



## Player's Guides

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Any game elements indicated with the † symbol may only be used with the Golden Age format.

Any game elements indicated with the ‡ symbol may only be used with the Star Trek: Tactics game.

Items labeled with a 🖨 are available exclusively through Print-and-Play.

Any page references refer to the HeroClix 2013 Core Rulebook.

All Player's Guides can be found at <http://www.heroclix.com/downloads/rules>

# Maps: Errata and Clarifications

## General

### Map Type

A map which does not have a designation of outdoor, indoor, or indoor/outdoor is an outdoor map unless it also includes the yellow lines for indoor terrain, in which case it is an indoor/outdoor map.

A map labeled as outdoor/indoor follows the rules for an indoor/outdoor map.

### Orange Squares/Circles

Orange squares/circles are clear terrain unless anything in the special rules for that map and/or other effects change them. Placing an object in an orange square (assuming the rules for that map permit it) would make the square act as hindering, but would not remove the properties the special rules for the map provide for it.

### Tournament Legality

Official HeroClix maps without the modern color designations are retired. Official HeroClix maps with the modern color designations are only legal in events for which that particular set is legal for force construction.

## Specific Maps

### Blackest Night Starter

The last sentence of the special rules reads: “When placing objects at the beginning of the game, each player must place their first two objects (if any) on squares within an orange boundary line.”

Missing gridlines should be considered to be printed on the map. This affects areas B3-E6, L3-O6, B11-D14, G11-J14, and M11-O16.

Any angled door is considered open, clear terrain. There is no wall along the edge of the following squares: E2, O2, A3, K3, F6, P6, B7, L7, E18, O18, A19, K19, F22, P22, B23 and L23.

The 2 Armories and the Control Room are surrounded by walls. The only openings are along the edges of the following squares: E12, K12, L12, E13, F13, and L13.

The line that runs between rows 8 and 9 is a wall except for H8-J9 (which is all hindering terrain)

The line that runs between rows 16 and 17 is a wall except for G16-I17 (which is all hindering terrain)

This map is an Indoor map.

### DC Starter Set Map A – Indoor, “The Office” †

The squares of the circular desk are not surrounded by a thick black line; therefore, the desk is hindering terrain.

### DC Starter Set Map B – Outdoor, “The Truck Stop” †

The squares occupied by the trucks are not surrounded by a thick black line; therefore, they are hindering terrain.

### DC Premier Set Map C – Indoors, “The Museum” †

The colored areas surrounding and including the dinosaur exhibits are hindering terrain.

The section of the map that the stairs lead to is not elevated terrain. The wall that separates this section is indoor blocking terrain, while the stairs themselves are clear terrain.

The squares containing the Desk and the Suits of Armor are surrounded by thick black line and are considered to be blocking terrain.

### DC Premier Set Map D – Outdoors, “The Apartment Complex” †

The thick black lines that surround the stairwells are blocking terrain. Since the top square of the stairs is elevated, the blocking terrain surrounding it may not be destroyed.

The awnings extending out from the buildings are considered to be grounded hindering terrain.

### DC HeroClix Map Set - Justice League Watchtower Indoor†

The squares with the video screens that fully occupy the square are hindering terrain (Consider them to be giant bulky screens that you can hide behind.)

The squares that the pool occupies are water terrain.

In the garden, the flowers and small green plant squares are clear terrain. The plants alongside the outside of the room, and the benches, are hindering terrain.

The twisting stairs are clear terrain.

In the kitchen, the table, refrigerator and counter top/cabinet squares are hindering terrain. The squares with the light gray strip are clear terrain.

The teleport portal (green circle) is clear terrain.

The squares that the shuttle occupies and the squares that the shuttle wings cut through are hindering terrain. (The squares with a very minor overlap of the shuttle are clear terrain.)

### DC HeroClix Map Set - Metropolis Outdoor†

The squares with S.T.A.R. Labs' front doors are clear terrain.

The top square of the 2-part stairs on the Metropolis Museum of Art and the Daily Planet should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.

The single square of stairs at the front of the Metropolis Museum of Art does not lead to the roof. (It leads to the front door.)

On top of the Daily Planet, the 4X4 area that the globe occupies is hindering terrain. The rest of the rooftop is clear elevated terrain.

The 4X5 area that the pond occupies is water terrain except for the 4 corner squares, which are hindering terrain.

Aside from the elevated terrain, there are no thick black lines on this map. The cars, news stand, concession stands, statues, park benches, bus stops, bushes and signs are all hindering terrain.

### DC HeroClix Map Set - S.T.A.R. Labs Indoor†

The 2X3 fountain in the middle of the map is water terrain. The gray shallow water squares that are surrounding it are normal hindering terrain.

### DC HeroClix Map Set - The Batcave Indoor†

The yellow crate squares are hindering terrain.

The weapon display case and Bat Computer squares are blocking terrain.

The twisting stairs are clear terrain.

Squares that the Batcycle, Batmobile and Batcopter occupy are hindering terrain.

The rocky dirt section of the map is entirely hindering terrain.

The red gym mats in the workout area are clear terrain.

#### **DC Collateral Damage Map – “The Junkyard”**

There is no wall between squares D12-13 and E12-13.

Entrance to the indoor section of the map can be gained by the stairs (at E8, E11, E17, & C22), ramp (at B3 & C3), and conveyer belt (E12 & E13).

The elevated terrain surrounding the “car crusher” (squares M12-P12 & M13-P13) does not block the line of fire from colossal to those squares.

#### **DC Legion of Super Heroes Map – “Central Port”**

In order to use the transmatter gates to teleport, the character given the action must end its action (including placing the token and taking push damage) occupying a square with a gate and may then be placed in a different gate.

Only the character given the action may use the gate. Carrying another figure and placing them on the gate does not allow them to be placed in a square of a different gate.

In the case of a character being targeted by Mind Control, its free action must be resolved before the Mind Controlling character can elect to use the gate (if that character has ended its move or power action in a square with a gate). The Mind Controller itself would only be able to use a gate when the entire Mind Control action ends.

#### **DC Brightest Day Map – “The Monument”**

This is an outdoor map.

#### **DC 75<sup>th</sup> Anniversary Map – “Hawkworld”**

This is an outdoor map.

The rules text for this map reads: “Orange squares are Open Air (Low Gravity). After actions resolve, if a character who can’t use the Flight ability occupies an Open Air square, deal them 1 unavoidable damage, then that character’s owner places them in their starting area. Non-held objects in Open Air squares are removed from the map. Open Air squares are otherwise treated as clear terrain.”

#### **DC 75<sup>th</sup> Anniversary Map – “Airport Terminal”**

The rules text for this map reads: “Orange squares are moving walkways. At the beginning of each turn, each character completely occupying a moving walkway square that can’t use the Flight ability must be placed in this area 1 square closer to the thick orange line of this area. This placement starts with the character closest to the thick orange line.”

#### **DC Green Lantern Fast Forces Map – “Oa”**

This is an outdoor map.

#### **DC Green Lantern Fast Forces Map – “Ferris Air”**

This is an indoor/outdoor map.

#### **DC Watchmen Crimebusters Map – “Karnak”**

Only the thick black lines with the faint white border are walls.

#### **DC Battle For Smallville Map – “Bizarro World”**

Between squares I9 and I10, there is a ladder from level 2 to level 3, respectively.

Squares I10 and I11 are adjacent, as they are 2 squares of the same elevation that share a border.

#### **DC Batman Fast Forces Map – “The Temple”**

This map has a purple border surrounding squares between E1 and L3.

#### **Marvel Starter Set Map 1 – Indoors, “The Mall” †**

The water fountain is only hindering terrain, not water terrain.

#### **Marvel Premier Set Map 3 - Outdoors “The Park” †**

The building in the park is blocking terrain; it is not elevated terrain.

If water covers more than half a square on the map, it is considered to be a water terrain square.

The grass and dirt pathways on the map are clear terrain, not hindering terrain.

#### **Marvel Premier Set Map 4 – Indoors, “The Warehouse” †**

The crates in the middle of the warehouse are blocking terrain.

#### **Marvel HeroClix Map Set - Xaviers School Outdoor†**

The bluish-gray section with a boat in it is water terrain.

The dock is clear terrain.

The squares with the basketball hoops in them are clear terrain.

The thick black lines on either side of the Xavier School Sign gazebo are walls.

#### **Marvel HeroClix Map Set - Avengers Mansion Outdoor†**

The top square of the stairs should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.

The rooftops are considered to be clear elevated terrain.

The cars are hindering terrain.

#### **Marvel HeroClix Map Set - Danger Room Indoor†**

The small tufts of grass on this map are clear terrain.

The log and rock squares in the pond are normal (non-water) hindering terrain.

The lava flow squares are hindering terrain.

#### **Marvel HeroClix Map Set - Avengers Mansion Indoor†**

The squares with the thin plasma screens are clear terrain.

The square with the coat-rack is hindering terrain.

The bluish-gray elevator squares are clear terrain.

#### **Marvel Sinister Map – “The Prison”**

Squares F1-F2 and F23-F24 are blocking terrain.

#### **Marvel Supernova Map – “Deep Space”**

Space terrain is considered an alternate terrain type similar to Outdoor and Indoor terrain. Characters in these squares obey the special rules of the terrain regardless to how they can otherwise interact with terrain.

The range value for a character using Hypersonic Speed is one quarter (halved per the description of the power and halved again for space terrain).

The “half range” only applies to characters or their targets that are in space terrain. If the line of fire crosses space terrain but neither character is occupying space terrain, the range is not halved.

### **Marvel Fantastic Four Starter Set- Outdoor, "Castle Doom Gardens"**

The first paragraph of the text of this map reads: "Thick orange lines along the grid of this map are force fields. The effects of this terrain can't be ignored."

### **Marvel Fantastic Four Starter Set- Indoor, "Baxter Building"**

There is a wall between:

- squares M15 and M16.
- squares N15 and N16.
- squares P14 and P15.
- squares O15 and P15.
- squares O15 and O16.
- squares O16 and P16.
- squares O17 and P17.
- squares O18 and P18.

### **Marvel Hammer of Thor Fast Forces Map - "Muspelheim"**

This is an outdoor map.

### **Marvel Captain America Map - "S.H.I.E.L.D. Helicarrier Midsection (S-2)"**

This is an indoor/outdoor map.

A result of 7 on the roll for Balcony Below squares counts as a 6.

### **Marvel Captain America Map - "S.H.I.E.L.D. Helicarrier Below Decks (S-4)"**

A knock back path can't continue into 10,000 Feet Below squares.

The effects of this terrain can't be ignored.

A result of 7 on the roll for Balcony Below squares counts as a 6.

### **Marvel Amazing Spider-Man Map - "Bell Tower"**

The wall which begins between B7 and C7 and continues to between F11 and G11 is elevation 3.

The wall which begins between F14 and G14 and continues to between B18 and C18 is elevation 3.

### **Indy Starter Set Map A - Indoor, "The Evil Headquarters" †**

The goldfish pond is water terrain.

The cement and dirt squares are clear terrain.

The Computer squares are hindering terrain with a wall of blocking terrain behind them.

The square in the center of the desk is clear terrain.

### **Indy Starter Set Map B - Outdoor, "The Temple" †**

The rooftops are clear elevated terrain.

The statues and gong are hindering terrain.

The goldfish pond is water terrain.

### **Outdoor Adventure Pack Map 2 - Outdoors, "The Construction Site" †**

The chain link fence (thick gray line) is special hindering terrain. If a figure moves across the fence, they must end their move in the square after crossing the fence. If this movement ends in clear terrain, the character may move normally the next turn.

The dark brown area with the truck backed up to it is a big pile of dirt with a ramp leading up to it. It is considered to be elevated and hindering terrain.

The squares occupied by the crane and the trucks are hindering terrain.

The blue patch in the middle of the map is a puddle and considered to be water terrain.

The brown patch near the pond is a small patch of dirt and considered to be hindering terrain.

### **Indoor Adventure Pack Map 1 - "The Factory" †**

The gray tables in the factory area are hindering terrain.

### **Indoor Adventure Pack Map 2 - "The Mansion" †**

The open blue squares in the pool are considered to be water terrain.

The squares in the pool that contain the diving boards are considered to be normal hindering terrain, not water terrain.

The slide is hindering terrain, not elevated terrain.

The grass, cement, and asphalt on the map are clear terrain, not hindering terrain.

### **Lord of the Rings Map - "Helm's Deep" †**

The Bomb reads: "Before the beginning of the game, place a Bomb token in this square. The Bomb token can be picked up and held like an object by any character, but if the character can't use Super Strength when picking up the Bomb, place an additional token on the character after actions resolve."

Map effects referring to Force A or Force B only apply during campaigns.

The second sentence of The Culvert begins "If a character holding the Bomb..."

### **Lord of the Rings Map - "Minas Tirith" †**

Trebuchet should say "Pelennor" instead of "Pellenor."

Map effects referring to Force A or Force B only apply during campaigns.

### **Lord of the Rings Map - "Pelennor Fields" †**

Trebuchet should say "Tirith" instead of "Tirth."

Map effects referring to Force A or Force B only apply during campaigns.

### **Star Trek Tactic Map - "Borg Transwarp Hub" ‡**

Transwarp Gateways reads: "When a ship moves into an area inside orange lines from any square not inside orange lines, immediately roll a d6. Immediately place the ship in any square in the area with the number that matches the result: if the result is 1, you may place the ship in the area of your choice, but deal the ship 1 unavoidable damage after the action resolves."

On a 1, you have the option of not placing the ship. You also have the option of placing the ship into the same area, but if you choose this, you will be dealt the unavoidable damage.

### **Star Trek Tactic Map - "The Mutara Nebula" ‡**

Effect 4 reads: "Once during the turn, ships can use Smoke Cloud as a free action immediately before taking another action."

### **Star Trek Tactic Map - "Qo'Nos" ‡**

The debris tokens move as though it is a figure with  and the Flight ability.

## Maps: Reference

From	Set	Map Name	Size
Marvel	Infinity Challenge	Downtown	3'x3'
Marvel	Infinity Challenge	The Mall	3'x3'
Marvel	Infinity Challenge	The Park	3'x3'
Marvel	Infinity Challenge	The Warehouse	3'x3'
Marvel	Marvel Map Set	Avengers Mansion (Indoor)	3'x3'
Marvel	Marvel Map Set	Avengers Mansion (Outdoor)	3'x3'
Marvel	Marvel Map Set	The Danger Room	3'x3'
Marvel	Marvel Map Set	Xavier's School	3'x3'
DC	Hypertime	The Apartment Complex	3'x3'
DC	Hypertime	The Museum	3'x3'
DC	Hypertime	The Office	3'x3'
DC	Hypertime	The Truck Stop	3'x3'
DC	DC Map Set	Justice League Watchtower	3'x3'
DC	DC Map Set	Metropolis	3'x3'
DC	DC Map Set	S.T.A.R. Labs	3'x3'
DC	DC Map Set	The Batcave	3'x3'
WizKids	Indoor Adventure Kit	The Factory	3'x3'
WizKids	Indoor Adventure Kit	The Mansion	3'x3'
WizKids	Outdoor Adventure Kit	The Construction Site	3'x3'
WizKids	Outdoor Adventure Kit	The Large Building	3'x3'
Indy	Indy	The Evil Headquarters	3'x3'
Indy	Indy	The Temple	3'x3'
Marvel	Universe	Avenger's Mansion (reduced)	13x13
Marvel	Universe	Xavier's School (reduced)	13x13
DC	Icons	Axis Chemical	3'x3'
DC	Icons	Centennial Park Zoo	3'x3'
Marvel	Days of Future Past	School Ruins	2'x3'
Marvel	Armor Wars	The Lab	2'x3'
DC	Collateral Damage	The Junkyard	2'x3'
Marvel	Danger Room	Institute Grounds	3'x3'
Marvel	Danger Room	Training Complex	3'x3'
Marvel	Sinister	The Prison	2'x3'

From	Set	Map Name	Size
Marvel	Supernova	Deep Space	2x3
<p>Squares inside the boundary of an orange line on this map are space terrain. Space terrain is clear terrain modified by the following rules:</p> <p>Characters given move actions when they occupy space terrain modify their speed values by +2 for the action. Halve the range values of all characters occupying space terrain and all characters drawing a line of fire to a character occupying space terrain.</p> <p>A successful attack that does not otherwise knock back a character occupying space terrain knocks back that character a number of squares equal to damage dealt -2, to a minimum of 0. When targeting a character occupying space terrain with Force Blast, roll two six-sided dice instead of one. All knock back ends immediately when a character enters the first square that is not space terrain. Characters occupying space terrain are not dealt knock back damage if their knock back paths are ended by the edge of the map.</p>			
DC	Origin	JSA Museum	2'x3'
Indy	B.P.R.D.	Anura Temple	2'x3'
DC	Legion of Super Heroes	Central Port	3'x3'
<p>Squares inside the boundary of an orange line are transmitter gates, hacked to echo local gates rather than distant planets! When any character occupies a transmitter gate at the end of a move or power action, it may be moved to any other unoccupied transmitter gate on the map.</p>			
DC	Legion of Super Heroes	Small Town	3'x3'
Marvel	Avengers	Airbase	2'x3'
Marvel	Avengers	Rooftops	3'x3'
<p>Squares within the boundary of solid orange lines on the Rooftop map are open air terrain. Open air terrain is clear terrain, but with one additional rule: If a character without the  or  speed mode occupies open air terrain after the resolution of any action, deal the character 1 penetrating damage and place it in an unoccupied squares next to the stairwell (a square inside a dashed orange line) marked with the same number as the area of open air terrain.</p>			
WizKids	2007 Convention Exclusive	Castle Ruins	2'x3'
WizKids	2007 Convention Exclusive	Stephens Bros Carnival	2'x3'
DC	Justice League	Docklands	3'x3'
DC	Justice League	The Bank	2'x3'
Marvel	Mutations & Monsters	Arena	3'x3'
Marvel	Mutations & Monsters	Battle Squares	3'x3'
DC	Crisis	Dawn of Man	3'x3'
<p>When this map is played, beginning with the first player, each player can take a Time Zone (a smaller map section with TIME ZONE in its name) anywhere within the boundaries of the orange line on this map. Place Time Zones until up to four Time Zones have been placed, or until all players agree that no more should be placed, whichever comes first.</p> <p>When Time Zones are placed, they may be laid over previously placed Time Zones, provided that all parts of all Time Zones are within the boundaries of the orange line. Time Zones must be aligned with the grid of this map, but may be rotated in any direction before placement. Once placed, a Time Zone may not be moved.</p> <p>Once Time Zones have been placed, a square on the map is the type of terrain indicated by the topmost map occupying that square, whether it be this map of a Time Zone. If an area of terrain on any map is interrupted by a map overlaid upon it, its boundaries are assumed to move to the nearest adjacent square or squares of that type of terrain so that all squares are contained within a continuous boundary; in some cases this may result in multiple separate areas of terrain.</p>			
DC	Crisis	Atlantis, 45,000 B.C.	10x10
DC	Crisis	Camelot, Time of Myth	10x10
DC	Crisis	Chicago, Earth A.D.	10x10
DC	Crisis	Coyote, Texas, 1879	10x10
DC	Crisis	Kooney Kooney Kooney, 1989	10x10
DC	Crisis	Markovia, 1945	10x10

From	Set	Map Name	Size
DC	Crisis	Plaza Square, 2985	10x10
DC	Crisis	The Battle of Metropolis, 2006	10x10
DC	Crisis	Anti-Matter Fortress	3'x3'
DC	Batman Alpha	Crimes Square	10x10
DC	Batman Alpha	Stephens Park	10x10
Marvel	Secret Invasion	Baxter Building	3'x3'
Marvel	Secret Invasion	Castle Doom Gardens	3'x3'
Marvel	Secret Invasion	Spaceship Crashsite	2'x3'
<p>Thick orange lines along the grid of this map are force fields. The effects of this terrain can't be ignored.</p> <p>When determining if a line of fire is blocked, treat force fields as walls. However, force fields are not walls or blocking terrain; they can't be destroyed and characters can't move over or through them using any power, ability, or effect (such as Phasing/Teleport or the Flight ability). Characters on opposite sides of force fields are not adjacent.</p> <p>When counting squares to determine the range or area of any effect, you can't count beyond a force field. (To determine if you are counting beyond a force field, draw a line from the center of the square where the effect originates to the square you are attempting to count; if the line goes through a force field or through a diagonal bordered on the grid by a force field, the square can't be counted.)</p> <p>Players must choose starting areas diagonally opposite each other, whenever possible.</p>			
DC	Arkham Asylum	The Asylum	2'x3'
Marvel	Hammer of Thor	Fountain of Asgard	2'x3'
<p>Squares inside the boundary of an orange line are bridge terrain. Bridge terrain is clear terrain, but when a character is moving as a result of an action assigned to that character, they can treat squares of bridge terrain in the same numbered row as adjacent for movement purposes only. (Not for tournament play)</p>			
DC	The Brave and the Bold	Graveyard	2'x3'
<p>Orange squares are hindering terrain for movement purposes and clear terrain for line of fire purposes. Any line of fire drawn to a character occupying an orange square is blocked.</p>			
DC	Blackest Night	Green Lantern Sciencells	2'x3'
<p>Orange circles designate Monitor Room squares. Whenever a friendly character occupies a Monitor Room square, all friendly characters can ignore the effect of hindering terrain and other characters on line of fire. A character occupying a Monitor Room square can't be given ranged combat actions or make ranged combat attacks.</p> <p>Squares inside the orange boundary line designate Armory Squares. When placing objects at the beginning of the game, each player must place their first two objects (if any) on squares within an orange boundary line.</p>			
DC	Watchmen	Mars	2'x3'
<p><b>CLOCKWORK TERRAIN:</b> The area inside the borders of an orange line are clockwork terrain. When playing a scenario using JON OSTERMAN: DR. MANHATTAN (● #026), the effects of clockwork terrain are defined by the scenario.</p>			
Marvel	Web of Spider-Man	The Bridge	2'x3'
DC	Brightest Day	The Crater	2'x3'
<p>Orange squares are Fallen Cosmic Object squares. Objects placed in one of these squares can't be picked up, moved, or destroyed.</p>			
DC	Brightest Day	The Monument	2'x3'
DC	DC 75th Anniversary	Airport Terminal	2'x3'
<p>Orange squares are moving walkways. At the beginning of each turn, each character completely occupying a moving walkway square that can't use the Flight ability must be placed in this area 1 square closer to the thick orange line of this area. This placement starts with the character closest to the thick orange line.</p>			

From	Set	Map Name	Size
DC	DC 75th Anniversary	Hawkworld	2'x3'
Orange squares are Open Air (Low Gravity). After actions resolve, if a character who can't use the Flight ability occupies an Open Air square, deal them 1 unavoidable damage, then that character's owner places them in their starting area. Non-held objects in Open Air squares are removed from the map. Open Air squares are otherwise treated as clear terrain.			
Marvel	Giant-Size X-Men	Krakoa	2'x3'
The orange squares are Krakoa nerve center squares. They act as blocking terrain but can't be destroyed. At the end of your turn, roll a d6. On a result of 1-3, nothing happens. On a result of 4, EARTHQUAKE! Each character is dealt 1 damage. On a result of 5, SHIFTING FOLIAGE. Printed hindering terrain acts as blocking terrain instead until the beginning of your next turn. Characters occupying those squares take 1 unavoidable damage and are placed in their owner's starting area. On a result of 6, THE ISLAND AWAKES. The Krakoa nerve center in the orange squares makes an 8 range, 10 attack, 3 damage range combat attack against an opposing character of your choice. The line of fire for this attack ignores hindering terrain and elevation.			
Marvel	Giant-Size X-Men	Madripoor Lowtown	2'x3'
DC	Green Lantern Fast Forces	Ferris Air	2'x3'
DC	Green Lantern Fast Forces	Oa	2'x3'
Marvel	Hammer of Thor Fast Forces	Jotunheim	2'x3'
Marvel	Hammer of Thor Fast Forces	Muspelheim	2'x3'
Orange squares are Lava Squares. At the end of each player's turn, deal 1 unavoidable damage to each character occupying a Lava Square.			
Marvel	Captain America	S.H.I.E.L.D. Helicarrier Bow (S-1)	2'x3'
Orange squares are the edge of the Helicarrier Squares. At the end of each turn, if a character that can't use the Flight ability is occupying one of these squares, place them in the nearest non-orange square that they could be placed in and give them an action token.			
Marvel	Captain America	S.H.I.E.L.D. Helicarrier Midsection (S-2)	2'x3'
Squares with an orange arrow are Stair Squares. If you are using map S-4, you may give a character occupying this square a power action and place them in the corresponding square on that map. If that square is occupied, place the character in the nearest square they could be placed in. Squares with a white arrow are Balcony Below Squares. If you are using map S-4, you may give a character occupying this square a power action and roll a d6, adding 1 to the result if they can use the Flight ability. On a result of 4-6, place them in the corresponding square on that map. If that square is occupied, place the character in the nearest square they could be placed in.			
Marvel	Captain America	S.H.I.E.L.D. Helicarrier Stern (S-3)	2'x3'
Orange squares are the edge of the Helicarrier Squares. At the end of each turn, if a character that can't use the Flight ability is occupying one of these squares, place them in the nearest non-orange square that they could be placed in and give them an action token.			
Marvel	Captain America	S.H.I.E.L.D. Helicarrier Below Decks (S-4)	2'x3'
Orange squares 10,000 feet below squares. Characters can't move into or occupy these squares. If a character's knock back path is stopped by one of these squares, deal that character 1 additional unavoidable damage. Squares with an orange arrow are Stair Squares. If you are using map S-2, you may give a character occupying this square a power action and place them in the corresponding square on that map. If that square is occupied, place the character in the nearest square they could be placed in. Squares with a white arrow are Balcony Below Squares. If you are using map S-2, you may give a character occupying this square a power action and roll a d6, adding 1 to the result if they can use the Flight ability. On a result of 4-6, place them in the corresponding square on that map. If that square is occupied, place the character in the nearest square they could be placed in.			
Street Fighter	Street Fighter	Airfield	16x16
Street Fighter	Street Fighter	Jetty	16x16
Street Fighter	Street Fighter	Street	16x16
Street Fighter	Street Fighter	Temple Roof	16x16

From	Set	Map Name	Size
DC	Watchmen Crimebusters	Dr. Manhattan's Lab	2'x3'
DC	Watchmen Crimebusters	Karnak	2'x3'
Orange squares are Intrinsic Field Subtractor Squares. After an action resolves, if during that action a character moved into an orange square, roll a d6 for each character that did so. On a roll of 1-3, deal that character 1 penetrating damage. On a roll of 4-6, heal that character of 1 damage.			
DC	Superman	Fortress of Solitude	2'x3'
DC	Superman	Metropolis City Battleground	2'x3'
DC	Battle For Smallville Fast Forces	Bizarro World	2'x3'
DC	Battle For Smallville Fast Forces	The Farm	2'x3'
Lord of the Rings	Lord of the Rings	Battlefield	2'x3'
Lord of the Rings	Lord of the Rings	Helm's Deep	2'x3'
<p><b>THE BOMB:</b> Before the beginning of the game, place a Bomb token in this square. The Bomb token can be picked up and held like an object by any character, but if the character can't use Super Strength when picking up the Bomb, place an additional token on the character after actions resolve.</p> <p><b>Bar The Gates!:</b> Give a character from Force B adjacent to this area a power action; place blocking terrain markers in all squares in this area. (Battlefield Objective: Force B gets 25 victory points for each marker that remains at the end of the game.)</p> <p><b>Siege Ladders:</b> Give a character in a square marked with a  symbol a power action and place a SPECIAL token in the other square of the ladder; the ladder can't be used until a character in the square with the token is given a power action to remove the token.</p> <p><b>The Culvert:</b> These squares are considered blocking terrain, but can only be destroyed by The Bomb. If a character holding the Bomb is adjacent to these squares at the end of any action, the blocking terrain is destroyed; remove the Bomb from the game and place debris tokens in these squares.</p> <p><b>Battlefield Objective: The Come To Destroy Rohan's People!:</b> Before the beginning of the game, place an objective token in the six squares of the battlefield marked with a  symbol. When a character from Force A occupies the same square as an objective token at the beginning of their turn, give the character a power action to claim the token. At the end of the game, Force B gets 15 victory points for each token claimed.</p>			
Lord of the Rings	Lord of the Rings	Helm's Dike	2'x3'
Lord of the Rings	Lord of the Rings	Minas Tirith	2'x3'
<p><b>Trebuchet:</b> These squares are hindering terrain. Give a character from Force A in this area a power action and roll 2d6; choose which of the dice will indicate the target square with the same number on the Pelennor Fields map. You may immediately use Pulse Wave as a free action as if you occupied the target square and possessed a range value as indicated by the result on the other die. 1-2 4<sup>1</sup>, 3-4 6<sup>1</sup>, 5-6 8<sup>1</sup>. A character occupying the target square is dealt 3 penetrating damage.</p> <p><b>Battlefield Objective: Gondor Must Fall!:</b> Before the beginning of the game, place an objective token in the five squares of the battlefield marked with a  symbol. When a character from Force B occupies the same square as an objective token at the beginning of their turn, give the character a power action to claim the token. At the end of the game, Force B gets 15 victory points for each token claimed.</p> <p><b>Lofty Terrain:</b> Squares inside the boundary of this orange line are lofty terrain. Characters occupying lofty terrain treat lofty terrain as elevated terrain and treat non-lofty elevated terrain as grounded terrain. Characters occupying elevated terrain treat lofty terrain as elevated terrain, as if they were grounded.</p>			
Lord of the Rings	Lord of the Rings	Pelennor Fields	2'x3'
<p><b>Trebuchet:</b> These squares are hindering terrain. Give a character from Force B in this area a power action and roll 2d6; choose which of the dice will indicate the target square with the same orange number on the Minas Tirith map. You may immediately use Pulse Wave as a free action as if you occupied the target square and possessed a range value as indicated by the result on the other die. 1-2 4<sup>1</sup>, 3-4 6<sup>1</sup>, 5-6 8<sup>1</sup>. A character occupying the target square is dealt 3 penetrating damage.</p> <p><b>Battlefield Objective: King Hunting:</b> Before the beginning of the first turn, each force chooses a target character on the opposing force to be the hunted character. Each time you eliminate an opposing character before the hunted character you earn one hunting token. When you eliminate the hunted character, collect 10 bonus victory points for each hunting token you possess. If the hunted character returns to the game for any reason after being eliminated, they are no longer hunted. No hunting tokens are earned after the hunted character is eliminated.</p>			
Lord of the Rings	Lord of the Rings	The Mines of Moria	2'x3'

From	Set	Map Name	Size
Marvel	The Incredible Hulk	Gamma Range/Outdoor	2'x3'
Marvel	The Incredible Hulk	Shadowland Fortress	2'x3'
A character can't target a character, object, or square more than 6 squares away.			
Marvel	The Incredible Hulk Fast Forces	Gamma Base	2'x3'
Marvel	The Incredible Hulk Fast Forces	Sakaar	2'x3'
Star Trek Tactics	Star Trek Tactics‡	Borg Transwarp Hub	2'x3'
Transwarp Gateways: When a ship moves into an area inside orange lines from any square not inside orange lines, immediately roll a d6. Immediately place the ship in any square in the area with the number that matches the result: if the result is 1, you may place the ship in the area of your choice, but deal the ship 1 unavoidable damage after the action resolves.			
Star Trek Tactics	Star Trek Tactics‡	Deep Space Nine	2'x3'
Docking Port Attack: A character occupying an orange square can make a ranged attack as if they occupied any square marked with an X, had a 6' range (instead of their printed range value), and the Sharpshooter ability. After the attack is resolved, roll 2d6 and add the number of occupied orange squares (including the one occupied by the character): if the result is 9 or more, deal the character 1 unavoidable damage.			
Star Trek Tactics	Star Trek Tactics‡	Kobayashi Maru	2'x3'
Star Trek Tactics	Star Trek Tactics‡	Qo'Nos	2'x3'
Toxic Lunar Debris: Debris tokens a SPECIAL tokens that follow all rules for heavy objects. Before the first turn of the game, beginning with the second player, all players alternate turns placing three debris tokens, one at a time, on unoccupied squares marked with an X. At the end of each player's turn, that player rolls 2d6 and moves debris tokens a number of squares equal to the result, divided among the tokens moved. For each 6 rolled, you may deal 1 unavoidable damage to a ship adjacent to a token after it is moved (max 1 damage per ship.) If a token is destroyed during a player's turn, at the end of that player's turn that player places a new debris token on any unoccupied X.			
Star Trek Tactics	Star Trek Tactics‡	The Mutara Nebula	2'x3'
At the beginning of your turn, you may choose to roll a d6: when you do, the indicated effect from the table below is in effect until the end of your turn. 1-2 No effect. 3 All ships can use Shape Change. 4 Once during the turn, ships can use Smoke Cloud as a free action immediately before taking another action. 5 No attack can be evaded, and all ships' Stealth is ignored. 6 No damage dealt can be reduced to less than 1.			
Star Trek Tactics	Star Trek Tactics‡	Wolf 359	2'x3'
Marvel	The Infinity Gauntlet	Collector's Ship	2'x3'
Marvel	The Infinity Gauntlet	Nexus of Reality	2'x3'
Caught in the Nexus: Orange squares are treated a clear terrain. Characters occupying orange squares can't be given Close Combat Actions, Ranged Combat Actions, or Power Actions, but can break away automatically.			
Marvel	The Infinity Gauntlet	Shrine To Death	2'x3'
Marvel	The Infinity Gauntlet	Soul World	2'x3'
Marvel	The Infinity Gauntlet	Space Racetrack	2'x3'
Orange squares are Low Gravity Squares. Characters occupying Low Gravity Squares may move per standard movement rules. When a character occupying an Orange Square is hit by an attack, they are knocked back equal to the damage taken.			
Marvel	The Infinity Gauntlet	Tamarata	2'x3'
Marvel	The Infinity Gauntlet	The Garden	2'x3'
Marvel	The Infinity Gauntlet	The Mental Plane	2'x3'

<b>From</b>	<b>Set</b>	<b>Map Name</b>	<b>Size</b>
Marvel	Galactic Guardians	Blue Area of the Moon	2'x3'
Marvel	Galactic Guardians	Realm of Death	2'x3'
Marvel	Annihilators Fast Forces	Alien City	2'x3'
Marvel	Annihilators Fast Forces	Knowhere	2'x3'
Marvel	The Avengers Movie	S.H.I.E.L.D. Helicarrier	2'x3'
Marvel	The Avengers Movie	Stark Tower	2'x3'
Orange squares are City Below Squares. At the end of each turn, if a character that can't use the Flight ability is occupying one of these squares, place them in the nearest non-orange square that they can be placed in and give them an action token.			
Marvel	Giant-Size X-Men Fast Forces	Abandoned Weapon X Facility	2'x3'
Marvel	Giant-Size X-Men Fast Forces	Starcore Space Station	2'x3'
DC	War of Light Fast Forces	Okaaro	2'x3'
DC	War of Light Fast Forces	Qward	2'x3'
DC	Dark Knight Rises	Arkham Asylum	2'x3'
DC	Dark Knight Rises	Gotham Bank	2'x3'
Marvel	Chaos War	Avengers Mansion Grounds	2'x3'
Marvel	Chaos War	Negative Zone Prison	2'x3'
Orange squares are Negative Zone Terrain. These squares are treated as blocking terrain and can't be destroyed.			
Marvel	Chaos War Fast Forces	European Castle	2'x3'
Marvel	Chaos War Fast Forces	Quinjet Hangar	2'x3'
DC	Justice League 52 Fast Forces	Paradise Island	2'x3'
DC	Justice League 52 Fast Forces	Rooftops of Gotham City	2'x3'
Street Terrain: If a character that can't use Leap/Climb, Phasing/Teleport, Flight, or Great Size occupies Street Terrain after actions resolve, deal that character 1 unavoidable damage and then the character's controller places the character in their starting area.			
DC	Batman	Lazarus Pit	2'x3'
Orange squares are Lazarus Pit terrain. Lazarus Pit terrain is water terrain. Characters that occupy Lazarus Pit terrain can use Regeneration. A character that heals while occupying Lazarus Pit terrain possesses Battle Fury until it takes damage.			
DC	Batman	The Batcave	2'x3'
Orange squares are Bat-Pole Squares. If you are also playing with the Wayne Manor map, you may give a character occupying this square a power action and place that character in the corresponding square on that map. If that square is occupied, place that character in the nearest square it could be placed in.			
DC	Batman Fast Forces	The Temple	2'x3'
DC	Batman Fast Forces	Wayne Manor	2'x3'
Orange squares are Bat-Pole Squares. If you are also playing with the Batcave map, you may give a character occupying this square a power action and place that character in the corresponding square on that map. If that square is occupied, place that character in the nearest square it could be placed in.			
Lord of the Rings	The Hobbit	Goblin Halls	2'x3'
Lord of the Rings	The Hobbit	Gollum's Cavern	2'x3'
Lord of the Rings	The Hobbit	Rivendell	2'x3'
Lord of the Rings	The Hobbit	Stone Troll Camp	2'x3'

From	Set	Map Name	Size
DC	No Man's Land	Blackgate Prison	2'x3'
Orange squares are Bridge terrain. Bridge terrain is elevated terrain (level 2). Characters occupying grounded terrain that draw a line of fire to a game element that occupies the same elevation ignoring the Bridge terrain and anything occupying Bridge terrain for line of fire purposes. Characters that begin to move on a lower elevation ignoring the Bridge terrain and anything occupying Bridge terrain for movement purposes: these characters can't end their movement in a square of Bridge terrain unless they can use a game effect that allows them to ignore elevation for movement purposes or move through a square of level 2 terrain immediately prior to moving into Bridge terrain.			
DC	No Man's Land	Blackgate Prison: Post-Cataclysm	2'x3'
Orange squares are Bridge terrain. Bridge terrain is elevated terrain (level 2). Characters occupying grounded terrain that draw a line of fire to a game element that occupies the same elevation ignoring the Bridge terrain and anything occupying Bridge terrain for line of fire purposes. Characters that begin to move on a lower elevation ignoring the Bridge terrain and anything occupying Bridge terrain for movement purposes: these characters can't end their movement in a square of Bridge terrain unless they can use a game effect that allows them to ignore elevation for movement purposes or move through a square of level 2 terrain immediately prior to moving into Bridge terrain.			
DC	No Man's Land	Dockside Amusement Park	2'x3'
DC	No Man's Land	Dockside Amusement Park: Post-Cataclysm	2'x3'
DC	No Man's Land	Gotham City Power Plant	2'x3'
DC	No Man's Land	Gotham City Power Plant: Post-Cataclysm	2'x3'
DC	No Man's Land	Gotham Waterfront	2'x3'
DC	No Man's Land	Gotham Waterfront: Post-Cataclysm	2'x3'
Orange squares are Fire terrain. These squares are treated as blocking terrain and can't be destroyed.			
DC	No Man's Land	Robinson Park	2'x3'
DC	No Man's Land	Robinson Park: Post-Cataclysm	2'x3'
DC	No Man's Land	Wayne Manor Grounds	2'x3'
DC	No Man's Land	Wayne Manor Grounds: Post-Cataclysm	2'x3'
DC	Streets of Gotham	Killer Croc Sewer Lair	2'x3'
Orange squares are Manhole squares. If you are also playing with the Streets of Gotham City map, you may give a character occupying this square a power action and place that character in the corresponding square on that map. If that square is occupied, place that character in the nearest square it could be placed in.			
DC	Streets of Gotham	Streets of Gotham City	2'x3'
Orange squares are Manhole squares. If you are also playing with the Killer Croc Sewer Lair map, you may give a character occupying this square a power action and place that character in the corresponding square on that map. If that square is occupied, place that character in the nearest square it could be placed in.			
DC	Streets of Gotham Fast Forces	Crime Alley	2'x3'
DC	Streets of Gotham Fast Forces	Gotham City Clocktower	2'x3'
Street Terrain: If a character that can't use Leap/Climb, Phasing/Teleport, Fight, or Great Size occupies Street Terrain after actions resolve, deal that character 1 unavoidable damage and then the character's controller places the character in their starting area.			
Star Trek Tactics	Star Trek Tactics 2‡	Badlands	2'x3'
Plasma Storms: At the end of your turn, roll 2d6; choose one die's result as the range and find the square with the number matching the result on the other die; deal 2 damage to all ships within range and line of fire of the chosen square.			

From	Set	Map Name	Size
Star Trek Tactics	Star Trek Tactics 2‡	Delphi Ardru	2'x3'
<p>TKON BARRIERS: Thick orange lines along the grid of this map are TKON BARRIERS. The effects of this terrain can't be ignored; they block all lines of fire, can't be destroyed, and can't be moved through.</p> <p>WARP ANOMOLIES: An area of squares marked with the 1, 2, or 3 icon inside the border of an orange line are anomaly terrain. Anomaly terrain is clear terrain, but when a ship is moving as a result of being given an action, they can treat squares of anomaly terrain in areas sharing the same number as adjacent for movement purposes.</p> <p>SUBSPACE FLUX: An area of squares marked with the A, B, C, or D icon inside the border of an orange square are flux terrain. Flux terrain is clear terrain, but ships that move into any square of flux terrain must immediately end their movement. If a ship in flux terrain is marked with an action token at the beginning of your turn, it may not be given any action that would result in it moving. Each area of flux terrain has an additional special effect, as noted in the area.</p> <ul style="list-style-type: none"> <li>• A: DEFLECTOR OVERCHARGE: A ship in this area can use Defend; when it does, it may also modify one adjacent friendly ship's defense value by +1 for each action token this ship is marked with.</li> <li>• B: PHASER OVERCHARGE: A ship in this area can reduce damage dealt to it by the number of action tokens it is marked with, if the damage is not otherwise reduced.</li> <li>• C: SENSOR OVERCHARGE: Once per turn when a ship in this area is marked with one or more action tokens, it can use Probability Control but only for attacks and only to reroll one die.</li> <li>• D: TRACTOR OVERCHARGE: Once per turn a ship in this area can use Plasticity and be treated as if it is in a square adjacent to any target ship within range to which it can draw a clear line of fire; but instead of subtracting 2 from the target ship's d6 roll to break away, subtract the number of tokens this ship is marked with.</li> </ul> <p>JUDGMENT TOKENS: At the end of your turn, you earn 1 judgment token for each of your ships in a starting area other than the one where you began. At the end of the battle, each judgment token you possess is worth 10 points for each of your ships worth more than 50 points that was KO'd during the battle.</p>			
Star Trek Tactics	Star Trek Tactics 2‡	Doomsday	2'x3'
<p>Doomsday: Squares surrounded by the orange line are the doomsday device and are hindering terrain. Before the beginning of the game, place 10 device tokens next to the map. Once per turn, choose one of your ships that occupies a square inside the doomsday device, you take one device token and roll a d6: deal damage equal to the result to the ship. At the end of the game, each device token is worth 50 victory points.</p> <p>After the resolution of any ranged combat attack made by any ship, the doomsday device uses Penetrating/Psychic Blast to make a ranged combat attack with a 9 attack value, 2 damage value, and a range of 16 against that ship from the nearest square marked with an X. The line of fire for this attack ignores the effect of the doomsday device and if the line of fire is blocked, the attack can't be made.</p>			
Star Trek Tactics	Star Trek Tactics 2‡	Q-Uadrant	2'x3'
<p>BEHIND THE Q BALL: When making an attack, you may choose to reduce the damage dealt to a ship by any number 1 or more; when you do so, the attack will also cause the ship to be knocked back, though knock back damage from this is ignored. If the knocked back ship ends its move inside an area surrounded by orange lines, you receive one dom-jot token.</p> <p>Before any attack roll made by any player, you may wager up to three of your dom-jot tokens and choose a number from 1 to 6; if the chosen number comes up on either die in the attack roll you receive one additional dom-jot token for each token wagered, if it comes up on both you receive three additional dom-jot tokens for each token wagered, and if it comes up on neither die you lose all wagered tokens. At the end of the game, each dom-jot token you possess is worth 5 victory points.</p>			
Star Trek Tactics	Star Trek Tactics 2‡	Sector Z6	2'x3'
<p>The Neutral Zone: Squares inside the border of the orange line are the Neutral Zone. Before the beginning of the game, place 10 treaty tokens next to the map. Whenever one of your ships inside the Neutral Zone makes an attack or attacks a ship inside the Neutral Zone, your opponent takes a treaty token. At the beginning of your turn, you may return any number of treaty tokens next to the map: for each token returned, you can heal a ship outside the Neutral Zone of 1 damage or treat a die rolled by a ship using Leadership as if the result was a 6.</p>			
Star Trek Tactics	Star Trek Tactics 2‡	Spacedock	2'x3'
<p>Spacedock: Squares inside the boundary of orange lines are Spacedock Ports. Any ship can be given a power action and move up to half its speed value: if that move ends with the ship occupying a Spacedock Port, it may be placed in any other Spacedock Port.</p>			
Marvel	Amazing Spider-Man	Bell Tower	2'x3'
<p>Open Air Terrain: If a character that can't use Leap/Climb, Phasing/Teleport, Flight or Great Size occupies Open Air Terrain after actions resolve, deal that character 1 unavoidable damage and then the character's controller places the character in their starting area.</p>			
Marvel	Amazing Spider-Man	Dr. Strange Mansion	2'x3'
Marvel	Iron Man 3	Port of Miami	2'x3'

From	Set	Map Name	Size
Marvel	Iron Man 3	The Mandarin's Mansion	2'x3'
DC	Teen Titans	N.O.W.H.E.R.E.: Control Room	2'x3'
DC	Teen Titans	N.O.W.H.E.R.E.: Harvest's Domain	8x8
DC	Teen Titans	N.O.W.H.E.R.E.: Holding Cells	8x8
DC	Teen Titans	N.O.W.H.E.R.E.: Omen's Domain	8x8
DC	Teen Titans	N.O.W.H.E.R.E.: Project Superboy Laboratory	8x8
DC	Teen Titans	N.O.W.H.E.R.E.: The Crucible	2'x3'
Orange squares are Lava Squares. At the end of each player's turn, deal 1 unavoidable damage to each character occupying a Lava Square.			
DC	Teen Titans	Teen Titans Tower: Great Hall	2'x3'
DC	Teen Titans	Teen Titans Tower: Laboratory Level	8x8
DC	Teen Titans	Teen Titans Tower: Memorial Hall	8x8
DC	Teen Titans	Teen Titans Tower: Recreation Level	8x8
DC	Teen Titans	Teen Titans Tower: Residential Level	8x8
DC	Teen Titans	Teen Titans Tower: Sub-Basement Level	8x8
DC	Teen Titans Fast Forces	N.O.W.H.E.R.E.: Arctic Base	2'x3'
DC	Teen Titans Fast Forces	Teen Titans Tower: Grounds	2'x3'
Marvel	Fear Itself	Blitzkreig DC	2'x3'
Marvel	Fear Itself	Blitzkreig Manhattan	2'x3'
DC	Man of Steel	Smallville	2'x3'
DC	Man of Steel	Metropolis	2'x3'
<u>Marvel</u>	<u>Fear Itself</u>	<u>The Book of the Skull Fortress</u>	<u>2'x3'</u>
<u>Security Drones: (Not for Tournament Play) Orange squares are security drone squares. After any action resolves, if the character given the action moved into or through a square within 2 squares of a Security Drone, that drone makes a ranged combat attack targeting that character with a  9,  2. This attack does not need range or line of fire.</u>			
<u>Marvel</u>	<u>Fear Itself</u>	<u>The Raft</u>	<u>2'x3'</u>
<u>Kuurth's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S101 Kuurth's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use Charge.</u>			
<u>Marvel</u>	<u>Fear Itself</u>	<u>The Book of the Skull Fortress</u>	<u>2'x3'</u>
<u>Skadi's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S201 Skadi's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use Leadership.</u>			
<u>Marvel</u>	<u>Fear Itself</u>	<u>Paris</u>	<u>2'x3'</u>
<u>Mokk's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S102 Mokk's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use team abilities.</u>			

<b>From</b>	<b>Set</b>	<b>Map Name</b>	<b>Size</b>
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">NYC: Yancy Street</a>	<a href="#">2'x3'</a>
<a href="#">Angrir's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S107 Angrir's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use Support or Regeneration.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">South Africa</a>	<a href="#">2'x3'</a>
<a href="#">Skirn's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S103 Skirn's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use Outwit.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Svartalfheim</a>	<a href="#">2'x3'</a>
<a href="#">Orange squares are Uru Forge squares. At the beginning of your turn, friendly characters occupying Uru Forge squares are dealt 1 unavoidable damage and are given an Uru token. Characters modify their attack and defense values +1 for each Uru token they are assigned. When a character takes damage from an attack, remove all Uru tokens from that character.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Holding Facility</a>	<a href="#">2'x3'</a>
<a href="#">KA2</a>	<a href="#">KA2‡</a>	<a href="#">Justice Forever Headquarters</a>	<a href="#">2'x3'</a>
<a href="#">KA2</a>	<a href="#">KA2‡</a>	<a href="#">Evil Lair</a>	<a href="#">2'x3'</a>
<a href="#">Bioshock</a>	<a href="#">Bioshock Infinite‡</a>	<a href="#">Columbia</a>	<a href="#">2'x3'</a>
<a href="#">Riding the Rails: Orange squares are sky terrain. After actions resolve, if a character who can't use the Flight ability occupies Sky Terrain, give them an action token, and then that character's owner may place them in their starting area. Objects that are not held and occupy Sky Terrain are removed from the map.</a>			
<a href="#">Bioshock</a>	<a href="#">Bioshock Infinite‡</a>	<a href="#">Founders' Pavilion</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Canadian Wilderness</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Danger Room</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Asteroid</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Astral Plane</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Xavier Institute Classroom</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Half Court</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Xavier Institute Headmaster's Office</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Inner Circle</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Lighthouse</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Lighthouse Coastline</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Nova Roma Building</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Princess Bar</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Rocket Launch Base</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men</a>	<a href="#">Shi'ar Throne Room</a>	<a href="#">8x8</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men Fast Forces</a>	<a href="#">Xavier Mansion Grounds</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Wolverine and the X-Men Fast Forces</a>	<a href="#">Liberty Island</a>	<a href="#">2'x3'</a>
<a href="#">LOFTY TERRAIN: Orange squares are Lofty terrain. Characters occupying Lofty terrain treat it as elevated terrain and treat non-Lofty terrain as grounded terrain. Characters occupying elevated terrain treat Lofty terrain as elevated terrain as if they were grounded. Squares labeled with and orange A or B are considered adjacent for movement purposes to other squares labeled with an orange A or B.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Broxton, OK</a>	<a href="#">2'x3'</a>

From	Set	Map Name	Size
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">China</a>	<a href="#">2'x3'</a>
<a href="#">Greithoth's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S104 Greithoth's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use Willpower.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Fallen Asgard</a>	<a href="#">2'x3'</a>
<a href="#">Yggdrasil/ The World Tree Orange squares are hindering terrain. When damage would be dealt to a character occupying these squares, ignore 1 of that damage. Ignoring damage in this way does not prevent the damage from being reduced or ignored by another game effect.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Pacific Ocean</a>	<a href="#">2'x3'</a>
<a href="#">Ocean Depths Characters ignore the water terrain for movement purposes. Characters that can use the Swim ability modify their speed value by +2 and can use    .</a>			
<a href="#">Nerkkod's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S105 Nerkkod's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone have .</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Brazil</a>	<a href="#">2'x3'</a>
<a href="#">Nul's Hammer Impact Zone: (Not for Tournament Play) Orange Squares are IMPACT ZONE squares. Before the beginning of the game either player may place a  S106 Nul's Hammer from outside the game in the Impact Zone. While that object occupies the Impact Zone, characters within 6 squares of the Impact Zone can't use Super Strength.</a>			
<a href="#">Marvel</a>	<a href="#">Fear Itself</a>	<a href="#">Dark Asgard</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Thor: The Dark World</a>	<a href="#">Svartalfheim</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Thor: The Dark World</a>	<a href="#">Royal Naval Academy</a>	<a href="#">2'x3'</a>
<a href="#">Interdimensional Portal Orange squares are Portal squares. Portal squares are hindering terrain. For other exciting scenarios, check the scenario sheet included in this starter!</a>			
<a href="#">Mage Knight</a>	<a href="#">Mage Knight Resurrection†</a>	<a href="#">Crackstone Camp</a>	<a href="#">2'x3'</a>
<a href="#">When playing a battle on this map, do not place objects normally. Instead, place light object tokens on all squares marked with an orange X: these objects are magestone object. Magestone objects are light objects, but are not removed from the game when an attack fails; when a close combat attack using a magestone object succeeds, deal the target 1 penetrating damage after the attack resolves.</a>			
<a href="#">Mage Knight</a>	<a href="#">Mage Knight Resurrection†</a>	<a href="#">Delphana Domain</a>	<a href="#">2'x3'</a>
<a href="#">Once per turn, when one of your characters takes an action where a die roll results in doubles, that character earns leyspark points equal to the result on one of the dice. Immediately after the resolution of the action, any or all leyspark points can be spent to have the indicated effects, after which all remaining leyspark points are lost: 1 point: A friendly character can use Force Blast as a free action: 2 points: a target opposing character can be moved up to four squares: 3 points: A friendly character can use Regeneration as a free action, but can only be healed a maximum of 3 damage: 4 points: A target opposing character is dealt 1 penetrating damage for each  on the target.</a>			
<a href="#">Mage Knight</a>	<a href="#">Mage Knight Resurrection†</a>	<a href="#">Wylden Watch</a>	<a href="#">2'x3'</a>
<a href="#">Chasm Terrain Orange squares are Chasm Terrain. Chasm Terrain is blocking terrain for movement purposes, clear terrain for line of fire purposes and it can't be destroyed.</a>			
<a href="#">Mage Knight</a>	<a href="#">Mage Knight Resurrection†</a>	<a href="#">Rokos Ruins</a>	<a href="#">2'x3'</a>
<a href="#">Objective Terrain Orange squares are Objective Terrain. At the beginning of your turn, for each area of Objective Terrain occupied by your characters but no opposing characters, you score 10 victory points.</a>			
<a href="#">Lord of the Rings</a>	<a href="#">The Hobbit: The Desolation of Smaug</a>	<a href="#">Forest River</a>	<a href="#">2'x3'</a>
<a href="#">Lord of the Rings</a>	<a href="#">The Hobbit: The Desolation of Smaug</a>	<a href="#">Lake-town</a>	<a href="#">2'x3'</a>
<a href="#">Lord of the Rings</a>	<a href="#">The Hobbit: The Desolation of Smaug</a>	<a href="#">Lair of Smaug</a>	<a href="#">2'x3'</a>
<a href="#">Lord of the Rings</a>	<a href="#">The Hobbit: The Desolation of Smaug</a>	<a href="#">House of Beorn</a>	<a href="#">2'x3'</a>
<a href="#">Lord of the Rings</a>	<a href="#">The Hobbit: The Desolation of Smaug</a>	<a href="#">Mirkwood: Spider Realm</a>	<a href="#">2'x3'</a>

<b>From</b>	<b>Set</b>	<b>Map Name</b>	<b>Size</b>
<a href="#">Lord of the Rings</a>	<a href="#">The Hobbit: The Desolation of Smaug</a>	<a href="#">Mirkwood Elven Kingdom</a>	<a href="#">2'x3'</a>
<a href="#">DOTA2</a>	<a href="#">DOTA2: Dire Starter Set‡</a>	<a href="#">Battlefield</a>	<a href="#">3'x3'</a>
<a href="#">Marvel</a>	<a href="#">Invincible Iron Man</a>	<a href="#">Avengers Island</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">Invincible Iron Man</a>	<a href="#">Office Building</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">AvX</a>	<a href="#">Avengers Tower</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">AvX</a>	<a href="#">Utopia: West</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">AvX</a>	<a href="#">Utopia</a>	<a href="#">2'x3'</a>
<a href="#">Marvel</a>	<a href="#">AvX</a>	<a href="#">Utopia: East</a>	<a href="#">2'x3'</a>