

COMPLETE REMARKS & CODES

Traveller Map / Traveller5 Second Survey notation - player-facing quick reference

How to read this: A world can carry several remarks at once. Most are calculated from the UWP; climate and secondary-world codes may also depend on orbital or system data. Values A-C are hexadecimal 10-12. MW means mainworld; HZ means habitable zone.

PLANETARY		
Code	Meaning	Traveller Map criterion / use
As	Asteroid belt	Size 0.
De	Desert	Atmosphere 2-9; Hydrographics 0.
Fl	Fluid oceans	Atmosphere A-C; Hydrographics 1+. Oceans are not water.
Ga	Garden	Size 6-8; Atmosphere 5, 6, or 8; Hydrographics 5-7.
He	Hellworld	Size 3+; Atmosphere 2, 4, 7, or 9-C; Hydrographics 0-2.
Ic	Ice-capped	Atmosphere 0-1; Hydrographics 1+.
Oc	Ocean world	Size A+; Hydrographics A.
Va	Vacuum	Atmosphere 0.
Wa	Water world	Size 3-9; Atmosphere 3-9; Hydrographics A.

POPULATION		
Code	Meaning	Traveller Map criterion / use
Di	Dieback	Population, Government, and Law 0; Tech Level 1+.
Ba	Barren	Population, Government, Law, and Tech Level all 0.
Lo	Low population	Population 1-3.
Ni	Non-industrial	Population 4-6.
Ph	Pre-high population	Population 8.
Hi	High population	Population 9+.

ECONOMIC & TECHNOLOGY		
Code	Meaning	Traveller Map criterion / use
Pa	Pre-agricultural	Atmosphere 4-9; Hydrographics 4-8; Population 4 or 8.
Ag	Agricultural	Atmosphere 4-9; Hydrographics 4-8; Population 5-7.
Na	Non-agricultural	Atmosphere 0-3; Hydrographics 0-3; Population 6+.
Pi	Pre-industrial	Atmosphere 0, 1, 2, 4, 7, or 9; Population 7-8.
In	Industrialized	Atmosphere 0, 1, 2, 4, 7, or 9-C; Population 9+.
Po	Poor	Atmosphere 2-5; Hydrographics 0-3.
Pr	Pre-rich	Atmosphere 6 or 8; Population 5 or 9.
Ri	Rich	Atmosphere 6 or 8; Population 6-8.
Lt	Low technology	Tech Level 5 or lower.
Ht	High technology	Tech Level 12+ (C+ in hexadecimal).

CLIMATE & ORBIT		
Code	Meaning	Traveller Map criterion / use
Fr	Frozen	Size 2-9; Hydrographics 1+; HZ +2 or outer system.
Ho	Hot	One orbit inward from the habitable zone (HZ -1).
Co	Cold	One orbit outward from the habitable zone (HZ +1).
Lk	Locked	Close satellite; usually tide-locked to its primary.
Tr	Tropic	Size 6-9; Atmosphere 4-9; Hydrographics 3-7; HZ -1.
Tu	Tundra	Size 6-9; Atmosphere 4-9; Hydrographics 3-7; HZ +1.
Tz	Twilight zone	Orbit 0-1; commonly tide-locked with permanent day/night sides.

SYSTEM, POLITICAL & SOPHONT REMARKS

Status, control, inhabitants, and special features found in the Remarks field

SECONDARY

Code	Meaning	Traveller Map criterion / use
Fa	Farming	Non-mainworld in the habitable zone; Atmosphere 4-9; Hydrographics 4-8; Population 2-6.
Mi	Mining	Non-mainworld; Population 2-6; system mainworld is Industrialized (In).
Mr	Military rule	Governed by the regional allegiance power.
Mr(AAAA)	Military rule	Governed by the explicitly named four-character allegiance.
Px	Prison / exile camp	Used for a mainworld.
Pe	Penal colony	Used for a non-mainworld.
Re	Reserve	Protected or restricted reserve.

POLITICAL

Code	Meaning	Traveller Map criterion / use
Cp	Subsector capital	Administrative capital of a subsector.
Cs	Sector capital	Administrative capital of a sector.
Cx	Capital	Major polity or imperial capital.
Cy	Colony	Colony controlled by the world named in an O: ownership remark.

OWNERSHIP

Code	Meaning	Traveller Map criterion / use
O:XXYY	Owned / controlled	Controlled by the world at hex XXYY in the same sector.
O:SSSS-XXYY	Cross-sector owner	Controlled by hex XXYY in sector SSSS.

SPECIAL

Code	Meaning	Traveller Map criterion / use
Sa	Satellite	Mainworld is a moon of a gas giant.
Fo	Forbidden	World is under a Red travel zone.
Pz	Puzzle	Amber zone; Population 7+.
Da	Danger	Amber zone; Population 6 or lower.
Ab	Data repository	Important archive or data repository.
An	Ancient site	Site associated with the Ancients.
Rs	Research station	Imperial research station.
RsA	Named research station	Letter identifies the station series: A = Alpha, B = Beta, G = Gamma, etc.

SOPHONT & HOMEWORLD SYNTAX

Code	Meaning	Traveller Map criterion / use
[Sophont]	Major-race homeworld	Square brackets identify the homeworld of a major race.
(Sophont)	Minor-race homeworld	Parentheses identify a minor-race homeworld; optional 0-9 gives population tenths.
Di(Sophont)	Extinct homeworld	Homeworld of an extinct minor race / dieback population.
Soph0-Soph9	Sophont population	Four-letter sophont code plus 0-9 for tenths of the population.
SophW	Entire population	Four-letter sophont code plus W means 100% of the population.
Traveller Map uses unique four-character sophont abbreviations in official sector data. The generic word 'Sophont' above shows where that abbreviation appears.		

LEGACY & RELATED MAP CODES

Older Remarks plus current base and travel-zone fields

NON-STANDARD / LEGACY REMARKS		
Code	Meaning	Traveller Map criterion / use
S0 / S:0 / Sw	Legacy sophont share	One-letter sophont code; 0-9 is population tenths and w means 100%.
Nh	Non-Hiver population	Legacy Hiver-space usage.
Nk	Non-K'kree population	Legacy K'kree-space usage.
Tp	Terra-prime	Legacy code from Adventure 5: Leviathan.
Tn	Terra-norm	Legacy code from Adventure 5: Leviathan.
Fa	Fascinating	Legacy Hiver use; conflicts with current Farming code.
St	Steppeworld	Legacy K'kree use.
Ex	Exile camp	Legacy Imperial code.
Pr	Prison world	Legacy Imperial use; conflicts with current Pre-rich code.
Xb	Xboat station	Legacy Imperial code.
Cr	Reserve capital	Legacy Zhodani code.
S# / S##	Companion-star orbits	Digits give companion orbits; F means far companion (for example S19 or SF1).
{...}	Annotation	Free-form comment or special note.
Context matters: Fa and Pr have different meanings in current and legacy data. Use the sector's declared edition and surrounding codes to disambiguate.		

CURRENT BASE FIELD (NOT A REMARK)		
Code	Meaning	Traveller Map criterion / use
C	Corsair base	Vargr.
D	Naval depot	Any allegiance.
E	Embassy	Hiver.
K	Naval base	Any allegiance.
M	Military base	Any allegiance.
N	Naval base	Imperial.
R	Clan base	Aslan.
S	Scout base	Imperial.
T	Tlaukhu base	Aslan.
V	Exploration base	Any allegiance.
W	Way station	Any allegiance.
Multiple current base letters may be combined in alphabetical order, such as NS for Imperial Naval and Scout bases.		

TRAVEL ZONE FIELD (NOT A REMARK)		
Code	Meaning	Traveller Map criterion / use
G / -	Green	Unrestricted; often left blank or shown as a dash.
A	Amber	Potentially dangerous; caution advised.
R	Red	Interdicted, dangerous, or prohibited.
B	Blue	TNE-era balkanized world; listed government is dominant.
F	Forbidden	Zhodani: access prohibited.
U	Unabsorbed	Zhodani: access restricted.

Primary reference: Traveller Map, Second Survey Data - <https://travellermap.com/doc/secondsurvey>

Prepared as a reading aid; edition-specific game rules may differ.