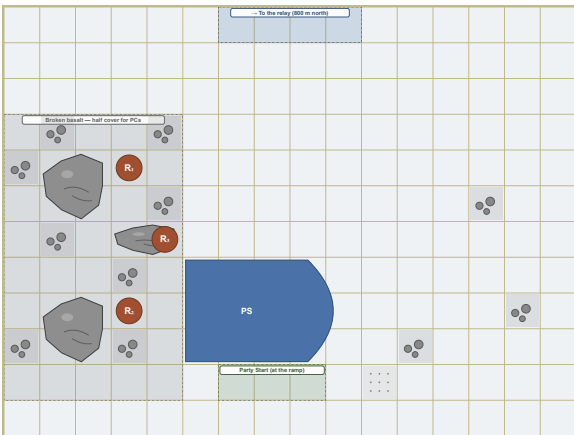


The Landing Zone – Tellan-7

FROZEN BASALT FLATS



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 with each other.

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

TERRAIN KEY

Rocks / scree

Difficult terrain

LEGEND

R₁ Tellan Rockmaw (pack lead) (Frozen Basalt Flats)

R₂ Tellan Rockmaw (Frozen Basalt Flats)

R₃ Tellan Rockmaw (Frozen Basalt Flats)

PS Party's ship (Frozen Basalt Flats)

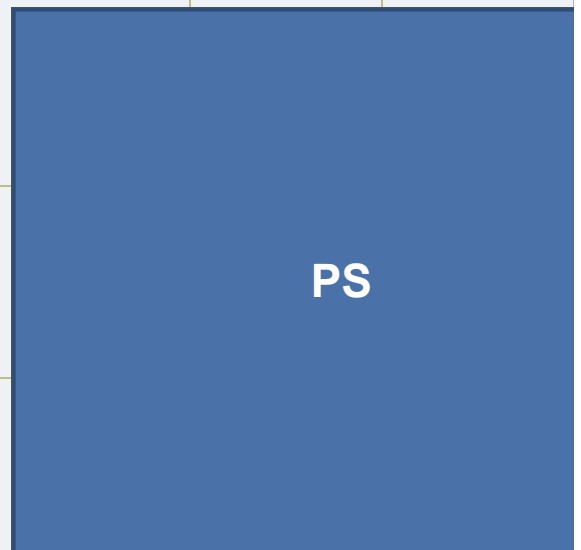
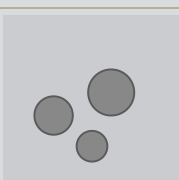
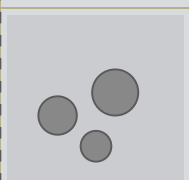
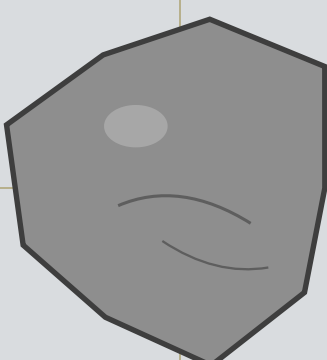
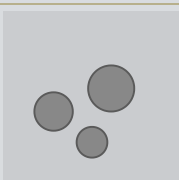
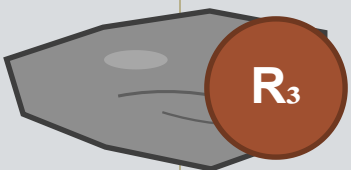
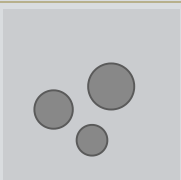
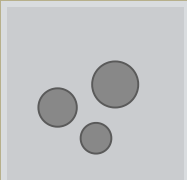
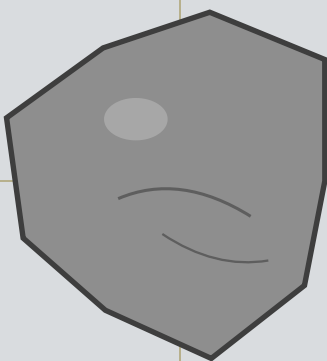
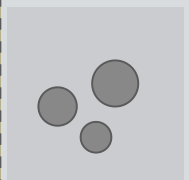
BB₁ Broken basalt outcrop (half cover) (Frozen Basalt Flats)

BB₂ Broken basalt outcrop (half cover) (Frozen Basalt Flats)

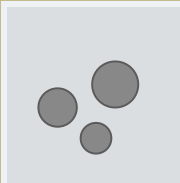
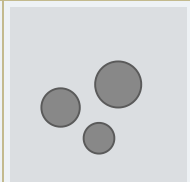
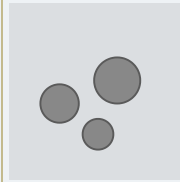
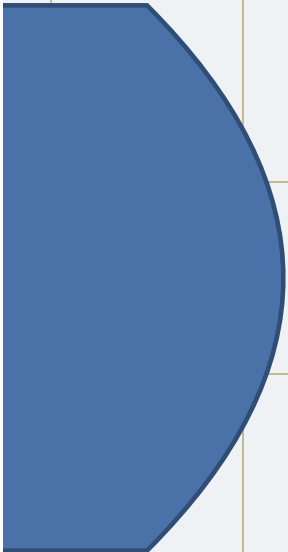
BB₃ Broken basalt outcrop (half cover) (Frozen Basalt Flats)

→ To the relay

Broken basalt — half cover for PCs



Play (800 m north)



the ramp)

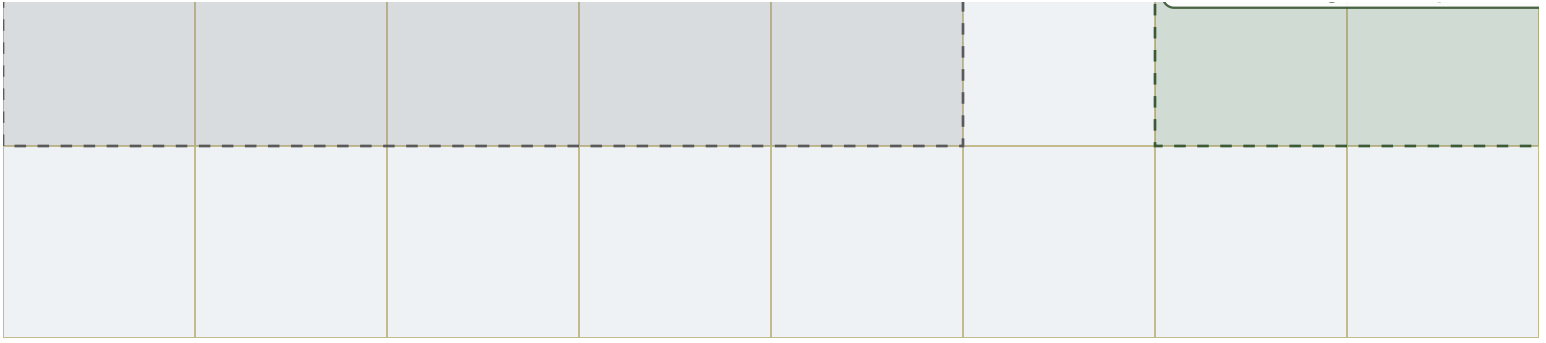
B2 below ↓

A3 right →



Tile **B1** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)

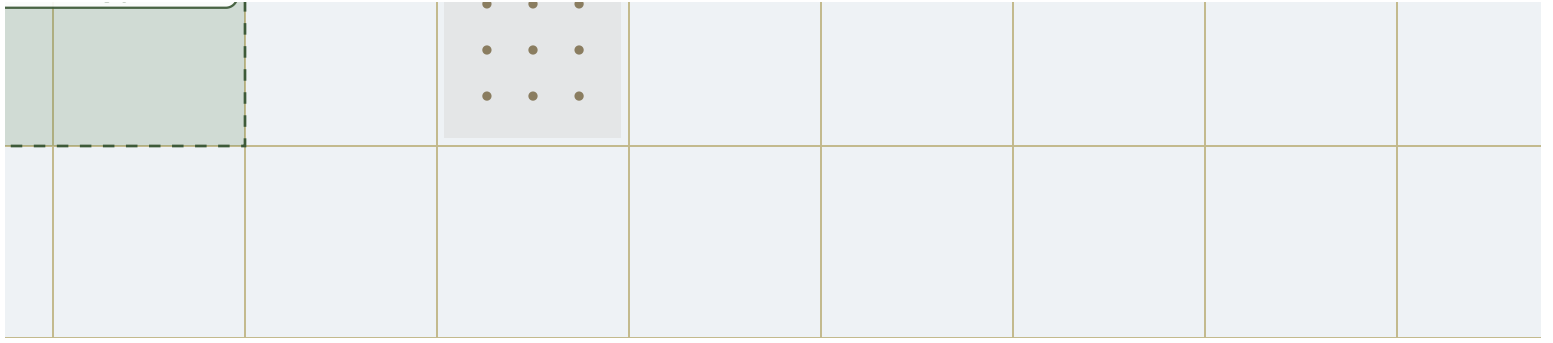


↑ A1 above

B2 right →

Tile **B2** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



B1 left

A2 above

B3 right

