The vastness of Charted Space is mapped in a series of Sectors and Subsectors.

Interstellar mapping charts the locations of stars and their systems on a plane of hexagons. Each hex represents a parsec and may be a stellar hex containing a star system, or an empty deep space hex.

SECTORS

The standard large-scale interstellar mapping structure is the Sector. It consists of 36 columns of 40 hexes with alternating columns slightly offset as required by the hexagon structure.

Subsectors. A Sector is divided into sixteen smaller Subsectors, each containing 8 columns of 10 rows of hexes.

Subsectors are useful because they easily fit on one page.

THE STELLAR HEX

The basic unit of interstellar mapping is the **Stellar Hex**: a mapping hexagon representing an area about one parsec in diameter.
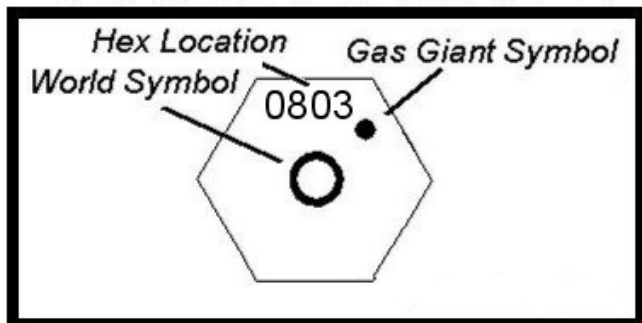
Hexagons are used for mapping because they regularize and simplify movement. They allow simple counting of distance in six directions (as opposed to four with square grids).

Stellar Hex Information

Each Stellar Hex provides some measure of information about its contents. The total information available varies. For distant, unexplored regions, the hex may be empty, or it may contain only rudimentary information. For well-mapped areas, the Stellar Hex provides a wealth of information.

Hex Location. The coordinate system for hexes on larger maps refers to columns and rows. The first two digits of the Hex Location is the column number (on sector maps = 01 through 36). The second two digits is the row number (on sector maps (=01 through 40). Blanks to the left are padded with zeros.

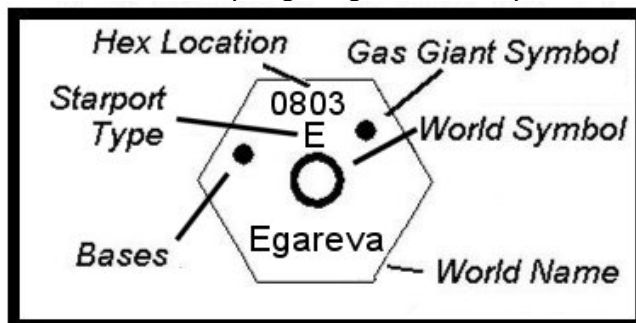### THE STELLAR HEX (Basic Information)

A traveller considering a jump into a new hex can usually determine (through local data bases, or conversations with others) some basic information about its contents.

World. The World Symbol shows a world (otherwise undefined or undescribed) is present.

Gas Giant. Similarly, a Gas Giant symbol shows the presence or absence of a giant world with hydrogen atmosphere suitable for wilderness refueling.

THE STELLAR HEX (Long Range Information)

For well-mapped stellar hexes, more information is available.

Starport Type shows the expected facilities available in a system.

Bases shows the presence of military, naval, or scout bases.

World Name provides the name of the Mainworld.