

City of Heroes and City of Villains Zone Transit Guide

This document is a guide to the [City of Heroes / Villains](#) MMORPG [Zone-to-Zone](#) travel methods for the [Homecoming](#) and Homecoming-like servers.

Methods

- [Long Range Teleporter](#)
 - [Obtaining the Power](#)
- [In-Zone "Physical" Connections](#)
- [Looking for Group \(LFG\)](#)

Notes:

- Characters with Vigilante or Rogue alignments permits simultaneous access to both Paragon City (Hero/Blue) and Rogue Isles (Villain/Red) Zones. Alignment changes are available via the [Null the Gull](#) NPC located in [Pocket D](#).
- Access to the Midnighter's Club (and thus Cimerora along with additional Zones detailed below) is available via two methods. The first, long route, is completing the [Montague Castanella story arc](#) which is available after level 10. The alternate method is travel to [Night Ward](#) and enter the manion at map location [1800, 110, -2420] which grants the required badge.
- Routes on the [TUNNEL System](#) are not detailed.

Long Range Teleporter

The [Long Range Teleporter](#) (LRT) is a standard travel feature of the City of Heroes environment with a large range of instant travel to Zones with a *10 minute cooltown* (time until available after use). The power allows access to the default areas of Echo Plaza, the Character's Supergroup Base, and any Supergroup Base using a known Passcode. Once obtained new Zones can be added to the available destination list by collecting one Exploration Badge in the desired Zone.

Obtaining the Power

Either of these methods will award the LRT power.

- Collect 8 exploration badges in a single Zone.
 - Installing the [Vidiotmaps](#) add-on will overlay the exploration badge locations in the character's Map (the add-on will also add over information to Maps).
 - The [Reveal](#) power available from a [P2W Vendor](#) improves the Vidiotmaps add-on readability by removing the "Fog of War."
- By Spending 1 hour in Pocket D obtaining the [Pocket D VIP Gold Club Member](#) badge.

In-Zone "Physical" Connections

These are the standard connections between Zones where a character clicks a doorway, passes through a security gate, enters a boat or submarine, etc.

Key:

- Items without **Red** or **H/V** default to Paragon City (Hero/Blue).
- Items labeled **Red** are Zones specific to Rogue Isles (Villain/Red).
- Items labeled **H/V** are Zones accessible by characters of any alignment.
- Items labeled **NC** are non-combat Zones.
- Items labeled with **PvP** are Player vs. Player Zones accessible by characters of any alignment.
- Items labeled with **SE** are seasonal event Zones and are available on limited basis.
- Items labeled **TO** are themed overlays of existing Zones with no regular features (e.g., trainers, missions, and transit lines).

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Abandoned Sewer Network	Sewer Network	36 - 40
Abyss	Grandville Independence Port Monster Island Peregrine Island Sharkhead Isle and Kallisti Wharf	45 - 50 [Red]
Atlas Park	Hollows Perez Park Recluse's Victory Rikti War Zone Skyway City Steel Canyon	1 - 6
Bloody Bay	Cap Au Diable Skyway City	15 - 25 [PvP]
Boomtown	Sewer Network Steel Canyon	11 - 19
Brickstown	Crey's Folly Independence Port	30 - 38
Cap Au Diable	Bloody Bay Underground Imperial	8 - 20 [Red]

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Cascade Archipelago	Chantry Firebase Zulu	40 - 44
Chantry	Cascade Archipelago Firebase Zulu Storm Palace	44 - 47
Cimerora	Midnighter club (Zone transfer to Croatoa puts characters next to Midnighter Club)	35 - 50 [H/V]
Crey's Folly	Brickstown Rikti War Zone	31-39
Croatoa	Brickstown Founders' Falls Independence Port Skyway City Steel Canyon Talos Island	25 - 34
Dark Astoria	Talos Island	50 - 54
Echo Plaza	Pocket D (blue-side truck)	NC [H/V]
Echo: Atlas Park	Ouroboros	1 - 6
Echo: Dark Astoria	Ouroboros	21 - 29
Echo: Faultline	Ouroboros	15 - 25
Echo: Galaxy City	Ouroboros	1 - 6
Echo: Rikti Crash Site	Ouroboros	40-50
Eden	Founders' Falls Hive	33 - 39
Faultline	Pocket D Skyway City	15 - 25
Firebase Zulu	Cascade Archipelago Chantry Peregrine Island Storm Palace	40 - 44
First Ward	Night Ward Underground Imperial	20 - 30
Fort Trident	Atlas Park Task Forces	NC

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Founders' Falls	Eden Midnighter Club Pocket D Rikti War Zone Talos Island	31 - 40
Grandville	Abyss Independence Port Kallisti Wharf Monster Island Peregrine Island Recluse's Victory Rikti War Zone	40 - 50 [Red]
Harvest Festival (Themed Atlas Park)	Pocket D (via Null the Gull)	NC [TO]
Hollows	Atlas Park Skyway City	5 - 15
Hive	Eden	45 - 50
Imperial City	Neutropolis Night Ward [Tunnel] Nova Praetoria Pocket D Underground Imperial	9 - 15
Independence Port	Brickstown Croatoa Founders' Falls Kings Row Skyway City Steel Canyon Striga Isle Talos Island Terra Volta	20 - 30
Kings Row	Independence Port Pocket D Sewer Network Skyway City Warburg	5 - 10
Luau (Themed Talos Island)	Pocket D (via Null the Gull)	NC [TO]

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Mercy Island		1 - 8 [Red]
Midnighter Club	Cap au Diable Cimerora Croatoa Founders' Falls Steel Canyon	NC
Monster Island	Abyss Grandville Independence Port Kallisti Wharf Peregrine Island Sharkhead Isle	45 - 50 [Red]
Nerva Archipelago	Grandville St. Martial	25 - 40 [Red]
Neutropolis	Imperial City Nova Praetoria Underground Neutropolis	15 - 20
Night Ward	First Ward	30 - 35
Nova Praetoria	Imperial City Underground Nova	1 - 9
Ouroboros	Atlas Park Cap au Diable Founders' Falls Grandville Independence Port Nerva Archipelago Peregrine Island Sharkhead Isle St. Martial Talos Island Echo: Atlas Park Echo: Dark Astoria Echo: Faultline Echo: Galaxy City Echo: Rikti Crash Site	NC [H/V]
Peregrine Island	Firebase Zulu Rikti War Zone Talos Island	41 - 50

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Perez Park	Atlas Park Skyway City Steel Canyon	7 - 14
Pocket D	Kings Row Faultline Founders' Falls Harvest Festival Imperial City Luau (Talos) Port Oakes Sharkhead Isle Ski Chalet Spooky Halloween St. Martial Talos Island Winter Forest	NC [H/V]
Port Oakes	Cap Au Diable Mercy Island Pocket D	7 - 12 [Red]
Recluse's Victory	Atlas Park Grandville	40 - 50 [PvP]
Rikti War Zone	Atlas Park Cap Au Diable Crey's Folly Founders' Falls Grandville Peregrine Island St. Martial	35 - 50 [H/V]
Sewer Network	Abandoned Sewer Network Atlas Park Boomtown Kings Row Skyway City Steel Canyon	3 - 10
Sharkhead Isle	Pocket D Siren's Call	20 - 30 [Red]
Siren's Call	Sharkhead Isle Steel Canyon	20 - 30 [PvP]

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Ski Chalet	Pocket D	NC [H/V]
Skyway City	Atlas Park Bloody Bay Faultline Hollows Kings Row Perez Park Sewer Network Talos Island	10 - 19
Spooky Halloween (Themed Atlas Park)	Pocket D (via Null the Gull)	NC [TO]
Steel Canyon	Atlas Park Boomtown Independence Port Perez Park Siren's Call	10 - 19
St. Martial	Grandville Nerva Archipelago Pocket D Rikti War Zone	30 - 40 [Red]
Storm Palace	Chantry Firebase Zulu	48 - 53
Striga Isle	Independence Port Talos Island	20 - 29
Talos Island	Dark Astoria Founders' Falls Peregrine Island Pocket D Skyway City Striga Isle Underground Imperial	20 - 27
Terra Volta	Independence Port	20 - 29
Tunnels of the Trolls	Hollows	12 - 15

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Underground Imperial	Cap au Diable First Ward Imperial City Talos Island Underground Neutropolis Underground Nova	9 - 15
Underground Nova	Nova Praetoria Underground Imperial	1 - 10
Warburg	King's Row St. Martial	30 - 38 [PvP]
Winter Forest	Ski Chalet area (via Pocket D)	NC [H/V SE]

Looking for Group (LFG)

LFG Transport is a *zero second* cooldown method to travel to a handfull of Zones by ~~abusing~~ employing the LFG system. Normally, when a Task / Strike Force is joined the character's group will be transported across Zones to the Force's initial mission contact. In this case, locking the group size with only 1 member (your character) triggers immediate transport. Once the character is in the desired Zone no other actions are necessary.

LFG Transport the best method to directly transport to Cimerora from any location outside of a [Midnighter Club](#) as Cimerora is not a destination Zone available via the [Long Range Teleporter](#) (LRT) power.

To utilize LFG Teleport:

- Select the LFG tab in the Chat window.
- Select the Force with the NPC contact in the destination Zone.
- Select "Lock the event for your group" (a group size of 1).
- Select to Queue and Join Event with the option appears.
- No other actions are necessary after you arrive at the destination Zone.

Zone	Task / Strike Force [Initial Contact]
Brickstown	Following Countess Crey [Manticore]
Cap Au Diable	The Beast Beneath the Mountain [Virgil Tarikoss] [Red]
Cascade Archipelago	The Legend of Ruladak [Sara Moore]
Chantry	The Saga of Faathim [Justin Augustine]
Chantry	The Saga of Lanaru [Faathim the Kind]
Cimerora	Time's Arrow [Imperious]

Zone	Task / Strike Force [Initial Contact]
Croatoa	A Tangled Plot [Katie Hannon]
Firebase Zulu	Explorers & Exploiters [Dr. Quarterfield]
Founders' Falls	Soul of the Woodsman [Numia]
Founders' Falls	The Return of the Reichsman [Dr. Kahn]
Grandville	Thus Spoke the Reichsman [Barracuda]
Grandville	Lord Recluse's Strike Force [Lord Recluse] [Red]
Independence Port	A Clamor for the People [Penelope Yin]
Independence Port	Ms. Liberty Task Force
Independence Port	The Sky if Falling [Admiral Sutter]
Rikti War Zone	Alpha Strike [H/V]
Rikti War Zone	The Lady Grey Task / Strike Force [H/V]
Rikti War Zone	The Praetorian Offensive [Tin Mage Mk. II] [H/V]
Sharkhead Isle	Pirates of the Sky [Silver Mantis] [Red]
Sharkhead Isle	The Fire and the Flames [Mortimer Kal] [Red]
Sharkhead Isle	The Temple of the Waters [SF Op. Renault] [Red]
Skyway City	The Fall of the Clockwork King [Synapse]
Steel Canyon	The Rule of Three [Positron Pt. 1]
Steel Canyon	Dam Hero [Positron Pt. 2]
St. Martial	The Crystal of Serafina [Ice Mistral] [Red]
Striga Isle	The Kheldian War [Moonfire] Blue
Striga Isle	The MegaMech Cometh [Ernesto Hess]
Talos Island	Citadel's Children [Citadel]