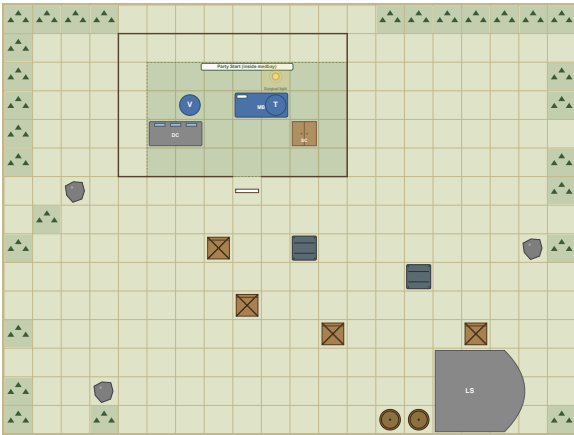


Landing Zone – Waystation Entrance

LANDING ZONE



Map size: 20 × 15 cells = 100 × 75 ft (in-fiction) / 20" × 15" 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

Trees / forest

Wall

Light source — Surgical light

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

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

Door

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

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

LEGEND

V Dr. Mira Vance

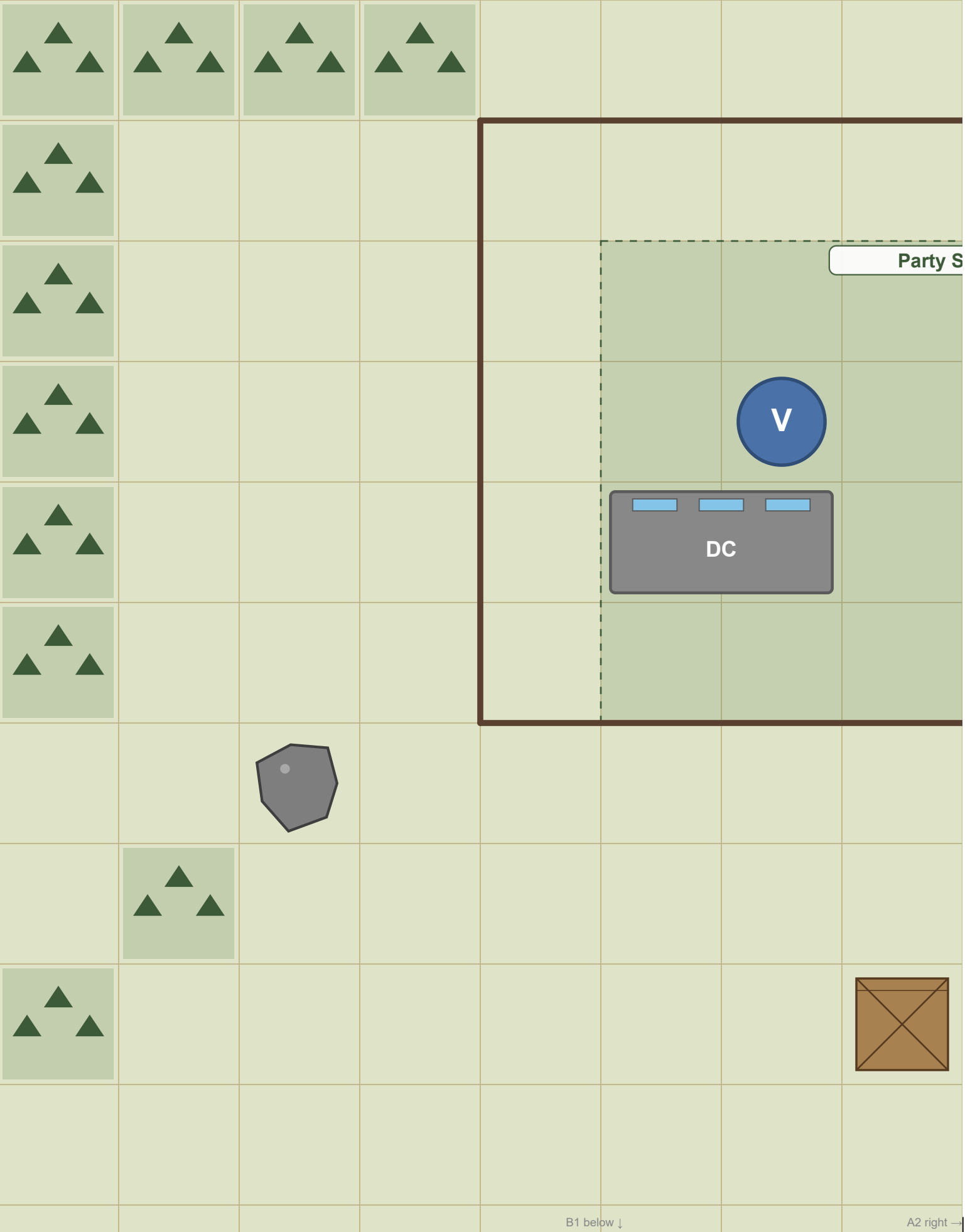
MB Medical bed (Landing Zone)

SC Supply cabinet (Landing Zone)

T Tira

DC Diagnostic console (Landing Zone)

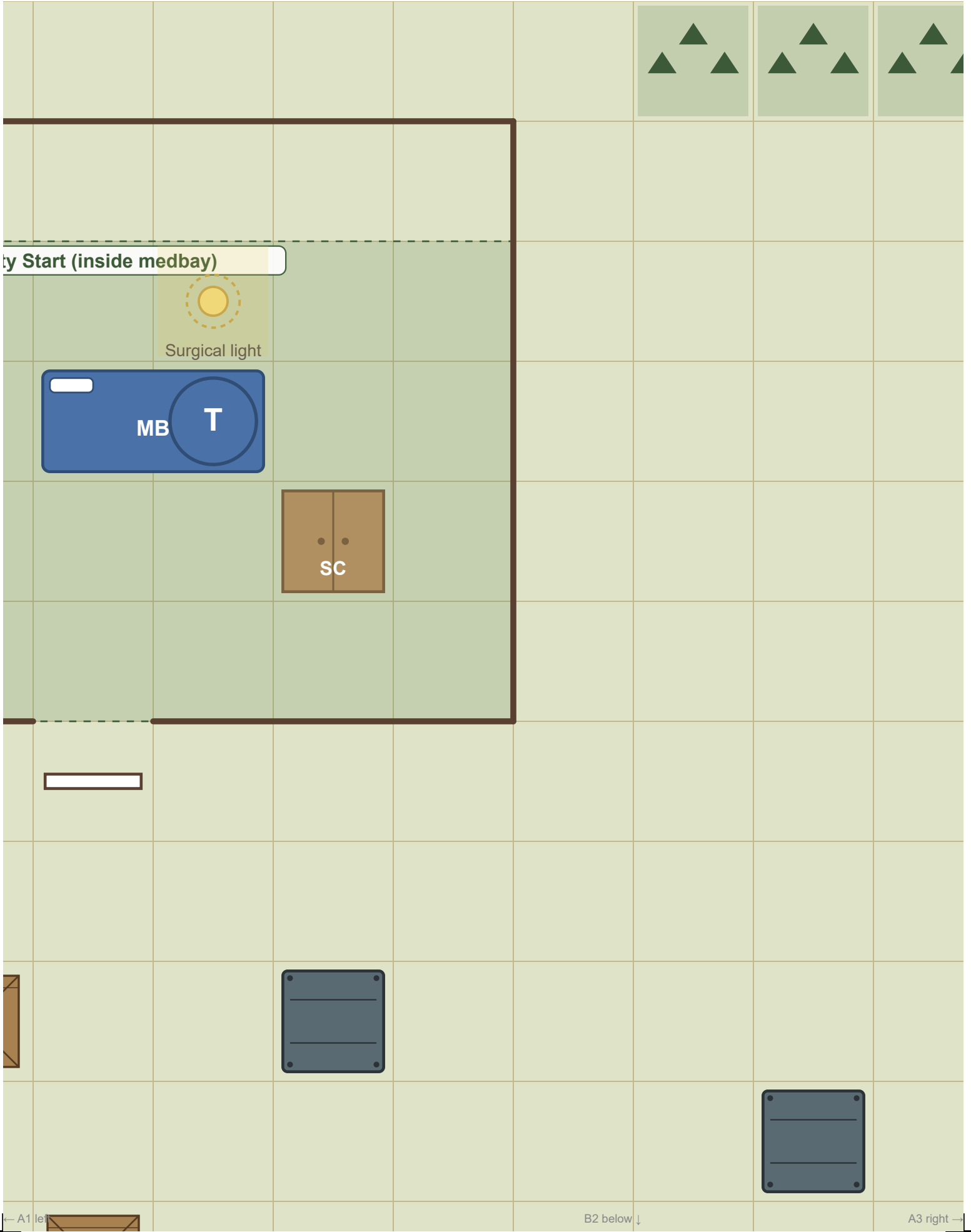
LS Imperial Lambda shuttle (Landing Zone)



Party S

V

DC



ty Start (inside medbay)

Surgical light

MB T

SC

