

# WORLD MAP GRID

This geodesic map grid divides the spherical surface of any globe into twenty triangles, each of which is further divided into hexagons. Note terrain identities and other planetographic features of the world in these hexagons.  
Total number of map hexes per triangle: 25. Total number of map hexes: 500. This map was created by John G. Wood <john@elvw.demon.co.uk> using Campaign Cartographer 2.

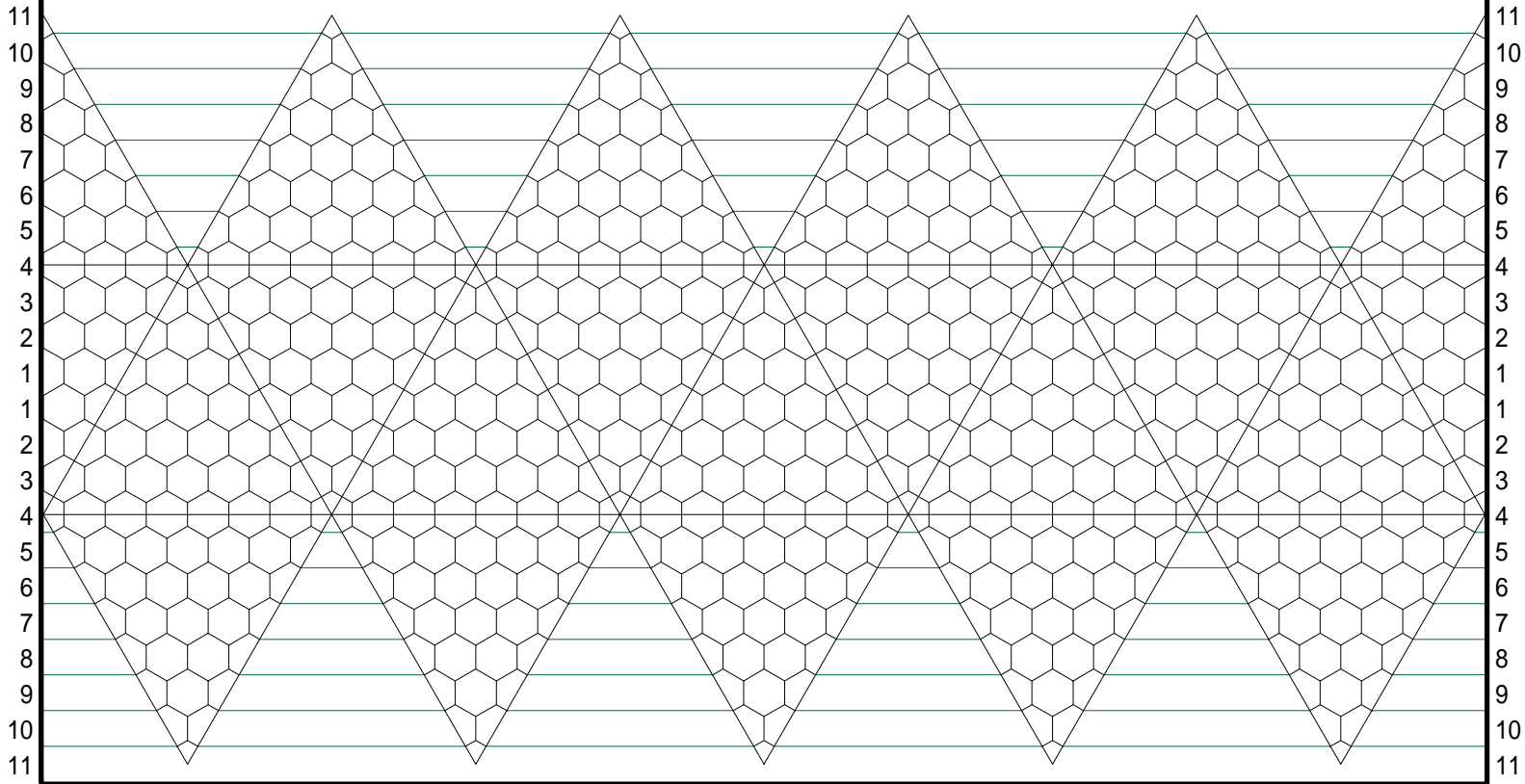
1. Date of Preparation

2. World Name (and UPP)

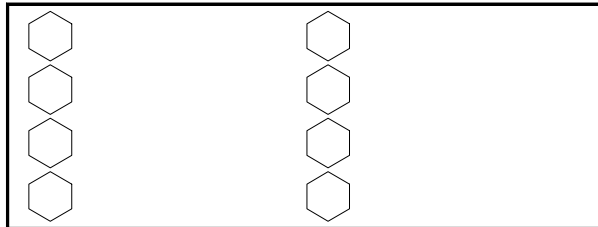
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3. Hexagon Scale in Kilometers (circumference divided by 35)

4. Subsector and Sector Location of World



IS Form 21



World Map Grid (Large)