



The World Triangle is the basic mapping division of a world's surface.

World Triangle 03

THE WORLD TRIANGLE

Worlds (planets, satellites) are mapped using a standard geodesic grid composed on constant size World Hexes.

The World Triangle

Each World is divided into 20 World Triangles, each of which has a number of World Hexes along each edge equal to World Size (ordinarily from 1 for a Size=1 world to 10 for a Size=10 world. Larger worlds possible with the creation system.

Continental. The World Triangle is described as Continental in size, a fact which makes the term variable from world to world. Continental can refer to an area as small as a single 1,000 km hex (on a Size-1 world) to the area of a triangle 10,000 km on each edge (on a Size-10 World) or larger.

Terrain. World Triangles are not described in terms of Terrain. The individual World Hexes are the largest unit identified by Terrain.

