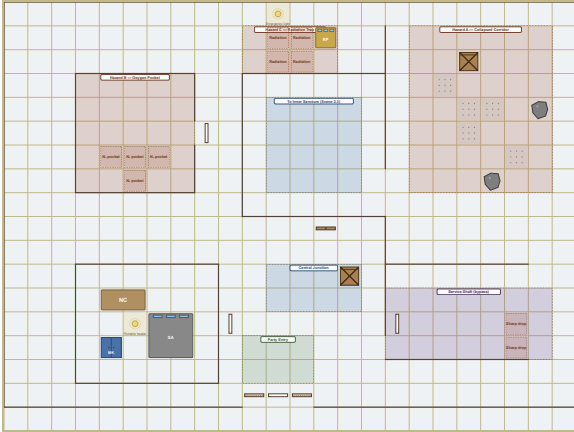


# Outer Compound + Crew Quarters

## 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.

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

### TERRAIN KEY

**Wall**

**Difficult terrain**

**Hazard** — N<sub>2</sub> 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

**MK** Medical kit (Outer Compound)

**NC** Nutrient crates (camp supplies) (Outer Compound)

**SA** Half-disassembled sensor array (Outer Compound)

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

**Hazard B — Oxygen Pocket**

**N<sub>2</sub> pocket**

**N<sub>2</sub> pocket**

**N<sub>2</sub> pocket**

**N<sub>2</sub> pocket**



Emergency light

Hazard C — Radiation Trap

Radiation

Radiation

Radiation

Radiation



RP

To Inner Sanctum (Scene 2.3)



Hazard A — Collapsed Corridor

