

System Name: Cogri Location: 0101 CA6A643-9 Tech Level: N Travel Codes: Ri Wa A

Travel Zone

UWP KEY

Planet Size			Atmosphere Type			Government Type			Common Contraband
Starport	Size	Gravity	Atmosphere	Pressure	Protection	Hydro %	Pop.	Government	
0 (X)	None	≤1,000km ≈0g, No	None	0.00	Vacc suit	0 - 5%	10 ⁰	None	None
1	-	1,600km 0.05g, Lo	Trace	0.05	Vacc suit	6 - 15%	10 ¹	Company / corporation	Drugs, travelers, weapons
2	-	3,200km 0.15g, Lo	V. Thin, Tainted	0.2	Respirator, filter	16 - 25%	10 ²	Participating democracy	Drugs
3	-	4,800km 0.25g, Lo	V. Thin	0.2	Respirator	26 - 35%	10 ³	Self-perpetuating oligarchy	Technology, travelers, weapons
4	-	6,400km 0.35g, Lo	Thin, Tainted	0.6	Filter	36 - 45%	10 ⁴	Representative democracy	Drugs, psionics, weapons
5	-	8,000km 0.45g, Lo	Thin	0.6	-	46 - 55%	10 ⁵	Feudal technocracy	Computers, technology, weapons
6	-	9,600km 0.7g, Lo	Standard	1.0	-	56 - 65%	10 ⁶	Captive government	Technology, travelers, weapons
7	-	11,200km 0.9g	Std., Tainted	1.0	Filter	66 - 75%	10 ⁷	Balkanization	Varies
8	-	12,800km 1.0g	Dense	2.0	-	76 - 85%	10 ⁸	Civil service bureaucracy	Drugs, weapons
9	-	14,400km 1.25g	Dense, Tainted	2.0	Filter	86 - 95%	10 ⁹	Impersonal bureaucracy	Drugs, psionics, technology, travelers, weapons
10 (A)	Excellent	16,000km 1.4g, Hi	Exotic	Varies	Air supply	96 - 100%	10 ¹	Charismatic dictator	None
11 (B)	Good	-	Corrosive	Varies	Vacc suit	-	10 ¹¹	Non-charismatic dictator	Computers, technology, weapons
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	-	-	10 ¹⁵	Totalitarian oligarchy	Varies

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LAW LEVELS

Level	Banned Weapons	Banned Armour
0	None	None
1		Battle dress
2	Portable energy and laser weapons	Combat armour
3	Military weapons	Flak
4	Light assault weapons and SMG	Cloth
5	Personal concealable weapons	Mesh
6	All firearms except for shotguns and stunners, carrying weapons discouraged	-
7	Shotguns	-
8	All bladed weapons, stunners	All visible armour
9	All weapons	All armour

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TRADE CODES

Code	Classification	Code	Classification
Ag	Agricultural	Lo	Low-population
As	Asteroid	Lt	Low-tech
Ba	Barren	Na	Non-agricultural
De	Desert	Nl	Non-industrial
Fl	Fluid oceans	Po	Poor
Ga	Garden	Ri	Rich
Hi	High population	Va	Vacuum
Ht	High tech	Wa	Water world
Ie	Ice-capped	In	Industrial

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STARPORT FACILITIES

Level	Quality	Berthing Cost	Fuel	Facilities
A	Excellent	1D x Cr 1,000	Refined (Cr 500 / ton)	Shipyard (all), repair
B	Good	1D x Cr 500	Refined (Cr 500 / ton)	Shipyard (spacecraft), repair
C	Routine	1D x Cr 100	Unrefined (Cr 100 / ton)	Shipyard (smallcraft), repair
D	Poor	1D x Cr 10	Unrefined (Cr 100 / ton)	Limited repair
E	Frontier	Free	-	-
X	None	-	-	-

Refueling: 1D hours.

Ship spares: Cr 100,000 / ton

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