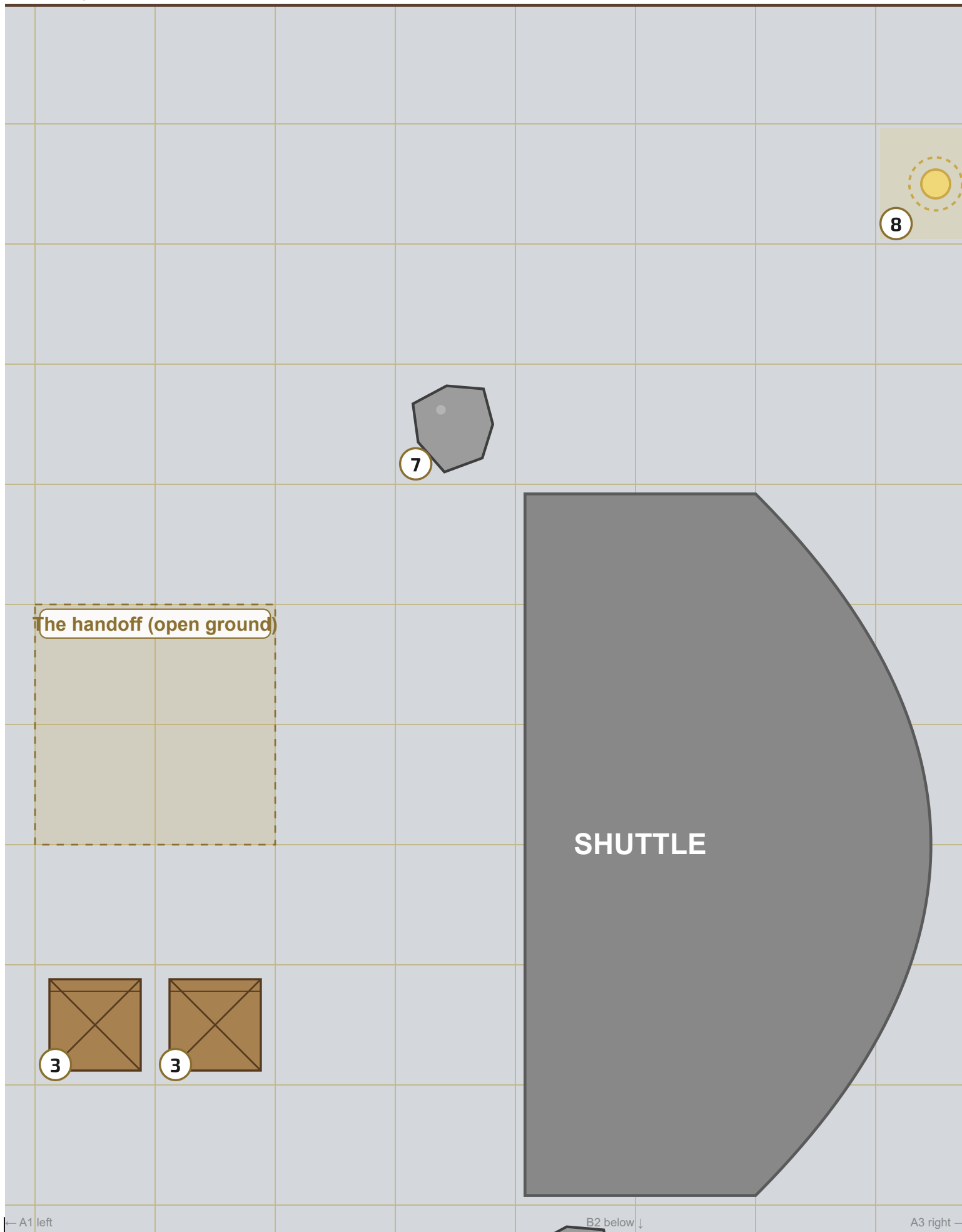
6. Refueling console

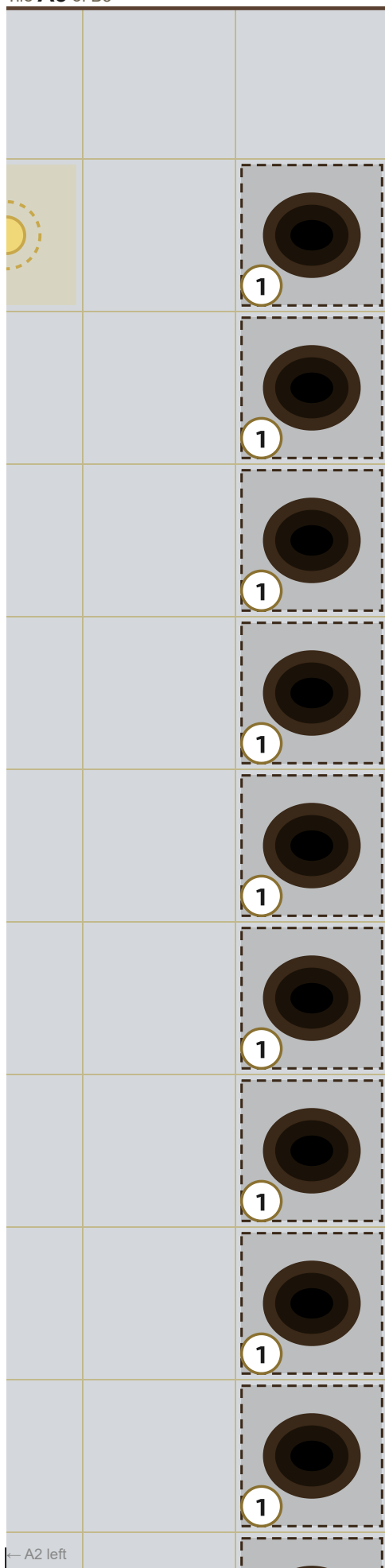
8. Dawn floodlight

LEGEND

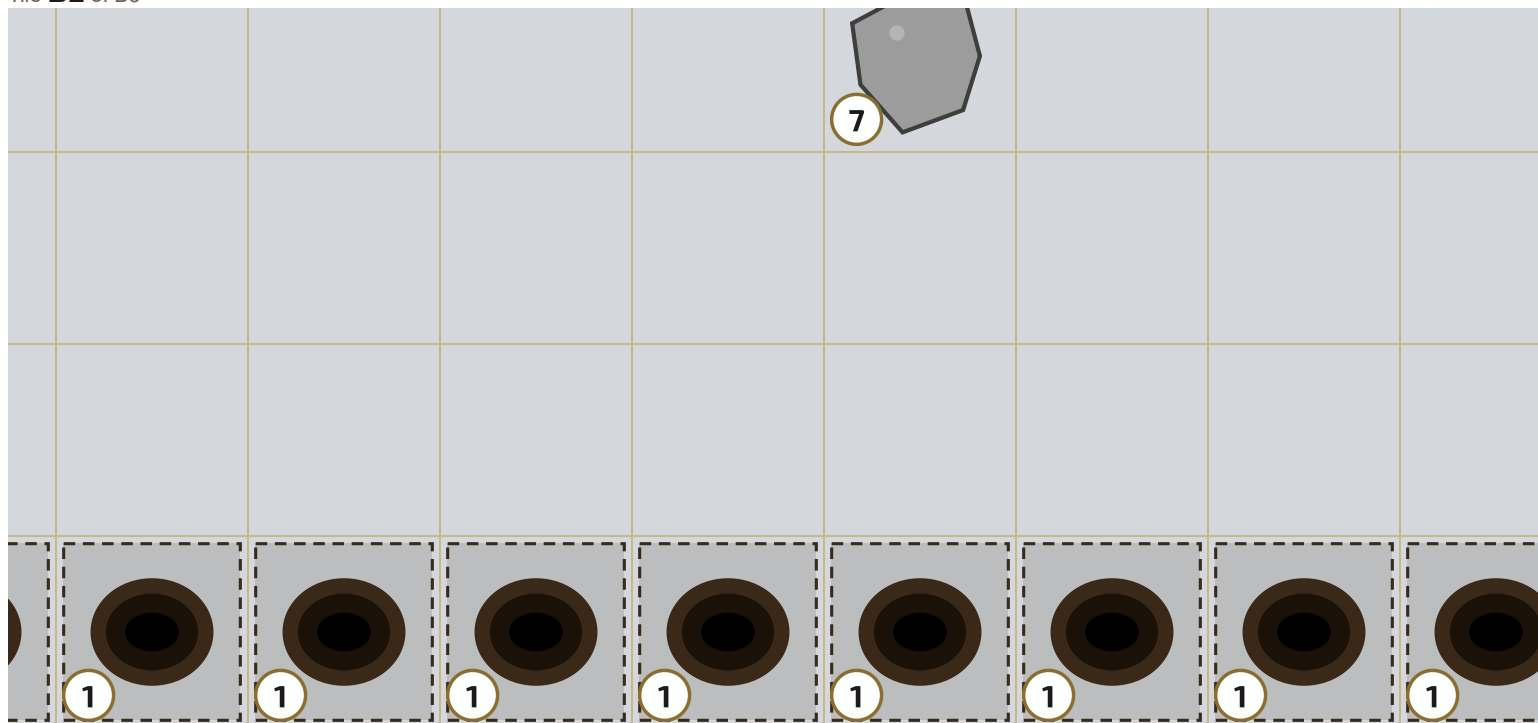
 Imperial Lambda Shuttle (ramp down)









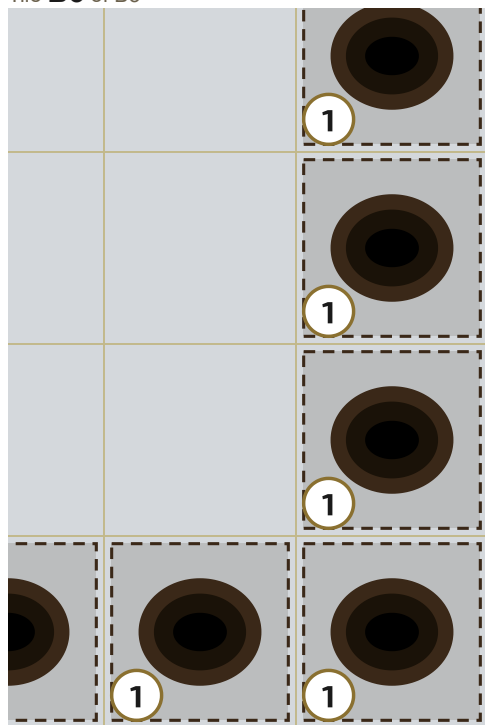




Tile **B3** of B3



Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B2 left

↑ A3 above

