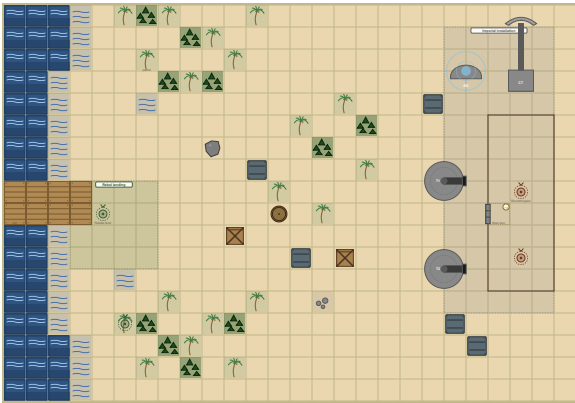


Scarif — The Beach Assault

PANEL 1: THE BEACH



Map size: 26 × 18 cells = 130 × 90 ft (in-fiction) / 26" × 18" printed

Tile grid: 4 × 2 = 8 Letter pages

A1	A2	A3	A4
B1	B2	B3	B4

PANEL 2: DATA VAULT



Map size: 18 × 12 cells = 90 × 60 ft (in-fiction) / 18" × 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

Deep water

Boardwalk / pier

Jungle

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

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

Wall

Start point / spawn — Rebels land

Control terminal — Security console

Water

Palm tree

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

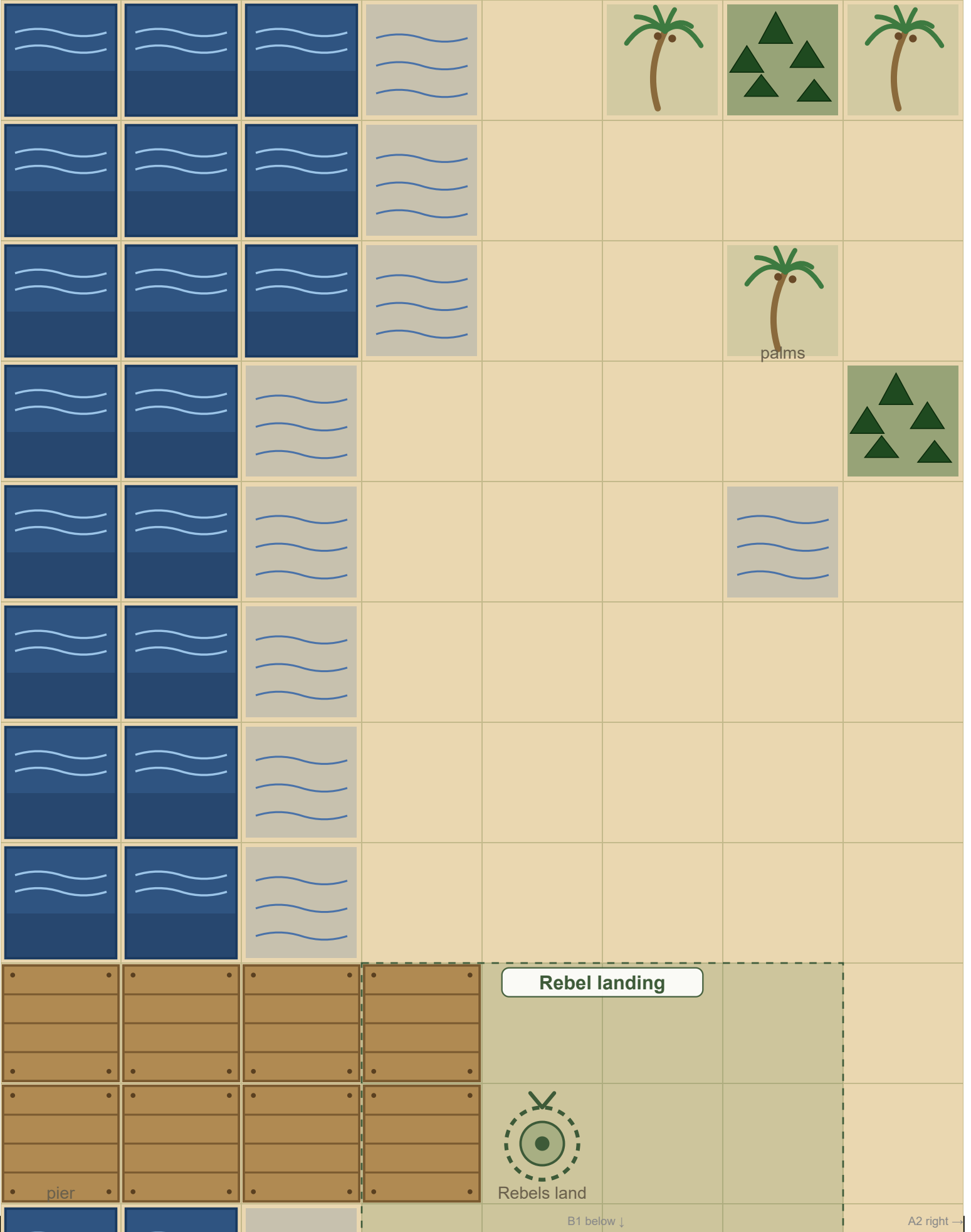
Barrel / drum — Half cover (+2 AC / +2 DEX saves)

Rocks / scree

Blast door — Bunker breach

Light source

LEGEND



Rebel landing

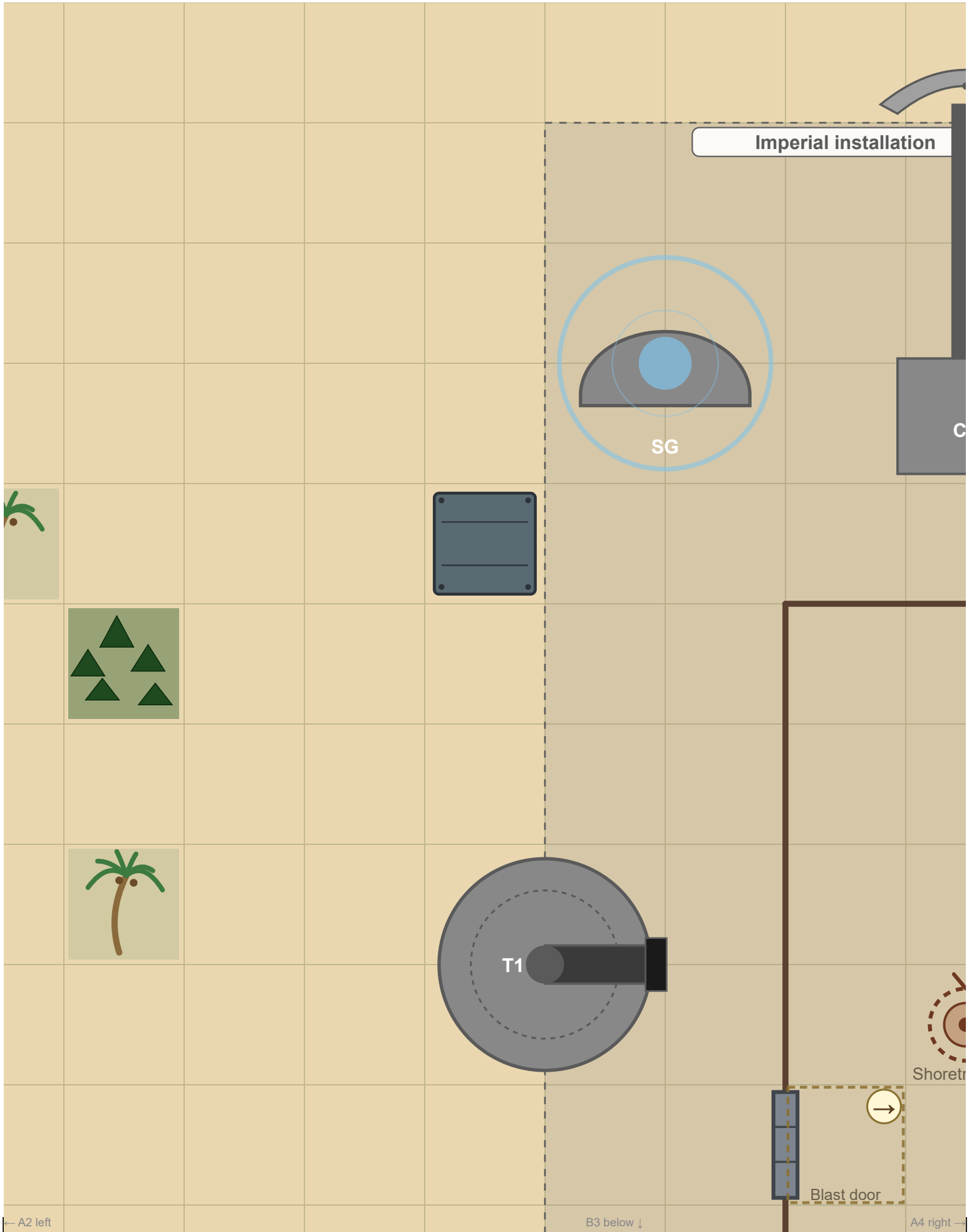


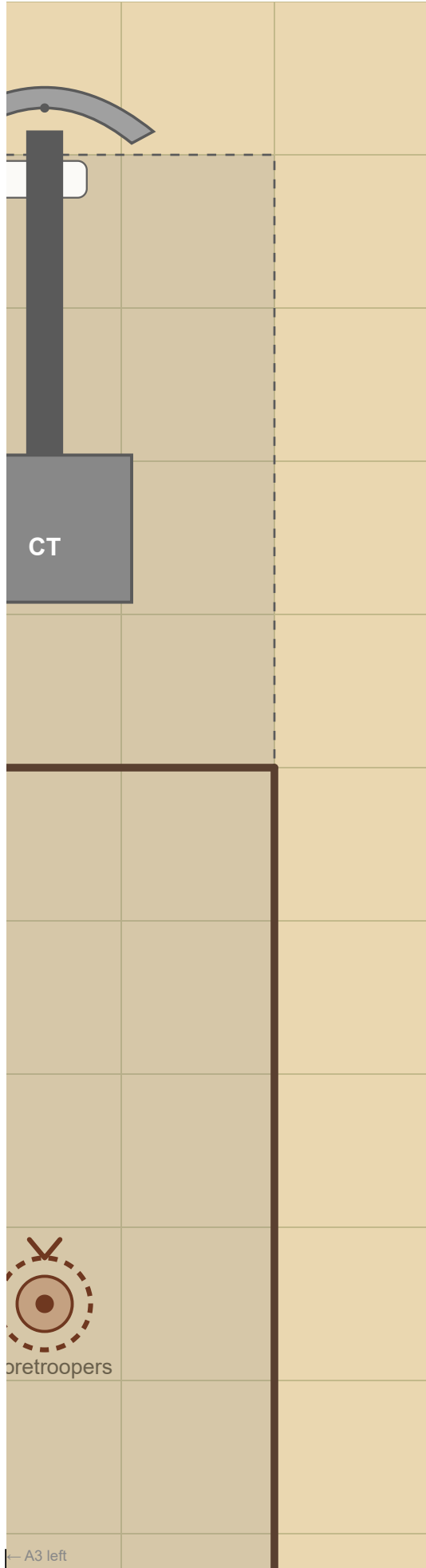
Rebels land

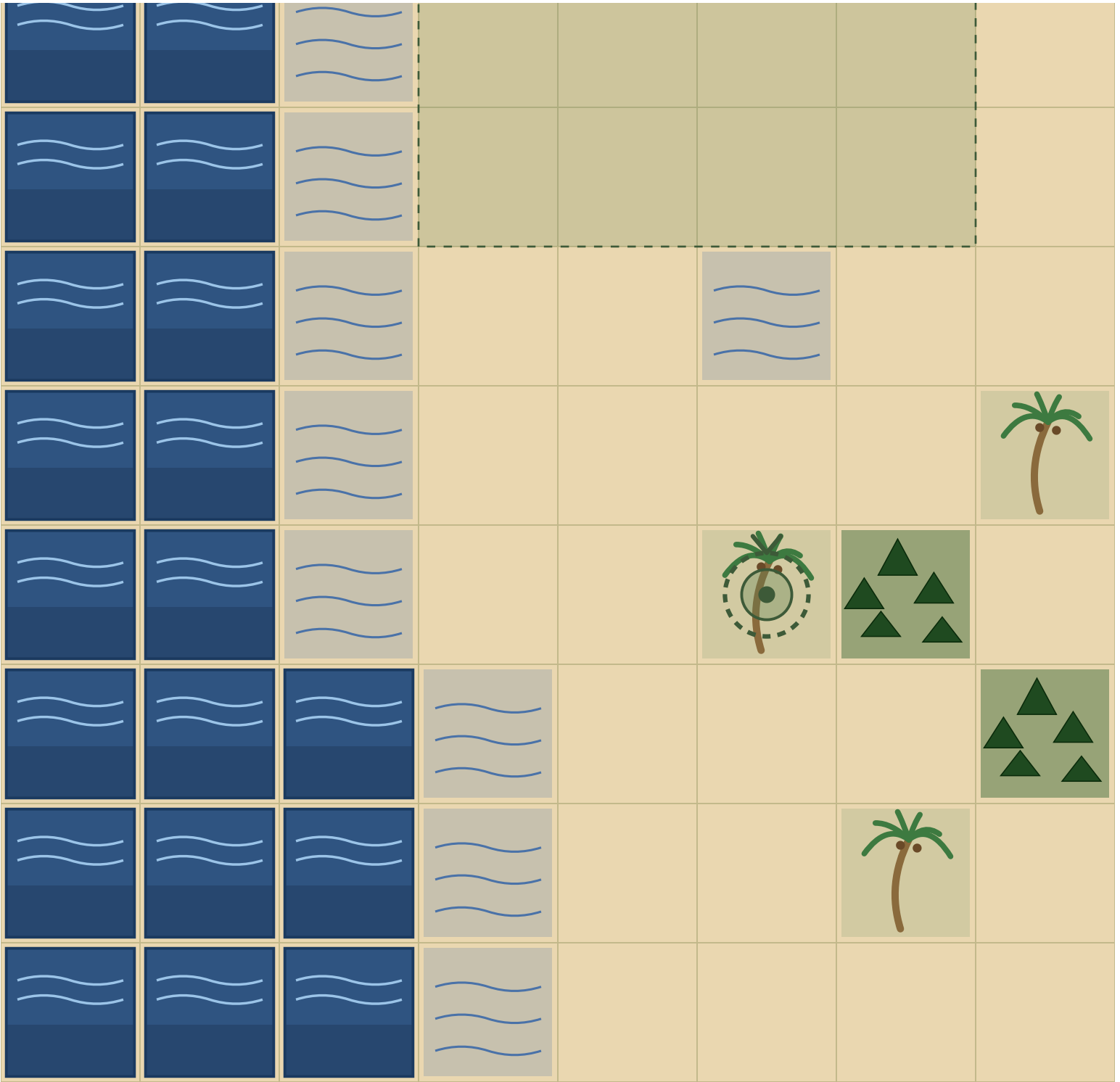
B1 below ↓

A2 right →

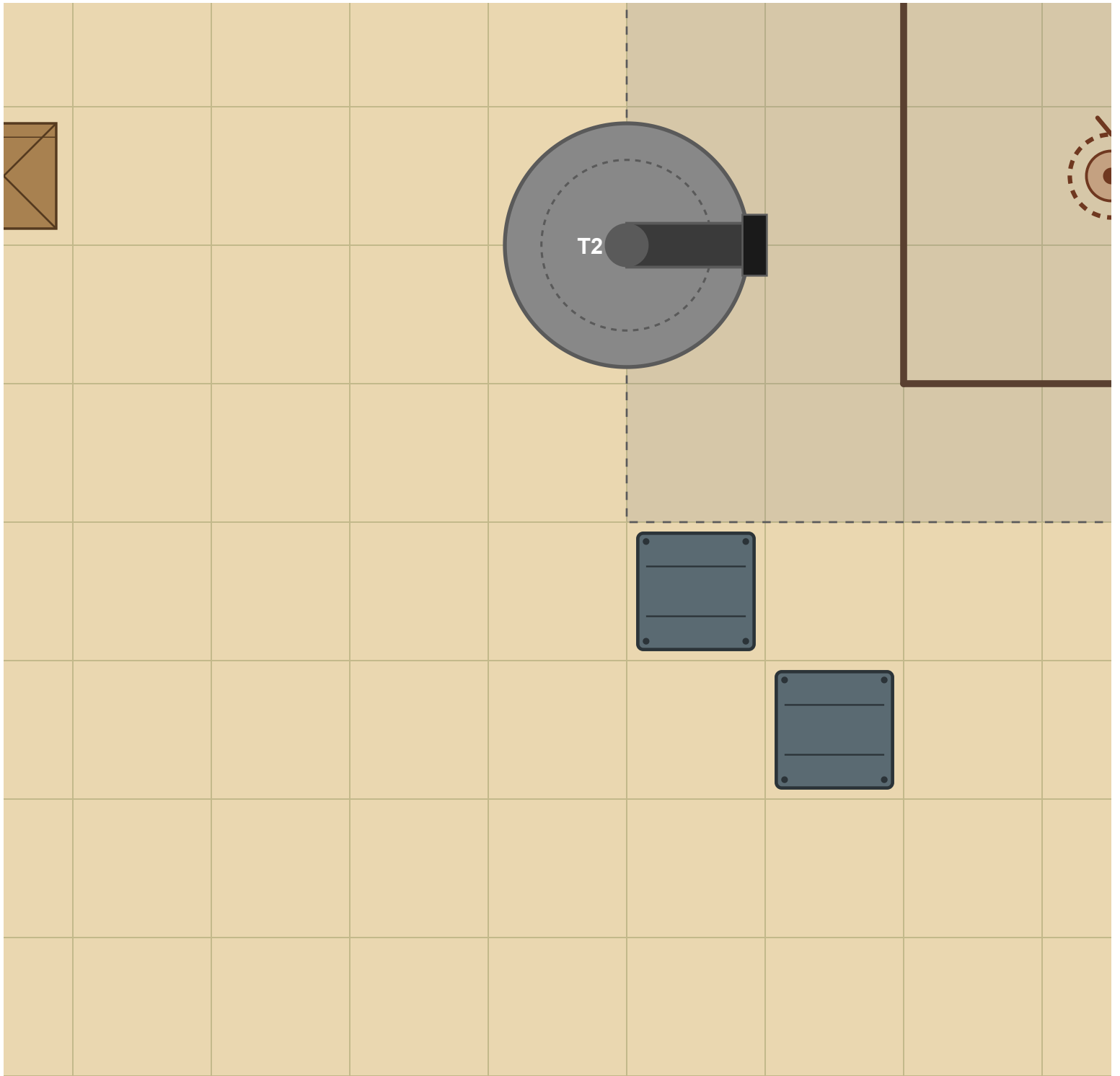


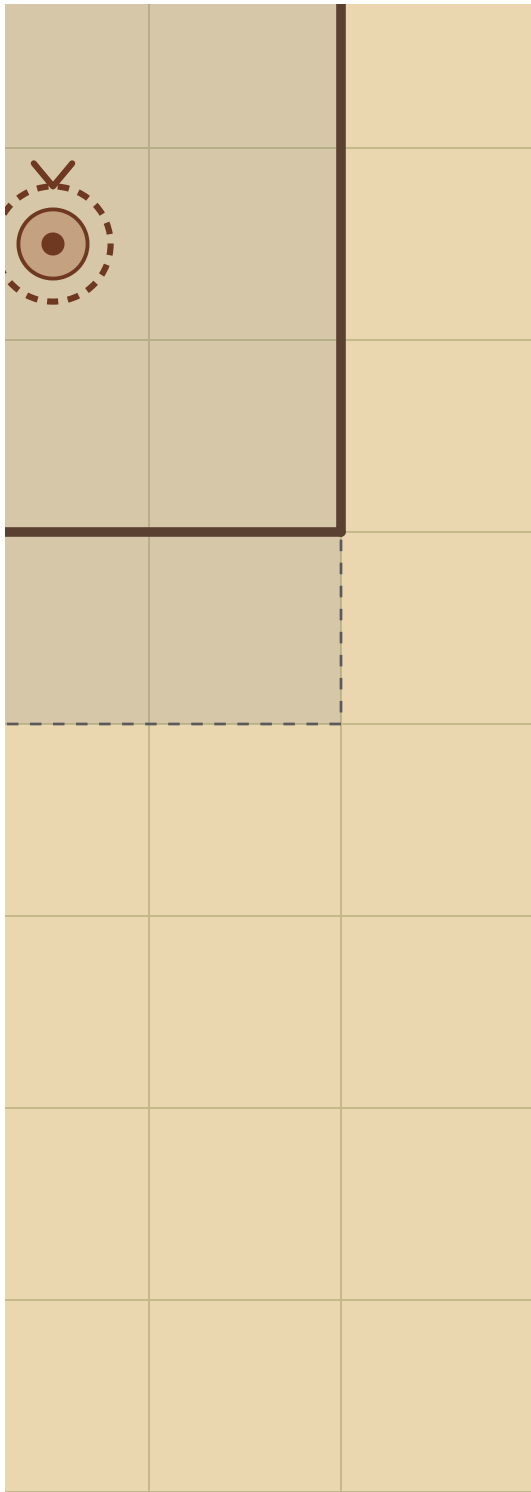


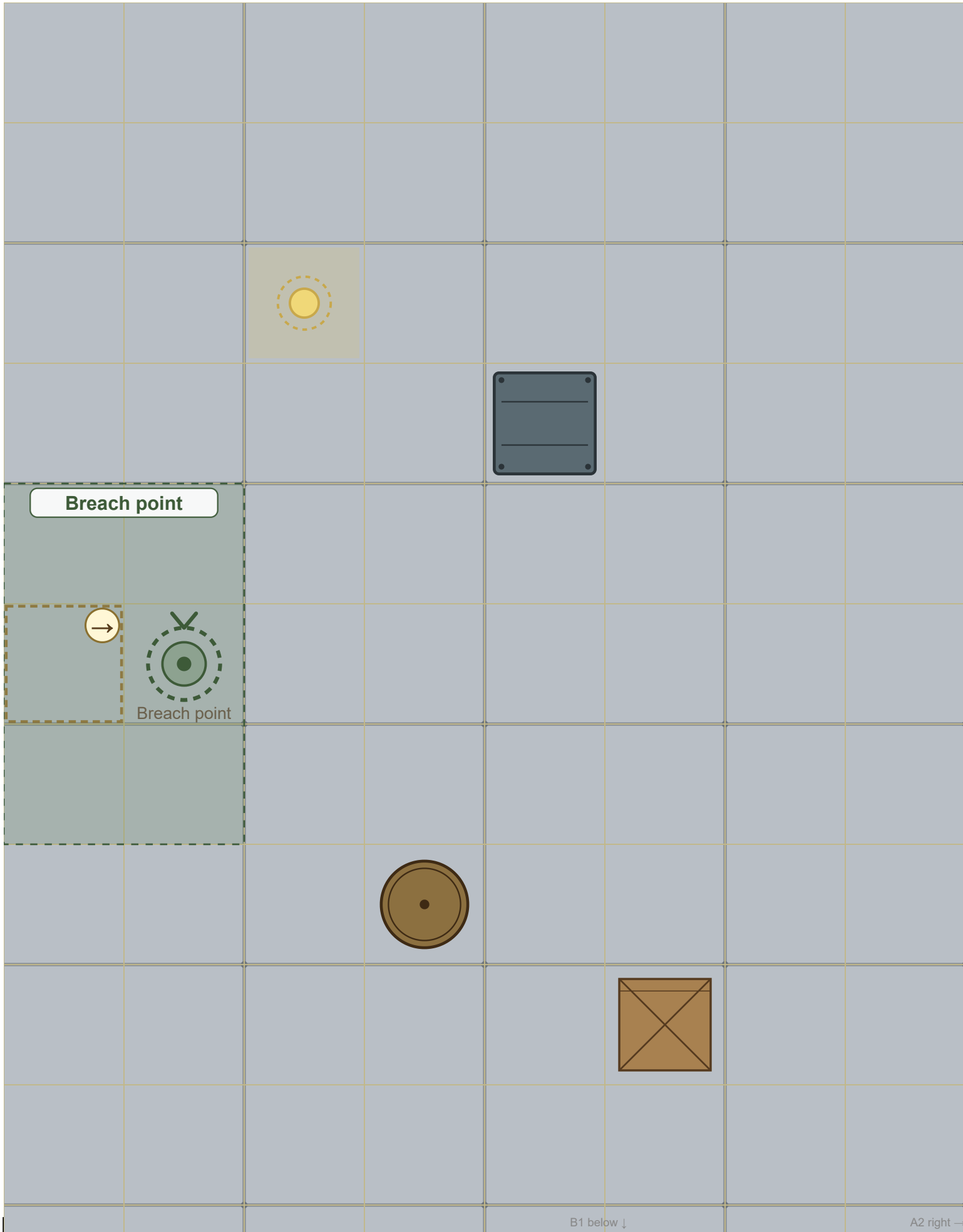














Security console

Data vault



Death Troopers

