



# 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

LINE OF SIGHT  
TOOLS







# MAP BOARD REFERENCE SHEET

2

## CRIME ALLEY



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 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

LINE OF SIGHT  
TOOLS







# MAP BOARD REFERENCE SHEET

3

## THE BANK



Occupation  
Limit



### BOUNDARY TYPE

Adjacent Moves  
Other Move types  
Drawing Lines of Sight  
Automatic Line of Sight



### BROKEN WALL TOKEN

✓  
N/A  
✓  
✓

✓  
N/A  
✓  
✗

✗  
AS  
INDICATED  
✓  
✗

✗  
✗  
✗  
✗

✓  
✗  
✗  
✓

### 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



(WOUNDS)

## BOUNDARY TYPE

Adjacent Moves

Other Move types

Drawing Lines of Sight

Automatic Line of Sight



N/A



N/A



AS  
INDICATED



X



## BROKEN WALL TOKEN

✓

X

X

✓

## 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

Adjacent Moves  
Other Move types  
Drawing Lines of Sight  
Automatic Line of Sight



### BROKEN WALL TOKEN

✓  
N/A  
✓  
✓

✓  
N/A  
✓  
✗

✗  
AS  
INDICATED  
✓  
✗

✗  
✗  
✗  
✗

✓  
✗  
✗  
✓

### AREA BOUNDARIES

--- Wall

X Level X wall

### ELEVATION LEVELS

Level 2

Level 1

Level 0

### SPECIAL MOVES

X Level X  
Climb

X Level X Drop

X Level X  
Climb/ Drop

LINE OF SIGHT  
TOOLS







# MAP BOARD REFERENCE SHEET

## 7 ARKHAM ASYLUM



Occupation  
Limit



### BOUNDARY TYPE

Adjacent Moves  
Other Move types  
Drawing Lines of Sight  
Automatic Line of Sight



### BROKEN WALL TOKEN

✓  
N/A  
✓  
✓

✓  
N/A  
✓  
✗

✗  
AS  
INDICATED  
✓  
✗

✗  
✗  
✗  
✗

✓  
✗  
✗  
✓

### AREA BOUNDARIES

Wall

Level X wall

### ELEVATION LEVELS



Level 0

LINE OF SIGHT  
TOOLS







# MAP BOARD REFERENCE SHEET

8

JOKERLAND



Occupation  
Limit



Dangerous  
Terrain



## BOUNDARY TYPE

Adjacent Moves  
Other Move types  
Drawing Lines of Sight  
Automatic Line of Sight

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

## BROKEN WALL TOKEN

✓  
✗  
✗  
✓

## 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

Adjacent Moves  
Other Move types  
Drawing Lines of Sight  
Automatic Line of Sight



### BROKEN WALL TOKEN

✓  
N/A  
✓  
✓

✓  
N/A  
✓  
✗

✗  
AS  
INDICATED  
✓  
✗

✗  
✗  
✗  
✗

✓  
✗  
✗  
✓

### 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

					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

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## THE DOCKS



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 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

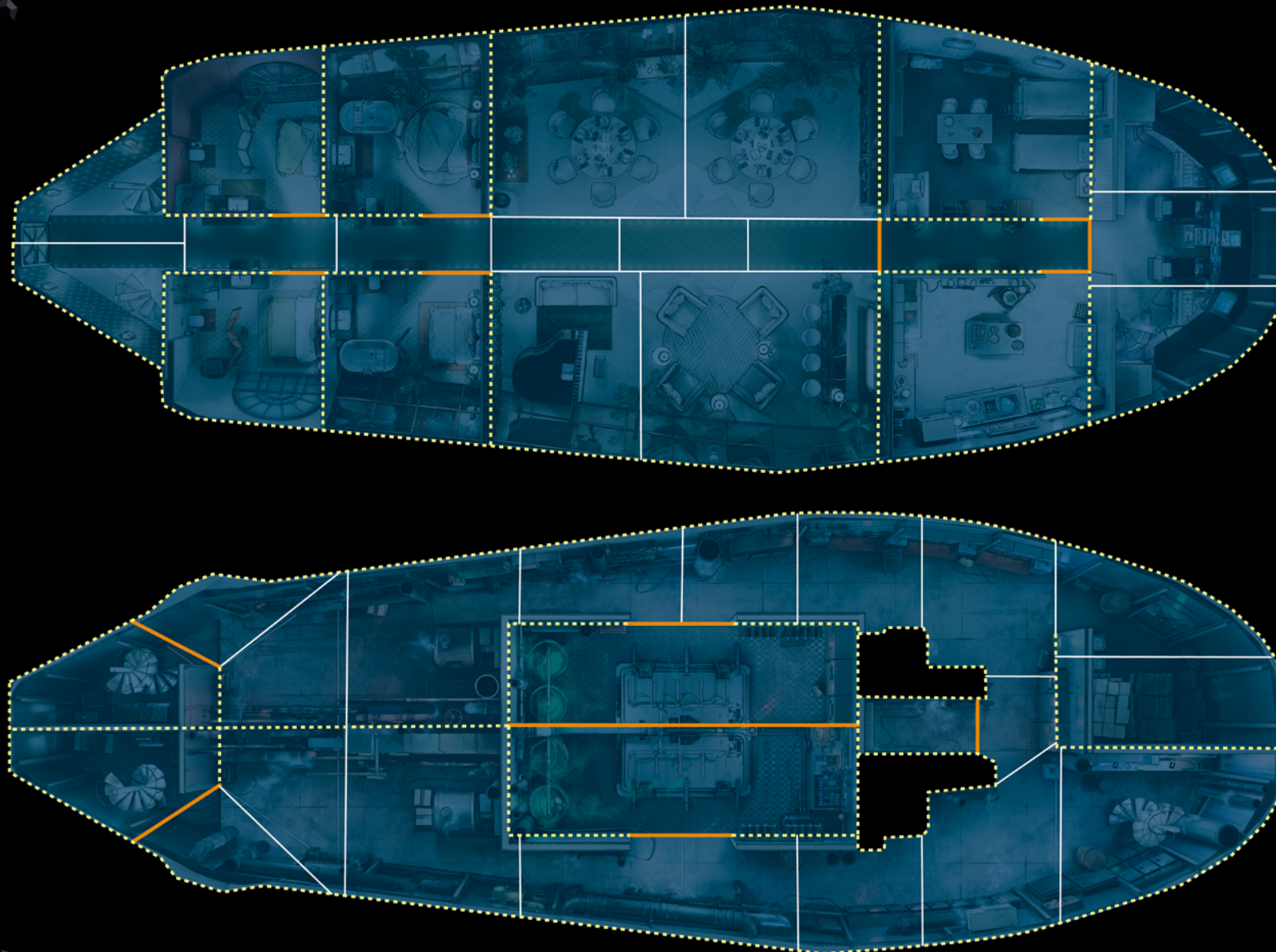
Wall

Level X wall

### ELEVATION LEVELS



Level 0



LINE OF SIGHT  
TOOLS

