The Second Survey Format

		UWP										
Hex	Name	StSAHPGL-T	TC and Rem	{ Ix } (Ex) [Cx]	N	B	Z	PBG	W	A	Stellar
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The Second Survey Format shows tabular information about a star system (and especially its Mainworld) for ready reference in astrogation, merchant trade, and general inquiries. It consists of the following details.

THE ELEMENTS OF SYSTEM DATA

Sector. The Sector Name and general identity is created and known before this proceess begins.

Hex. The hex location identifier for the location of the system within the sector.

Mainworld Name. The generally accepted name of the Mainworld of the system. Generated by the referee.

UWP. The standard Universal World Profile (in the format StSAHPGL-T) for the Mainworld in the system.

TC Trade Classifications. The Trade Classifications (and Remarks) for the mainworld.

Ex Extensions. Guides to the character of the Mainworld: Importance, Economic, and Cultural.

N Nobility. Within the Imperium, the noble rank of the individual assigned by the Empire as representative to the MainWorld. More than one is possible.

Bases. The nature of Military, Naval, and Scout bases on the world.

Z Travel Zone. Guidance about potential dangers on the World.

PBG Population Belts Giants. Three digits 0-9 representing he significant digit for the population of the Mainworld, the number of Planetoid Belts in the System, and the number of Gas Giants in the system.

W Worlds. The number of worlds in the system = MainWorld + Belts + Gas Giants + Stars + 2D. This number does not include Worldlets and Satellites (other than the Mainworld if is a Satellite).

A Allegiance. The larger government to which the system owes allegiance (if any).

Stellar. The Spectral identification of the stars of the system.

MOARN Map Only As Really Necessary.

The charts allow the star system creation process to be started and stopped as necessary. There is no need to create complete or comprehensive maps before they are needed.

MASTER SYSTEM GENERATION CHECKLIST

A	1		Sector Name and Hex Location.
	2		Mainworld Name.
B		St	Starport. =2D for Starport Type.
			MainWorld Type. =Flux for (Planet or Satellite).
			If Satellite, =Flux for Satellite Orbit Name.
			Habitable Zone Variance. =Flux
			Climate. Note based on HZ.
			Gas Giants. =2D /2 -2.
			Planetoid Belts. =1D -3.
C	3		StSAHPGL-T
		S	World Size. = 2D-2.
		A	Atmosphere: =Flux + Size. If Siz =0, Atm =0.
		H	Hydrographics. =Flux+ Size + Mods. Max= A.
		P	Population. =2D-2.
		G	Government. =Flux +Pop.
		L	Law. =Flux + Gov.
		T	Tech Level. =1D + Mods.
D	4	TC	Trade Classifications. Note all required.
			Defer Secondary, Political, Special TC.
E	5		Extensions.
		Ix	Importance Extension.
		Ex	Economic Extension.
		Cx	Cultural Extension.
F	6		Additional Data.
		N	Nobility. Based on Trade Classifications.
		A	Allegiance. Imposed by referee.
		B	Bases. Naval. Scout. Depot. Way Station.
		Z	Travel Zones. Imposed by referee.
		Nil	Native Intelligent Life and Status.
	7		System Stars
			Star Spectral Types
G	8	W	Total Worlds In the System.
			Mainworld Placement.
			Gas Giant Placement
			Planetoid Belt Placement
			Create other Worlds