



The Terrain Hex

The Terrain Hex is 100 km in diameter (count 10 of 10 km each from any edge to any opposite edge).

Terrain Hex

THE TERRAIN HEX

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

The World Hex

Each World Hex is 1000 km from vertex to vertex or 850 km flat to flat.

The Terrain Hex

A World Hex is composed of 60 Terrain Hexes. A Terrain Hex is 100 km wide (flat to flat) or 114 km vertex to vertex.

The Local Hex

A Terrain Hex is composed of 60 Local Hexes. Each Local Hex is 10 km wide (flat to flat) or 11.4 km vertex to vertex.

