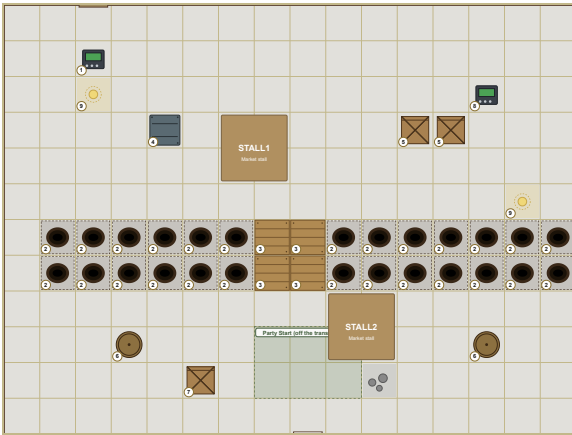


The Duros Quarter — a Nar Shaddaa Warren

THE DUROS QUARTER



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.

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

TERRAIN KEY

Wall

Control terminal — Coffin-hostel (room 9-114)

Boardwalk / pier — Rope-bridge (the crossing)

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

Light source — Flickering signage

Door

Pit — The drop (gap in the decking)

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

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

Rocks / scree

MAP KEY

1. Coffin-hostel (room 9-114)

3. Rope-bridge (the crossing)

5. Stacked crates

7. Supply crate

9. Flickering signage

2. The drop (gap in the decking)

4. Cargo container

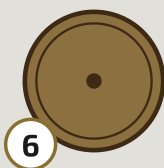
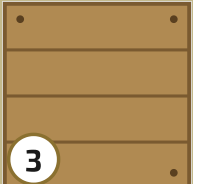
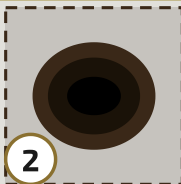
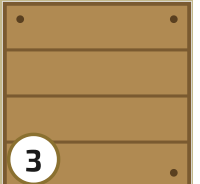
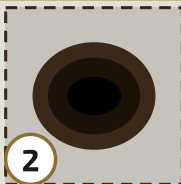
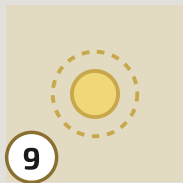
6. Fuel drum

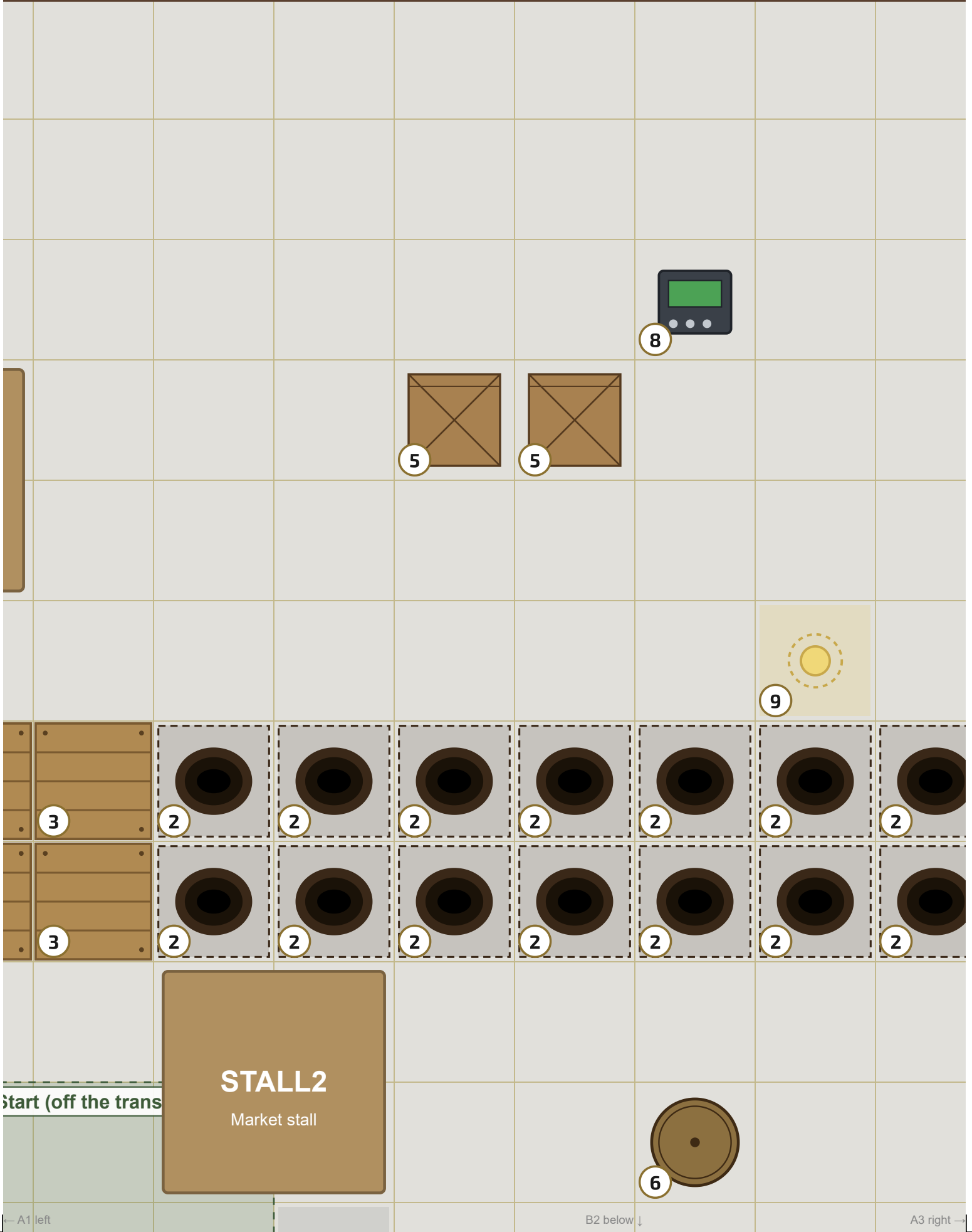
8. Passage-broker's kiosk

LEGEND

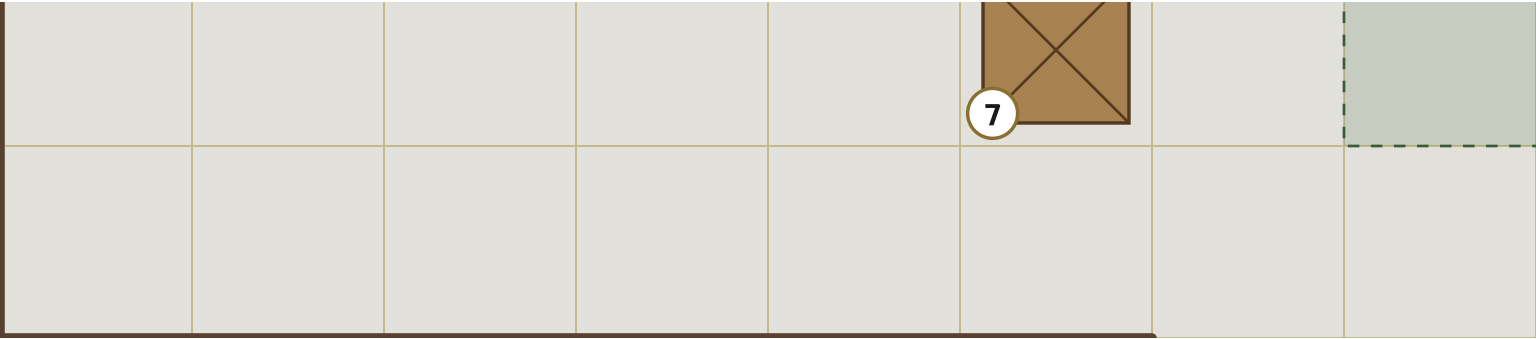
TALL Market stall (full cover)

TALL Market stall (full cover)













Title **B3** of B3

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B2 left

↑ A3 above