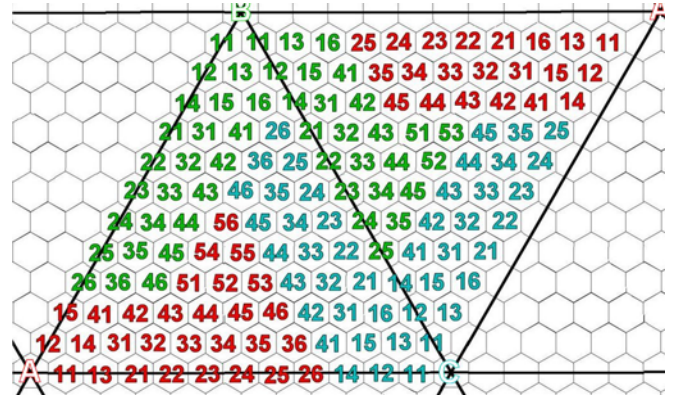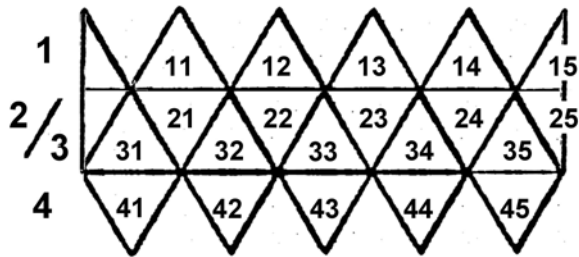**Random Place Selection**

Locations for places (Triangles, World Hexes, Terrain Hexes, Local Hexes) and for the placement of terrain can be randomly selected.

Random

RANDOM PLACES

When the situation requires, a random location can be selected using die rolls.

MOARN. Consistent with the MOARN Map Only As Really Necessary concept, locations for terrain, goals, destinations, or situations can be created randomly when they are required.

Select A Triangle On The World Map

To randomly select a Triangle on the World Map, roll 1D for the row (if the roll is 5 or 6, reroll). Roll 1D for the Triangle (if the roll is 6, reroll).

Select A World Hex In A Triangle

To randomly select a World Hex within a Triangle, determine if the Triangle is vertex UP or vertex DOWN.
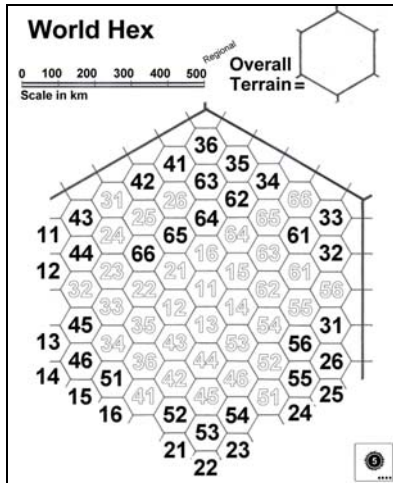
On the diagram, roll 1D to select vertex A, B, or C. Then roll 2D for the hex location.

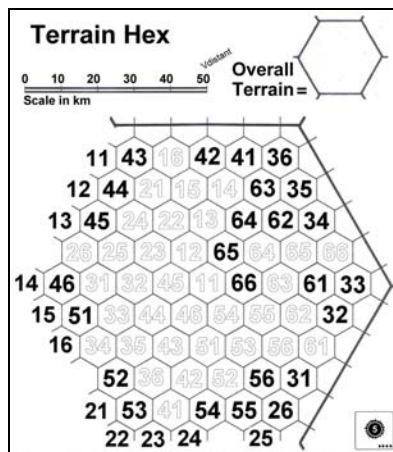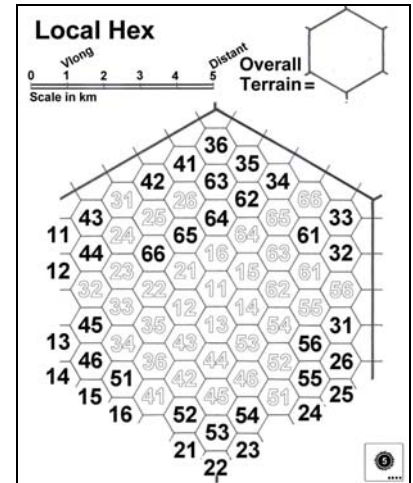If the Triangle is smaller than the roll, re-roll.

This random selection will not locate a Pent.

Select A Terrain Hex Within A World Hex

Select a Local Hex Within A Terrain Hex

Select a Single Hex Within A Local Hex

Roll 1D to determine (1-2-3=) Black or (4-5-6=) White Numbers. Roll 2D for the specific Hex. This random selection will not locate any of the three blank edge hexes.