

# Lancer Community Map Compendium

Author	Sitrep	Grid Type	Grid Details (Vertical, Horizontal, Foundry, roll20, 100px, etc.)	Intended Length & Width (eg. 30 hex x 24 hex)	Resolution (eg. 1920 x 1080, varies, 4:3, etc.)	Content Location (Please provide URL)	Notes (any descriptive info you'd like to share about your maps)
NHP SHAKA	assorted	Hexagon	Vertical (roll20)	30 x 23 and 60 x 23	assorted	<a href="https://drive.google.com/">https://drive.google.com/</a>	random maps from Ukuwa Station missions
NHP SHAKA	assorted	Hexagon	hex v odd (foundry)		4:3	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps from my Plymouth Rock campaign
NHP SHAKA	assorted	Hexagon	hex v odd (foundry)	30x23	4:3	<a href="https://drive.google.com/">https://drive.google.com/</a>	<b>SPOILER: WALLFLOWER MAPS</b>
NHP SHAKA	assorted	Hexagon	hex v odd (foundry)	30x24	4:3	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps from the one-shot mission in the Field Guide to Miesone
very	assorted	Gridless			varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Made in Google Maps, suitable for battlemaps
Mod_jing Mani_C	assorted	Gridless		varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps made in Starcraft 2
Karasu	assorted	Gridless		varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps from SD Gundam
Klondike	assorted	Gridless		varies	2500x2500	<a href="https://imgur.com/gallery/">https://imgur.com/gallery/</a>	Quick Forest stream combat map
Aacidburns	assorted	Hexagon		40x30	2048x1536	<a href="https://drive.google.com/">https://drive.google.com/</a>	
GingerGiant	Escort, Holdout	Hexagon		32x32	1:1	<a href="https://docs.google.com/">https://docs.google.com/</a>	Coast Map and Hard Cover tokens, in a box!
KaffeZombie	assorted	Hexagon	Horizontal	35x37 mostly	1:1	<a href="https://drive.google.com/">https://drive.google.com/</a>	Lots of maps in different environments, made in Blender
Muzak	All	Hexagon	Vertical 160px Foundry	29x30	4:3	<a href="https://drive.google.com/">https://drive.google.com/</a>	Simulator Style Maps
Und3rdad	assorted	Hexagon	Also Gridless	40x40 and smaller	assorted	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps in various settings arranged as missions with mission briefs
Prudentia	assorted	Square	Also Gridless	varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Spaceship maps made in Cosmoteer
MagusDraco	varies	Gridless	70px roll20	Usually 25 or 30x30	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps I've made for my one-shot missions in Dungeondraft.
_socks	Any	Gridless		23x20	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Apply difficult terrain as you see fit. Around the rubble and wreckage should work.
LazyAngel	Any	Hexagon	Vertical 174px Foundry	varies	150dpi	<a href="https://lazy-angel.itch.io/">https://lazy-angel.itch.io/</a>	An assortment of free maps, along with paid map packs
Azmahel	assorted	Hexagon	Foundry	~25x32	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Urban and Arid/Desert environments, little Madmax Postap vibe.
Eranziel	assorted	Gridless		varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Gridless maps made in Dungeondraft (and an older folder made with RPGMM2). Mix of space and planetary environments.
Inglonias	Any	Hexagon	Horizontal, Grid Size 78	125x20	1481x1385	<a href="https://www.dropbox.com/">https://www.dropbox.com/</a>	Made in MegaLek
RubyCube	Any	Hexagon	Vertical Foundry	varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Variety of Hex Maps made in Dungeondraft
Zenn	assorted	Gridless		varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps made in Dungeondraft, for my Bright campaign. Includes roof assets and assets for scrolling maps
surface level speck	assorted	Hexagon	Horizontal	varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Horizontal Hex maps made in Dungeondraft.
Jobbut	assorted	Square	70px (roll20)	varies	varies	<a href="https://www.google.com/">https://www.google.com/</a>	
Fun Titan	Gauntlet, Extra	Hexagon	Horizontal 150px regular	145 x 36 hex	5000 x 5000	<a href="https://drive.google.com/">https://drive.google.com/</a>	Includes day/night and zoned/gridless versions, plus the .psd file for modifying or making alternate versions and a readme clarifying a few details. Has two small elements photobashed from publicly available satellite images.
Gremlin Grenade		Gridless				<a href="https://drive.google.com/">https://drive.google.com/</a>	Maps for both Lancer and Battleground provided. Maps with dimensions listed function best at the specified dimensions, otherwise default dimensions should be fine on Foundry VTT.
Cyberstryder	N/A	Hexagon	roll20	60 hex x 48 hex	1920 x 1080	<a href="https://cdn.discordapp.com/">https://cdn.discordapp.com/</a>	Flat terrain with broken walls that provide soft cover at entrants
PaulJ	up to gm	Gridless	In Foundry I usually set th	generally designed to	varies	<a href="https://pics1.itch.io/lancer/">https://pics1.itch.io/lancer/</a>	Water color, impressionistic maps designed to convince of mech scale
AdmiralStarNight		Gridless			varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Various Locations from my Lancing Dawn Campaign
Ender	Any	Gridless			Varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Corvette Sigma is typically designed for Control or Recon sitreps, with at least 2 C2s on top of the ship itself.
rue	None	Gridless	Vertical	46 hex x 39 hex	2048 x 1536	<a href="https://inkamate.com/m/k/">https://inkamate.com/m/k/</a>	Raw images here: <a href="https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/">https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/</a>
rue	Holdout	Gridless	Vertical	46 hex x 39 hex	2048 x 1536	<a href="https://inkamate.com/m/v/">https://inkamate.com/m/v/</a>	The original holdout point was the radar array at top right, but cropping may be required. Raw images here: <a href="https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/">https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/</a>
rue	Extraction/Gaur	Gridless	Vertical	30 hex x 25 hex	2048 x 1536	<a href="https://inkamate.com/m/d/">https://inkamate.com/m/d/</a>	Original sitrep was to rescue any friendlies stuck in the bunker at bottom right. This can be played as an extraction, a gauntlet, or special objective. Map is a floating island intended to be 10 spaces vertically above the tree canopy below. Raw images here: <a href="https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/">https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/</a>
rue	None	Gridless	Vertical	34 hex x 21 hex	2048 x 1143	<a href="https://inkamate.com/m/x/">https://inkamate.com/m/x/</a>	Map is designed to have two separate close-quarters combat encounters: one in each half. The left half is useful for Snipers and Speeders, and the right half is useful for Barricades, Seeders, and Assaults. Original objective had civilians in the left side buildings and in buildings at topright; four bunkers with red materials would explode if dealt damage. Raw images here: <a href="https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/">https://www.reddit.com/r/LancerRPG/comments/xh6ok/ive_had_a_h_and_time_finding_lancer_battlemaps_so/</a>
AdmiralStarNight		Gridless		varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Various soft maps I have made, free for personal use
Eisen	Assorted	Square	Horizontal, designed for T	Typically 30x60 or 40x 12, varies	varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	CW, Gore   Every map I've used for my horror-themed campaign. Scarlet Eclipse
Cake #1117	Varies	Hexagon	Foundry Hex Row/Roll20	foundry grid size 66	1920 X 1080, 2000	<a href="https://cakegreat.itch.io/">https://cakegreat.itch.io/</a>	Clean-looking hexagonal maps with a faux-isometric aesthetic.
MarkDrummondJ	None	Square	140px, gridless available	varies	varies	<a href="https://markdrummond.com/">https://markdrummond.com/</a>	Sci-fantasy battlemaps
Sokin	Varies	Square	100px	Varies	Varies	<a href="https://drive.google.com/">https://drive.google.com/</a>	Snowy, icy and subterranean maps for Sparri campaigns. Hand-drawn or made in Dungeondraft.
AJ / imp_lo	Various	Hexagon	Foundry	35x21	4096x2166	<a href="https://drive.google.com/">https://drive.google.com/</a>	<b>SPOILERS:</b> In golden flame
AJ / imp_lo	Map template	Hexagon	Foundry Rows - Even	35x21	3500x1852	<a href="https://inkamate.com/m/9/">https://inkamate.com/m/9/</a>	Inkamate template. This itself is not a map that can be played but a template that others can clone to get consistent map alignments on Foundry. The intent is that people clone the map, make their own using In Based on the Clear The Air map of Solstice Rain
writhingbrat	Beacon Recon	Hexagon	Flat Hex, Foundry, Owlbei	32 hex x 25 hex	5000 x 4554	<a href="https://drive.google.com/">https://drive.google.com/</a>	HJ] = Hard cover with height from ground SJ] = Soft cover with height from ground OJ] = Overhang XJ] = 5 HP CQB Explosive. If adjacent, you can use a quick action to plug in and add +2 bonus Energy to attacks. Free action to unplug. MCJ] = Beacons, indestructible
zumanius	Gauntlet	Hexagon	Flat Hex, Foundry, Owlbei	32 hex x 25 hex	5000 x 4554	<a href="https://imgur.com/a/3t9wz/">https://imgur.com/a/3t9wz/</a>	* = Height measured from the object/building it's on -> = Slope, no penalty for changing heights
Vinedragon	Various	Hexagon	Foundry, Info within Drive	Various	Various	<a href="https://drive.google.com/">https://drive.google.com/</a>	This map is intended for Katherine Stark's "The Harrowing" combat in Cathedral of the Deadstar. This map was adapted from the square grid map she had already created.
wickedRobot	Recon	Hexagon	Foundry VTT, Grid Size 100, Dimensions 3500x1	4096x2167		<a href="https://drive.google.com/">https://drive.google.com/</a>	Gridless one is slightly smaller