

Universal World Profile (UWP)

| Name | Location | Starport Quality | | Planet Size | | Atmosphere Type | | Hydrographic % | Population | Government | Law Level | Tech Level | Bases | Trade Codes | Travel Zone |
|-------|----------|------------------|---|-------------|---|-----------------|---|----------------|------------|------------|-----------|------------|-------|-------------|-------------|
| | | C | A | 6 | A | 6 | 4 | | | | | | | | |
| Cogri | 0101 | C | A | 6 | A | 6 | 4 | 3 | - | 9 | N | Ri Wa | A | | |

UWP Key

| | Starport | Planet Size | | Atmosphere Type | | | Hydro. % | Pop. | Government | | Law Level (cumulative) | |
|--------|-----------|-------------|-----------|------------------|----------|--------------------|------------|------------------|-----------------------------|--|--|--------------------|
| | | Size | Gravity | Atmosphere | Pressure | Protection | | | Type | Contraband | Banned Weapons | Banned Armour |
| 0 (X) | None | ≤1000 km | 0 (no) | None | 0.00 | Vacc suit | 0 to 5% | 10 ⁰ | None | None | None | None |
| 1 | — | 1600 km | 0.05 (lo) | Trace | 0.05 | Vacc suit | 6 to 15% | 10 ¹ | Company / Corporation | Weapons, drugs, travellers | Poison gas, explosives, undetectable weapons, WMDs | Battle dress |
| 2 | — | 3200 km | 0.15 (lo) | V. Thin, Tainted | 0.2 | Respirator, filter | 16 to 25% | 10 ² | Participating Democracy | Drugs | Portable energy and laser weapons | Combat armour |
| 3 | — | 4800 km | 0.25 (lo) | V. Thin | 0.2 | Respirator | 26 to 35% | 10 ³ | Self-perpetuating Oligarchy | Technology, weapons, travellers | Military weapons | Flak |
| 4 | — | 6400 km | 0.35 (lo) | Thin, Tainted | 0.6 | Filter | 36 to 45% | 10 ⁴ | Representative Democracy | Drugs, weapons | Light assault weapons and SMGs | Cloth |
| 5 | — | 8000 km | 0.45 (lo) | Thin | 0.6 | — | 46 to 55% | 10 ⁵ | Feudal Technocracy | Technology, weapons, computers | Personal concealable weapons | Mesh |
| 6 | — | 9600 km | 0.7 (lo) | Standard | 1.0 | — | 56 to 65% | 10 ⁶ | Captive Government | Weapons, technology, travellers | All firearms except shotguns and stunners | — |
| 7 | — | 11 200 km | 0.9 | Std., Tainted | 1.0 | Filter | 66 to 75% | 10 ⁷ | Balkanisation | Varies | Shotguns | — |
| 8 | — | 12 800 km | 1.0 | Dense | 2.0 | — | 76 to 85% | 10 ⁸ | Civil Service Bureaucracy | Drugs, weapons | All bladed weapons, stunners | All visible armour |
| 9 | — | 14 400 km | 1.25 | Dense, Tainted | 2.0 | Filter | 86 to 95% | 10 ⁹ | Impersonal Bureaucracy | Technology, weapons, drugs, travellers | All | All |
| 10 (A) | Excellent | 1600 km | 1.4 (hi) | Exotic | Varies | Air supply | 96 to 100% | 10 ¹⁰ | Charismatic Dictator | None | — | — |
| 11 (B) | Good | — | — | Corrosive | Varies | Vacc suit | — | 10 ¹¹ | Non-Charismatic Leader | Weapons, technology, computers | — | — |
| 12 (C) | Routine | — | — | Insidious | Varies | Vacc suit | — | 10 ¹² | Charismatic Oligarchy | Weapons | — | — |
| 13 (D) | Poor | — | — | V. Dense | 2.5+ | — | — | 10 ¹³ | Religious Dictatorship | Varies | — | — |
| 14 (E) | Frontier | — | — | Low | ≤0.5 | — | — | 10 ¹⁴ | Religious Autocracy | Varies | — | — |
| 15 (F) | — | — | — | Unusual (Varies) | Varies | Varies | — | 10 ¹⁵ | Totalitarian Oligarchy | Varies | — | — |

Starport Quality

| Class | Quality | Berthing Cost | Fuel | Facilities |
|-------|-----------|---------------|-----------------------|--------------------------------|
| A | Excellent | 1D × Cr1000 | Refined (Cr500/ton) | Shipyard (all), repair |
| B | Good | 1D × Cr500 | Refined (Cr500/ton) | Shipyard (spacecraft), repair |
| C | Routine | 1D × Cr100 | Unrefined (Cr100/ton) | Shipyard (small craft), repair |
| D | Poor | 1D × Cr10 | Unrefined (Cr100/ton) | Limited repair |
| E | Frontier | Free | — | — |
| X | None | — | — | — |

Trade Codes

Agricultural (Ag): Dedicated to farming and food production.

Asteroid (As): Usually mining colonies, can also be orbital factories or colonies.

Barren (Ba): Uncolonised and empty.

Desert (De): Dry and barely habitable.

Fluid Oceans (FI): Non-water surface liquid, incompatible with Earth-derived life.

Garden (Ga): Earth-like.

High Population (Hi): A population in the billions.

High Tech (Ht): Among the most advanced in Charted Space.

Ice-Capped (Ic): Cold and dry, most surface liquid frozen in polar ice caps.

Industrial (In): Dominated by factories and cities.

Low Population (Lo): A population of a few thousand or less.

Low Tech (Lt): Pre-industrial and cannot produce advanced goods.

Non-Agricultural (Na): Too dry or barren to support the population through conventional food production.

Non-Industrial (NI): Too low in population to maintain an extensive industrial base.

Poor (Po): Lacking resources, viable land, or sufficient population to be anything other than marginal colonies.

Rich (Ri): An economic powerhouse with a stable government and viable biosphere.

Vacuum (Va): No atmosphere.

Water World (Wa): Almost entirely water-ocean.

Travel Zone

Travel Zones are designated by the Third Imperium, and are from a human perspective.

Amber: Deemed risky. Not off-limits, but Travellers should be on their guard.

Red: Off-limits, with the interdiction enforced by the Imperial Navy or fixed defence (*e.g.* minefields).