Interpretations of Traveller5 World Mapping

1) Unless specified in the rules to say otherwise, **all terrain stacks** with each other. There are two notable **exceptions**:
    a. A World Hex with Mountains becomes Islands if the hex attracts Ocean
    b. Clear does not 'stack' with anything else. After placement of all other terrain (including, for example, Rural) only the remaining hexes are Clear – effectively true wilderness away from populations.
2) In the rules, **Oceans** are placed by marking off Hydrographics x 2 World Triangles as oceans. This results in all land masses and oceans being geodesic and artificial. Within the spirit of the rules attempting to place an ocean in separate triangles, the mapper takes the following steps to place oceans:
    a. Select a World Triangle at random.
    b. Count the number of hexes in that triangle. This is the ocean size.
    c. Calculate the centre hex or set-of-3 hexes at the centre of the triangle. Mark these as ocean.
    d. Select a neighbouring hex from the centre at random and mark it as ocean.
    e. Continuing selecting neighbouring hexes at random until the number of hexes for the ocean is reached as calculated in b.
3) Where a World Hex is marked as **Islands**, the rules say populate 1D Terrain Hexes with islands (i.e. archipelagos) and then each Terrain Hex is populated with 1D Local Hexes as Islands "join adjacent islands". Each Local Hex is populated with the instructions "The White Single Hex is … Island. Surround with Shore". This seems to imply that the island is all white Single Hexes within a local hex; but since Black Hexes are always at the border, this would separate islands from each other even if adjacent Local Hexes are island. The following islands from Earth are examples at different sizes:
    a. New Guinea, Borneo, Madagascar – approximately World Hex Size (866,025 km^2). *Produced by one-two world hex landmasses being left when Oceans are produced.*
    b. Bougainville, Cypress, Puerto Rico – approximately Terrain Hex Size (8660 km^2). *When populating World Hexes, roll 1D for one-Terrain Hex land masses where World Hex is Islands. In addition, roll D6 for Islands.*
    c. Bermuda, San Merino – approximately Local Hex Size (86 km^2). *These are produced if we assume all Local Hexes marked as Island from a Terrain Hex are all Local-Hex sized islands.*
    d. To produce intermediate sizes, "terrain creep" (see Shoreline below) can reduce the size of a World Hex land mass or a Terrain Hex landmass. A separate higher random chance of creep might be used to produce a wider variety of land mass shapes.
    e. Islands smaller than Local Hex – i.e. Single Hex size – are not generated but of course may be mapped by Referees with an adventure idea in mind.
4) A Shoreline hex is simply any non-ocean hex that has an adjacent Ocean or Sea Hex. It is not placed as terrain at any level – and so 'stacks' with Clear Terrain. The rules say to draw a shoreline through the hex – this is accomplished by the generator by examining the surrounding hexes, and making the border hexes ocean if the hex on that side is ocean; or land if the hex on that side is not ocean. Then the program does a random number (2 – 4) of passes over all hexes. Any hex that has a neighbouring Ocean hex on each pass has a random chance of becoming an ocean hex. Thus, the ocean hexes creep into the land hexes, creating a shoreline. Mountains become islands, precipice remains although now under

ocean, and all other terrain is erased. Note that a one-hex land hex at the World Map scale is effectively one large island – ocean will creep in from all sides.

5) A **Lake** Terrain Hex puts an "ocean" in each White Local Hex and then puts Islands in WNH and then place "Islands" by placing one-Local Hex land masses in each hex to be marked as "Islands" – refer to Islands interpretation above. Where the local hexes are lake hexes, the rules say that all White Single Hexes are Lake, and to surround them by Shore. This implies that each separate Local hex at the Terrain Hex level is a separate Lake. I do not think this is the intention of the rules; rather, each Local Hex that is 'lake' will be entirely water, both black and white Single hexes will be lake hexes – equivalent to Ocean hexes.
6) **Exotic** terrain is missing from the Populating Local Hexes list. Where the overall Local Hex is marked **Exotic**, all WNH (Single Hexes) are marked 'Exotic', but removing Exotic Terrain from 1D hexes.
7) **Volcanic** terrain is missing from the Populating Local Hexes list. Where the overall Local Hex is marked **Volcanic**, place 1D Volcanoes.
8) **Starports** are randomly placed on the World Map on land or island hexes. Where they are placed on Island Hexes, at the World Hex Map level they must be placed on Islands. At the Terrain Hex Map level, Starports are preferably placed on one-Local Hex size Islands, with the two adjacent cities placed on the closest two one-Local Hex size Islands, or the closest Island if there are no Local Hex sized Islands.
9) Noble lands are placed exactly according to the rules: one Terrain Hex in a World Hex if the World Hex is marked as Noble Lands; all White Hexes in a Terrain Hex if the Terrain Hex is marked as Noble Lands; and unmarked in Local Hexes, although the 'overall hex' will note that the entire hex is Noble lands.