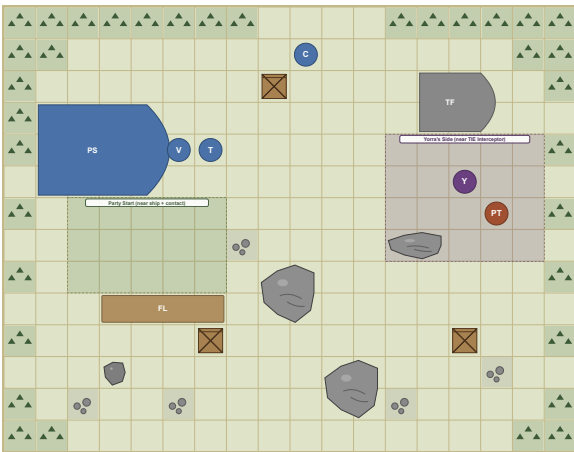


The Refuge – Yorra Duel

FOREST CLEARING



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 with each other.

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

TERRAIN KEY

Trees / forest

Rocks / scree

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

Crate — Half cover (+2 AC / +2 DEX saves) — Fallen tree stump

LEGEND

C Contact (Rebel safehouse-network operator)

T Tira

PT Purge Trooper

TF Yorra's TIE Interceptor (Forest Clearing)

BL₃ Boulder outcrop (3/4 cover) (Forest Clearing)

FL Fallen log (half cover) (Forest Clearing)

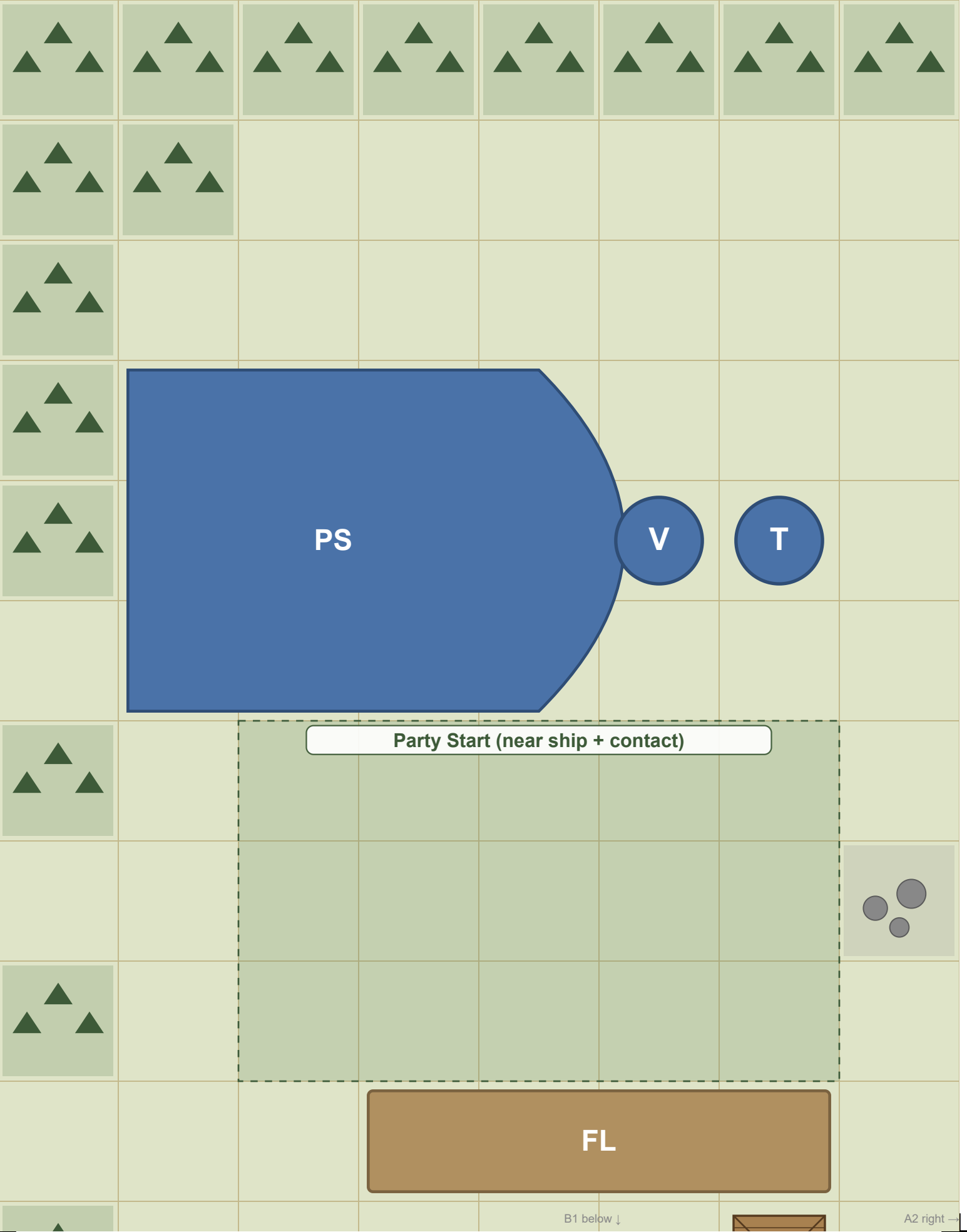
V Dr. Mira Vance

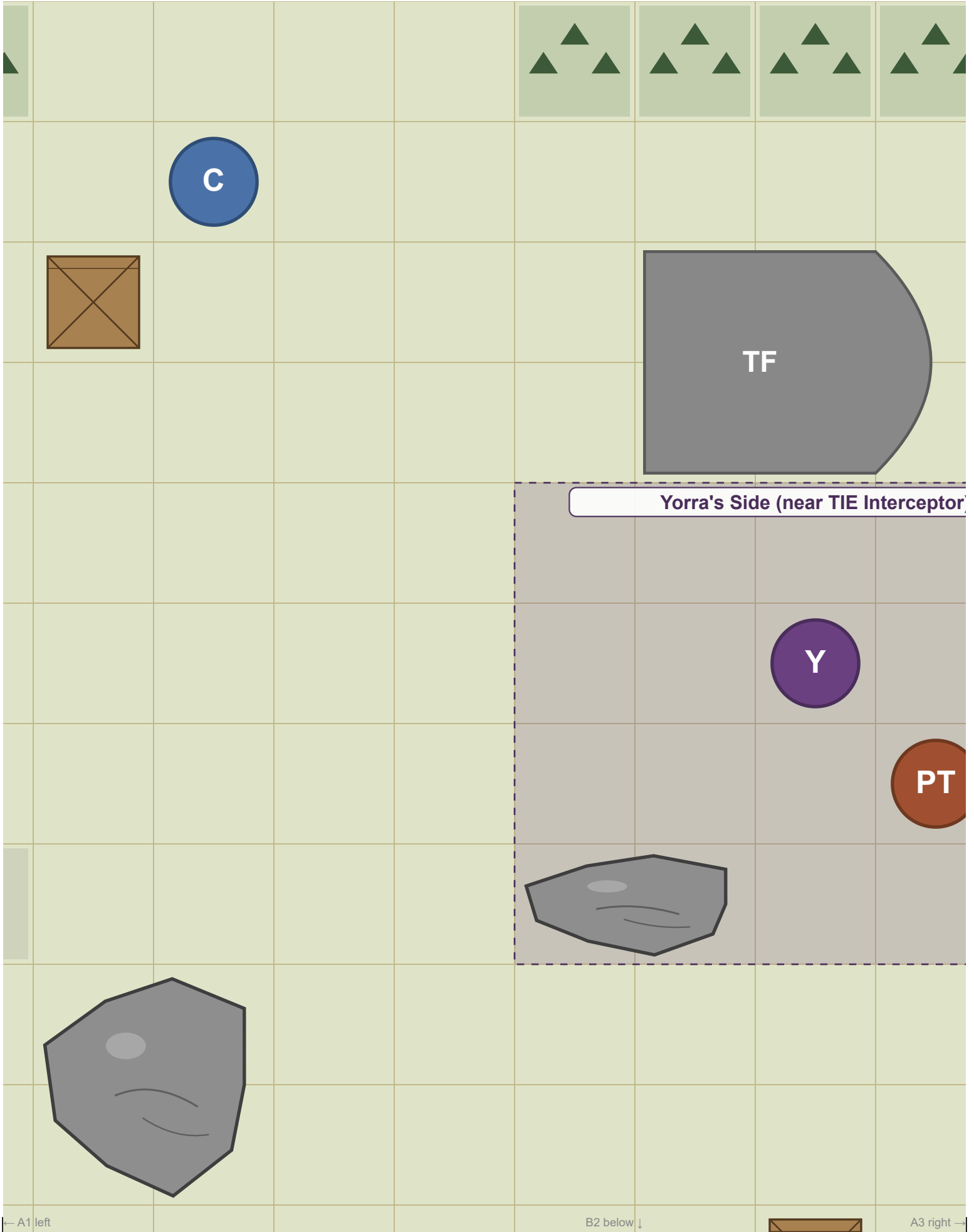
Y Inquisitor Tev Yorra

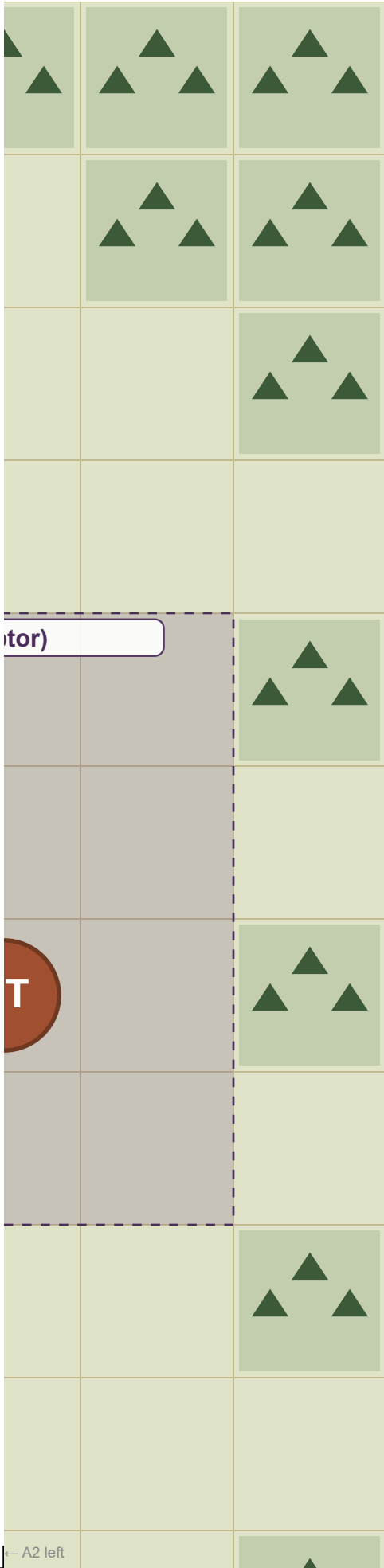
PS Party's ship (Forest Clearing)

BL₁ Large boulder cluster (3/4 cover) (Forest Clearing)

BL₂ Mossy boulder (3/4 cover) (Forest Clearing)

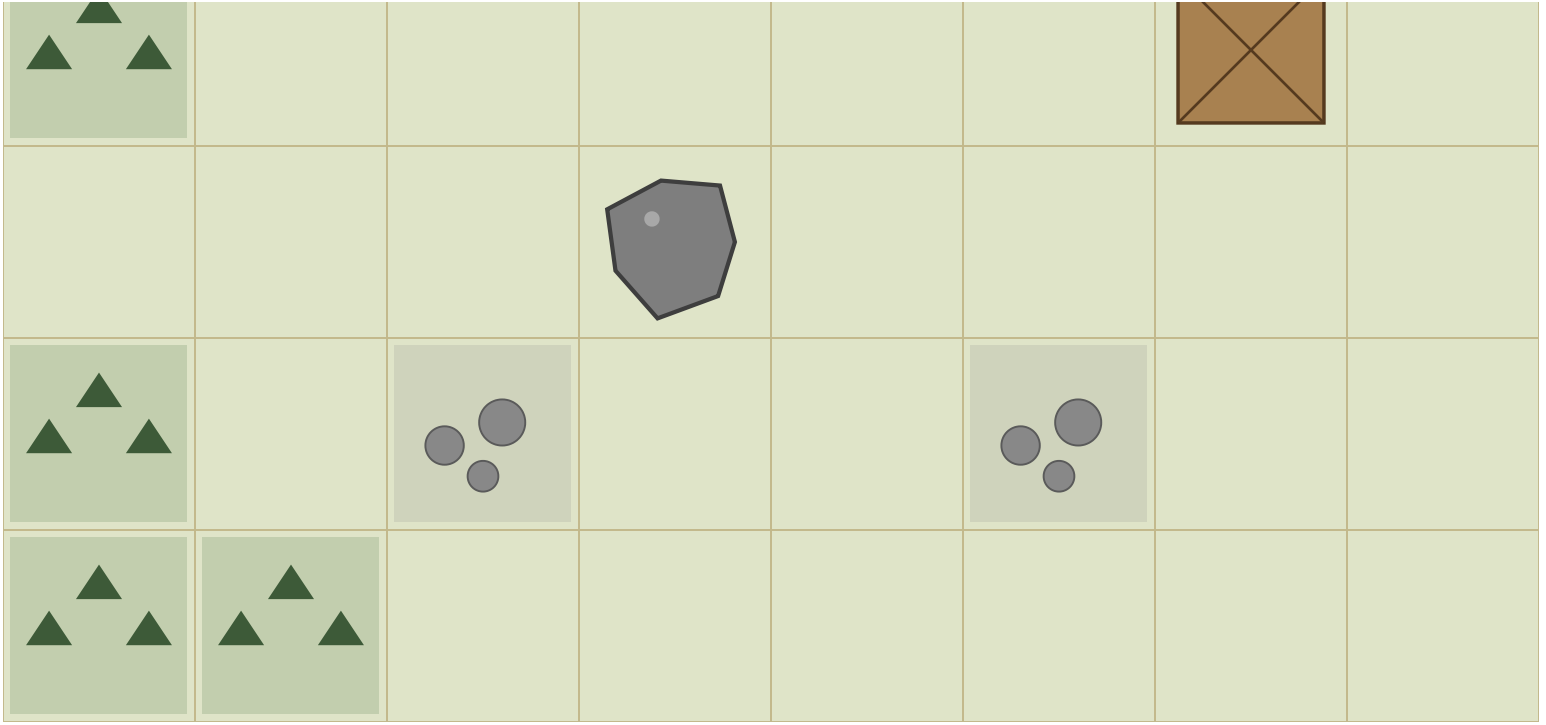






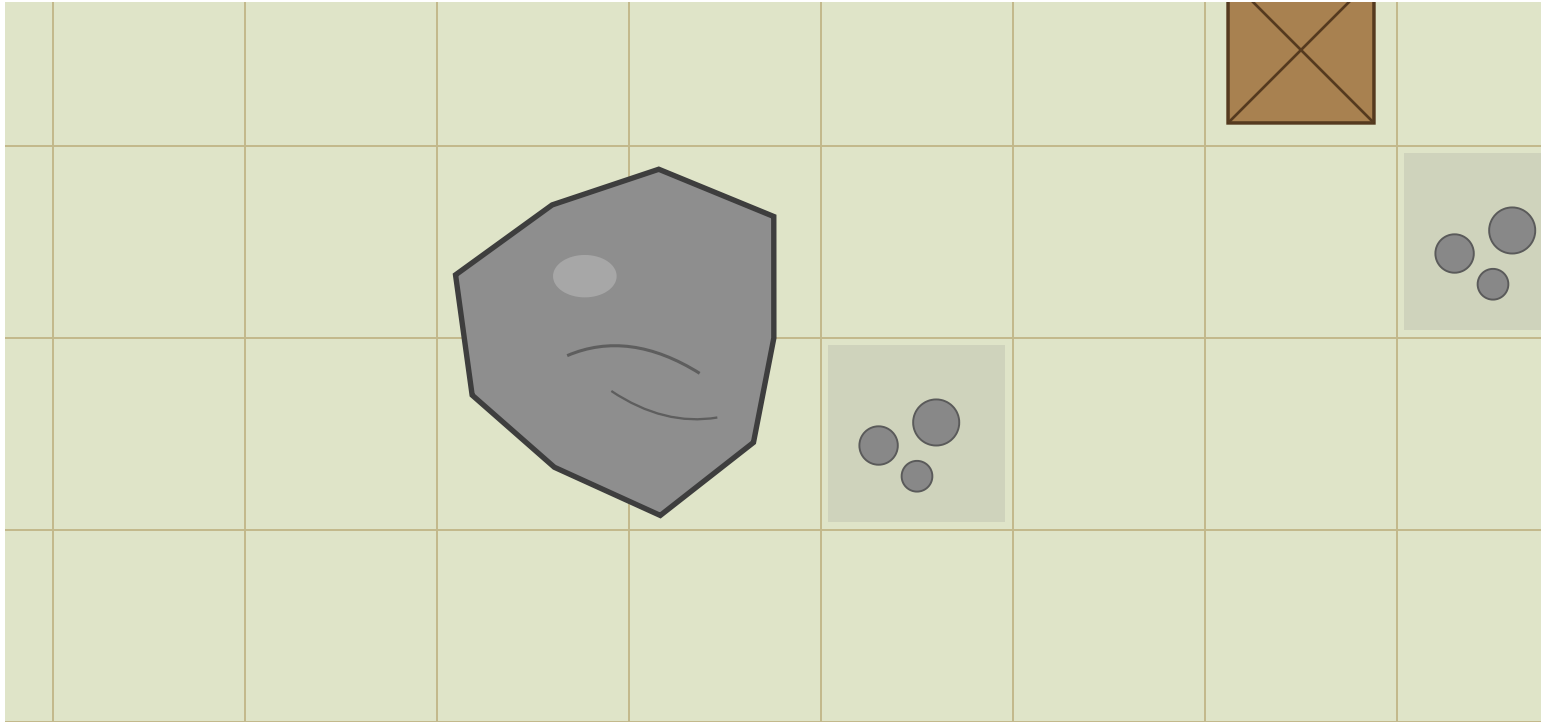
Tile **B1** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



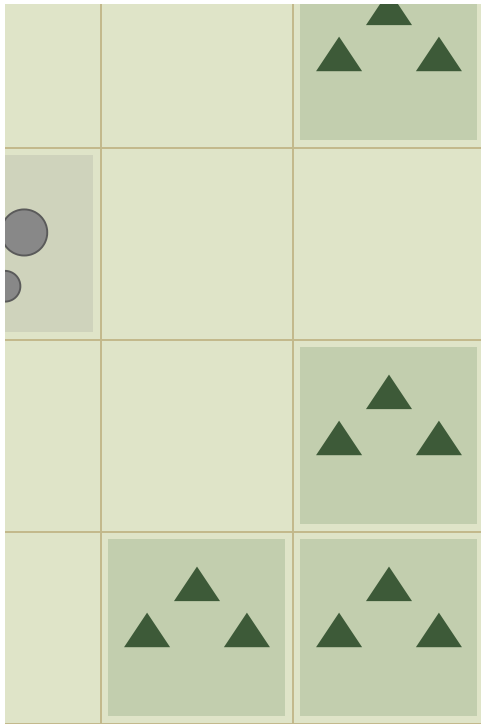
↑ A1 above

B2 right →



Tile **B3** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



B2 left

↑ A3 above