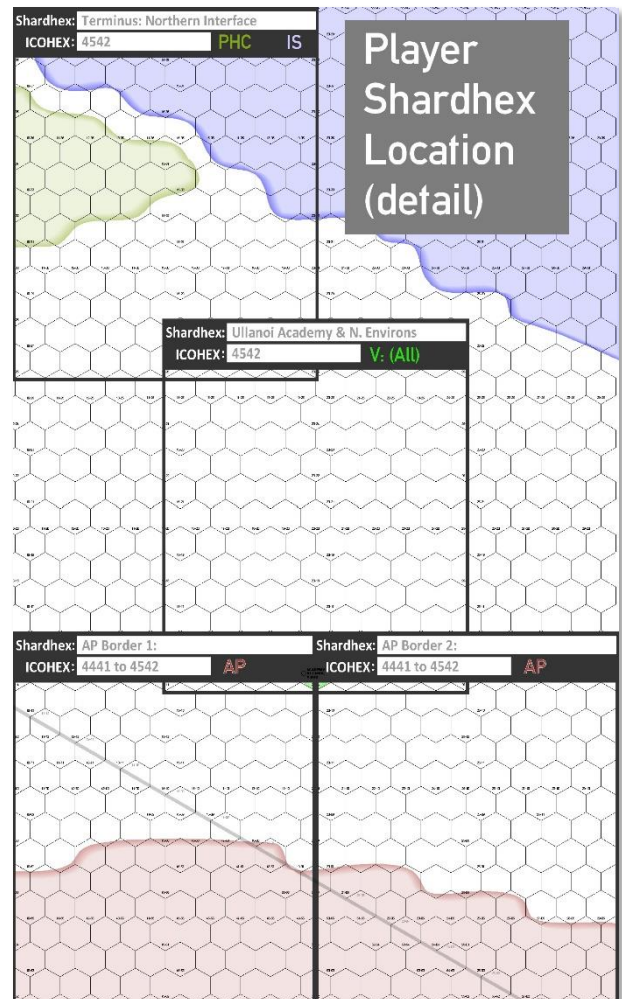
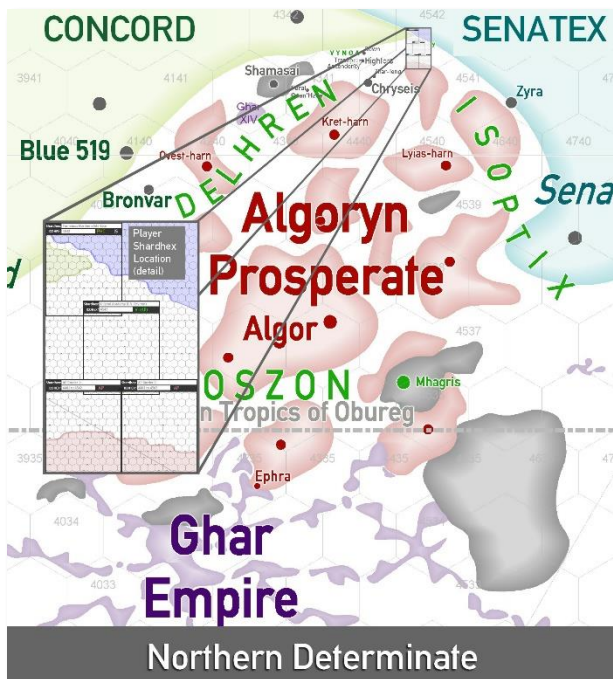


MAPPING YOUR OWN ANTARES – PLAYER-BUILDABLE SHARDHEXES

The empty shardhex maps on the following pages are use by players in mapping Antarean gates for their own campaigns.

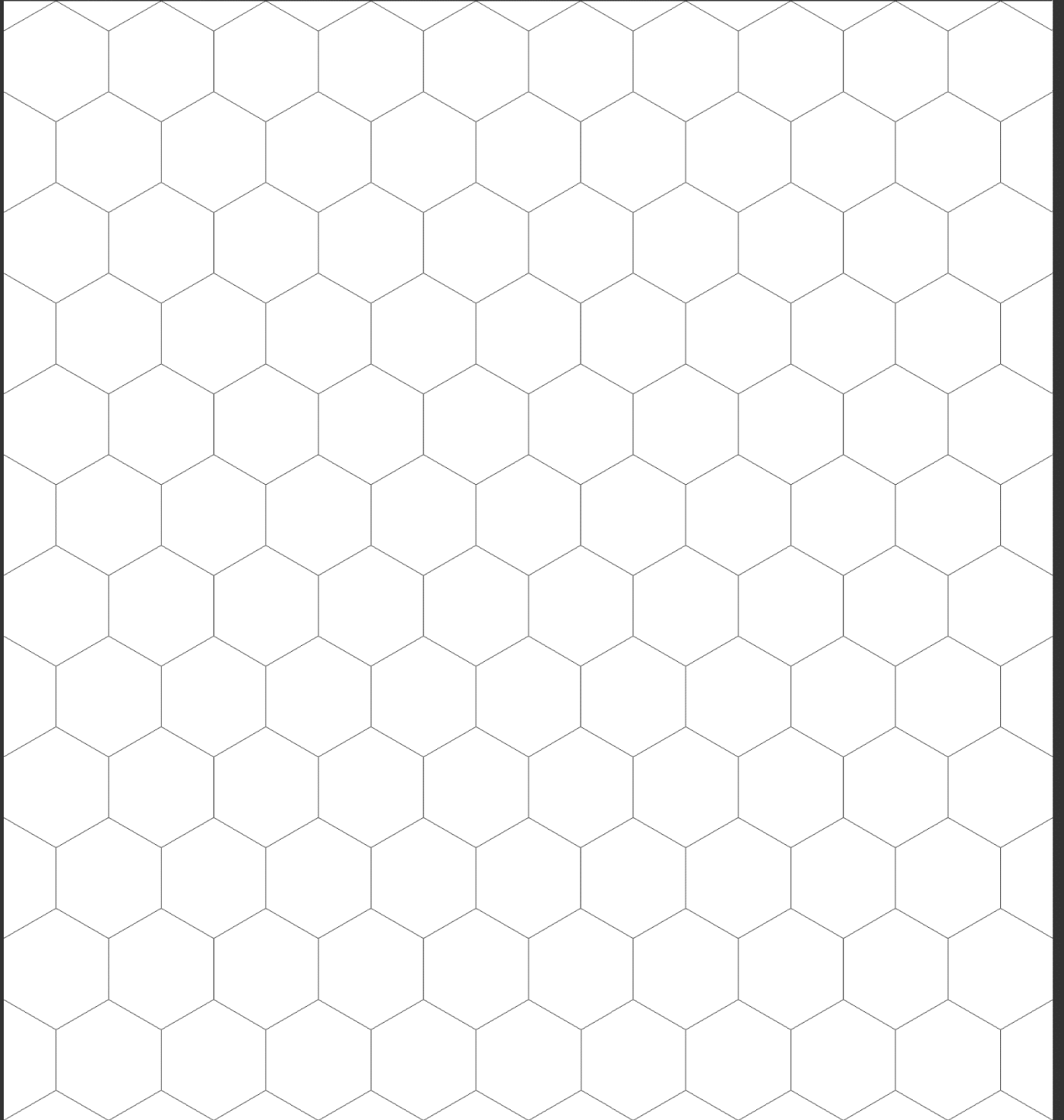
The first shardhex is blank, able to be used for anywhere a player may wish to map their own gates. The following four are located in the north of the Determinate in icohexes 4542 and 4441 – see the diagrams below – and are allocated for player use. Where a shardhex spans the borders of an icohex, the leftmost icohex reference is stated first. Refer to the 'Mapping Your Own Antares' articles for details of how to fill in the shardhex maps.

Individual GIFs for the gates are also in the attached zip file, or can be cut and pasted/resized from the following:



Shardhex:

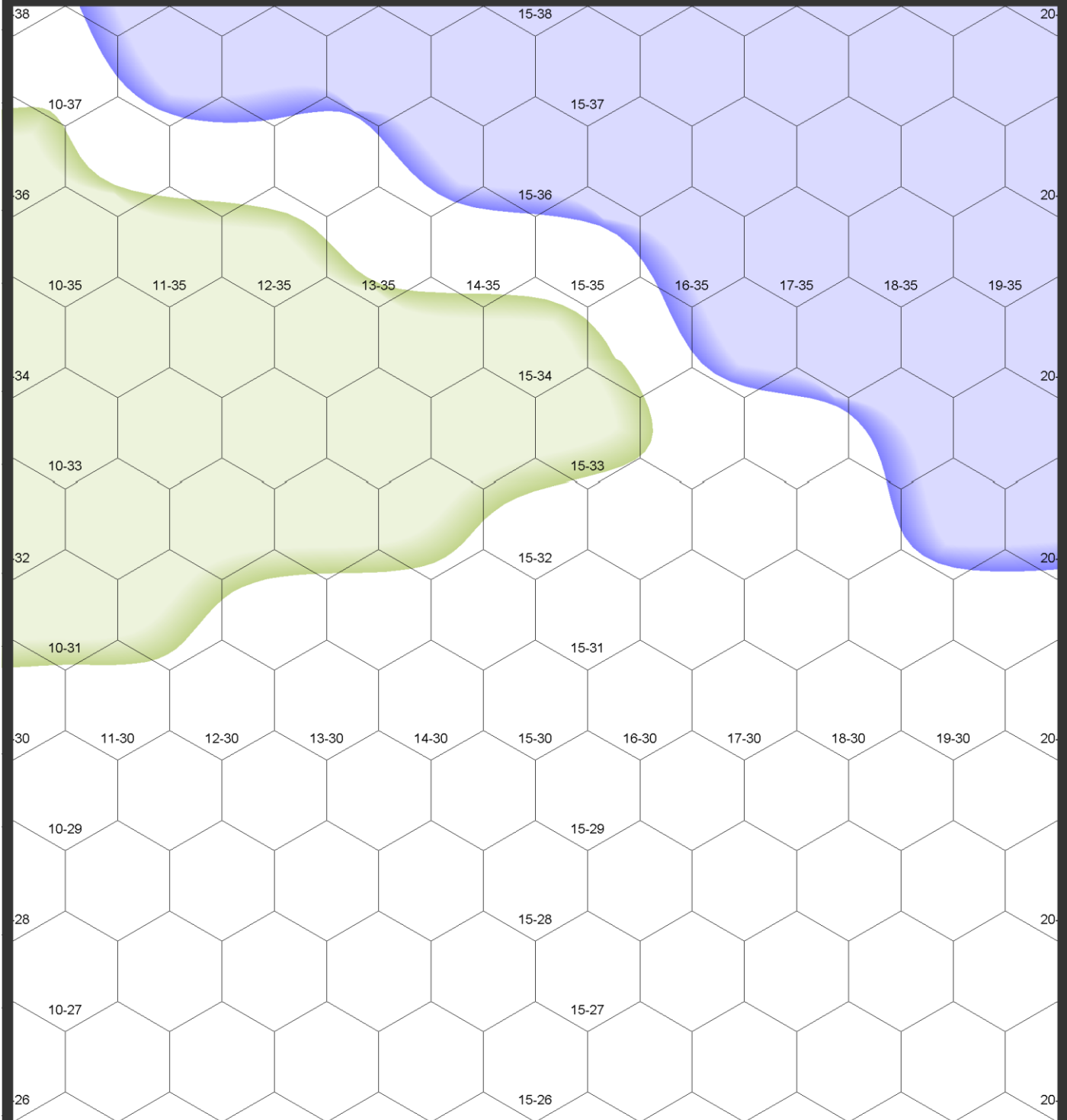
ICOHEX:

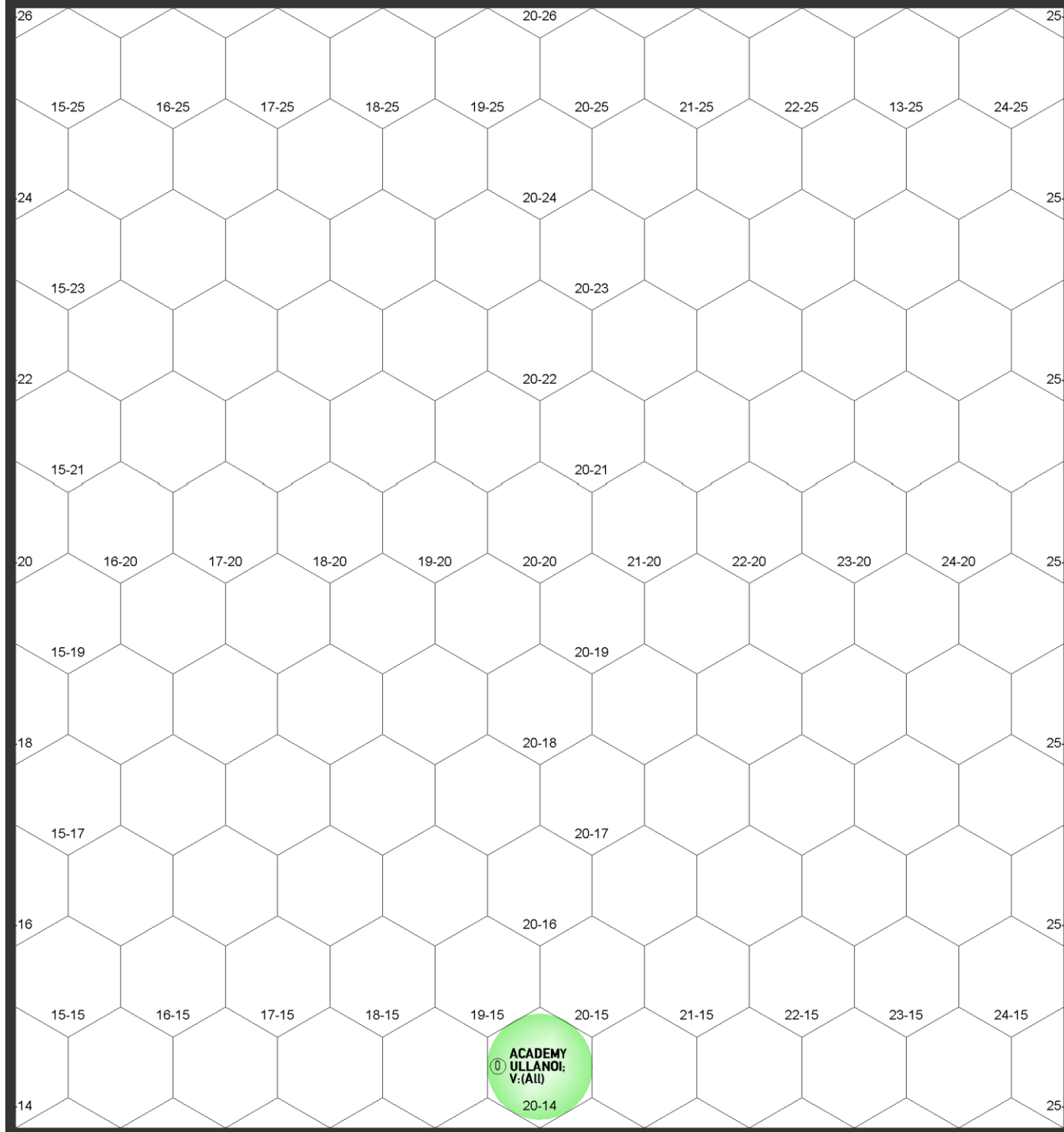


ICOHEX: 4542

PHC

IS



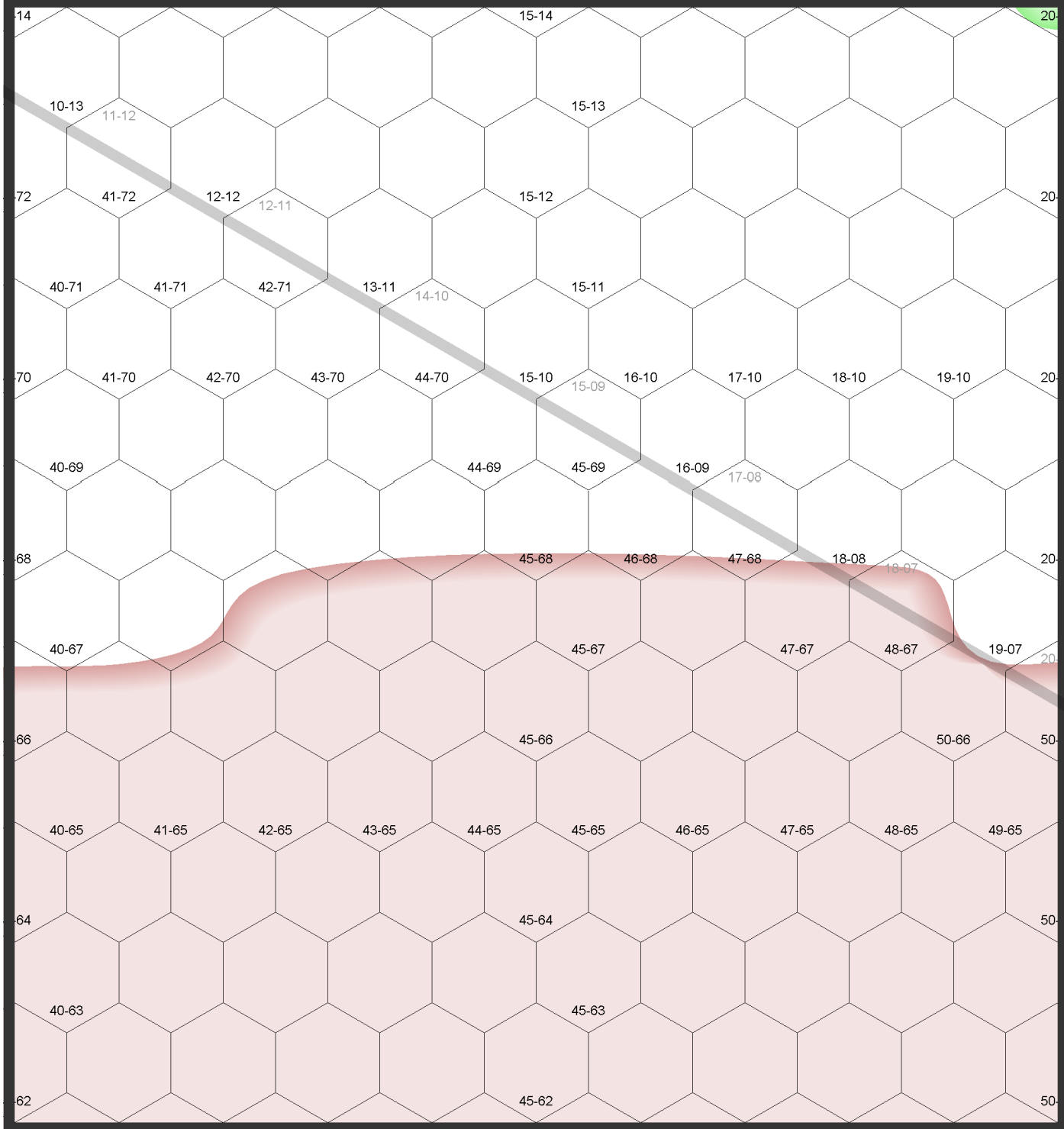
Shardhex: Ullanoi Academy & N. Environs**ICOHEX:** 4542**V: (All)**

Shardhex: AP Border 1:

ICOHEX: 4441 to 4542

AP

ACADEMY
ULLAN
V:(All)



Shardhex: AP Border 2:**ICOHEX:** 4441 to 4542**AP**