

# HOW TO READ A UWP

Structure, ports, world size, and atmosphere

|          |          |            |               |            |            |          |          |            |
|----------|----------|------------|---------------|------------|------------|----------|----------|------------|
| <b>A</b> | <b>7</b> | <b>8</b>   | <b>8</b>      | <b>8</b>   | <b>9</b>   | <b>9</b> | <b>-</b> | <b>C</b>   |
| Starport | Size     | Atmosphere | Hydrographics | Population | Government | Law      | dash     | Tech Level |

Worked example - Regina A788899-C: excellent starport; size 7 (11,200 km); dense breathable atmosphere; 80% water; hundreds of millions of inhabitants; impersonal bureaucracy; Law 9; Tech Level C. The hyphen only separates Law from Tech Level.

| STARPORT / SPACEPORT |                     |                                                                    |
|----------------------|---------------------|--------------------------------------------------------------------|
| Code                 | Class / scope       | Traveller-facing facilities                                        |
| <b>A</b>             | Excellent mainworld | Refined fuel; annual overhaul; starship and small-craft shipyards. |
| <b>B</b>             | Good mainworld      | Refined fuel; annual overhaul; small-craft shipyard.               |
| <b>C</b>             | Routine mainworld   | Unrefined fuel; reasonable repairs.                                |
| <b>D</b>             | Poor mainworld      | Unrefined fuel; no repair facilities.                              |
| <b>E</b>             | Frontier mainworld  | Marked landing area; no fuel or facilities.                        |
| <b>X</b>             | No mainworld port   | No provision for ship landings.                                    |
| <b>F</b>             | Good secondary      | Unrefined fuel; minor damage repair.                               |
| <b>G</b>             | Poor secondary      | Unrefined fuel; superficial repairs.                               |
| <b>H</b>             | Primitive secondary | No repairs or fuel.                                                |
| <b>Y</b>             | No secondary port   | No spaceport.                                                      |
| <b>?</b>             | Unknown             | Port status is unknown.                                            |

| WORLD SIZE                                                                                                                      |               |                 |
|---------------------------------------------------------------------------------------------------------------------------------|---------------|-----------------|
| Code                                                                                                                            | Diameter      | Surface gravity |
| <b>0</b>                                                                                                                        | Asteroid belt | -               |
| <b>1</b>                                                                                                                        | 1,600 km      | 0.122 g         |
| <b>2</b>                                                                                                                        | 3,200 km      | 0.240 g         |
| <b>3</b>                                                                                                                        | 4,800 km      | 0.377 g         |
| <b>4</b>                                                                                                                        | 6,400 km      | 0.500 g         |
| <b>5</b>                                                                                                                        | 8,000 km      | 0.625 g         |
| <b>6</b>                                                                                                                        | 9,600 km      | 0.840 g         |
| <b>7</b>                                                                                                                        | 11,200 km     | 0.875 g         |
| <b>8</b>                                                                                                                        | 12,800 km     | 1.000 g         |
| <b>9</b>                                                                                                                        | 14,400 km     | 1.120 g         |
| <b>A</b>                                                                                                                        | 16,000 km     | 1.250 g         |
| <b>B</b>                                                                                                                        | 18,800 km     | 1.375 g         |
| <b>C</b>                                                                                                                        | 19,200 km     | 1.500 g         |
| <b>D</b>                                                                                                                        | 20,800 km     | 1.625 g         |
| <b>E</b>                                                                                                                        | 22,400 km     | 1.750 g         |
| <b>F</b>                                                                                                                        | 24,000 km     | 1.875 g         |
| <b>?</b>                                                                                                                        | Unknown       | -               |
| Diameter is approximately Size x 1,600 km. Gravity assumes roughly Earth-like density. Traveller Map lists Size B as 18,800 km. |               |                 |

| ATMOSPHERE                                                                                                                        |                    |                                     |
|-----------------------------------------------------------------------------------------------------------------------------------|--------------------|-------------------------------------|
| Code                                                                                                                              | General type       | Surface requirement                 |
| <b>0</b>                                                                                                                          | None               | Vacc suit                           |
| <b>1</b>                                                                                                                          | Trace              | Vacc suit                           |
| <b>2</b>                                                                                                                          | Very thin, tainted | Respirator + filter                 |
| <b>3</b>                                                                                                                          | Very thin          | Respirator                          |
| <b>4</b>                                                                                                                          | Thin, tainted      | Filter mask                         |
| <b>5</b>                                                                                                                          | Thin               | Breathable                          |
| <b>6</b>                                                                                                                          | Standard           | Breathable                          |
| <b>7</b>                                                                                                                          | Standard, tainted  | Filter mask                         |
| <b>8</b>                                                                                                                          | Dense              | Breathable                          |
| <b>9</b>                                                                                                                          | Dense, tainted     | Filter mask                         |
| <b>A</b>                                                                                                                          | Exotic             | Special protective equipment        |
| <b>B</b>                                                                                                                          | Corrosive          | Protective suit                     |
| <b>C</b>                                                                                                                          | Insidious          | Protective suit                     |
| <b>D</b>                                                                                                                          | Dense, high        | Breathable above a minimum altitude |
| <b>E</b>                                                                                                                          | Thin, low          | Breathable below certain altitudes  |
| <b>F</b>                                                                                                                          | Unusual            | Conditions vary                     |
| <b>?</b>                                                                                                                          | Unknown            | Unknown                             |
| Tainted atmospheres require filtering. Exotic, corrosive, insidious, and unusual atmospheres require local environmental details. |                    |                                     |

# WATER, POPULATION & GOVERNMENT

Surface coverage, population exponent, and governmental structure

## HYDROGRAPHICS

| Code                                                     | Surface seas / oceans |
|----------------------------------------------------------|-----------------------|
| 0                                                        | No water              |
| 1                                                        | 10% surface coverage  |
| 2                                                        | 20% surface coverage  |
| 3                                                        | 30% surface coverage  |
| 4                                                        | 40% surface coverage  |
| 5                                                        | 50% surface coverage  |
| 6                                                        | 60% surface coverage  |
| 7                                                        | 70% surface coverage  |
| 8                                                        | 80% surface coverage  |
| 9                                                        | 90% surface coverage  |
| A                                                        | 100% surface coverage |
| ?                                                        | Unknown               |
| With Atmosphere A or higher, the fluid may not be water. |                       |

## POPULATION EXPONENT

| Code                                                                                                                                       | Order of magnitude    | Approximate range                              |
|--------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|------------------------------------------------|
| 0                                                                                                                                          | Few or none           | less than about 10                             |
| 1                                                                                                                                          | Tens                  | 10-99                                          |
| 2                                                                                                                                          | Hundreds              | 100-999                                        |
| 3                                                                                                                                          | Thousands             | 1,000-9,999                                    |
| 4                                                                                                                                          | Tens of thousands     | 10,000-99,999                                  |
| 5                                                                                                                                          | Hundreds of thousands | 100,000-999,999                                |
| 6                                                                                                                                          | Millions              | 1,000,000-9,999,999                            |
| 7                                                                                                                                          | Tens of millions      | 10,000,000-99,999,999                          |
| 8                                                                                                                                          | Hundreds of millions  | 100,000,000-999,999,999                        |
| 9                                                                                                                                          | Billions              | 10 <sup>9</sup> to less than 10 <sup>10</sup>  |
| A                                                                                                                                          | Tens of billions      | 10 <sup>10</sup> to less than 10 <sup>11</sup> |
| B                                                                                                                                          | Hundreds of billions  | 10 <sup>11</sup> to less than 10 <sup>12</sup> |
| C                                                                                                                                          | Trillions             | 10 <sup>12</sup> to less than 10 <sup>13</sup> |
| D                                                                                                                                          | Tens of trillions     | 10 <sup>13</sup> to less than 10 <sup>14</sup> |
| E                                                                                                                                          | Hundreds of trillions | 10 <sup>14</sup> to less than 10 <sup>15</sup> |
| F                                                                                                                                          | Quadrillions          | 10 <sup>15</sup> to less than 10 <sup>16</sup> |
| ?                                                                                                                                          | Unknown               | Unknown                                        |
| The UWP stores only the exponent. Exact population uses the separate PBG multiplier:<br>population = multiplier x 10 <sup>exponent</sup> . |                       |                                                |

## GOVERNMENT

| Code                                                                                                                                         | Government type                 | Context  |
|----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|----------|
| 0                                                                                                                                            | No government structure         | Standard |
| 1                                                                                                                                            | Company / corporation           | Standard |
| 2                                                                                                                                            | Participating democracy         | Standard |
| 3                                                                                                                                            | Self-perpetuating oligarchy     | Standard |
| 4                                                                                                                                            | Representative democracy        | Standard |
| 5                                                                                                                                            | Feudal technocracy              | Standard |
| 6                                                                                                                                            | Captive government / colony     | Standard |
| 7                                                                                                                                            | Balkanization                   | Standard |
| 8                                                                                                                                            | Civil service bureaucracy       | Standard |
| 9                                                                                                                                            | Impersonal bureaucracy          | Standard |
| A                                                                                                                                            | Charismatic dictator            | Standard |
| B                                                                                                                                            | Non-charismatic dictator        | Standard |
| C                                                                                                                                            | Charismatic oligarchy           | Standard |
| D                                                                                                                                            | Religious dictatorship          | Standard |
| E                                                                                                                                            | Religious autocracy             | Standard |
| F                                                                                                                                            | Totalitarian oligarchy          | Standard |
| G                                                                                                                                            | Small station or facility       | Aslan    |
| H                                                                                                                                            | Split clan control              | Aslan    |
| J                                                                                                                                            | Single on-world clan control    | Aslan    |
| K                                                                                                                                            | Single multi-world clan control | Aslan    |
| L                                                                                                                                            | Major clan control              | Aslan    |
| M                                                                                                                                            | Vassal clan control             | Aslan    |
| N                                                                                                                                            | Major vassal clan control       | Aslan    |
| P                                                                                                                                            | Small station or facility       | K'kree   |
| Q                                                                                                                                            | Off-world Steppelord rule       | K'kree   |
| R                                                                                                                                            | On-world Steppelord rule        | K'kree   |
| S                                                                                                                                            | Sept                            | Hiver    |
| T                                                                                                                                            | Unsupervised anarchy            | Hiver    |
| U                                                                                                                                            | Supervised anarchy              | Hiver    |
| V                                                                                                                                            | Undefined / edition-specific    | Special  |
| W                                                                                                                                            | Committee                       | Hiver    |
| X                                                                                                                                            | Droyne hierarchy                | Droyne   |
| Y                                                                                                                                            | Undefined / edition-specific    | Special  |
| Z                                                                                                                                            | Undefined / edition-specific    | Special  |
| ?                                                                                                                                            | Unknown                         | Any      |
| Codes 0-F are the general set. G and above are mostly sophont-specific legacy definitions; meanings can vary by edition and sector data set. |                                 |          |

# LAW, TECHNOLOGY & eHEX

Local restrictions, technological capability, and number conversion

| LAW LEVEL                                                                                                                                                 |                                                     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------|
| Code                                                                                                                                                      | Typical restriction or condition                    |
| 0                                                                                                                                                         | No prohibitions                                     |
| 1                                                                                                                                                         | Body pistols, explosives, and poison gas prohibited |
| 2                                                                                                                                                         | Portable energy weapons prohibited                  |
| 3                                                                                                                                                         | Machine guns and automatic rifles prohibited        |
| 4                                                                                                                                                         | Light assault weapons prohibited                    |
| 5                                                                                                                                                         | Personal concealable weapons prohibited             |
| 6                                                                                                                                                         | All firearms except shotguns prohibited             |
| 7                                                                                                                                                         | Shotguns prohibited                                 |
| 8                                                                                                                                                         | Long blades controlled; open possession prohibited  |
| 9                                                                                                                                                         | Weapons outside the home prohibited                 |
| A                                                                                                                                                         | Weapon possession prohibited                        |
| B                                                                                                                                                         | Rigid control of civilian movement                  |
| C                                                                                                                                                         | Unrestricted invasion of privacy                    |
| D                                                                                                                                                         | Paramilitary law enforcement                        |
| E                                                                                                                                                         | Full police state                                   |
| F                                                                                                                                                         | Daily life regularly legislated and controlled      |
| G                                                                                                                                                         | Severe punishment for petty infractions             |
| H                                                                                                                                                         | Legalized oppressive practices                      |
| J                                                                                                                                                         | Routinely oppressive and restrictive                |
| K                                                                                                                                                         | Excessively oppressive and restrictive              |
| L                                                                                                                                                         | Totally oppressive and restrictive                  |
| S                                                                                                                                                         | Special / variable situation                        |
| ?                                                                                                                                                         | Unknown                                             |
| Law Level is a broad indicator of control and likely official harassment, not a complete criminal code. Referees may apply additional local restrictions. |                                                     |

| TECHNOLOGY LEVEL                                                                                                                          |                            |                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|---------------------------------------|
| Code                                                                                                                                      | Benchmark                  | General capability                    |
| 0                                                                                                                                         | Stone Age                  | Primitive                             |
| 1                                                                                                                                         | Bronze / Iron              | Bronze Age to Middle Ages             |
| 2                                                                                                                                         | Printing press             | Approximately 1400-1700               |
| 3                                                                                                                                         | Basic science              | Approximately 1700-1860               |
| 4                                                                                                                                         | External combustion        | Approximately 1860-1900               |
| 5                                                                                                                                         | Mass production            | Approximately 1900-1939               |
| 6                                                                                                                                         | Nuclear power              | Approximately 1940-1969               |
| 7                                                                                                                                         | Miniaturized electronics   | Approximately 1970s                   |
| 8                                                                                                                                         | Quality computers          | Approximately 1980s                   |
| 9                                                                                                                                         | Anti-gravity               | Early interplanetary era              |
| A                                                                                                                                         | Interstellar               | Routine jump-capable community        |
| B                                                                                                                                         | Lower average Imperial     | Common interstellar technology        |
| C                                                                                                                                         | Average Imperial           | Typical Third Imperium standard       |
| D                                                                                                                                         | Above average Imperial     | Advanced Imperial technology          |
| E                                                                                                                                         | Above average Imperial     | Highly advanced Imperial technology   |
| F                                                                                                                                         | Imperial technical maximum | Peak conventional Imperial capability |
| G                                                                                                                                         | Robotics                   | Advanced robots                       |
| H                                                                                                                                         | Artificial intelligence    | Advanced AI                           |
| J                                                                                                                                         | Personal disintegrators    | Extremely advanced technology         |
| K                                                                                                                                         | Plastic metals             | Near-magical materials                |
| L                                                                                                                                         | Technological magic        | Beyond ordinary comprehension         |
| ?                                                                                                                                         | Unknown                    | Unknown                               |
| Technology Level describes what is generally available locally. Imported equipment may exceed it; isolated settlements may lag behind it. |                            |                                       |

| EXTENDED HEXADECIMAL (eHEX)                                                                                                         |        |        |        |         |         |         |             |        |
|-------------------------------------------------------------------------------------------------------------------------------------|--------|--------|--------|---------|---------|---------|-------------|--------|
| 0 = 0                                                                                                                               | 1 = 1  | 2 = 2  | 3 = 3  | 4 = 4   | 5 = 5   | 6 = 6   | 7 = 7       | 8 = 8  |
| 9 = 9                                                                                                                               | A = 10 | B = 11 | C = 12 | D = 13  | E = 14  | F = 15  | G = 16      | H = 17 |
| J = 18                                                                                                                              | K = 19 | L = 20 | M = 21 | N = 22  | P = 23  | Q = 24  | R = 25      | S = 26 |
| T = 27                                                                                                                              | U = 28 | V = 29 | W = 30 | X = 31* | Y = 32* | Z = 33* | ? = unknown |        |
| I and O are skipped to avoid confusion with 1 and 0. X-Z may be numeric or reserved for exceptional values; ? always means unknown. |        |        |        |         |         |         |             |        |

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

Trade classifications intentionally omitted; see the companion Trade Codes handout.