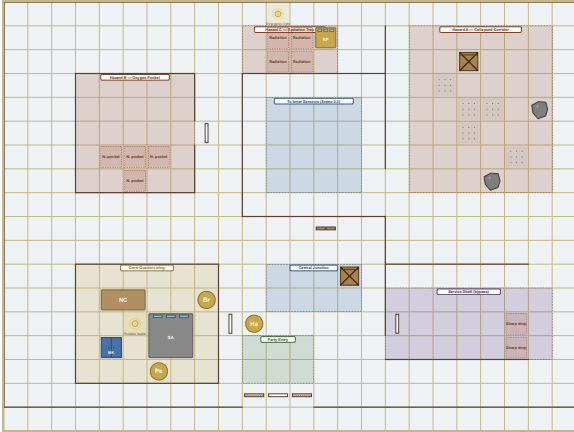


Outer Compound + Crew Quarters

OUTER COMPOUND



Map size: 24 × 18 cells = 120 × 90 ft (in-fiction) / 24" × 18" printed

Tile grid: 4 × 2 = 8 Letter pages

A1	A2	A3	A4
B1	B2	B3	B4

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

Wall
Difficult terrain

Hazard — N₂ pocket

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

Door

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

Light source — Emergency light

LEGEND

Ha Hada Verel (Devaronian salvage captain) (Outer Compound)

Br Brakk (Trandoshan muscle) (Outer Compound)

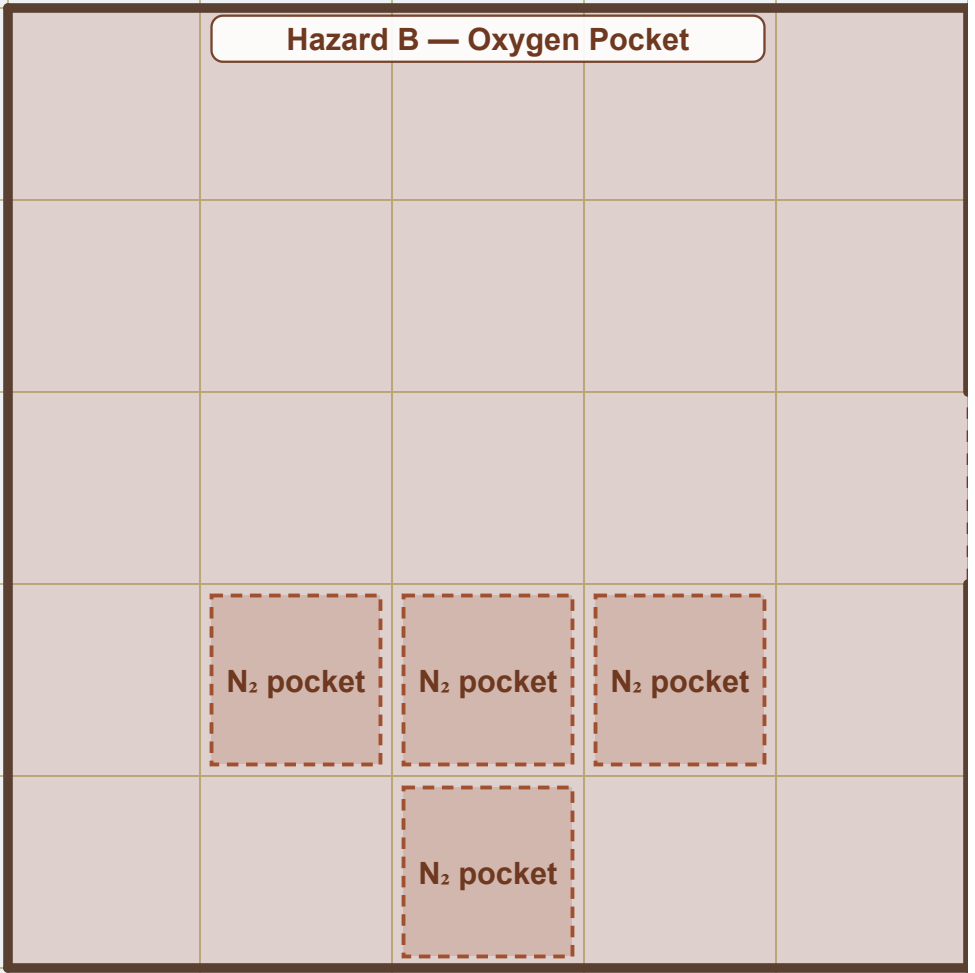
SA Half-disassembled sensor array (Outer Compound)

RP Reactor coupling panel (Use Computer DC 14) (Outer Compound)

Pe Pell (Sullustan slicer) (Outer Compound)

MK Medical kit (Outer Compound)

NC Nutrient crates (camp supplies) (Outer Compound)





Emergency light

Hazard C — Radiation Trap

Radiation

Radiation

Radiation

Radiation



RP

To Inner Sanctum (Scene 2.3)



Hazard A — Collapsed Corridor

