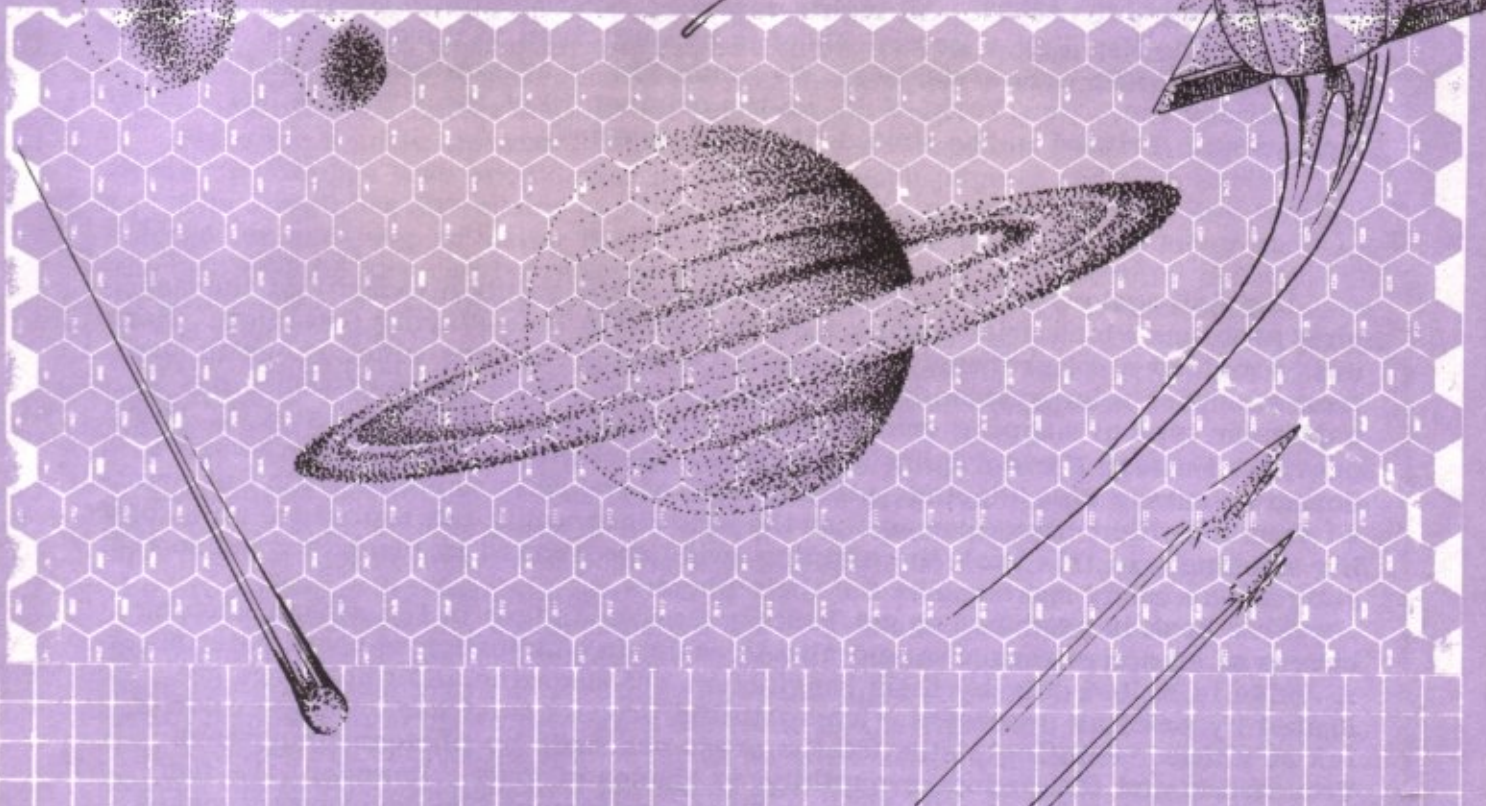


Judges Guild



THE ASTROGATORS CHARTBOOK



410

COMPLETE SCIENCE FICTION MAPPING SYSTEM
FOUR DIFFERENT MAPPING GRIDS
SPECIAL MAP KEY & RECORD PAGES

\$3.98

SOLAR SYSTEM CONFIGURATION



Sun



Planets

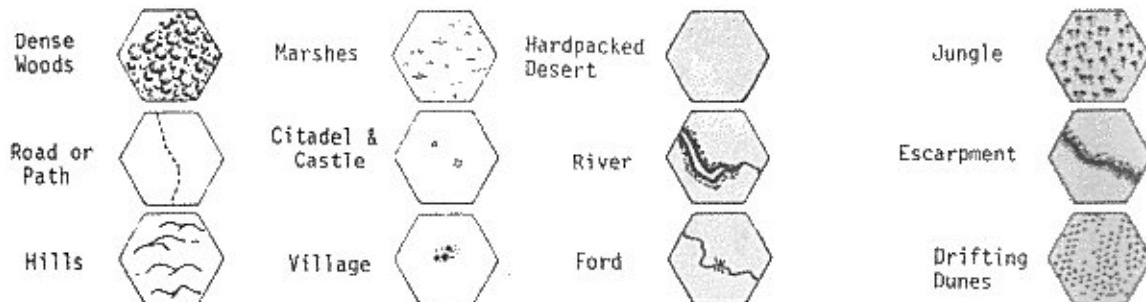


Asteroids



Gas Giants

TERRAIN KEY TO THE CAMPAIGN MAPS



Copyright © 1980 by Judges Guild Incorporated, RR 8 Box 9, 1221 N. Sunnyside Road, Decatur, IL 62522. All rights reserved. Permission to copy the Mapping Grids and the Map Key & Record Sheet is hereby given to purchasers of this book for individual non-commercial use. We would like to acknowledge Simulations Publications Inc., New York, N.Y. as the originators of the standard hex numbering system. Printed in the United States of America.

The *Astrogators Chartbook* is the Judges Guild solution to many of the mapping problems which arise during a Science Fiction Role-Playing Campaign. Here in is provided a comprehensive system for mapping features which range in size from an entire solar system down to a single room. Each range of scales has a particular type of mapping grid supplied which is designed to best suit it. Our previous *Fantasy Cartographer's Fieldbook*, which was specialized for Sword & Sorcery Fantasy Role-Playing, utilized some of the same mapping grids but printed them in a light blue color so that the grid lines would not reproduce on a copying machine. In this book the mapping grids are printed in black or grey so that Judges may easily make copies for their players.

This book is produced to aid Fantasy Gaming Judges in the record-keeping chores of an active campaign and also to assist in publication of their material. A Judge is limited only by their imagination but magazine and publishers are limited by printing processes. The printing process must use only one color of ink at a time. Printing plates for the press are made by photographic means. The camera and film reduce everything to shades of grey. However, the film is color-blind in very peculiar ways. The chemistry of film development makes light blue drop completely out of the picture but makes red, orange, purple, and brown come out as black. Depending upon the particular brand of film used violet, green, and yellow may come out black or may not come out at all. Gamers have sent some magnificent pieces of art into Judges Guild, but because of the colors used to draw them, these masterpieces could only be hung on the wall and admired, never published. Maps and plans drawn on these forms in black are certain to meet printer's requirements. Gamers are sure to find this book useful for record keeping and mapping their own campaigns. The increasing number of gamers who are writing magazine articles, designing products, and submitting contest adventure scenarios will find this book invaluable.

HOW TO USE

The Mapping Grids are supplied in three styles. The first is a 5mm (one-fifth inch) hexagon grid arranged in a set of unusual triangular shapes combined with a pair of lines along the bottom of the page. The hexagons fit together to form an isoctahedron or twenty-sided regular polygon which is a reasonable approximation to the difficult task of unfolding a round sphere onto a flat plane. This map style is easy to recognize as representing a spherical planet and yet is easy to game on. The two lines along the inner edge of the page have a series of numbers printed along them in the form of scales of millions of miles or kilometers. These two base lines are to be used for diagramming solar system configurations. Such a method depicts the average orbital radius and the general relationships between the orbits of the various planets. Using the symbols on page 2 also permits one to depict the general type and size of the planet. Additional symbols and numbers are easily added to depict other important information such as numbers of moons, presence of water or other liquids, space port presence and capacity, etc. Symbols on the planetary map are standard cartographic symbols, a selection of which is depicted on page 2.

The second style is the special Judges Guild Numbered Hex Grid from the Campaign Hexagon System, with its ability to enlarge or reduce to any extent any and all mapped hexagons. It is thus perfect for taking a particular hexagon from the planetary map and enlarging it to whatever extent is desired for play.

The third type is a standard rectangular grid composed of one-fifth inch squares. This grid most often proves useful for the depiction of buildings and vehicles. At least it is most useful for human-designed items, alien-designed items may often be better mapped on the hexagon grid.

Place for a scale statement is provided on each mapping grid. An orientation arrow or compass rose should also be placed on each page to indicate North.

The Judge has the choice of utilizing the facing page as the Map Key and Record for each map or using the reverse page as the key. In the latter case the map and its key can be removed from the book without disturbing other maps. In either case, a title block is provided at the top of the page to record the name of the specific Map or Adventure, the Level of the complex or building, the Planet or Province or State or City. Spaces are also provided to record the Date of the adventure or the specific campaign date the map applies to as well as a Location blank to catch anything we missed.

The right side of the page is composed primarily of a block of lines which are to be utilized as the Judge sees fit. Suggested uses include summaries of the History, Politics or Economics of a Planet or Province; statistics of individuals and their proposed encounter positions; or specific contents of some chamber and the properties of its furnishings.

The left column is a comprehensive set of symbols and indicators to be used for mapping complexes and buildings. Some of the letters and symbols have not been assigned meanings. Each Judge is encouraged to modify and add to this set of mapping symbols to best suit the tenor of the campaign he or she runs. The symbols and indicators are meant to be used singly or in combination to record the precise location and nature of any item. For example, the symbol for Door may have ! added to it to indicate it is locked from one side. The side the symbol appears on would indicate which side the lock could be opened from. Placing a ! on each side would indicate the door was locked from both sides. Placing a ♦ or ★ by the door would indicate that particular door was alarmed or trapped. A line under the identification number of a particular chamber would indicate that it is inhabited and that the Judge will need to refer to his or her room key to find the statistics of those inhabitants. At the bottom of the Key is listed a series of the more common colors along with a line to indicate the particular meaning of this color on this special map. (A reminder though that most of these colors photocopy as black and will be indistinguishable on the copy). Additional space is left at the bottom of the column for adding that special symbol to cover all those neat items which just don't fall under the standard symbols.

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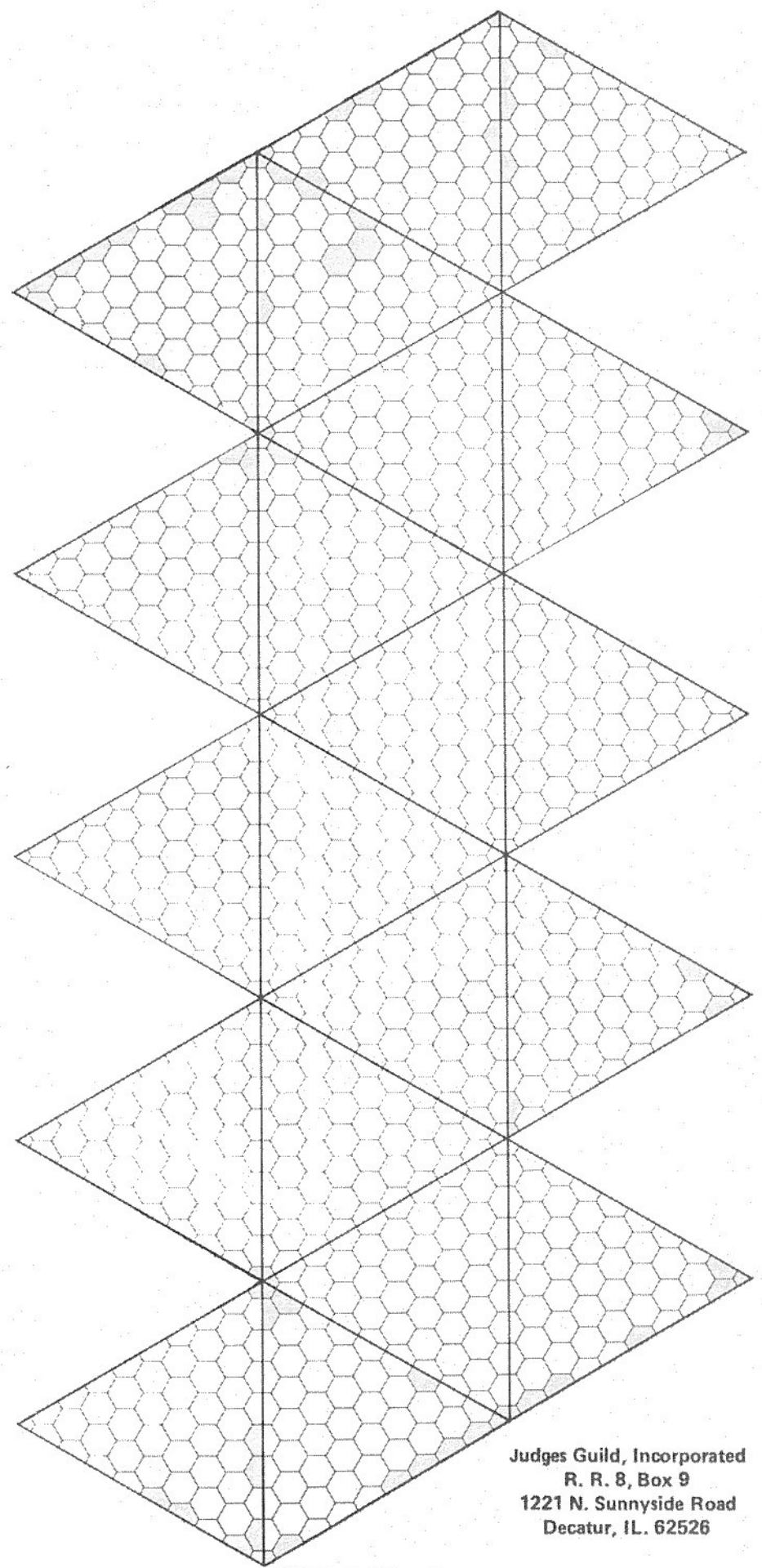
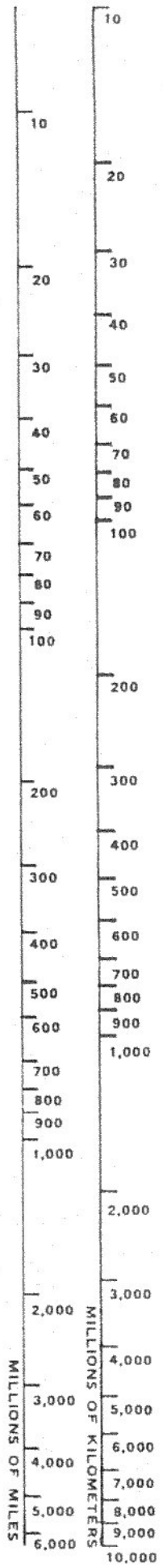
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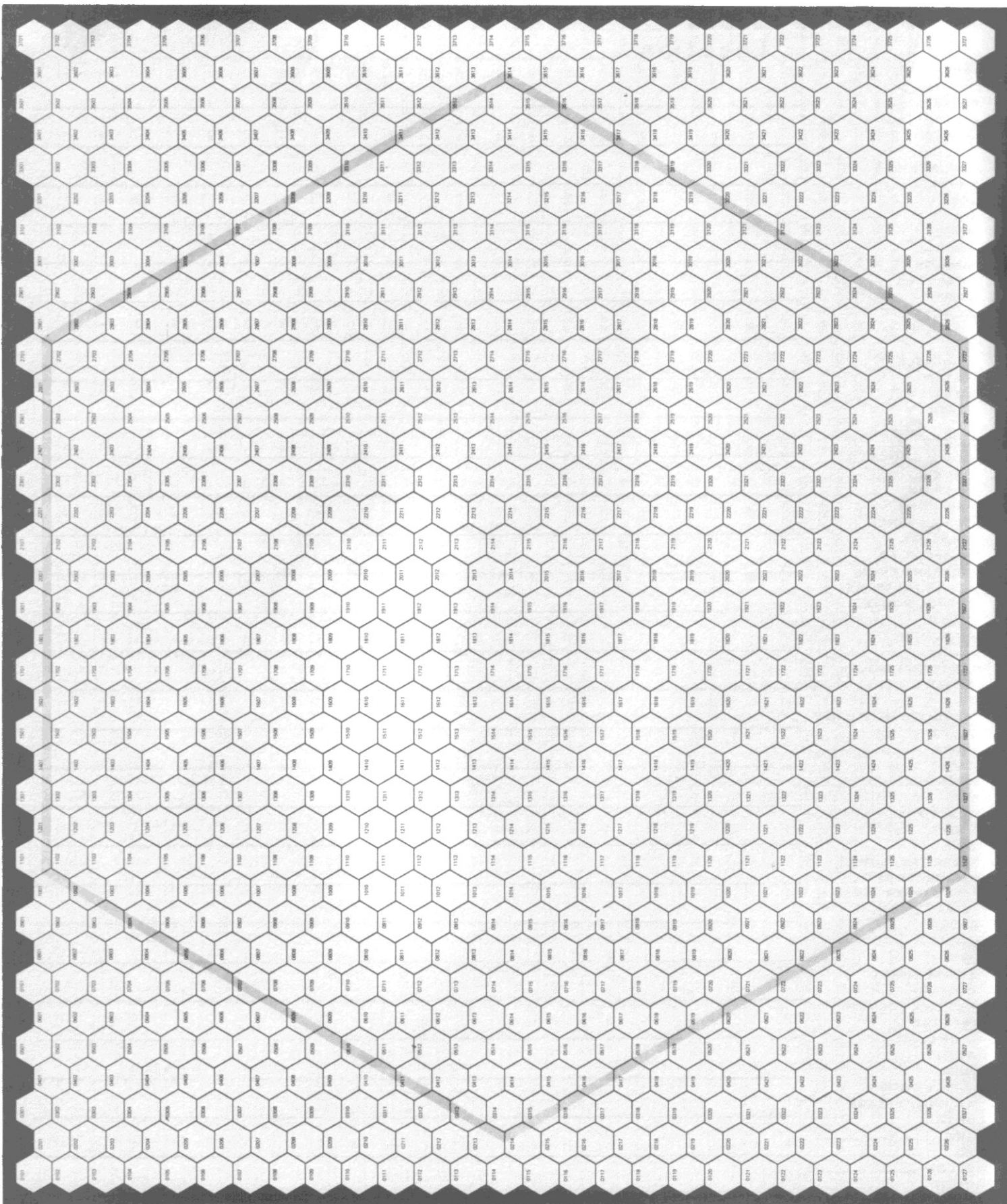


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SCALE: Each Hex Represents _____



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