



Creating World Maps

World Maps are populated with a subset of Terrain Types to create an overview of the world's features. Individual Terrain Hexes are then created as they are needed.

World Map

WORLD DETAILS

St	S	A	H	P	G	L	T	-	TCs	L	R	I	B	HZ

Enter UWP, Trade Classifications, Ex, and HZ: applicable TCs= Ic, Va, De, Tu, Fr, Ag, Fa, Di, Lo, Ni, Hi, Tz.

GENERATING THE WORLD MAP

1. Select a blank World Map based on World Size.
2. **Resources.** Determine Resources from the Economic Extension. Subtract system GG and Belts: place the resulting number of Resource Hexes one per Triangle.
3. **Mountains.** Place 1D Mountains in each Triangle.
4. **Chasms.** Place Size x Chasms one per Triangle.
5. **Precipices.** Place Size x Precipices one per Triangle.
- If Di 6. **Die-Back.** Place 1D Ruins in each Triangle.
- If Va 7. **Vacuum Plain.** Place 1D Craters per Triangle.
- If De 8. **Desert.** Mark all unmarked hexes Desert.
9. **Oceans.** Randomly select Hyd x 2 Triangles as Oceans. Consolidate Ocean Triangles that share sides. Enclose Oceans with Shore lines. Non-Ocean Triangles are Continents (they are not consolidated; treat each Triangle as a separate Continent).
10. **Seas.** Randomly select Hyd Continents and place a one-hex Sea (Ocean) in each. Surround each with Shore in all adjacent hexes.
11. **Islands.** Convert each Mountain Hex in Ocean to Islands.
12. **Ice-Caps.** If HZ or greater, mark the top and bottom Hyd/2 rows as Ice Cap (if Hyd less than 2, no Ice Caps).
- If Ic 13. **More Ice Cap.** Add 1D rows to each Ice Cap.
- If Fr 14. **Frozen.** Mark Ocean as Ice Field and Land as Frozen Lands (except under Ice Cap).
- If Tu 15. **Tundra.** Mark a line 1D hexes above and below the Equator. Between each line and the Poles, mark Ocean as Ice Field and Land as Frozen lands (except under Ice Cap).
- If Ag 16. **Agricultural.** Place 2D Cropland in each Continent.
- If Fa 17. **Farming.** Place 1D Cropland in each Continent.
- If Lo 18. **Low Population.** Place one Town. Skip to 20.
- If Ni 19. **Non-Industrial.** Place one Town. Skip to 20.
20. **Cities.** Place Cities equal to Pop, one per Continent. If Atm=0-1, A-C, or E4, then mark as Domed.
- If Hi 21. **High Population.** Place total Pop/2 Archologies.
22. **Rural.** Mark clear hexes within Pop hexes of City as Rural.
23. **Starport.** Place the World Starport (or Spaceport).
- If Tz 24. Select one Pole Triangle and draw a vertical line directly down. Shift 2.5 times World Size hexes to one side and draw a parallel line: this is the one-World-Hex-wide Twilight Zone.
- If Tz 25. Mark one side of the Twilight Zone as Baked Lands and the other side as Frozen Lands (overlying existing terrain). Terrain in the Twilight Zone remains are previously created. Convert Ocean in Baked Lands to Desert. Convert Ocean in Frozen Lands to Ice Field.
- If Pe 26. **Penal Colony.** Mark Pop x Penal one per Triangle.
27. **Wasteland.** If TL>5, mark 1D adjacent hexes in one Triangle Wasteland.
28. **Exotic.** Place one Exotic hex in one Triangle.
29. All other terrain remains Clear.

AVAILABLE TERRAIN

Resource
Mountains
Chasm
Precipice
Ruins
Crater
Desert
Ocean
Shore
Islands
Ice Caps
Ice Field
Frozen Lands
Cropland
Town
City
Domed
Archology
Rural
Starport
Twilight Zone
Baked Lands
Penal
Wasteland
Exotic
Clear