Populating World Hexes-2

The detailed terrain within a World Hex is called for only when hex becomes important. The procedures below guide the creation of that terrain.

ALLOCATE TERRAIN

The World Hex is 1000 km in diameter and contains 75 individual Terrain hexes, each about 100 km in diameter.

If the World Hex is Shore, draw a Shore Line through the hex.

If the Terrain is Precipice, draw a Precipice line through the hex.

If World Hex=	Note	The White Terrain hex:	The Black Terrain hex is
Ocean. Sea.	Oc	Ocean. If surrounding World Hexes are Ocean, mark Ocean Depth.	Ocean.
Shore		Ocean if on the Ocean side of Shore; otherwise Land.	Land.
Mountains		Mountain (if Shore, Land is Mountain; Ocean is Islands.).	Other.
Chasm		Select TWO WNH and connect them with a Chasm.	Other.
Precipice		Select TWO WNH and connect them with a Precipice.	Other.
Ruins		May be Ruins. Place Good Flux+1 Ruins in BNH.	Other
Crater		Place 2D Craters in WNH	Other.
Desert		Desert. Convert 2D WNH to Clear.	Desert.
Islands		May be Island. Place Good Flux+1 Islands in WNH.	Ocean.
Ice-Cap		Ice Cap.	Ice Cap.
Ice Field		Ice Field	Ice Field.
Frozen Lands		Frozen Lands.	Frozen Lands.
Cropland		Cropland.	Other
Town	Hi	May be Town. Place one Town in a WNH.	Other.
City	Hi	May be City. Place one City in a WNH.	Other.
Domed	Hi	May be Domed. Place one Domed in a WNH.	Other.
Archology		May be Archology. Place one Archology in a WNH.	Other.
Rural		Rural.	Other.
Starport		May be Starport. Place one Starport in a WNH.	Other.
Baked Lands		Baked Lands.	Baked Lands
Clear		May be Rough. Place 2D Rough in WNH.	
Clear	N1	May be Wood. Place 2D Wood in WNH.	
Clear	N2	May be Wetland. Place 2D Wetland in WNH.	
Clear	N3	May be Lake. Place Good Flux Lakes in WNH.	
Resource		May be Resource. Place 2D Resource in WNH.	
Wasteland		Wasteland.	Other
Penal		May be Town. Place one Town in WNH.	

WNH= White Numbered Hex(es). BNH= Black Numbered Hex(es).

Other= Other predominant Terrain Type (default = Clear).

Hi = If World is High Population, do this twice.

Oc= If World is Ocean World, mark Ocean surrounded by Depths as Abyss.

N1 = If Atmosphere = 3-4-5-6-7-8-9-A.

N2 = If Hydrographics = 2-3-4-5-6-7-8-9-A. May overlay Rough.

N3 = If Hydrographics = 2-3-4-5-6-7-8-9-A. May overlay Clear (creates Marsh) or Wood (creates Swamp).