



# MAP BOARD REFERENCE SHEET

## 1 THE SUBWAY



Occupation Limit



Difficult Terrain



BOUNDARY TYPE					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓

### AREA BOUNDARIES

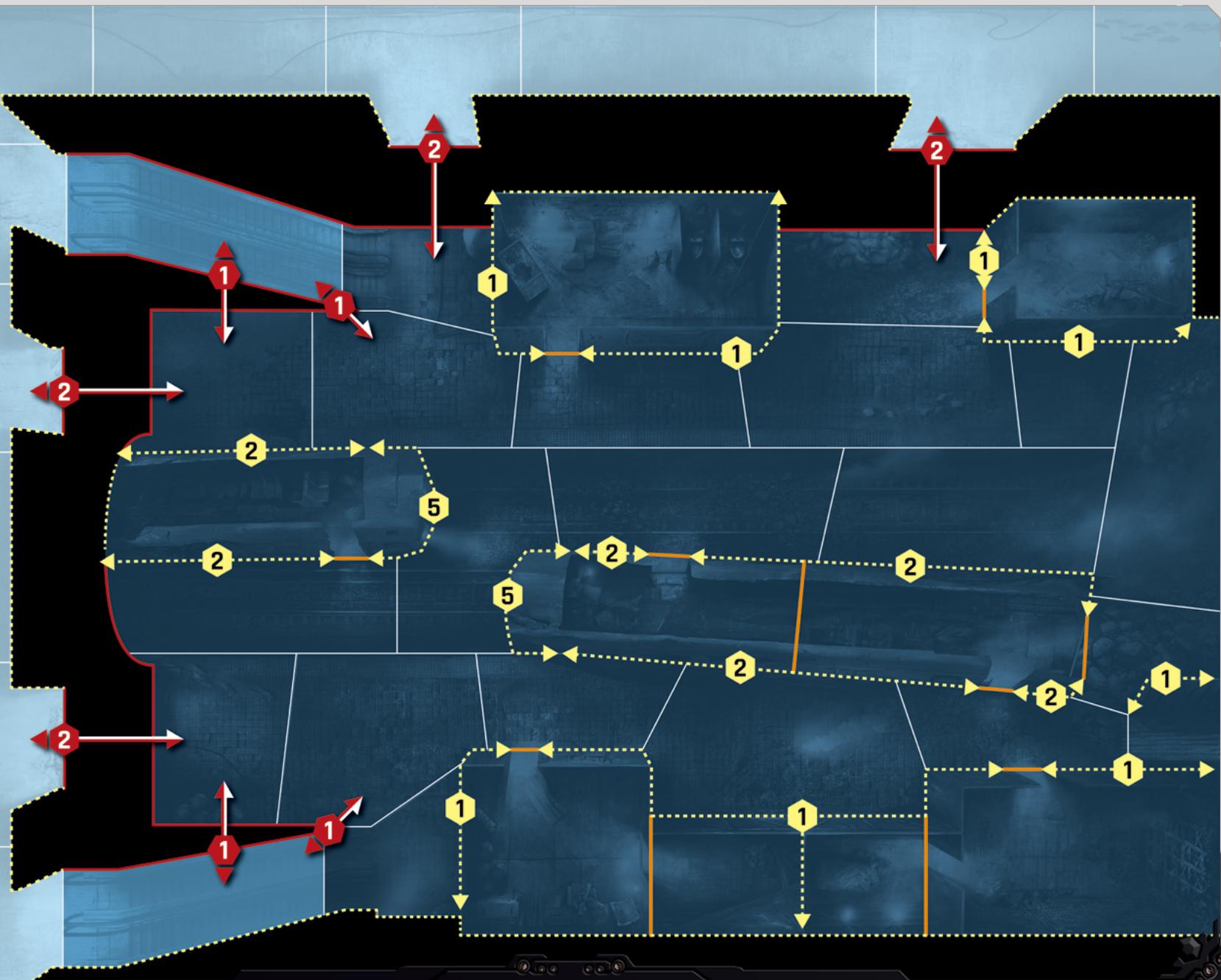
- Wall
- Level X wall

### ELEVATION LEVELS

- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Climb
- Level X Climb/ Drop





# MAP BOARD REFERENCE SHEET

## 2 CRIME ALLEY



Occupation Limit



Difficult Terrain



BOUNDARY TYPE	Orange	White	Red	Yellow	BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓

### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

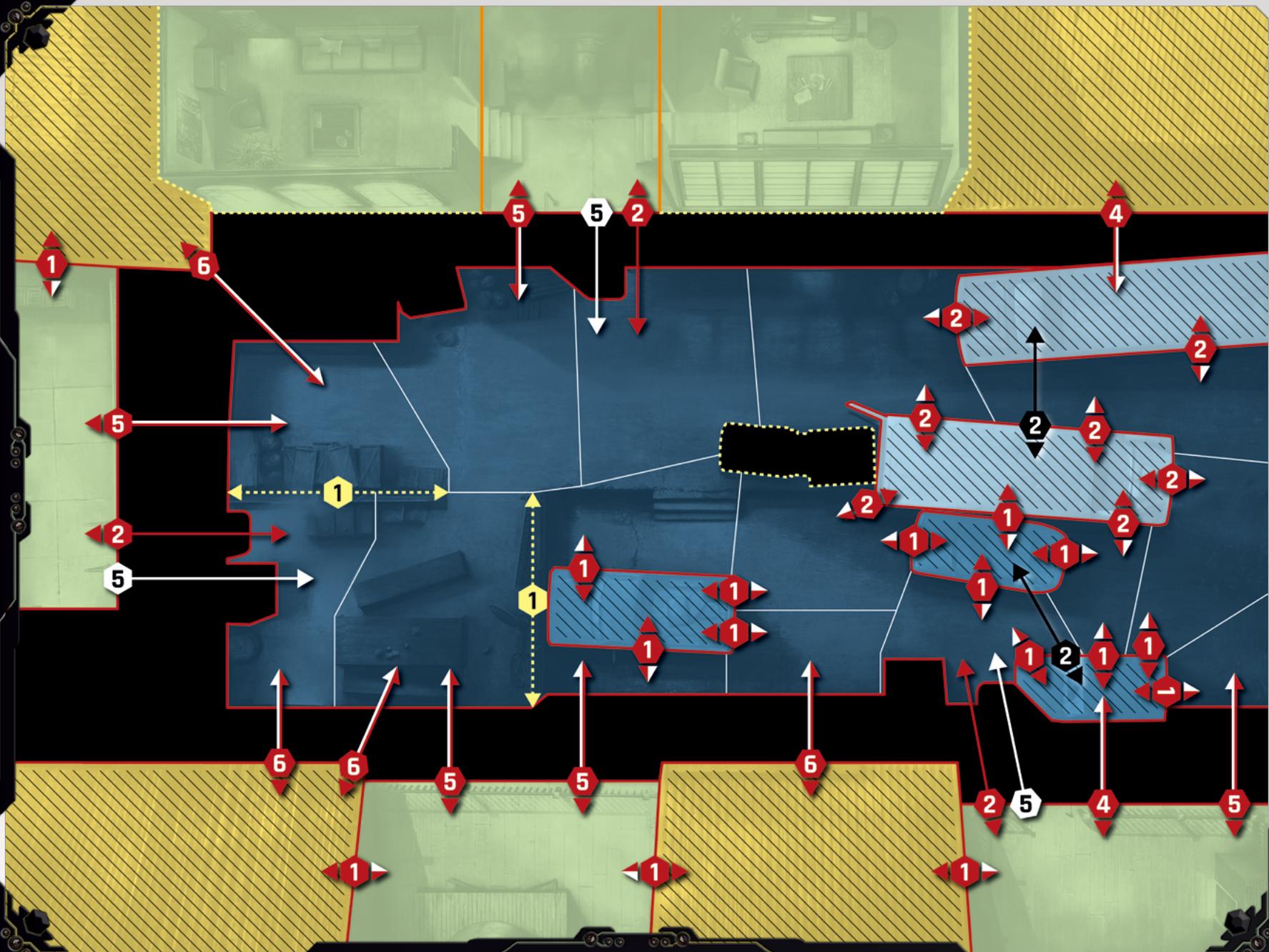
- Level 6
- Level 5
- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Jump
- Level X Climb
- Level X Drop
- Level X Climb/ Drop

### AREAS

- Obstruction



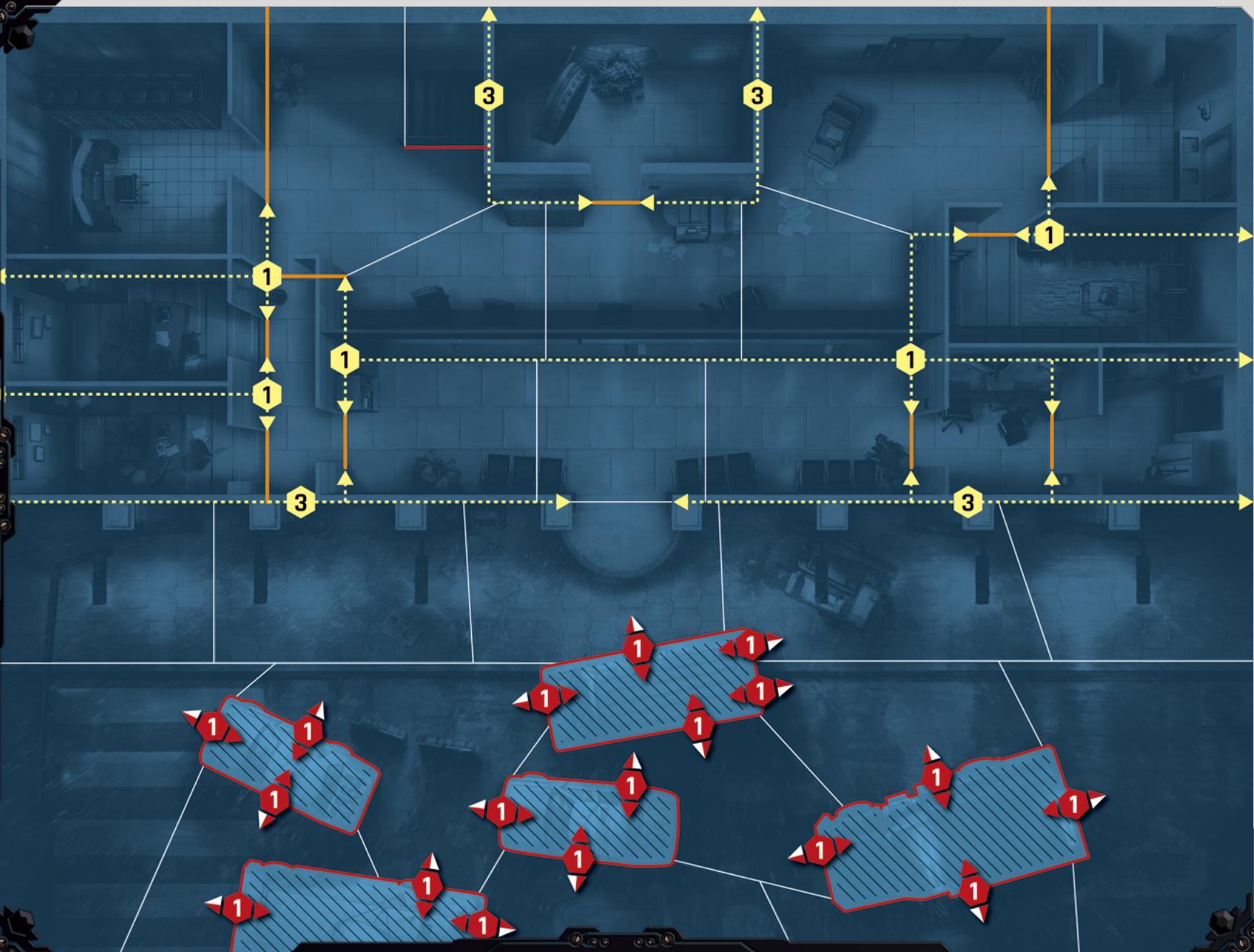


# MAP BOARD REFERENCE SHEET

## 3 THE BANK

Occupation Limit

BOUNDARY TYPE					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



**AREA BOUNDARIES**

- Wall
- Level X wall

**ELEVATION LEVELS**

- Level 1
- Level 0

**SPECIAL MOVES**

- Level X Climb
- Level X Climb/ Drop

**AREAS**

- Obstruction

**LINE OF SIGHT TOOLS**



# MAP BOARD REFERENCE SHEET

## 4 ACE CHEMICALS



Occupation Limit



Dangerous Terrain



### BOUNDARY TYPE

BOUNDARY TYPE	Orange	White	Red	Yellow	BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓

### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

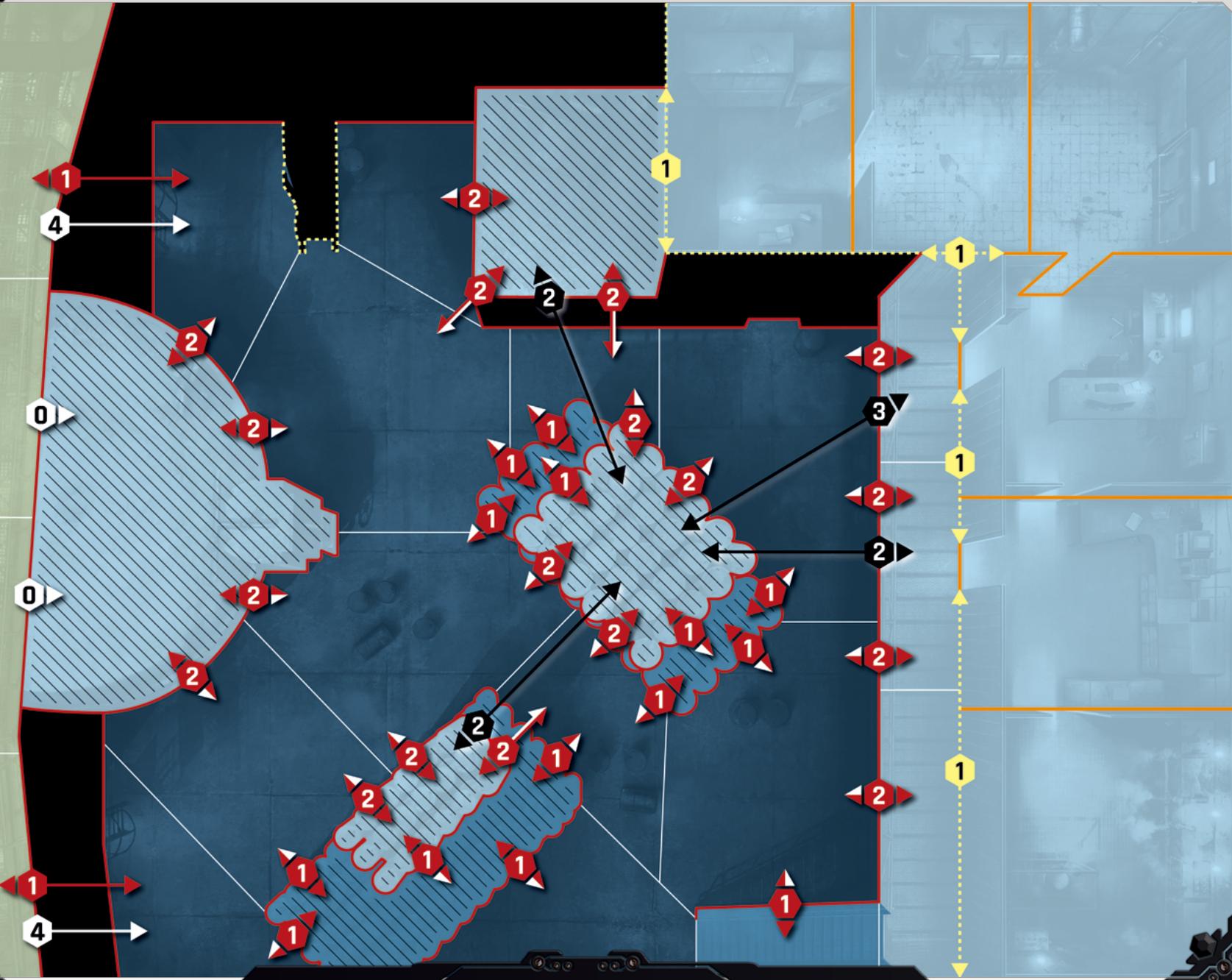
- Level 4
- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Jump
- Level X Climb
- Level X Drop
- Level X Climb/ Drop

### AREAS

- Obstruction



LINE OF SIGHT TOOLS



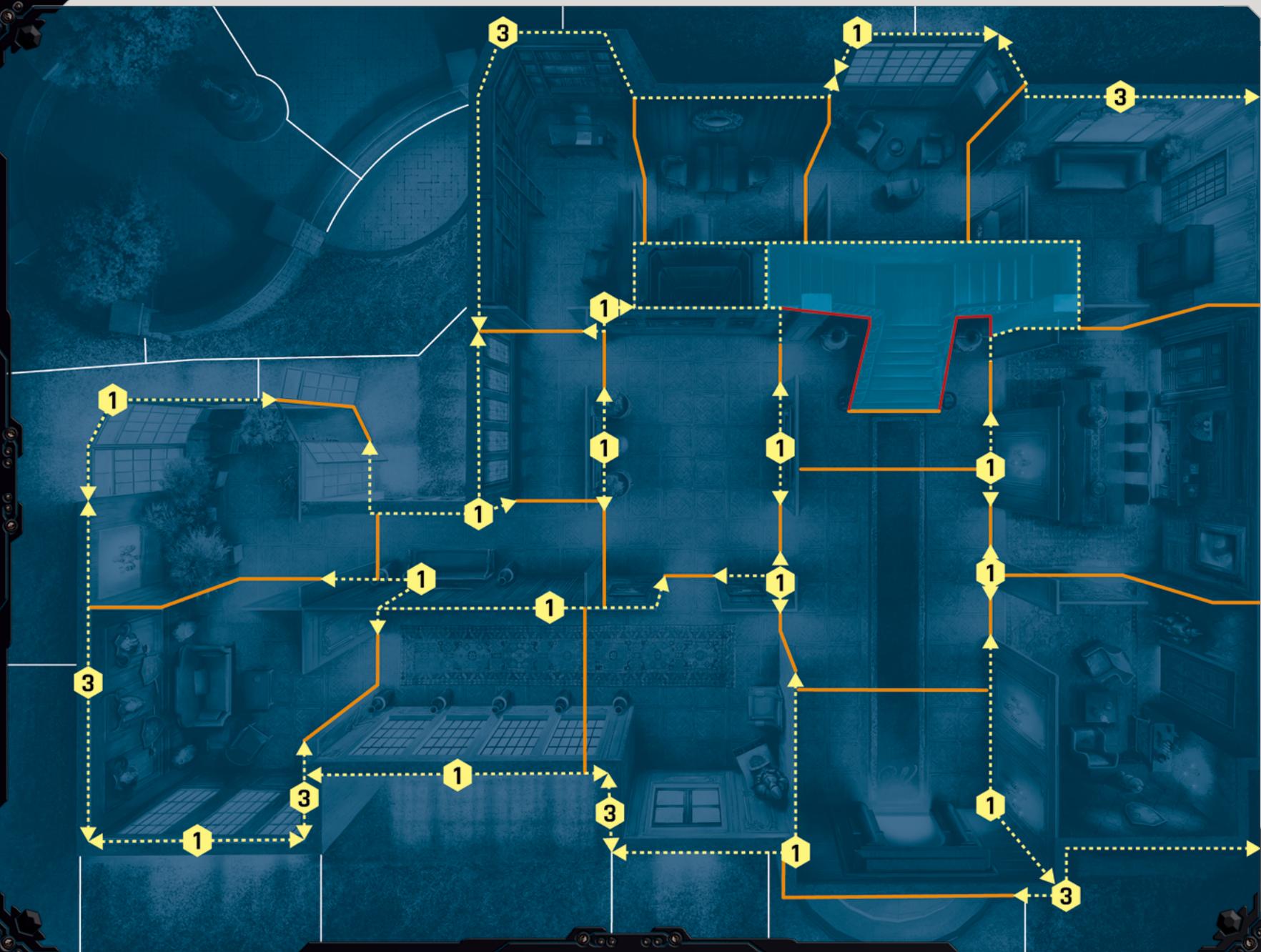


# MAP BOARD REFERENCE SHEET

## 5 WAYNE MANOR

Occupation Limit

BOUNDARY TYPE					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



**AREA BOUNDARIES**

- Wall
- Level X wall

**ELEVATION LEVELS**

- Level 1
- Level 0

**LINE OF SIGHT TOOLS**



# MAP BOARD REFERENCE SHEET

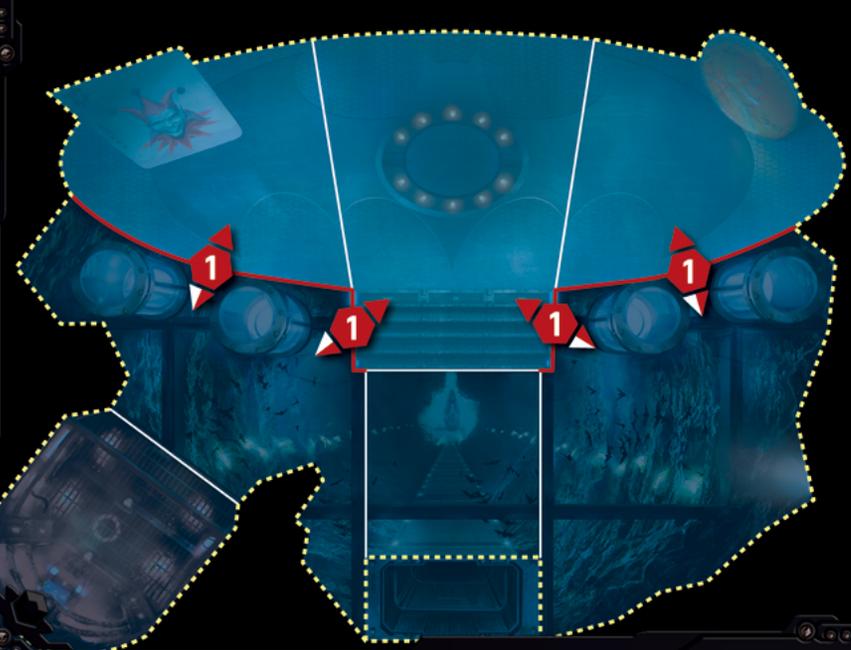
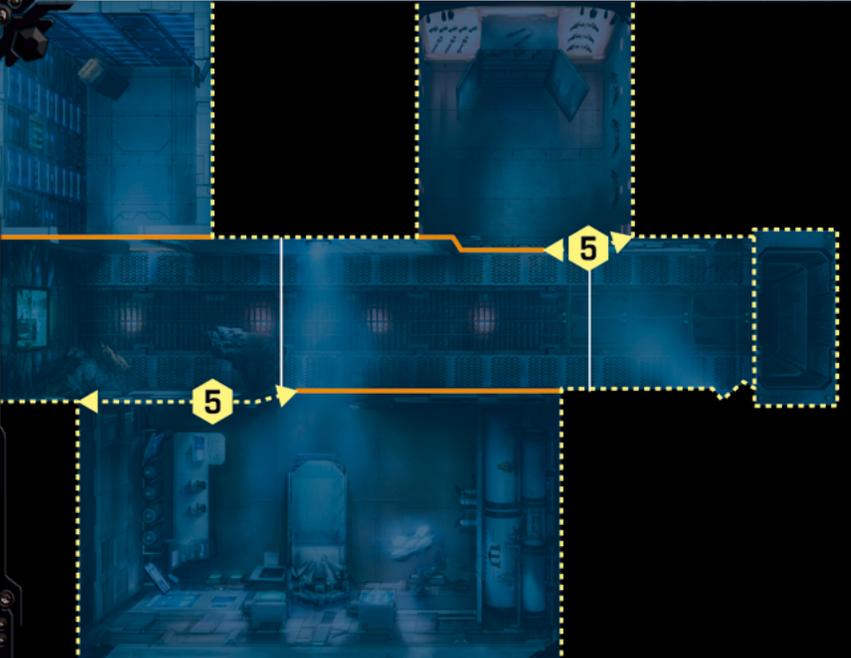
## 6 THE BATCAVE



Occupation  
Limit



BOUNDARY TYPE	Orange	White	Red	Yellow	BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Climb
- Level X Drop
- Level X Climb/ Drop





# MAP BOARD REFERENCE SHEET

## 7 ARKHAM ASYLUM



Occupation  
Limit



### BOUNDARY TYPE

					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

- Level 0





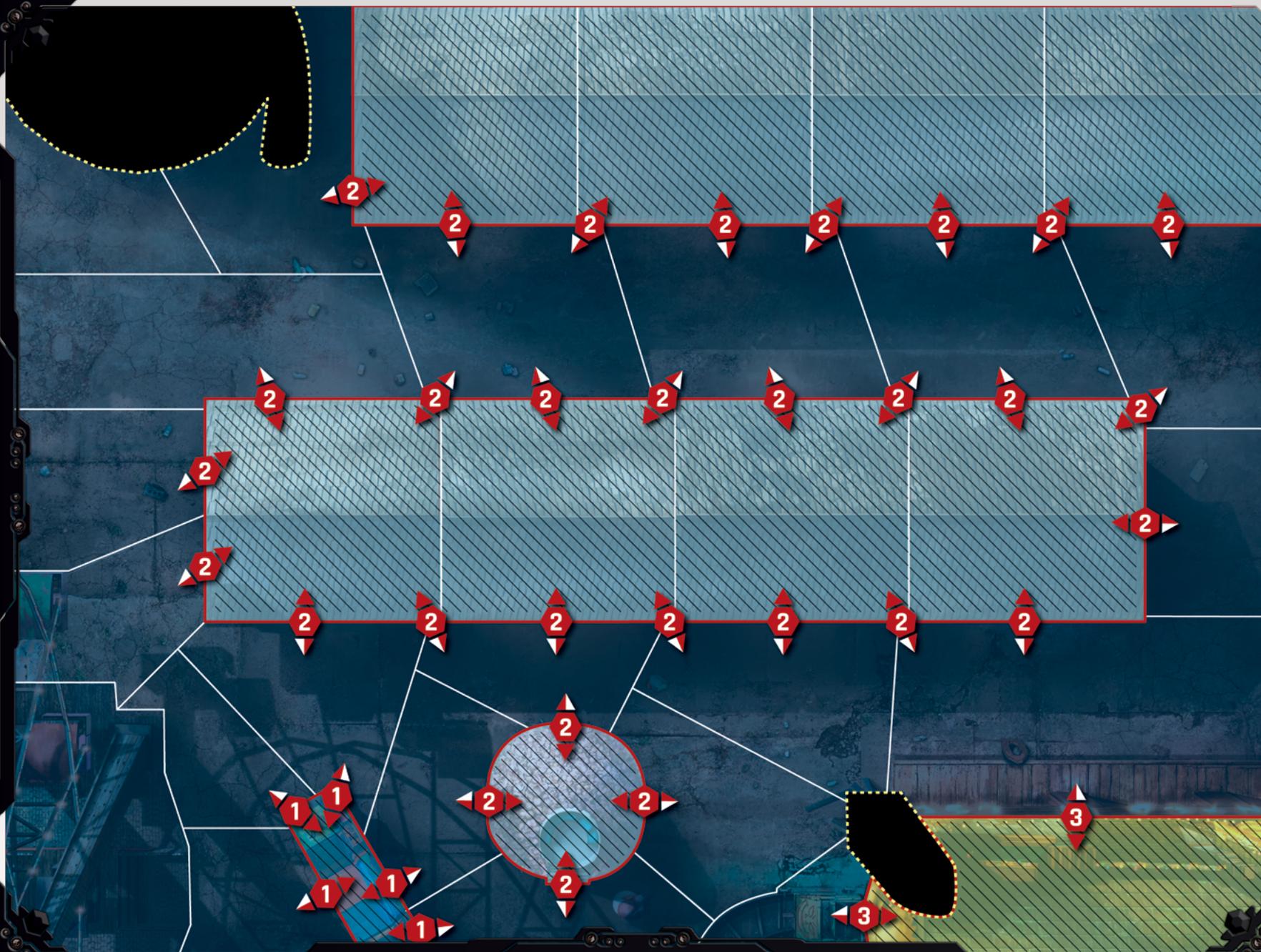
# MAP BOARD REFERENCE SHEET

## 8 JOKERLAND

Occupation Limit

Dangerous Terrain

BOUNDARY TYPE					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

- Level 3
- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Climb/ Drop

### AREAS

- Obstruction

### JOKERLAND OVERLAYS

- All walls are Level 1
- All boundaries are Orange

LINE OF SIGHT TOOLS



# MAP BOARD REFERENCE SHEET

## 9 THE SEWERS

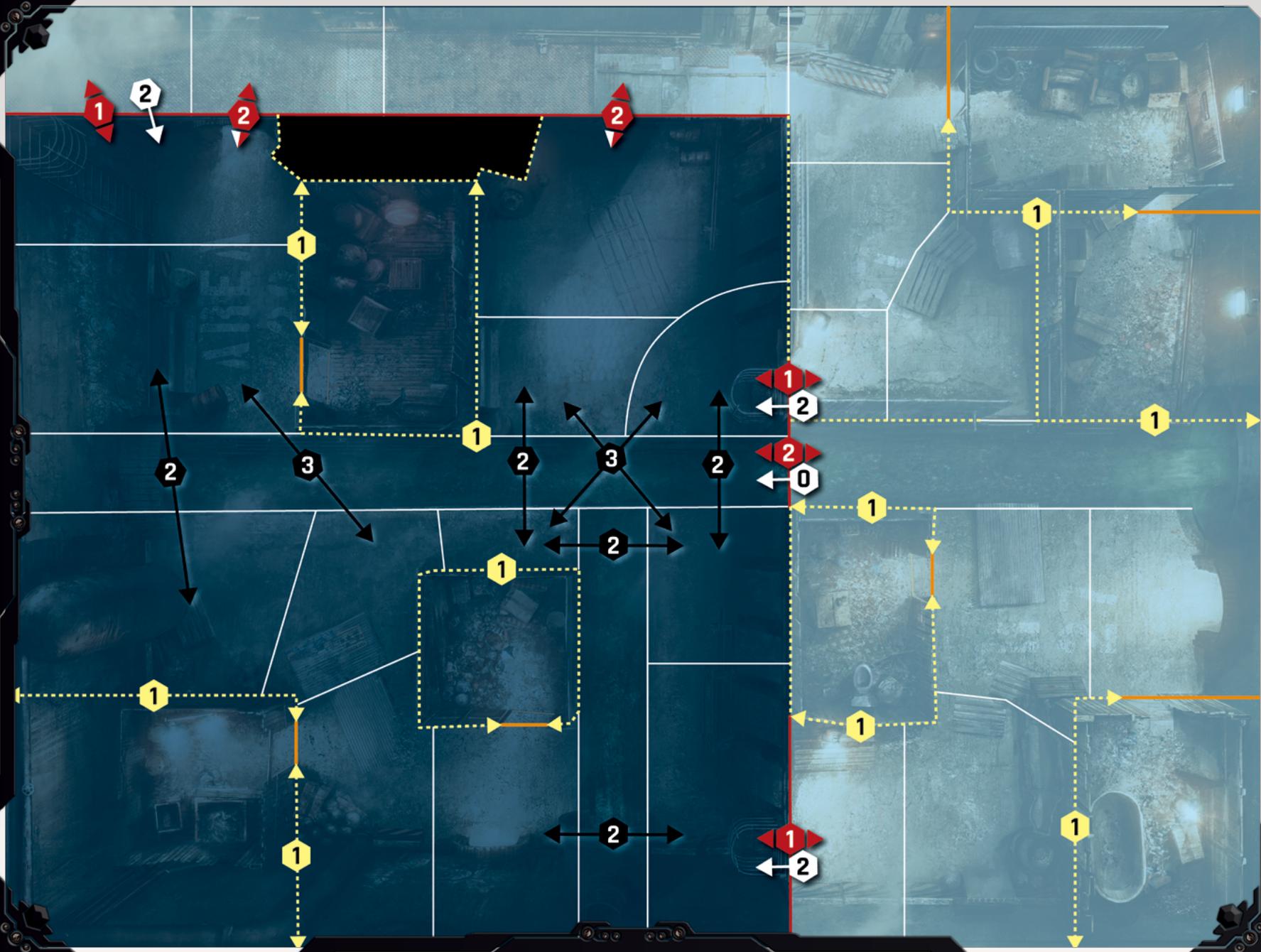


Occupation  
Limit



### BOUNDARY TYPE

					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

- Level 1
- Level 0

### SPECIAL MOVES

- Level X Jump
- Level X Climb
- Level X Drop
- Level X Climb/ Drop

LINE OF SIGHT  
TOOLS





# MAP BOARD REFERENCE SHEET

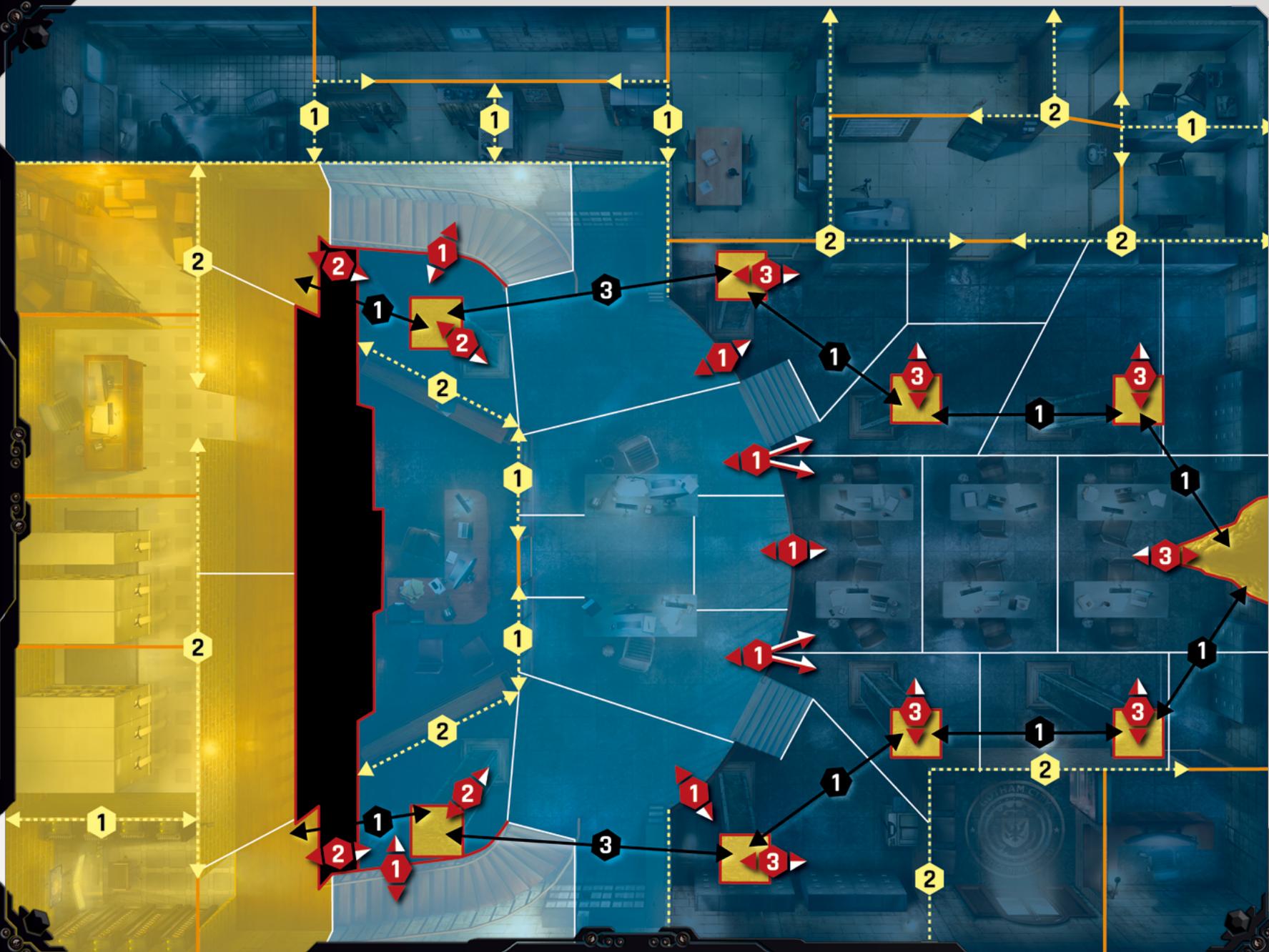
## 10 GCPD OFFICES



Occupation  
Limit



BOUNDARY TYPE	Orange	White	Red	Yellow	BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

- Level 3
- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Jump
- Level X Climb
- Level X Climb/ Drop

LINE OF SIGHT  
TOOLS





# MAP BOARD REFERENCE SHEET

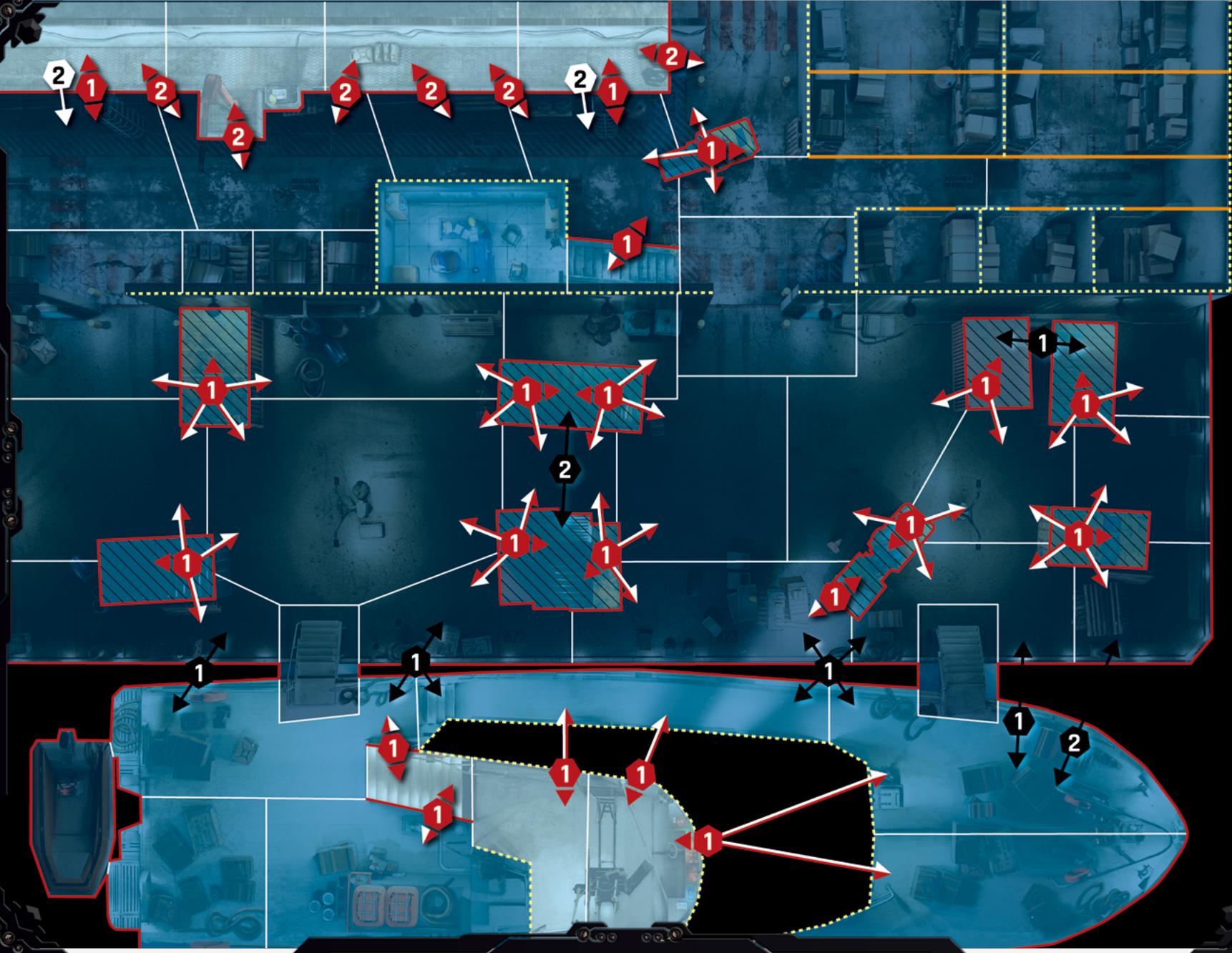
## 11 THE DOCKS



Occupation  
Limit



BOUNDARY TYPE	Orange	White	Red	Yellow Dashed	BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓



### AREA BOUNDARIES

- Wall
- Level X wall

### ELEVATION LEVELS

- Level 2
- Level 1
- Level 0

### SPECIAL MOVES

- Level X Jump
- Level X Drop
- Level X Climb
- Level X Climb/ Drop

### AREAS

- Obstruction

LINE OF SIGHT TOOLS



# MAP BOARD REFERENCE SHEET

## 12 THE ZEPPELIN



Occupation  
Limit



### BOUNDARY TYPE

					BROKEN WALL TOKEN
Adjacent Moves	✓	✓	✗	✗	✓
Other Move types	N/A	N/A	AS INDICATED	✗	✗
Drawing Lines of Sight	✓	✓	✓	✗	✗
Automatic Line of Sight	✓	✗	✗	✗	✓

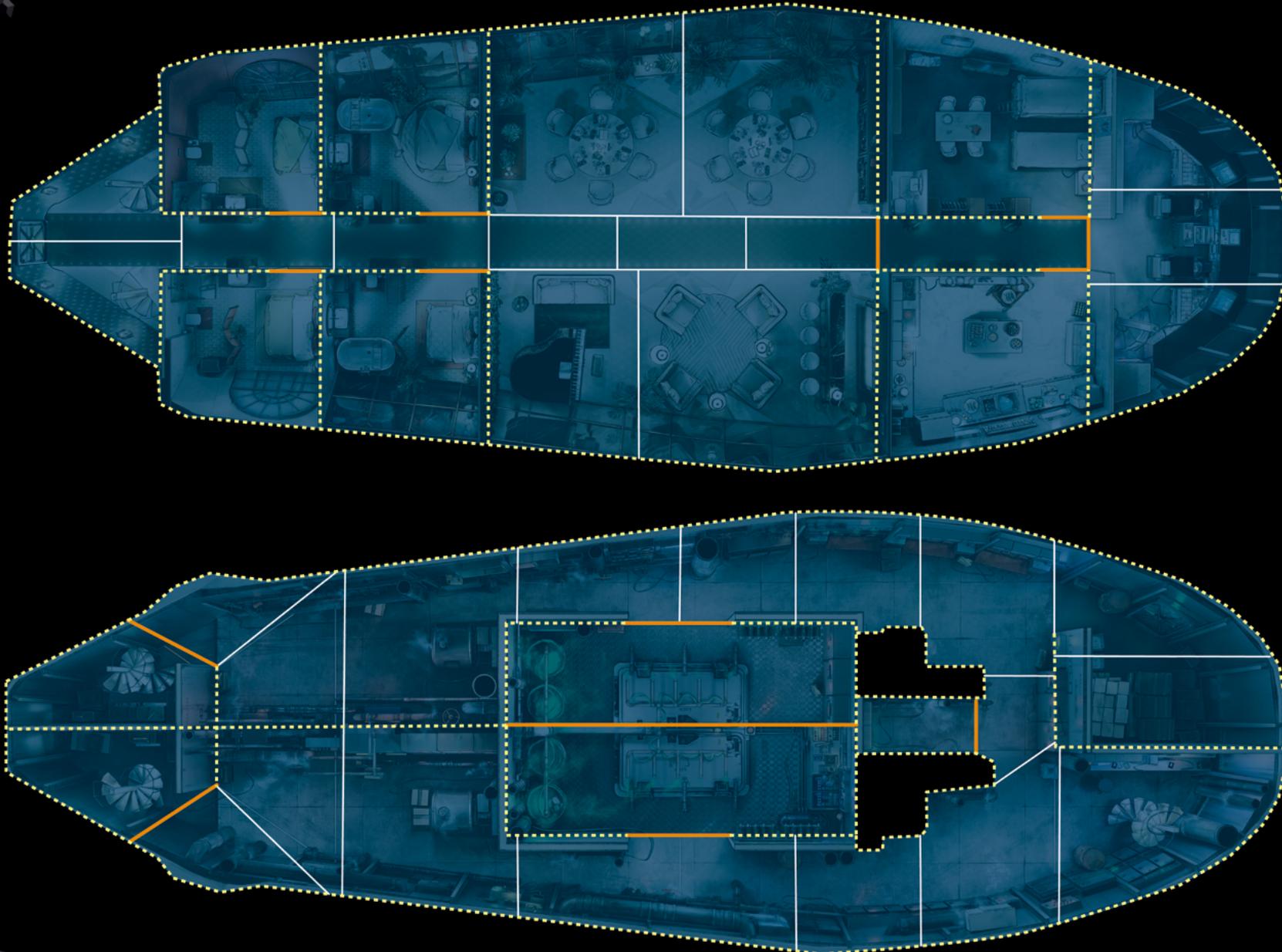
### AREA BOUNDARIES

Wall

Level X wall

### ELEVATION LEVELS

Level 0



LINE OF SIGHT  
TOOLS

