

Book 7
Merchant Prince

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop



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The character generation rules for merchants in this book originally appeared (in a shorter form) in the No. 12 of *Journal of the Travellers' Aid Society*, as *Special Supplement 1, Merchant Prince*, by J. Andrew Keith.

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Merchant Prince

TRAVELLER, Book 7

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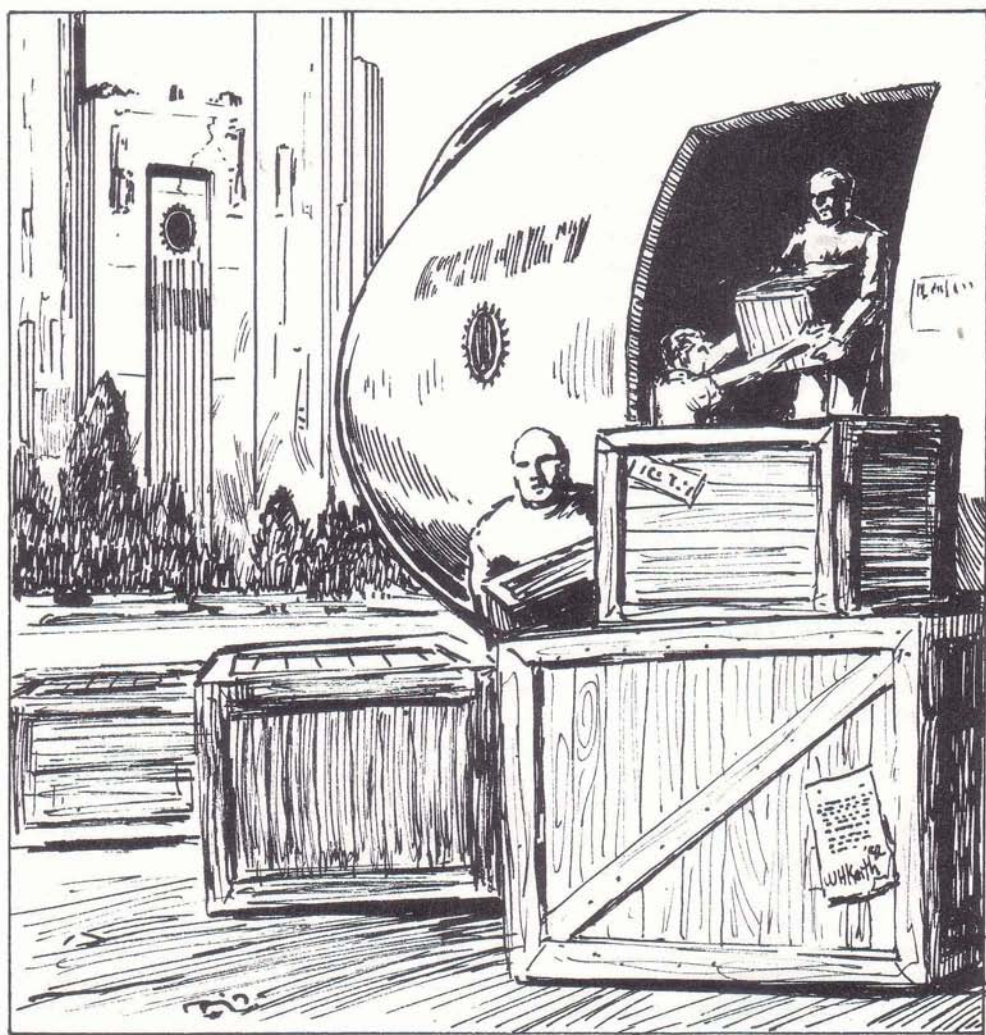
This booklet is an additional volume in the rules to **Traveller**, GDW's science fiction role-playing game set in the far future.

Traveller is GDW's registered trademark for its science fiction role-playing game materials.

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Introduction

One of **Traveller's** major activities has always been the Merchant Service. Trade and commerce in pursuit of profit while enjoying the ability to travel relatively inexpensively seems to be the ideal combination for many characters and for many players.

Traveller Book 7, *Merchant Prince*, is aimed at helping make such activity more enjoyable by providing three things: more information about interstellar merchant activity, a detailed merchant character generation system in the tradition of *Mercenary*, *High Guard*, and *Scouts*, and a comprehensive trade and commerce system.

MERCHANT COMPANIES

The material on merchant companies in this book shows the diversity of the companies operating inside and outside the Imperium. The specific companies mentioned can be used to provide detail to **Traveller** campaigns and adventures; they may be used as the employers or former employers of character generated in merchant service, or they can be used as patrons or adversaries in **Traveller** activities.

MERCHANT CHARACTER GENERATION

The merchant character generation system in this book originally appeared (in a more abbreviated form) in the *Journal of the Travellers' Aid Society*. Presented then as a Special Supplement by J. Andrew Keith, the character generation system has been revised in light of several years of comments and playtesting.

Most notable of the features of the system is its emphasis on examinations: characters must pass examinations for promotion in the officer ranks of the merchant services. In addition, new skills (Trader, Broker, Legal) are added to the list of accomplishments possible for **Traveller** characters.

TRADE SYSTEM

This Book also addresses the question of interstellar trade by examining the types of goods that can and will be carried on interstellar merchant ships, and then introduces a trade system that uses the existing trade classifications of various worlds as the basis for cargo identification. Since consistent trade classifications are used to value and price cargos, traders can deal in generic cargos without addressing their specific identities; but whenever the action of an adventure or campaign requires that the cargo be identified, the referee can easily do so.

TAS FORM 14

As an assistance in recording cargos being traded, TAS Form 14, Cargo Manifest, is provided in the back of this book. By photocopying the form, players and referees can maintain accurate records of their speculative activity during the course of their adventures. By maintaining such records, characters can ultimately determine major trade route patterns and profitable situations.

Merchant Lines

There are six basic types of merchant lines; each serves a different purpose and fills a distinct need in the overall pattern of trade and commerce between the stars.

LARGE LINES

The large lines, the ones which can reach over great distances, are the megacorporations and the sector-wide lines.

Megacorporations: The long-haul transportation companies of the star lanes are the megacorporations. Only megacorporations, with their support bases and establishments spread over great distances, can provide long-distance passenger and freight service.

Megacorporations, with their large capitalization and their great manpower, can and do have ships with luxurious appointments and high jump capabilities. Travellers can book passage for great distances on one ship; they are relieved of the need to change ships or to make travel arrangements for themselves.

Megacorporations are naturally favored by the government; they receive the majority of the lucrative mail contracts and most of the military equipment shipment franchises; they carry diplomatic personnel. Megacorporations use their own equipment and available space to transport corporate personnel, often on a space available basis. Megacorporations may strike convenient reciprocal arrangements with other megacorporations for service to areas they do not serve.

Sector-Wide Lines: Sector-wide lines are large merchant lines which serve the major worlds within a sector. They are fed by subsector-wide lines, and they serve as feeders to the megacorporation lines.

Sector-wide lines dominate the major trade routes within the sector, and provide limited service to adjacent sectors.

SMALL LINES

The small lines are the feeders to the large lines. They handle smaller, less profitable markets, but provide vital services.

Subsector-Wide Lines: A subsector-wide line serves major star systems within a subsector, although some service may be extended to systems in adjacent subsectors. The key word is *major*; a subsector-wide line typically serves between one-quarter to one-third of the worlds within the subsector. The routes operated connect worlds off the main trade routes with those on the main routes. Subsector-wide lines also create their own routes connecting especially lucrative markets.

Subsector-wide lines also extend their service to selected major worlds in adjacent subsectors.

Subsector-wide lines serve as feeders to sector-wide lines, while they are themselves fed by fledgling lines and occasional free traders.

Interface Lines: Where one territory ends and another begins, the special *interface* line meets the needs of the marketplace. Interface lines provide passenger and freight service across the border. They carefully maintain favor with both sides of

the border, and sell as part of their product easy transit over the line.

The Vargr Extents are full of interface lines serving the many distinct Vargr territories. Interface lines operate along the Imperial border with the Aslan, they serve the interface with the K'kree, they even serve along the borders with the Solomani and the Zhodani.

Interface lines may serve routes either long or short. Some merely reach from a major world on one side of the border to a similar major world on the other side. Others (trading with the K'kree, for example) may operate a trade route as long as 75 or 100 parsecs in order to transport goods from one territory to another.

Fledgling Lines: The beginners at interstellar trade and transport are the fledgling lines. Some are free traders who have been diligent enough (or lucky enough) to make some money, and that money has been invested in additional ships. Others are veterans of the larger lines, now gone into business for themselves. Still others are partnerships, usually of several independent ship owners who have banded together to create a merchant line. A few are just businessmen, lucky enough to be awarded a merchant subsidy, and are now trying to make it turn a profit.

Nine out of ten fledgling lines fail within the first five years. Of those remaining, nine out of ten barely break even. That one of a hundred remaining, however, eventually moves up to a higher standard— perhaps as an interface line, perhaps as a subsector-wide line. Fledgling lines are the most common lines, the most risky, and have the greatest potential, however slim the chance of achievement.

FREE TRADERS

The Free Traders operate the wandering tramp starships that visit star systems on irregular schedules. The Free Traders serve the worlds that other merchants do not. Operating without schedules, they take the chance that the next world they visit will provide a full cargo hold and ample passengers. But the chances taken by Free Traders can sometimes pay off. Worlds ignored by the larger merchant lines can accumulate cargos waiting for a ship to call, and sometimes they create lucrative, but temporary, markets.

TYPICAL MERCHANT LINES

By way of illustration, the following are examples of the various types of merchant lines which can be encountered in and around the Imperium. Where possible, references which indicate more information about the lines are given.

Aslan Merchant Companies

Trade comprises a large part of the interaction to be expected between the many Aslan worlds, and merchant corporations are an important instrument of that trade.

More Information: For more information about the Aslan, see *Traveller Alien Module 1, Aslan*.

The following seven companies are examples of Aslan companies.

Tlasayerlahel (*Aslan Megacorporation*): The largest existing Aslan merchant company is Tlasayerlahel (the name means Interstellar Merchants in Aslan). It is one of only four companies in Aslan space which merit megacorporation status.

Tlasayerlahel is clan-controlled: it is operated and managed by Aslan females from the Yerlyaruiho clan. Aslan males from the clan hierarchy provide basic policy guidance to the company, but day-to-day management is provided by the more

capable Aslan females.

Tlasayerlahel was originally established to provide transport service between worlds owned by, or subservient to, the Yerlyaruiwo clan. As the clan grew, the company grew as well, and today it provides cargo and passenger service between major worlds in all sectors of the Aslan Hierate.

Home Port: Kusyu. *Territory:* Aslan Hierate.

Reastirlao (Aslan Megacorporation): The number two megacorporation in Aslan space is Reastirlao, an independent corporation which has grown from a small trading company which served parts of Hlakhoi sector. During the clan war between Yerlyaruiwo and Tralyeaeawi (614 to 693), Reastirlao provided transport support to Tralyeaeawi clan and reaped large profits. During the war, the company also established many trading bases (often displacing existing bases belonging to Yerlyaruiwo clan's Tlasayerlahel); when the war ended, Reastirlao was positioned to retain those bases and to build on the foundation they had created. By 900, the company had attained megacorporation status with trading bases in all of the Hierate's sectors.

Reastirlao has retained its independence by prohibiting marriage by its higher level managers. Its female managers thus cannot be influenced by the male leaders of various clans. Successful managers are rewarded with large cash settlements when they leave the company, and many of the managers pursue marriage and family after their career with the company is over.

Reastirlao, in addition to merchant operations, maintains a base of heavy industry in Hlakhoi and Ealiyasiyw sectors, and its product mix includes starships, machine tools, and construction materials.

Home Port: Htyaaeirl. *Territory:* Aslan Hierate.

Khu Su'ikh (Aslan Sector Wide Corporation): Soon after the jump-5 route across the liyoihuakh sector (the Riftspan reaches) was discovered in - 1044, the Wahtoi clan staked its claim to many of the worlds of the sector. Naturally enough, a trading company tied to the Wahtoi clan soon developed a monopoly on trade across the Great Rift. In about - 750, however, the Aroaye'i established itself on Aulryakh as the dominant clan; after a clan war lasting several years, they forced Wahtoi clan to accept the Aroaye'i in partnership on the trade routes across the Great Rift. Over the years, the participation of Aroaye'i clan females has increased to the point today that the two clans are equal partners in ownership of Khu Su'ikh.

Khu Su'ikh means Five Shields in Aslan; the name refers to the five major worlds along the route across the rift.

Khu Su'ikh maintains a benevolent monopoly on rift passage service. Its fleet includes large cargo carriers capable of jump-5 for the rift crossing, and it provides navigation information for ships which are themselves capable of jump-5. Its even-handed treatment makes rift crossings relatively simple. The company makes its profit from repair and resupply services on worlds within the rift.

Home Port: Wahtoikoeakh. *Territory:* Riftspan Reaches.

Hkal Eakh (Aslan Subsector Wide Company): Serving Hla'ei subsector of Ealiyasiyw sector, Hkal Eakh (its name means Many Worlds) is a rather ordinary merchant company. Because its territory contains many clans, it has built a business serving as an intermediary between them, carrying cargos and engaging in speculative trade in their various products. This intermediary function has been enhanced by its hiring policies: its managers include Aslan females from virtually

every clan within the subsector. By deliberately hiring from each clan, the company has been able to successfully market to each clan using its own clan members, and (at the same time) has been able to play off each clan against the others in avoiding a takeover by any one clan.

Hkal Eakh provides feeder service to Reastirlao on a contract basis, with Reastirlao rebating a small percentage to Hkal Eakh for each passenger provided. Since Reastirlao works the same arrangement throughout this sector, Tlasayerlahel has been suffering under the competition.

Home Port: Hla'ei. *Territory:* Hla'ei subsector of Ealiyasiyw.

Tyeyo Fteahrao Yolr (*Aslan Interface Line*): During the period immediately after the Border Wars with the Imperium (380 to 500), Aslan traders found a large market for dustspice, a novel spice which appealed to Aslan tastes, but which was available only in the Spinward Marches of the Imperium. Tyeyo Fteahrao Yolr (Tyeyo Dustspice Importers) was established to import the novelty.

Since then, synthetic dustspice has become available, and natural dustspice is a gourmet treat but no longer imported in great quantities. Tyeyo Fteahrao Yolr instead seeks out and imports any novel or valuable tradegoods along the route from Mora in the Spinward Marches and the Aslan capital of Kuzu.

Home Port: Kusyu. *Territory:* Dark Nebula, Ealiyasiyw, Riftspan Reaches, Trojan reach, and Spinward Marches.

Droyne Merchant Companies

The Droyne have no established empire, and consequently, they do not have any truly far-reaching merchant companies. Instead, Droyne companies are small organizations: free traders, fledgling companies, small interface lines, and occasional subsector wide lines.

More Information: For more information about the Droyne, see **Traveller Alien Module 5, Droyne**.

Dhoylezhokka (*Droyne Interface Line*): The most wide-ranging of Droyne merchant companies is Dhoylezhakka. Established in 320 on the Droyne world of Mulyosh (1923 Illeish), the company traces its origins to a Droyne-operated trading company which flourished during the last two millenia of the First Imperium. Although the company ceased space operations during the Long Night, it remained a planet-bound trading company until it again expanded during the fourth century of the Imperium.

Dhoylezhokka operates within the Imperium by providing transport between Droyne worlds, and incidentally undertaking speculative trade on the runs between those worlds. Dhoylezhokka maintains its slight profit margin by providing trade goods in special demand on Droyne worlds.

Home Port: Mulyosh (1923 Illeish). *Territory:* The Imperium.

Thyo Supud (*Droyne Free Trader*): Thyo Supud (a Droyne family name) was formed by a Droyne fraternity (brotherhood, or protofamily) from Andor (0236 Spinward Marches) and operates a single free trader (named the Thyo Supud) along the Spinward Main of the Marches.

Home Port: Binges (1635 Spinward Marches). *Territory:* Spinward Marches.

Hiver Merchant Companies

Although the Hivers have no spoken language, and their written language is nearly

impossible to understand (for non-Hivers), Anglic translations are routinely adopted by Hiver companies which do business with outsiders. The major Hiver company known to the Imperium is:

Star Patterns Trading (*Hiver Megacorporation*): Star Patterns is one of five Hiver megacorporations, and the major Hiver trading partner with the Imperium and the Solomani. Star Patterns (actually the Hiver term could as easily mean Constellations or Major Trade Routes) is a multi-function megacorporation and a vertical monopoly; it owns and operates companies which perform all necessary merchant activities, from mining raw materials to manufacturing goods to transporting them to market to merchandising them. Its major activities with the Imperium are sale of high tech items and transport of Hiver tourists to point of interest.

Home Port: Erest (2529 Spica). *Territory*: The Hive Federation.

Imperial Merchant Companies

Trade is an especially important part of Imperial society. The hierarchy of trade allows major worlds to be connected by the services of megacorporations and sector-wide companies, while worlds farther and farther off the main routes are served by lesser and lesser lines.

Especially interesting in the Imperium are the two types of megacorporations: standard corporations (for example, Tukera Lines and LSP), and Vilani corporations (for example, Sharurshid, Naasirka, and Makhidkarun). Vilani corporations are survivals of the First Imperium Bureau system in which quasi-governmental bureaus provided heavy industry, space transport, and specialized services to the public, business, and government. When the First Imperium fell to the Solomani, the bureaus survived as independent companies in the hands of powerful Vilani nobles. In the years since, the corporations have retained their paternalistic attitude toward their employees— providing a wide range of benefits to its staff, but also controlling many aspects of their lives.

Ling Standard Products (*Imperial Megacorporation*): LSP began as a mining and mineral exploitation firm, and expanded into manufacturing to create markets for the raw materials it produced. Similarly, it expanded into transportation to provide cost-effective shipment of raw materials to factories, and finished the expansion by shipping finished goods to markets.

Home Port: Capital (2118 Core). *Territory*: The Imperium and approximately fifty parsecs beyond the Imperial border.

Makhidkarun (*Imperial Megacorporation*): Makhidkarun maintains passenger and cargo service along major trade routes in the Imperium through its transport subsidiary. Areal Transport operates luxury class liners which set the standard for fine cruises.

Home Port: Vland (1717 Vland). *Territory*: The Imperium and Coreward border sectors including Provence, The Windhorn, Meshan, Mendan, and Amdukan.

Naasirka (*Imperial Megacorporation*): Naasirka is a megacorporation of uncertain Vilani lineage. Although it serves the entire Imperium, its transportation operations are concentrated in the rimward regions of the Imperium.

Home Port: Tauri (1817 Vland). *Territory*: The Imperium.

Sharurshid (*Imperial Megacorporation*): Sharurshid began as a merchant company during the First Imperium; its success as a carrier of luxury goods allowed it to expand into other areas. But its major source of income has always been its fleets

of starships travelling between the many worlds of the Imperium.

Home Port: Vland (1717 Vland). *Territory:* The Imperium.

Tukera Lines (*Imperial Megacorporation*): Tukera is the major transport line in the Imperium. In the older regions of the Imperium, Tukera has a virtual monopoly on long-distance shipping and travel (especially Illeish and Zarushagar sectors). In other regions, Tukera is considered the major competitor by all long-haul transport lines.

Home Port: Capital. *Territory:* The Imperium.

Al Morai (*Sector-Wide Company*): Al Morai was organized as a transport company in 75, soon after the initial settlements in the Spinward Marches, and the company has grown to the point that it serves all Imperial worlds on major trade routes in the Marches, with service to Deneb and the Trojan Reaches as well. In addition, Al Mora provides service to all worlds in the Mora subsector, connecting them to the major trade routes.

Home Port: Mora. *Territory:* Imperial worlds in the Spinward Marches.

Sinzarmes (*Subsector-Wide Company*): Within the Regina subsector, Sinzarmes provides transport from the subsector's many worlds to the major trade route worlds. Sinzarmes is also a major mail carrier, delivering xboat messages to worlds off the main routes.

Home Port: Efate. *Territory:* Regina subsector.

Oberlindes Lines (*Interface Line*): Established in 487, Oberlindes Lines was a family-run free trader operation until it acquired naval surplus transports and used them to provide extensive cargo service in the Regina subsector. At the same time, Oberlindes expanded into trade with the Vargr just beyond the Imperial border, and has become a major importer of Vargr products and goods.

Home Port: Regina. *Territory:* Regina and Aramis subsectors; Vargr territory in adjacent Gvurrdon sector.

UTP (*Fledgling Line*): The task of starting up an interstellar transport line is a difficult one; this particular line was formed as a partnership of five free trader ships which agreed to work together. Their company (Uakye Transport Partners) has concentrated on operations between Efate and Regina.

Home Port: Uakye. *Territory:* Regina subsector.

Jamison Factors (*Free Trader*): Jamison Factors operates the far trader Empress Nicholle as a tramp throughout the Spinward marches. Its crew of five works for shares of the ship's profits (which are sometimes non-existent).

Home Port: The Empress Nicholle is registered out of Vland, but has not called there in over twenty years. *Territory:* Currently the Spinward Marches.

K'kree Merchant Companies

K'kree tend to remain within the borders of the Two Thousand Worlds (their interstellar empire), and most trade and transport operations take place within the empire.

More Information: For more information about the K'kree, see **Traveller Alien Module 2, K'kree**.

Rrlkrmiixk (*K'kree Interface Line*): K'kree prefer to trade and interact with themselves rather than with alien species. Nevertheless, there are profits to be made for individuals and for K'kree society in trade with non-K'kree. Rrlkrmiixk (the name means Long Paths) is an interface line which carries on trade between the K'kree's Two Thousand Worlds and the Imperium, with supplementary trade with other

worlds along the way.

Rrlkrmiixk is an unusual interface line because of the length of its trade routes.

Home Port: Kirur. *Territory:* X'kug, Luretilgirr, Gateway, and Ley Sector.

Bee Kriirr Uung (K'kree Free Trader): This one-ship enterprise carries cargo and speculative trade goods between K'kree worlds in X'kug sector. Because the Xeekr'kirl class merchant ship which they use has a relatively low cargo capacity, the free trader specializes in high quality, high cost trade goods, and in information, news, rumors, and data that can be sold again and again as the ship calls at new ports.

Home Port: X'kug Ghung (1032 X'kug). *Territory:* X'kug sector.

Solomani Merchant Companies

The Solomani Sphere is a large confederation of human and human dominated worlds along the rimward border of the Imperium. The sphere is rife with factionalism and regionalism, a fact which makes the emergence of sphere-wide companies difficult. Most Solomani companies are sector-wide or smaller.

Transstar (Solomani Megacorporation): The largest transportation line in the Solomani Sphere, Transstar is a subsidiary of the Solomani Party, serving as a source of income to the party, and benefiting from the party's influence and power.

Home Port: Technically Terra; actual operations are supervised out of Jardin (0233 Solomani Rim). *Territory:* Solomani Sphere.

Solar Shipping (Solomani Sector-Wide Company): Solar Shipping provides major trade route passenger and freight service within Imperial territory of the Solomani Rim. The corporation originally served the entire sector, but was forced to abandon its routes in Solomani territory after the end of the Solomani Rim War in 1002.

The abandoned routes became Solomani Shipping, and Solar Shipping maintains transshipment agreements with that company. In many respects, although the two companies are split, they operated as if they are still one.

Home Port: Terra. *Territory:* Imperial territory of the Solomani Rim.

Solomani Shipping (Solomani Sector-Wide Company): This company operates the abandoned routes of Solar Shipping in Solomani territory.

Home Port: Teucer (1435 Solomani). *Territory:* Solomani-held territory in the Solomani Rim.

Saxe Transport (Solomani Sector-Wide Corporation): The Near Bootes Cluster, centered on Vantage, is a trade and commerce center and dominates both Capella and Gemini subsectors. Saxe Transport is the largest of the merchant companies based in the Cluster.

Home Port: Saxe (1437 Solomani Rim). *Territory:* Solomani Rim.

Crown Lines (Solomani Subsector-Wide Line): Trade rivalries between Kukulcan and the other worlds of the Kukulcan subsector have forced an amalgamation of several companies in competition with Kukulcan. The resulting Crown Lines serves Ochre, Skanderbeg, Thetis, Trapezus, and Laputa, to the detriment of Kukulcan. Because Crown Lines controls the major trade routes out of the subsector, it has gained a stranglehold on the region's commerce; Kukulcan has been responding with price cuts, limited tradewar, and legal maneuvers.

If Crown Lines can survive long enough, it may reach a position of total trade dominance in the Kukulcan subsector.

Home Port: Thetis. *Territory:* Kukulcan subsector of Solomani Rim sector.

Vargr Merchant Companies

The nature of the Vargr naturally works against long-lasting, large-scale organizations, and students of Vargr society know that Vargr megacorporations do not occur. The largest company encountered is the sector-wide line, but subsector-wide lines and fledgling lines are much more common. Interface lines are especially common; interfaces exist even between Vargr communities.

More Information: For more information about the Vargr, see **Traveller Alien Module 3, Vargr**.

Gvaeknoks (Vargr Sector-Wide Line): Gvaeknoks (Wonderworkers) provides merchant service throughout Gvurrdon sector. Although technically based in Dzen Aeng Kno territory, the company has managed to keep its identity separate from that government's, and thus has insulated itself from potential political problems. Gvaeknoks maintains a fleet of jump-2 traders which continually visit every world in the sector, and a fleet of jump-3 transports which carry cargo and goods between the major sector worlds.

Home Port: Kfolael (1421 Gvurrdon). *Territory:* Gvurrdon Sector.

Rraegnaell Oukh (Vargr Interface Line): Based in a system a mere three parsecs from Zhodani territory and a mere five from Imperial territory, Rraegnaell Oukh (Borderline) maintains a profitable three-way trade between Vargr, Zhodani, and Imperials, often transshipping goods that would not be allowed direct passage by local authorities.

Home Port: Dhaengae (1539 Gvurrdon). *Territory:* Spinward Marches and Gvurrdon sectors.

Enksoe Aloz (Vargr Fledgling Line): Enksoe (the line's proprietor) was luckier than some, and has built his shipping line up from a single free trader to a fleet of seven jump-2 traders. His ships serve the Commonality of Kedzudh, occasionally venturing beyond its borders to deal with other Vargr worlds and even the Imperium.

Home Port: Kedzudh. *Territory:* Kedzudh Aeng (the Commonality of Kedzudh) within six parsecs of 2833 Gvurrdon.

Zhodani Merchant Companies

The Zhodani occupy an empire spinward of the Imperium.

More Information: For more information about the Zhodani, see **Traveller Alien Module 4, Zhodani**.

Priantqlovr Drafr (Zhodani Megacorporation): This megacorporation dominates transport and passenger service within the Zhodani border province of *ladr Nsobl*. Priantqlovr Drafr (the name means Military Star Shipping) is privately owned by a Zhodani noble family, but enjoys a permanent military subsidy and operates as a reserve arm of the Zhodani navy. Its ships are armed and can be called up or requisitioned by the Navy when needed.

Home Port: Chronor. *Territory:* Trailing sectors of the Zhodani Consulate.

Iadria Vlovl (Zhodani Sector-Wide Company): Although a sector-wide company, Iadria Vlovl has many aspects of an interface line as well. In its operations in Foreven sector, it provides transport between major Zhodani worlds and has extended this service to high population non-Zhodani worlds in the sector. The company specializes in cargo (rather than passenger) transport. Like Priantqlovr Drafr, Iadria Vlovl enjoys a Zhodani military subsidy, and its ships are armed.

Home Port: Tlebria (1618 Foreven). *Territory:* Foreven Sector.

Other Merchant Companies

The many small interstellar communities also have their merchant companies. The following are some examples.

Tharnitia Denus (*Darrian Subsector-Wide Line*): Operated by the Darrian Confederation government as an enterprise similar to a postal system, Tharnitia Denus (the name means Transport Company) maintains terminals on all worlds in the Confederation. The company does not carry goods beyond the Darrian borders.

Home Port: Mire (0527 Spinward). *Territory:* Darrian Confederation.

Frendi Marshikín (*Darrian Interface Line*): Frendi Marshikan (which translates as Interworld Express) operates several interstellar routes connecting Darrian with other worlds, including one to Gram, one to Narsil, and one to Iderati (in the Five Sisters subsector).

Home Port: Darrian (0627 Spinward). *Territory:* Darrian and Sword Worlds subsectors.

Theriani (*Darrian Free Trader*): Named for a mythical hero in Darrian history, Theriani is a jump-2 far trader operating within approximately 12 parsecs of Zamine.

Home Port: Zamine (0421 Spinward). *Territory:* Spinward Marches.

Gramstaatsbedrif (*Sword Worlds Subsector-Wide Company*): Gramstaatsbedrif is a government-owned merchant company which serves all of the Sword Worlds, providing merchant shipping, passenger service, and message express. Being a government service in the fiercely independent Sword Worlds is not necessarily an advantage, and private competition and local loyalties make the company's continued profitability dependent primarily on government contracts for mail, government military shipments, and the fact that Gramstaatsbedrif has made interstellar shipping an easy undertaking. The company maintains shipment offices on all of the Sword Worlds and maintains standard scheduled runs between them; it is often simply easier to use Gramstaatsbedrif than to seek out an independent shipper.

Home Port: Gram (1223 Spinward). *Territory:* Sword Worlds.

Chaperons Blancs (*Sword Worlds Interface Line*): Because relations between the Sword Worlds and the Imperium are often strained, the lot of an interface line which trades between the two is often difficult. Chaperons Blancs is a Sword Worlds shipper carrying goods between the Imperium and Darrian, and in the course of business, carrying goods to the markets of the Sword Worlds.

Home Port: Joyeuse (1123 Spinward). *Territory:* Sword Worlds and Lunion subsectors.

Talisman (*Sword Worlds Free Trader*): Based in the Sword Worlds, the free trader *Talisman* operates primarily along the Spinward Main in Sword Worlds, Lunion, and Darrian subsectors. Market potential within the Sword Worlds is relatively good, and the free trader earns an excellent profit margin.

Home Port: Biter (1526 Spinward). *Territory:* Spinward Marches.

Ewm Shao Gwi (*Vegan Subsector-Wide Line*): Vegan merchant operations are dominated by a single company. That company, however, is more than a business; it is a Vegan *tuhuir* or culture. This particular *tuhuir* is particularly involved in the distribution and redistribution of resources, and maintenance of a trade fleet was a natural outgrowth of their culture. Ewm Shao Gwi also has limited service to worlds within six parsecs of the Vegan border.

Home Port: Muan Issler (1816 Solomani). *Territory:* The Vegan Autonomous District in the Solomani Rim.

MERCHANT COMPANIES

<i>Name</i>	<i>Type</i>	<i>Allegiance</i>	<i>Home Port</i>
Tlasayerlahel	megacorporation	Aslan	Kusyu
Reastirlao	megacorporation	Aslan	Htyaaeirl
Khu Su'ikh	sector-wide	Aslan	Wahtoikoeakh
Hkal Eakh	subsector-wide	Aslan	Hla'ei
Tyeyo Fteahrao Yolr	interface	Aslan	Kusyu
Dhoylezhokka	interface	Droyne	Mulyosh
Thyo Supud	free trader	Droyne	Binges
Star Patterns Trading	megacorporation	Hiver	Erest
Ling Standard Products	megacorporation	Imperial	Capital
Makhidkarun	megacorporation	Imperial	Vland
Naasirka	megacorporation	Imperial	Tauri
Sharurshid	megacorporation	Imperial	Vland
Tukera Lines	megacorporation	Imperial	Capital
Al Morai	sector-wide	Imperial	Mora
Sinzarmes	subsector-wide	Imperial	Efate
Oberlindes Lines	interface	Imperial	Regina
UTP	fledgling	Imperial	Uayke
Jamison Factors	free trader	Imperial	Vland
Rrlkrmiixk	interface	K'kree	Kirur
Bee Kriirr Uung	free trader	K'kree	X'kug Ghung
Transstar	megacorporation	Solomani	Terra
Solar Shipping	sector-wide	Solomani	Terra
Solomani Shipping	sector-wide	Solomani	Teucer
Saxe Transport	sector-wide	Solomani	Saxe
Crown Lines	subsector-wide	Solomani	Thetis
Gvaeknoks	sector-wide	Vargr	Kfolaeall
Rraegnaell Oukh	interface	Vargr	Dhaengae
Enksoe Alos	fledgling	Vargr	Kedzudh
Priantqlovrr Drafr	megacorporation	Zhodani	Chronor
Iadria Vlovl	sector-wide	Zhodani	Tlebria
Tharnitia Denus	subsector-wide	Darrian	Mire
Freudi Marshikin	interface	Darrian	Darrian
Theriani	free trader	Darrian	Zamine
Gramstaatsbedrif	subsector-wide	Sword Worlds	Gram
Chaperons Blancs	interface	Sword Worlds	Joyeuse
Talisman	free trader	Sword Worlds	Biter
Ewm Shao Gwi	subsector-wide	Vegan	Muan Issler

Character Generation

Characters in merchant service can journey all through the Imperium, and beyond the Imperium into alien territory.

Basic **Traveller** provides character generation for merchants. For more detailed merchant characters, the following expanded character generation system is provided.

Merchant Lines: There are six types of merchant lines which can be divided into three general classes.

Large Lines: Merchant megacorporations and sector-wide lines are considered *large* merchant lines.

Small Lines: Merchant subsector-wide lines, interface lines, and fledgling lines are considered *small* lines.

Free Traders: The free traders are a special case; they are neither small nor large, and are referred to as simple *free traders*.

CHARACTER GENERATION

Merchant characters are initially generated by rolling 2D for each of the six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. This initial step is identical to the basic **Traveller** character generation.

At the same time, the individual's homeworld should be determined. This information may be produced from the world generation system, taken from a pre-generated world in an existing **Traveller** adventure or campaign, or taken from known worlds in the **Traveller** universe. Of basic importance is the type of starport present on the homeworld.

The individual character begins at age 18.

College: Any individual may attempt to obtain a college education before enlisting in the merchant service. College provides increased education and potentially better opportunities for enlistment in a merchant megacorporation.

Any character may apply for admission to college. The admission throw determines if the individual is admitted and actually begins attending college; if the throw is not achieved, the character remains age 18 and may then directly attempt enlistment in the merchants. Once admitted to college, the character determines his or her success for the entire four-year period; if the success throw is not achieved, the character has aged one year (to age 19) and may now attempt to enlist in the merchants (this first term is a short—three year— term). If the success throw is made, then the education increase from college attendance is determined ($1D - 2$; $DM + 1$ if Intelligence $9 +$). An Education throw of less one equals one. Education received increases the individual's education characteristic. Finally, the student throws for honors (which represents a high level of achievement in the education process); if successful, the individual receives the designation *honor graduate* and Education is raised to 10 (A) or the current level plus one, whichever is greater. Honors graduates may automatically enlist in a merchant megacorporation regardless

of other restrictions.

When college is completed, the individual may attempt to enlist in the merchant service. He or she is 22 years of age.

ENLISTMENT

All characters initiate their merchant careers by enlisting. Each of the six types of merchant line has a throw to enlist shown on the enlistment chart. If the throw is successful (taking into account DMs shown on the chart), the individual has enlisted.

A character may attempt to enlist in any available merchant line, and may continue (if unsuccessful) to try other merchant lines until all available lines have been attempted.

Successful enlistment commits the individual to a term of service of four years.

Starport Restrictions: Each merchant line in the enlistment chart indicates a minimum starport type. If the character's homeworld has a starport type less than that shown, the individual may not attempt to enlist in that size merchant line.

Automatic Enlistment: A college honors graduate may automatically enlist in a merchant megacorporation.

Failed Enlistment: If a character tries to enlist in all available merchant services and fails in each one, then he or she may throw 1D for draft; a result of 5 indicates the individual was drafted into the merchant service (the Free Traders). On any other result, the character is prohibited from enlisting in the merchant services. He may still try to enlist in *Mercenary*, *High Guard*, or *Scouts*.

Re-enlistment: At the end of each term of service, re-enlistment is allowed on a throw of 4+, and required on a throw of 12+. DM + 1 is allowed if the character is a commissioned merchant officer (rank 00+).

THE MERCHANT ACADEMY

Enlistees in large merchant corporations (megacorporations or sector-wide lines) who have not attended college may apply for admission to the Merchant Academy.

The admission throw determines if the individual is admitted and actually begins attending the merchant academy; if the throw is not achieved, the character remains age 18 and may then proceed to resolve his or her merchant career. Once admitted to the merchant academy, the character determines his or her success for the entire four year period; if the success throw is not achieved, the character has aged one year (to age 19) and now continues with the merchant career. If the success throw is made, then the education increase from the merchant academy attendance is determined (1D - 3; DM + 1 if Intelligence 9+). An Education throw of less one equals one. Education received increases the individual's education characteristic. Finally, the student throws for honors (which represents a high level of achievement in the course of academy attendance); if successful, the individual receives the designation *academy honor graduate*.

When the merchant academy is completed, the individual has completed one term of service (four years) and is automatically re-enlisted for the next term.

Graduates of the merchant academy receive rank 01. They determine a department assignment using the Department Assignment Table, and then throw three times on that department's Skill Table. Honors graduates may choose their department assignment.

ASSIGNMENTS

Merchant lines (except for the Free Traders) are divided into departments. All characters (except those in the Free Traders) consult the Department Assignment Table when they first enter the merchant service. Free Traders are automatically placed in a department called *Free Trader*.

Officers: When an individual receives a commission, it is in the same department the individual is currently serving.

Graduates of the merchant academy may select their department by choosing rather than rolling.

Transfers Between Departments: Both enlisted and officer characters may transfer to a new department at the end of a term of service in which training in the new department has been received.

Officers automatically transfer to the Deck Department after serving one full term of service in rank O4.

Duty Assignments: At the beginning of each year, the merchant character uses the specific assignment table to determine the exact nature of his or her duties for the coming year. That specific assignment is then resolved for survival, skills received, and bonuses. Possible assignments include merchant route service, charter service, speculative trade, exploratory trade, smuggling, and piracy. Transfers to higher or lower merchant lines are possible, as is special duty and even no business.

The specific types of duty assignments possible are:

Route is duty on a merchant ship which is serving an established trade route consistent with the size of the merchant line.

Charter is duty on a merchant ship which has been chartered to a specific company or individual.

Speculative Trade is duty on a merchant ship which is using company capital to buy goods in markets where they are cheap and transport them on speculation to markets where they can be sold at large profits.

Exploratory Trade is duty on a merchant ship which is travelling to and opening new markets. Such markets may be within known territory, or they may be in unknown territory.

Smuggling is a Free Trader pursuit in which the ship captain decides to transport goods illegally in order to make large profits.

Piracy is a Free Trader pursuit in which the ship captain actively attacks and raids other shipping in order to steal their cargos.

No Business is a Free Trader situation in which there is no available merchant activity, and lack of funds forces the character to remain on planet looking for work.

Special Duty allows a character to consult the Special Duty Table.

Transfer Up indicates that the merchant character has been recruited by the next higher type of merchant line, and may transfer to that line immediately. The character then re-rolls on the Specific Assignment Table for the assignment for the current year within this new merchant line.

Transfers up occur in this order: Free Traders to Fledgling Line to Interface Line to Subsector-Wide Line to Sector-Wide Line. It is not possible to transfer up to a megacorporation.

Transfer Down indicates that the merchant character has been let go by his or her current employer, but has been recruited by the next lower type of merchant

line, and may transfer to that line immediately. The character then re-rolls on the Specific Assignment Table for the assignment for the current year within this new merchant line.

Transfers down occur in this order: Megacorporation to Sector-Wide Line to Subsector-Wide Line to Interface Line to Fledgling Line to Free Trader.

Because transfers change an individual's merchant line and then calls for determination of a specific assignment, it is remotely possible for a character to receive several transfers within the same year of service.

When an individual transfers to a new merchant line (up or down), his or her current department does not change. However, individuals transferring to Free Traders automatically enter the Free Trader Department; individuals transferring from Free Traders to a higher line consult the Department Assignment Table to determine a department.

Any character rank O4+ transferring between merchant lines also transfers to the Deck Department (even if the character has served less than one full term in rank O4).

ACQUIRING SKILLS AND EXPERTISE

The process of resolving a merchant career involves continuous assignments (each lasting one year) in which the individual receives a specific duty assignment, and then resolves it to determine survival, skills received, and possible bonuses.

Terms of Service: Merchant enlistments are for terms of service of four years. An individual has the opportunity to re-enlist every four years, and may not quit the merchants except at the end of a term of service.

Terms of service may occasionally be shorter— for example, if the individual does not succeed at college and then enlists.

Available Position: Once an assignment is received, officers must determine if they are serving in a position consistent with their rank. Because of imbalances in available officers, and because of competition for available positions, it is possible that the officer will be forced to serve in a position one rank lower than his rank would call for. For example, a merchant Assistant Engineer (rank O2) might find that there are no openings currently available for him, and he must take a position as a Drive Hand (rank O1) for the current assignment.

Individuals in rank O0 who cannot find an available position must serve as enlisted personnel for the current year. Individuals in the Free Traders rank O1 serve as enlisted if they do not find an available position.

Only officers serving in a position normally filled by their rank are eligible to take the test for promotion (the Department Test is an exception to this rule).

Assignment Resolution: The Assignment Resolution Tables indicate the types of assignments possible within each department. In the proper column, throws are provided for survival, skills learned, and bonuses received.

Survival: A character risks some chance of injury or death while serving in the merchant service. To survive a duty assignment, the character must throw the indicated number or higher on two dice. If the throw is successful, the individual has survived and continues with resolution of the assignment. If the throw is not successful, then the character has died and character generation ends for that person. If desired, the *optional survival rule* may be used: the character leaves the merchant

service immediately and does not count the current term of service toward mustering-out benefits.

Skills: A character may receive skills as a result of a specific duty assignment. If the character rolls the indicated number or higher, then he or she receives one skill. The skill received must be taken from one of the skill table columns available to the character.

Any character may use the Merchant Life column. Shipboard Life is available to all (including Free Traders) except Sales and Administration Departments. Officer Skills are available to rank OO+. Mercantile skills are available to all (including Free Traders) except Engineering Department. Master Skills are available to Deck Department officers rank O4+. Individual department columns are available only to characters serving in those departments. Planetbound Life is available to Administration and Sales Departments. Free Trader Columns are available to anyone in the Free Traders.

If the skill throw for a character serving in smuggling or piracy is 4 or more greater than the required throw, the individual receives two skills rather than one.

Bonuses: During an assignment, it is possible for enough profits to be generated that the company will share them with the character in the form of a bonus. If the throw for bonus is successful, the individual receives one throw on the cash mustering-out table and receives one-half the amount shown.

Promotion: Promotions in the merchant service are received as a result of passing an appropriate examination. Examinations may be taken only if the individual has the required qualifications and is serving in a position consistent with his or her rank. The Table of Ranks and Promotions indicates the various ranks and the requirements for promotion to those ranks.

Special Duty: Individuals who receive special duty as an assignment then consult the Special Duty Table.

Various schools are available for commissioned officers; training is available for enlisted personnel. Both schools and training require a transfer to a specific department upon completion (except transfers do not take place for individuals rank O5+). No transfer takes place if the individual is already in the department concerned. Schools and training may be received any number of times.

Schools and training available include:

Business School for transfer to Sales Department.

Command School, Deck School, and Helm Training for transfer to Deck Department.

Engineering School and Drive Training for transfer to Engineering Department.

Purser School and Steward Training for transfer to Purser Department.

Security Training without any transfer called for.

Enlisted personnel may receive a commission as a result of special duty. Rank OO in the current department is received, and the individual then determines a specific assignment and resolves the year of duty normally.

Commissioned officers may receive Department Test from special duty. The individual is permitted to take the department test for promotion to the next higher rank without regard to prerequisites or available position. The individual throws for specific assignment, resolves it normally, and may take the test for promotion during that year of service. An individual may not be promoted beyond rank O7.

Characters may receive an assignment to a Trade Station and be transferred to

the Administration Department.

Commissions: A character may receive a commission as an officer in the merchant service. Receiving a commission is a possible outcome of Special Duty; enlisted characters may receive a commission if they pass the examination for promotion (which may be taken if serving on a route assignment).

Transfers Between Departments: Characters may change their assigned department only when a transfer is called for by training or a school. For example, a character who receives Steward Training must transfer to the Purser's Department at the end of the current year of service. A transfer at the end of training or a school is not required if there is no corresponding equal rank in the new department.

When a transfer to another merchant line is received, the character must remain in the same department.

RE-ENLISTMENT AND MUSTERING-OUT

After a term of service is completed, the individual may re-enlist on a throw of 4+; DM +1 if a commissioned merchant officer. A throw of 12+ requires re-enlistment.

No individual may re-enlist beyond the seventh term unless 12+ is rolled for re-enlistment.

Muster-Out Benefits: A new muster-out table dealing with specific merchant lines is provided. Benefits are similar to those provided in the basic **Traveller** rules. Individuals receive one mustering-out benefit for each term of service; rank O1 and O2 receive one extra benefit; rank O3 and O4 receive two extra benefits; rank O5 and O6 receive three extra benefits.

In the first receipt of a gun, a specific gun must be selected from Automatic Pistol Revolver, Body Pistol, SMG, Rifle, Shotgun, Carbine, Laser Carbine, Laser Rifle, Accelerator Rifle, or Snub Pistol. Second and subsequent receipts of gun may be taken as skill in the gun selected.

In the first receipt of a blade, a specific blade weapon must be selected from Dagger, Blade, Foil, Sword, or Broadsword. Second and subsequent receipts of blade may be taken as skill in the blade selected.

Ships: It is possible to receive a ship as a mustering-out benefit from some merchant lines. Free Traders, Far Traders, and Fat Traders are described more fully later in this book. Free Traders are jump-1, 1G trading ships. Far Traders are jump-2 trading ships. Fat Traders are larger capacity jump-1 trading ships.

RANKS

There are two types of ranks in merchant service: enlisted and commissioned.

Enlisted Rank: Enlisted merchant characters receive enlisted rank based on seniority. In relation to the traditional E-rank of the Imperium (E1, E2, etc.), the individual E-rank number is the number of the current term of service for the individual. In the first term of service, the character is rank E1; in the third term, the character is rank E3.

Enlisted rank is an indication of seniority and length of service with the company. Individuals who transfer to other companies retain their E-rank based on their current term of service. Likewise, a character who receives a commission but fails to pass the test for commissioned officer rank O1 within four years reverts to enlisted status, but the character's E-rank would be based on total number of terms of

MERCHANT CHARACTER GENERATION TABLES

INITIAL CHARACTERISTICS

Generate the character's six personal characteristics (2D): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

Determine character's homeworld and starport type (type A, B, C, D, E, or X).

Initial age is 18 years old.

COLLEGE EDUCATION

Admission	9+	DM + 2 if Educ 9+
Success	7+	DM + 2 if Intel 8+
Education	1D-2	DM + 1 if Intel 9+
Honors	10+	DM + 1 if Educ A+

ENLISTMENT

Megacorporation (B).....	9+
Sector-wide Line (C).....	8+
Subsector-wide Line (D).....	7+
Interface Line (any).....	7+
Fledgling Line (any).....	7+
Free Trader (any).....	7+

DMs: + 1 if Stren 7+; + 2 if Intel 6+.
Enlistment automatic if honors graduate.

Notes: Enlistment requires a homeworld starport type equal to or greater than that shown. Megacorporations and Sector-wide Lines are *large*; others are *small*. Free Traders are a special case and are neither.

Re-enlistment: Throw 4+ to re-enlist: DM + 1 if commissioned merchant officer. Re-enlistment required if 12+.

MERCHANT ACADEMY

Anyone accepted into a megacorporation or a sector-wide line may apply for admission to the merchant academy.

Admission	9+	DM + 2 if Educ A+
Success	9+	DM + 2 if Intel 8+
Education	1D-3	DM + 1 if Intel 9+
Honors	9+	DM + 1 if Intel 9+

Graduates receive rank O1, select one of the five departments, and throw for three department skills.

DEPARTMENT ASSIGNMENT

Die	Merchant Line Size	
	Large	Small
1	Purser	Purser
2	Purser	Purser
3	Purser	Purser
4	Sales	Engineering
5	Engineering	Engineering
6	Engineering	Engineering
7	Engineering	Deck

Use this table to determine the merchant department initially assigned to: DM + 1 if college graduate.

Characters in the Free Traders are automatically assigned to a multi-function department called *Free Trader* and may not change departments.

AVAILABLE POSITIONS

Department	Line Size	
	Large	Small
Deck	9+	10+
Engineering	8+	8+
Purser	7+	6+
Administration	8+	9+
Sales	6+	6+

DM + 1 if Intel 9+; + 1 if Educ 9+.

Notes: Only officers (O1+) use this table. Throw 2D to determine if a position is available for the year. If not, the individual fills a position one rank lower.

Free Traders: Throw 8+ for position availability; DM + 1 if Intel 9+.

SPECIAL DUTY

Die	Deck Hands	Officers
1	Security Trng	Trade Station
2	Trade Station	Command School
3	Helm Trng	Deck School
4	Drive Trng	Engineer School
5	Steward Trng	Purser School
6	Commission	Business School
7	Commission	Department Test

DM + 1 if Educ 9+; DM + 1 if rank O4+ and not in Deck Department.

MERCHANT CHARACTER GENERATION TABLES

SPECIFIC ASSIGNMENT TABLES

Die	Large Lines	Small Lines	Free Traders
2	Transfer Down	Transfer Down	Transfer Up
3	Route*	Route*	Route*
4	Route*	Route*	Exploratory Trade
5	Route*	Route*	Route*
6	Route*	Route*	No Business
7	Route*	Charter	Route*
8	Route*	Speculative Trade	No Business
9	Charter	Speculative Trade	Charter
10	Speculative Trade	Exploratory Trade	Speculative Trade
11	Exploratory Trade	Exploratory Trade	Exploratory Trade
12	Special Duty	Special Duty	Smuggling
13	Special Duty	Transfer Up	Piracy

Large Lines and Small Lines: DM + 1 if college graduate and not commissioned.

DM - 1 if Educ 6-. DM - 1 if Social A+. Optional: DM + 1 if rank O4+.

Free Traders: DM + 1 if Social 5-. Rank O6 may disregard the first roll (if it is not No Business) and roll again.

*Enlisted may take the test for promotion to O0 in their department.

MUSTERING OUT TABLES

Material Benefits						
Die	Megacor- poration	Sector-wide Line	Subsector Line	Fledgling Line	Interface Line	Free Trader
1	High Psg	High Psg	Mid Psg	Mid Psg	Mid Psg	Low Psg
2	+2 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Endur
3	+2 Educ	+2 Educ	+1 Educ	+1 Educ	+1 Educ	+1 Educ
4	Gun	Gun	Gun	Gun	Gun	Gun
5	High Psg	High Psg	Mid Psg	Mid Psg	Mid Psg	Blade
6	Travellers	High Psg	High Psg	Mid Psg	Mid Psg	Mid Psg
7	+1 Social	Travellers	Free Trader	Fat Trader	Far Trader	Free Trader

DM + 1 if rank O5+.

Cash Table (in Credits)						
Die	Megacor- poration	Sector-wide Line	Subsector Line	Fledgling Line	Interface Line	Free Trader
1	1,000	1,000	1,000	1,000	1,000	1,000
2	5,000	5,000	5,000	5,000	5,000	2,000
3	10,000	10,000	10,000	10,000	10,000	10,000
4	20,000	20,000	20,000	20,000	20,000	20,000
5	30,000	30,000	40,000	50,000	30,000	30,000
6	40,000	40,000	40,000	40,000	40,000	40,000
7	50,000	50,000	100,000	40,000	50,000	30,000

DM + 1 if Gambling-1+. Maximum three rolls (not counting bonuses) allowed on this table; remaining rolls must be on the material benefits table.

TABLE OF RANKS AND PROMOTIONS

Rank	Title	Exam	Required Qualifications
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Deck Department

00	Apprentice	6+	Route Assignment.
01	4th Officer	6+	Navigation-1.
02	3rd Officer	6+	Admin-1.
03	2nd Officer	7+	Ship's Boat-1 or Pilot-1.
04	1st Officer	7+	Pilot-1.
05	Captain	9+	Legal-1.
06	Senior Captain	8+	—
07	Line Commodore	8+	—

Engineering Department

00	Asst Drive Hand	5+	Route Assignment.
01	Drive Hand	8+	Mechanic-1 or Electronic-1 or Gravitic-1.
02	Asst Engineer	7+	Engineering-1 or Gravitic-2.
03	Engineer	7+	Engineering-2.
04	Chief Engineer	9+	Engineering-3 and Admin-1.

Purser Department

00	Steward	5+	Route Assignment.
01	Junior Purser	5+	Steward-1 or Gunnery-1.
02	Asst Purser	5+	Steward-2.
02	Asst Medic	6+	Medical-1.
03	Purser	6+	Liaison-1 and Asst Purser rank.
03	Medic	6+	Medical-2 and Asst Medic rank.
04	Chief Purser	7+	Admin-1.

Administration Department

00	Clerk	5+	Route Assignment.
01	Asst Manager	6+	Admin-1.
02	Manager	7+	Admin-2, Liaison-1.
03	Asst Station Head	6+	Admin-3.
04	Station Head	7+	Liaison-2.

Sales Department

00	Apprentice	4+	Route Assignment.
01	Clerk	5+	Trader-1.
02	Asst Broker	6+	Broker-1 or Trader-2.
03	Broker	7+	Broker-2 or Trader-3.
04	Senior Broker	8+	Broker-3.

Free Traders

01	4th Officer	4+	Route Assignment.
02	3rd Officer	6+	Steward-1 and Engineering-1.
03	2nd Officer	7+	Navigation-1.
04	1st Officer	7+	Pilot-1.
05	Captain	8+	Legal-1.
06	Owner/Captain	8+	—

MERCHANT CHARACTER GENERATION TABLES

ASSIGNMENT RESOLUTION

Deck	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	3+	4+	3+
Skills	7+	7+	5+	6+
Bonus	none	none	11+	12+

For Survival, DM + 1 if any Department skill 2+.

Engineering	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	4+	3+
Skills	7+	6+	5+	6+
Bonus	none	none	12+	11+

For Survival, DM + 1 if any Department skill 2+.

Purser	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	3+	auto
Skills	6+	5+	8+	7+
Bonus	none	none	12+	11+

For Bonus, DM + Steward skill level.

Administration	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	3+	3+
Skills	6+	5+	8+	7+
Bonus	none	none	12+	11+

DM + 1 if any Department skill 2+.

Sales	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	4+	3+
Skills	7+	7+	5+	5+
Bonus	13+	14+	10+	9+

DM + Broker skill level or Trader skill level.

Free Trader	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	3+	4+	5+	5+
Skills	7+	6+	5+	5+
Bonus	11+	10+	8+	7+

For Survival, DM + 1 if Pilot-2+.

For Bonus, DM + 1 if Trader-2+.

Free Trader	<i>Smuggling*</i>	<i>Piracy*</i>	<i>No Business</i>
Survival	6+	7+	3+
Skills	5+	4+	3+
Bonus	6+	5+	none

For Survival, DM + 1 if Pilot-2+.

For Bonus, DM + 1 if Trader-2+.

*If the skill throw under smuggling or piracy is 4 or greater than the required throw, two skills are received instead of one.

MERCHANT CHARACTER GENERATION TABLES

SERVICE SKILLS

	<i>Merchant</i>	<i>Shipboard</i>	<i>Officer</i>	<i>Merchantile</i>	<i>Master</i>
Die	<i>Life</i>	<i>Life</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>
1	Brawling	Gambling	Brawling	Streetwise	Admin
2	Carousing	Blade Cbt	Vehicle	Broker	Computer
3	Gambling	Vacc Suit	Ship's Boat	Trader	Navigation
4	Trader	Zero-G Cbt	Gun Cbt	Liaison	Pilot
5	+ 1 Educ	Commo	Liaison	Admin	Leader
6	Carousing	Jack-o-T	Liaison	Legal	Bribery

Merchant Life open to all characters. Shipboard Life available to all (including Free Traders) except Sales and Admin Departments. Officer skills available to rank 00 + . Merchantile skills available to all (including Free Traders) except Engineering Department. Master skills open to Deck Department rank 04 + .

	<i>Deck</i>	<i>Engineering</i>	<i>Purser</i>	<i>Medic</i>	<i>Admin</i>
Die	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>
1	Navigation	Mechanical	Steward	Steward	Admin
2	Admin	Electronic	Medical	Medical	Liaison
3	Pilot	Engineering	Liaison	Medical	Bribery
4	Legal	Admin	Gunnery	Medical	Admin
5	Ship's Boat	Engineering	Steward	Computer	Admin
6	Leader	Gravitics	Liaison	Medical	Streetwise

Skill columns available to members of specified Departments.

	<i>Sales</i>	<i>Planet</i>	<i>Free Trader</i>	<i>Free Trader</i>	<i>Free Trader</i>
Die	<i>Skills</i>	<i>Bound Life</i>	<i>Life</i>	<i>Service</i>	<i>Business</i>
1	Trader	Gun Cbt	+ 1 Dext	Steward	Engineering
2	Broker	Streetwise	Brawling	Trader	Navigation
3	Computer	Vacc Suit	Streetwise	Broker	Steward
4	Liaison	Vacc Suit	Forgery	Admin	Legal
5	Trader	Gun Cbt	Bribery	Gunnery	Steward
6	Broker	Brawling	Legal	Leader	Broker

Sales available only to Sales Department. Planetbound Life available to Admin and Sales Department. Free Trader columns open to all Free Traders.

CASCADE SKILLS

Merchant cascade skills are:

Aircraft: Select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter, or Lighter Than Air Craft.

Blade Combat: Select from Dagger, Blade, Foil, Sword, or Broadsword.

Gun Combat: Character must select from Handgun, SMG, Rifle, Shotgun, Carbine, or Laser Weapons.

Vehicle: Character must select from: Aircraft*, Grav Vehicle, Ship's Boat, Tracked Vehicle, Watercraft*, or Wheeled Vehicle, or Vacc Suit.

*Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must select from Small Watercraft, Hovercraft, Submersible, or Large Watercraft.

MERCHANT CHARACTER GENERATION TABLES

MERCHANT PRINCE CHARACTER GENERATION CHECKLIST

1. **Generate Character.**
 - A. Generate the six personal characteristics (2D each).
 - B. Determine homeworld starport.
2. Pre-Enlistment Education. College.
3. Enlistment.
 - A. Determine specific type of merchant line to be joined.
 - B. Merchant Academy.
 - C. Department Assignment.
4. **Assignment** (*one per year*). No initial training.
 - A. Transfer to new line and determine new assignment.
 - B. Available Positions.
 - C. Specific Assignment. Special Duty. Transfer to new Department if required.
5. **Assignment Resolution.**
 - A. Survival.
 - B. Promotion. Test for promotion may be taken if eligible.
 - C. Bonus.
 - D. Skills. Take skills if received. Also receive one skill if promoted.
6. **Reenlistment.** Throw 4+ to reenlist; DM + 1 if commissioned merchant officer. Reenlistment required on 12+.
7. **Mustering Out.**
8. **Resumé Writing.**

BONUSES

Bonuses are paid to merchant characters for outstanding performance or for heroism. Each bonus is one throw on the cash mustering-out table; normal DMs are allowed.

INITIAL TRAINING

There is no initial training in the merchant services. Enlisted characters receive an automatic promotion to E1 and one skill during their first year.

SCHOOLS AND SPECIAL DUTY

The special duty table provides:

Business School: Throw 5+ (1D) for Admin, Computer, Legal, and Liaison. DM+1 allowed on exams for Senior Line Captain and Line Commodore. Transfer to Sales Department.

Command School: Throw 5+ (1D) for Admin, Leader, Legal, and Ship Tactics. Transfer to Deck Department.

Commission: Receive rank O0 (rank O1 in the Free Traders) and Department Assignment (determine specific assignment and resolve normally). Must pass the examination for 4th Officer within four years or reverts to enlisted rank.

Deck School: Throw 5+ (1D) for Communication, Computer, and Gunner. Transfer to Deck Department.

Department Test: Individual may take a Department test for promotion without regard to skill prerequisites.

Drive Training: Throw 5+ (1D) for Electronics, Engineering, Gravitics, and Mechanical. Transfer to Engineering Department.

Engineering School: Throw 5+ (1D) for Admin, Computer, Electronics, Engineering, Mechanical, and Gravitics. Transfer to Engineering Department.

Helm Training: Throw 5+ (1D) for Navigation, Pilot, and Ship's Boat. Transfer to Deck Department.

Purser School: Throw 4+ (1D) for Admin, Computer, Liaison. Transfer to Purser's Department.

Security Training: Throw 4+ (1D) for Zero-G Combat, Zero-G Weapons, Vacc Suit, Brawling, and Computer.

Steward Training: Throw 4+ (1D) for Admin, Liaison, and Steward. Transfer to Purser's Department.

Trade Station: Receive Trader. Throw 4+ (1D) for Broker and Liaison. Transfer to Administration Department.

MERCHANT CHARACTER GENERATION TABLES

TRANSFERS

Individuals may be transferred between merchant departments in the same merchant line, or they may be transferred to higher or lower lines.

Transfers Between Lines: A specific assignment of **transfer up** or **transfer down** moves the individual to another merchant line. Transfers *up* are considered positive, and transfers *down* are considered negative.

The individual transferred up has been hired by a larger line (in the order Free Trader to Fledgling to Interface to Subsector-Wide to Sector-Wide). Immediately re-roll for specific assignment and resolve the year of service normally.

The individual transferred down had been let go (relieved, laid off, or fired) by the merchant line, and is re-hired by a smaller line (in the order Megacorporation to Sector-Wide to Subsector-Wide to Interface to Fledgling to Free Traders). Immediately re-roll for specific assignment and resolve the year of service normally.

Transfers Between Departments: An individual may only transfer to another department after special training, or after one full term of service at rank O4.

Training (except for security training) calls for mandatory transfers to new departments.

All commissioned officers automatically transfer to the Deck Department after serving one full term of service at rank O4.

ENLISTED RANK

Enlisted rank is based on seniority and expressed as the number of the current term of service. The promotion (and one skill for promotion) is received during the first year of a term. For example, a merchant in term 3 is rank E3.

MERCHANT PRINCE INCLUDED SKILLS

Handgun: Includes skill in Automatic Pistol, Revolver, and Body Pistol.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Pilot: May be used as Ship's Boat minus 1.

Zero-G Weapons: Includes skill in Accelerator Rifles, Snub Pistols, and Snub Revolvers. Zero-G Combat must be held before Zero-G Weapons may be taken.

AVAILABLE SKILLS

The following skills are available in Merchant Prince.

Administration, Aircraft*,
Blade, Brawling, Bribery, Broadsword,
Broker,
Carbine, Carousing, Communications,
Computer,
Dagger,
Electronics, Engineering,
Foil, Forgery,
Gambling, Grav Vehicle, Gravitics,
Gun Combat*, Gunnery,
Handgun†, Helicopter, Hovercraft,
Jack of all Trades, Jet Aircraft,
Large Watercraft, Laser Weapon†,
Leader, Legal, Liaison, Lighter Than Air
Craft,
Mechanical, Medical,
Navigation,
Pilot†, Propellor Aircraft,
Rifle,
Ship Tactics, Ship's Boat, Shotgun,
Small Watercraft, SMG, Steward,
Streetwise, Submersible, Sword,
Tracked Vehicle, Trader,
Vacc Suit, Vehicle*,
Watercraft, Wheeled Vehicle,
Zero-G Combat, Zero-G Weapon†.

*Cascade skill (additional choice required).

†Included skill.

service, rather than former E-rank.

There are no names for enlisted ranks. Usually, such rank is stated by department and rank. For example, Engineering E1, or Deck E4.

Commissioned Ranks: The table of ranks and promotions shows the rank titles for the various levels of commissioned officer ranks. The titles vary by merchant department.

SKILLS

Many of the skills called for by this character generation system appear in the Basic **Traveller** character generation system. Each of the eight skills presented here is either new, or has been defined in another part of **Traveller**, but does not appear in Basic **Traveller**.

Admin: In addition to the normal interpretation of Admin skill, DM + Admin skill is allowed on the Passenger Table for middle passengers.

Broker: The individual is skilled in commercial purchase and the resale of goods. Broker skill permits a character to act as a broker (as provided for in the trade and commerce rules). The skill may be applied as a DM on the Actual Value Table.

Carousing: The individual is a gregarious and sociable individual, well-adapted to meeting with, and mingling with strangers in unfamiliar surroundings.

Characters with the social skill of Carousing enjoy meeting and dealing with other people. Any level of skill allows a DM + 1 on the roll for patron encounters; half of any Carousing skill (round fractions upwards) serves as a DM on the Reaction Table when used initially by the patron. Carousing is also usable when meeting individuals as potential hirelings.

Carousing can be used in lieu of Steward skill at one level lower.

Communications: The individual is trained in the use, repair, and maintenance of communications devices.

While nearly everyone can press the button and make a communicator function, the skill is necessary to understand why the device does not work correctly, or to be aware of the details and limitations on its use.

When an individual is using a communicator for contact with someone having similar skill, the chance that such communication will be detected by a third party is reduced by the average of the two skill levels (round fractions up). Communications skill also enhances the ability to jam transmissions, or to break through such jamming. Communications skill allows DMs for repair of malfunctioning communicators.

Gravitics: The individual has skill in the use, operation, and repair of gravitic devices.

Gravitic devices use the principles of anti-gravity modules, and include the air/raft, the GCarrier, and the speeder. Skill is a DM on throws to understand, repair, assemble, and operate; complex devices may also require a certain level of education or intelligence.

Referee: Specific throws must be generated with DMs based on skill level, intelligence, education, dexterity, and tool availability.

Legal: The individual is familiar with the general laws and regulations that govern interstellar travel and relations.

Familiarity with the laws that control interstellar commerce is essential for any trader. Legal skill reflects a knowledge of these regulations. The character will not

be familiar with the myriad laws on each individual world encountered, nor will he be able to function as a lawyer.

On each call at a new planet, ships will be inspected by port authorities to check for compliance with applicable laws and regulations. On occasion, patrol ships will board and inspect merchant ships in deep space.

When inspections occur, a throw of 7+ is required to be found in compliance and passed; DM +1 for each level of legal skill, or for each two levels of Admin skill; DM -5 if anything illegal is aboard the ship. Failure of the throw detects the illegal contraband; otherwise, failure of the throw can be assumed to be a violation of some petty red tape or minor safety regulations. Other skills (bribery and forgery, for example) may also affect the matter.

Legal skill can be generally used as Admin skill at one level lower than the indicated level (but not on the *Passenger Table* for middle passengers).

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

This individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation can be achieved, and substantial progress in mutual projects made. Liaison is primarily used as a positive DM on the reaction table when dealing with other individuals.

Liaison provides a DM in merchant service for locating cargos to be carried. Allow DM + Liaison skill on the throw for minor cargos when using the *Cargo Table*.

Referee: Liaison is similar to both *Streetwise* and *Admin* skills. *Streetwise* tends to deal with the unsavory aspects of society, while *Admin* deals with the formal bureaucratic structure. Liaison is a formal training that spans both, but also extends to alien cultures. Liaison may be used as the equivalent of the next lower level of either *Admin* or *Streetwise* where necessary (thus Liaison-2 is the equivalent of *Streetwise*-1 or *Admin*-1).

Ship Tactics: The individual has been trained in the operation of a starship or spaceship in battle.

Ship Tactics is a skill used by individuals in command of individual ships in space combat. It basically serves as a DM in space combat in individual engagements.

Steward: In addition to the normal interpretation of *Steward* skill, DM + *Steward* skill is allowed on the *Passenger Table* for high passengers.

Streetwise: In addition to the normal interpretation of *Streetwise* skill, DM + *Streetwise* skill is allowed on the *Passenger Table* for low passengers.

Trader: The individual has an awareness of the techniques and practice of commerce in all its expressions.

Trader skill may be used to estimate resale value of items in the trade and commerce rules. Use of Trader skill allows one die on the *Actual Value Table* to be rolled before the table is consulted (giving the character a better indication of the actual value of specific goods). For each level of skill, the throw may be made three days prior to the actual sale. Thus, as a practical matter, Trader-3 is required to estimate actual value before transporting goods to another star system.

Since conditions can change, however, throw 10+ for the prediction to hold until the time of sale; if 10+ is not made, recalculate on the *Actual Value Table* normally.

Trader is also a favorable DM on the Reaction Table when involved in commerce.

Zero-G Combat: The individual has been trained to fight in a zero-G environment.

Virtually all weapons involve some recoil, and in a zero-G environment this recoil can disorient or render helpless individuals not trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of his movement/position each combat round. Roll 10+ on two dice to avoid losing control. Apply the following DMs: Firing a weapon, -4. Firing a laser weapon, -2 (laser weapons have no recoil). Using a handhold, +5. Striking with a blade weapon, polearm, fist, or similar, -6. For each level of Zero-G Combat expertise, +4. Dexterity 9+, +2. Dexterity 11+, +4. Using a handhold reduces dexterity for the purposes of weapon accuracy by -4.

Individuals who lose control may not fire until they have reoriented themselves and regained control. Throw 10+ each subsequent combat round to regain control, with all DMs above in use except that handholds may not be used nor may weapons be fired.

Weapons Choices: When a weapons skill is received, the character should select a specific weapon from the list of available weapons.

Weapons choices are affected by a variety of factors: personal dexterity, personal strength, and previously received weapons skills.

Personal strength determines basic ability to carry any weapon, and is used to determine required and advantageous DMs for blade weapons.

Personal dexterity is used to determine required and advantageous DMs for guns.

Previously received weapons skills may make selection of those weapons more advantageous than selection of a new weapon type.

Cascade Skills: Cascade skills (weapon skills, vehicle skills) require the selection of a specific skill from within a range of choices. Such choices should be made immediately.

Included Skills: Some skills include other skills within them. In such cases, no additional choice is required; the character is treated as having the various included skills.

Skill Limitations: No character should have more skills (or combined total levels of skills) than the sum of intelligence and education.

RESUME WRITING

After a character has left the merchant service, a basic resume of the individual's career should be prepared listing basic UPP, age, terms served, corporations served with, ranks held, skills held, and possessions.

CHARACTER GENERATION EXAMPLE

The following is an example of a merchant character generated using *Merchant Prince*.

Theo Genisand is 777777 and a native of Regina (A788899-A). At age 18, he begins his Merchant career. His application for college is turned down, so he applies instead for a position with a megacorporation (throw 9+; DM +3 for Strength 7+ and Intelligence 6+: he throws 7 and is hired on). He immediately applies to the Merchant Academy (throw 9+: he throws 7 and is not accepted).

Genisand determines his department assignment (1D: he throws 1) and is assigned to the Purser's Department. Because this is his first year of service, he receives

a standard promotion to rank E1.

He determines his specific assignment (2D; he throws 5) and finds he will be working a route. To resolve his assignment, he determines survival (automatic for Purser's Department on Route service), skills (throw 6+; he throws 7 and receives 1), and bonus (not available in Purser's Department on Route service).

On Route service, Genisand may take the test for O0 in the Purser's Department (throw 5+; he throws 10) and passes. He now is rank O0 and has four years to pass the exam for O1.

Genisand has received three skills (for promotion to E1, for the skill throw, and for promotion to O0). He consults the Purser skill column (he throws 5) and receives Steward-1, the Merchant Life column (he throws 1) and receives Brawling-1, and the Officer Skills column (he throws 3) and receives Ship's Boat-1.

For the second year, Genisand determines his specific assignment (2D; he throws 9) and receives Charter service. Survival is automatic on Charter service in the Purser Department and there is no bonus; a skill (throw 5+; he throws 8) is received. He consults the Purser Skills column (he throws 4) and receives Gunnery-1. Because he is rank O0, he can take the test for promotion each year if he has the prerequisite (Steward-1 or Gunnery-1); he does, so he takes the exam (throw 5+; he throws 8) and succeeds. He is promoted to O1, Junior Purser. The promotion provides one skill: he consults the Mercantile Skills column (he throws 3) and receives Trader-1.

For his third year, Junior Purser Genisand must try for available position (throw 7+; he throws 5) and finds none is available; he must work as Steward rather than Junior Purser this year. He finds his specific assignment is (throw 2D; he throws 12) special duty; his special duty (throw 1D; he throws 4) is Engineering School. At Engineering School, he receives (throw 5+ for each skill; he throws 3, 5, 6, 1, 4, 5) Computer-1, Electronics-1, and Gravitics-1. He is then transferred to the Engineering Department and his rank converts to O1 Drive Hand.

For his fourth year, Drive Hand Genisand must try for available position (throw 8+; he throws 9) and finds one is available; because he has the prerequisite Electronics-1, he will be able to take the exam for promotion. He determines specific assignment (2D; he throws 2) and finds he is transferred down to the next lower type of line, a Sector-Wide Line. He now determines available position (throw 8+; he throws 11) and finds one available; he will still be able to take the exam for promotion. He finds his specific assignment is (throw 2D; he throws 11) Exploratory Trade. He determines survival (4+; he throws 5), skills (throw 5+; he throws 8 and receives one skill), and bonus (throw 12+; he throws 10 and receives none). For his skill, he consults the Engineering Skills column (throw 1D; he throws 5) and receives Engineering-1. He takes the test for promotion (throw 7+; he throws 8) and is promoted to O2, Assistant Engineer. He receives one skill for the promotion and consults the Officer Skills column (throw 1D; he throws 2) and receives Vehicle (making a further selection of Grav Vehicle immediately).

Theo Genisand ends his first term and attempts to re-enlist (throw 4+; DM +1 as commissioned merchant officer). He throws 2, and cannot re-enlist.

He musters out and receives two benefits (throw 1D on the cash table; he throws 5) and receives Cr30,000 and (throw 1D on the Benefit Table; he throws 6) one High Passage.

Asst Engineer Theo Genisand 777777

Age 22 1 term

Steward-1, Brawling-1, Ship's Boat-1, Gunnery-1, Trader-1, Computer-1,
Electronics-1, Gravitics-1, Engineering-1.

one High Passage

Cr30,000

Service as Steward, Junior Purser, Drive Hand, and Asst Engineer.



Trade System

Interstellar trade is the transport of commercial goods from one world to another in the pursuit of profit. The prime law of trade is an ancient one: *Buy low and sell high*. Merchants who follow it make money, grow rich, and become successful; those who don't go bankrupt.

Basic Traveller provides a basic trade and commerce system for speculative trade activities. This chapter provides a more general trade system usable under all **Traveller** circumstances.

Definitions: The following definitions govern the Merchant Prince trade system.

Sourceworld: The world where trade goods are purchased by speculators. The source or origination point of any trade goods.

Marketworld: The world where trade goods are sold by speculators. The market or destination for trade goods.

Cost: Amount paid for trade goods by speculators at the sourceworld.

Price: Amount expected to be paid to speculators for trade goods at the marketworld.

Selling Price: Amount actually paid to speculators for trade goods at the marketworld through the use of the Actual Value Table.

Required Data: The Merchant Prince Trade System is based on information which can be derived from the UPPs of the worlds involved. The world on which a cargo of trade goods is acquired is called the *source world*, while the world on which such a cargo is sold is called the *market world*. The UPP of the source world is required before goods can be purchased, and is necessary in order to determine the costs of the goods; the UPP of the market world is required before the goods can be sold, and is necessary in order to determine the selling price of the goods.

CARGO IDENTIFICATION

Cargos in the Merchant Prince Trade System are not identified by their nature, but instead by the world on which they are produced. Instead of being identified as polymers, crystals, or pharmaceuticals, trade goods are labelled Tech Level 8 Lo Ni Po Ba goods (meaning tech level 8 goods from a world with trade classifications Low Population, Non-Industrial, Poor, Barren); such goods may be polymers, crystals, or pharmaceuticals, but their precise nature is unimportant to the trade system. Some equivalences or suggested equivalences are provided for situations where individual characters want or need to use cargos from this system for their own purposes.

Determining Cargo Identification: A cargo can be identified by stating its source world's starport type, tech level, trade classifications, and cost. Starport type and tech level are derived directly from the source world UPP. All trade classifications possible are determined, and then listed together (the determination of trade classifications is covered below). Cost is then determined using the cost system (cost is what the trader pays to buy trade goods; price is what the trader is paid when he or she sells the goods; the difference is gross profit). If the cargo is not

of Imperial origin, it should be labelled as to origin.

For example, a cargo from Regina in the Spinward Marches would be identified as: A-A Ri Cr7,000.

A cargo from Zivije in the Spinward Marches would be identified as: C-B Hi Fl Cr8,100.

A cargo from Chronor (a Zhodani world in the Spinward Marches) would be identified as: B-C Na Ni Ic Cr8,200 Zh.

Lower cost cargos are always preferable because they allow more potential profit.

TRADE CLASSIFICATIONS

The trade classifications for all worlds can be determined from their UPPs. The fifteen applicable trade classifications are given in the Trade Classifications List. Most are also provided in the *Basic Traveller* rules. Additions to the list include Fluid Oceans (indicative of hydrographics other than water), and Barren (a world without population, government, or law level).

The Trade Classifications Table indicates the required world UPP characteristics for each classification. It is important to examine a world for all possible trade classifications; published materials may be at variance with the results of the use of this table. The Trade Classifications Table takes precedence over published or existing trade classification data.

Trade Classification Definitions: The following provide an insight into the meanings of the various trade classifications.

Agricultural: The world has climate and conditions which allow extensive farming and ranching. It is a producer of relatively inexpensive foodstuffs. Agricultural goods market well to worlds which cannot produce their own agricultural goods (Desert, Fluid Seas, Poor, Water Worlds, Industrial Worlds). Agricultural worlds are good markets for goods from Industrial worlds, other Agricultural worlds, Barren worlds (for new plant and animal strains), and Rich worlds.

Asteroid Belt: The world is an asteroid belt. It is a producer of raw materials and semi-finished goods, especially ores, metals, and minerals. Asteroid Belt goods market well to Industrial worlds, Non-Agricultural worlds, Vacuum worlds, and other Asteroid Belts. Asteroid Belts are good markets for the production of Agricultural worlds, Industrial worlds, Non-Agricultural worlds, and Vacuum worlds.

Barren World: The world has no population, government, or law level. Shipments to the world are generally small, perhaps in preparation for eventual colonization, or for a scientific expedition. Goods from Barren worlds are generally raw materials mined or gathered by ship crew. They are poor sources, and cannot be markets.

Desert World: The world has no open or standing water. Desert world goods sell well other Desert worlds, and to Non-Agricultural worlds. They are good markets for goods from Agricultural worlds, Desert worlds, Industrial worlds, Non-Agricultural worlds, and Rich worlds.

Fluid Oceans: The world's oceans are not composed of water. Non-water oceans may be valuable sources of raw materials for industry, and the worlds products sell well on Industrial worlds and other Fluid worlds. Worlds with fluid oceans are good markets for goods from other Fluid worlds and Industrial worlds.

High Population: The world's population is one billion or more. High population world goods, because of the economy of scale for production, sell well on High Population worlds, Low Population worlds, and Rich worlds. High Population worlds

TRADE CLASSIFICATIONS LIST

The following trade classifications are used in this trade and commerce system.

Agricultural: Producer of foodstuffs.

Asteroid Belt: Many small worldlets.

Barren World: No population, government, or law level.

Desert World: No water.

Fluid Oceans: Oceans composed of fluids other than water.

High Population: Population of one billion or more.

Ice-Capped: Hydrographics contained in polar ice-caps.

Industrial: Heavy industry forms a major part of local production.

Low Population: Population less than 10,000.

Non-Agricultural: Dependent on synthetic food production.

Non-Industrial: Population less than 10,000,000.

Poor: Low grade living conditions.

Rich: High grade living conditions.

Vacuum World: No atmosphere.

Water World: Entire world surface covered by water.

COST OF GOODS

Code	Trade Class	Price Mod
—	No class	0
Ag	Agricultural	-1,000
As	Asteroid Belt	-1,000
Ba	Barren World	+1,000
De	Desert World	+1,000
Fl	Fluid Oceans	+1,000
Hi	High Population	-1,000
Ic	Ice-Capped	0
In	Industrial	-1,000
Lo	Low Population	+1,000
Na	Non-Agricultural	0
Ni	Non-Industrial	+1,000
Po	Poor	-1,000
Ri	Rich	+1,000
Va	Vacuum World	+1,000
Wa	Water World	0

Base Cost: Cr4,000 per ton.

Trade Class Effects: Add the price mod shown for each trade class.

Tech Level Effects: Multiply tech level by Cr100 and add to base cost.

Starport Effects: For starport type add to base cost— A: -1,000; C: +1,000; D: +2,000; E: +3,000; X: +5,000.

TRADE CLASSIFICATION TABLE

Code	Size	Atmos	Hydro	Popul	Govt	Law Level
Ag		4-9	4-8	5-7		
As	0	0	0			
Ba				0	0	0
De		2+	0			
Fl		A+	1+			
Hi				9+		
Ic		1-	1+			
In		2-, 4, 7, 9		9+		
Lo				3-		
Na		3-	3-	6+		
Ni				6-		
Po		2-5	3-			
Ri		6, 8		6-8	4-9*	
Va		0				
Wa			A			

*Asian rich worlds ignore government type. Vargr rich worlds may government type 4, 5, 6, 8 or 9 (not type 7).

MARKET PRICE TABLE

Source	Market Code															
Code —	Ag	As	Ba	De	Fl	Hi	Ic	In	Lo	Na	Ni	Po	Ri	Va	Wa	
—																
Ag	+1	+1		+1		+1		+1	+1	+1			+1			
As		+1						+1		+1			+1	+1		
Ba	+1							+1								
De				+1						+1						
Fl					+1			+1								
Hi						+1			+1				+1			
Ic								+1								
In	+1	+1		+1	+1	+1		+1			+1	+1	+1	+1	+1	
Lo								+1					+1			
Na		+1		+1										+1		
Ni								+1			-1					
Po												-1				
Ri	+1			+1		+1		+1		+1			+1			
Va		+1						+1						+1		
Wa								+1					+1		+1	

Total all intersections between source trade classifications and market trade classifications, and multiply by Cr1,000. Add this figure to the base market price of Cr5,000. If the market code includes Ba, goods may not be sold. If a source or market is As, don't count it Va as well.

PRICE OF GOODS

Tech Level Effects: Subtract the market tech level from the source tech level, multiply by 10%, and multiply that times the base price and add it to the base price.

Note: A high source TL and a low market TL are advantageous; source TL 15 and market TL 1 produces an increase of 140% in base price.

Source TL 6 and market TL 15 produces a decrease of -90% in base price (a decrease of 100% or more means no value for the goods at that market tech level).

BROKERS

Brokers can influence consultations of the Actual Value Table but must be paid a commission. Brokers, however, vary in quality and availability by starport type.

Starport type A	Broker-4 or less.
Starport type B	Broker-3 or less.
Starport type C	Broker-2 or less.
Starport type D	Broker-1.

TRADE AND COMMERCE CHECKLIST

This checklist governs trade goods.

1. Buying Trade Goods.
 - A. Find Source World Trade Data.
 1. Trade Classifications.
 2. Starport Type.
 3. Tech Level.
 - B. Find Cost of Goods.
 1. Trade Price Modifiers.
 2. Tech Level Modifier.
 3. Starport Type Modifiers.
 4. Accelerated Delivery.
 - C. Purchase Goods.
2. Selling Trade Goods.
 - A. Find Market World Trade Data.
 1. Trade Classifications.
 2. Tech Level.
 3. Starport Type.
 - B. Find Price for Goods.
 1. Trade Price Modifiers.
 2. Tech Level Modifiers.
 3. Select Broker.
 - C. Sell Goods.

PLAYER SKILLS

The following skills can be useful to player-characters in their pursuit of available cargo, passengers, and freight.

Admin: Admin allows consultation and negotiation with local passenger agents in order to be given more passengers. DM +1 per skill level for middle passengers available on the Passengers Table.

Bribery: Bribery may be used as a DM on the Actual Value Table (bribing a buyer to purchase goods though the use of kickbacks). Each two levels of bribery allows DM +1 and costs a kickback of 7% of the final price.

Broker: Broker allows a DM on the Actual Value Table equal to the skill level (to a maximum of Broker-4). Brokers receive 5% of the the final sale price per skill level used. It is possible to use less than maximum Broker skill.

Carousing: Carousing skill (at one level lower) may be used as Steward skill (DM + Steward minus 1 on the throw for high passengers on the Passenger Table.

Liaison: Liaison allows consultation and bargaining with local freight handlers in order to receive a larger allotment of freight. DM +1 per Liaison skill level on minor cargos available in the Cargo Table.

Steward: Steward skill serves as an attraction to high passengers. DM +1 for each level of Steward skill for high passengers on the Passenger Table.

Streetwise: Streetwise allows recruiting of locals to use available low passage berths. DM +1 per level of Streetwise for low passengers available on the Passengers Table.

Trader: Trader skill provides an understanding of market processes. Trader allows one die on the Actual Value Table to be rolled in advance; each level of Trader allows a throw three days in advance of the sale date.

ACTUAL VALUE

Roll	Percentage Value
2	40%
3	50%
4	70%
5	80%
6	90%
7	100%
8	110%
9	120%
10	130%
11	150%
12	170%
13	200%
14	300%
15	400%

Results of less than 2 are treated as 2; results of greater than 15 are treated as 15.

DM + Broker (to maximum +4).

NOTING CARGO IDENTITY

Cargos are identified for trade and commerce by stating the following:

1. Starport Type (of source world).
2. Tech Level (of source world).
3. Trade Classifications (of source world).
4. Cost (after all modifications).
5. Nationality or Race of Source (assumed to be Imperial unless stated).

Example

A cargo from Rethe (in the Regina subsector: E230AA8-8 Desert World. High Population. Non-Agricultural. Poor.) is identified as:

E-8 De Hi Na Po Cr3,800.

PRICE VERSUS COST

Cost is the amount a speculator or merchant pays to buy a cargo.

Price is the amount paid to a speculator or merchant for that cargo. Base price is the price before consulting the Actual Value Table.

SHIP REVENUES

Ships receive the following income per trip:

High Passage.....	Cr10,000
Middle Passage.....	Cr8,000
Low Passage.....	Cr1,000
Cargo (per ton).....	Cr1,000
Mail (if fitted).....	Cr25,000

Charters

Non starships charter for Cr1 per ton per hour (12 hour minimum).

Starships charter for two-week blocks at rates based on revenue generating capacity: Cr900 per cargo hold ton plus Cr9,000 per high passage berth plus Cr900 per low passage berth.

Note: Ship owner pays overhead and crew costs when providing a charter.

PASSENGERS

World Popul Digit	Available at Source World		
	High	Middle	Low
0	—	—	—
1	—	1D-2	2D-6
2	1D-1D	1D	2D
3	2D-2D	2D-1D	2D
4	2D-1D	2D-1D	3D-1D
5	2D-1D	3D-2D	3D-1D
6	3D-2D	3D-2D	3D
7	3D-2D	3D-1D	3D
8	3D-1D	3D-1D	4D
9	3D-1D	3D	5D
A	3D	4D	6D

DMs for Market World:

If population 4-, -3.

If Population 8+, +3.

If Red Zone, -12; no middle or low passengers.

If Amber Zone, -6.

Tech Level: Add (or subtract) difference between source world and market world tech levels.

Skills: DM + Steward for High. DM + Admin for Middle. DM + Streetwise for Low.

ALIEN TRADE EFFECTS

	As	Dr	Hv	Im	Kk	So	Va	Zh
As	—				-2		+1	
Dr		—						+2
Hv	+1		—	-2				
Im				—				-1
Kk					—		-2	
So			+1	-1		—		
Va					-4		—	
Zh	+1	+1		-2				—

Goods in a row selling to a column receive the modification on base price shown (+1 = plus Cr1,000).

As: Aslan. **Dr:** Droyne. **Hv:** Hiver. **Im:** Imperial. **Kk:** K'kree. **So:** Solomani. **Va:** Vargr. **Zh:** Zhodani.

This table serves as a basic guide for trade effects between the major races; similar tables can be created for relationships between other races.

CARGO

World Popul Digit	Available at Source World		
	Major	Minor	Incidental
0	—	—	—
1	1D-4	1D-4	—
2	1D-2	1D-1	—
3	1D-1	1D	—
4	1D	1D+1	—
5	1D+1	1D+2	—
6	1D+2	1D+3	1D-3
7	1D+3	1D+4	1D-3
8	1D+4	1D+5	1D-2
9	1D+5	1D+6	1D-2
A	1D+6	1D+7	1D

DMs for Market World:

If population 4-, -3.

If Population 8+, +1.

If Red Zone, no freight.

If Amber Zone, no major freight.

Tech Level: Add (or subtract) difference between source world and market world tech levels.

Skills: DM + Liaison for minor cargos.

Availability: Throw once per week; unused cargos do not accumulate.

are good markets for goods from Agricultural worlds, Industrial worlds, High Population worlds, and Rich worlds.

Ice-Capped: The hydrographics for the world are locked in ice-caps. Goods from ice-capped worlds sell well on Industrial worlds; the worlds are unremarkable markets.

Industrial: The world is heavily industrialized and is a producer of many types of goods. Industrial goods sell well on most other worlds, and Industrial worlds are good markets for most goods.

Low Population: The world has a population of less than 10,000 persons. Low Population world cargos sell well to Industrial worlds and Rich worlds. Low population worlds are rarely self-supporting; consequently, they are excellent markets for goods from High Population worlds and Agricultural worlds.

Non-Agricultural: The world is unable to produce enough food agriculturally to feed its population; synthetic food production generally provides basic food needs. Non-Agricultural worlds are good sources for other Non-Agricultural worlds, Asteroid Belts, Desert Worlds, and Vacuum worlds.

Non-Industrial: *The world has a population less than ten million.* Non-Industrial worlds are markets for goods from Industrial worlds. They are sources of goods for Industrial worlds; their goods sell poorly on other Non-Industrial worlds.

Poor: The world has poor grade living conditions. Poor worlds are markets for Industrial worlds. They are not good sources of cargos.

Rich: The world has high grade living conditions. Rich worlds are good markets for Agricultural worlds, Asteroid belts, High Population worlds, Industrial Worlds, Low Population Worlds, Rich worlds, and Water worlds. They are good sources of cargos for Agricultural worlds, Desert worlds, Industrial worlds, High Population worlds, Rich worlds, and Non-Agricultural worlds.

Vacuum World: The world has no atmosphere. Vacuum worlds are markets for goods from Asteroid Belts, Industrial, Non-Agricultural worlds and Vacuum worlds. They are good sources for Asteroid Belts, Industrial worlds, and Vacuum worlds.

Water World: The world is covered with water; there is very little land above water. Water worlds are good markets for Industrial and Water worlds. They are good sources for Industrial, Rich, and Water worlds.

COMPUTING COST OF GOODS

The cost of trade goods is computed using the Cost of Goods Table.

Base Cost: The base cost of goods is Cr4,000 per ton.

Trade Class Effects: Determine all trade classifications which apply to the sourceworld for the goods, and consult the Cost of Goods Table. For each trade classification which matches, apply the price modification indicated.

Tech Level Effects: Multiply the tech level of the sourceworld by Cr100 and add it to the base cost.

Starport Effects: Note the starport type and increase the base cost based on the starport level. If starport type A, -1,000. If starport type C, +1,000. If starport type D, +2,000. If starport type E, +3,000. If starport type X, +5,000.

The final result is the cost of goods per ton. It is incorporated into the cargo identification, and is the price that must be paid when purchasing cargo for speculation.

The Actual Value Table is not used when determining cargo cost, and brokers are not involved.

For example, the *Empress Nicholle* is nearing completion of a voyage from Efate to Regina (both in Regina subsector of the Spinward Marches). The ship has just called at Ruie (C776977-7 Hi In) and the captain has determined that the UPP listing is correct and that all possible trade classifications are shown. Modifications for Hi and In total - 2,000; modifications for tech level total + 700; starport effects total + 1,000. The captain computes the local cargo available as C-7 Hi In Cr3,700. Being in a speculative mood, he arranges for the purchase of 10 tons of the goods and pays Cr37,000 for the lot. The next day, his ship lifts off for Regina.

COMPUTING BASE PRICE OF GOODS

It is possible to compute the base price of goods before arriving at a world simply by analyzing the marketworld's UPP. Careful merchants do this to predict the relative marketability of goods at various accessible worlds.

The base price of goods is computed using the Market Price Table.

Base Price: The base price of goods is Cr5,000 per ton.

Trade Class Effects: Determine all trade classifications which apply to the marketworld for the goods, and consult the Market Price Table. Total all trade classifications which match and multiply the result by Cr1,000. Apply this price modification to the base price.

Tech Level Effects: Subtract the marketworld tech level from sourceworld tech level and multiply it by 10%. Multiply that result times the base price and add it to the base price.

High tech sources and low tech markets are advantageous. A TL 15 source selling to a TL 1 market produces an increase of 140% (10% times 15-1) in base price.

Low tech sources and high tech markets are disadvantageous. A TL 10 source selling to a TL 15 market produces a decrease of 50% (10% times 10-15) in base price. Note that the computation produces a result of -50%; the minus represents a decrease in value. A decrease of 100% or more indicates that the goods have no value and cannot be sold at the indicated market tech level.

The result is base price for the goods at the marketworld.

For example, aboard the *Empress Nicholle* headed for Regina, the captain of the ship rechecks his preliminary calculations. Regina is A788899-A Ri. He knows that his cargo (C-7 Hi In Cr3,700) has a base price on Regina of Cr5,000. Trade class modifications total + 2,000; tech level effects total - 30% (-2,100). The base price for the goods at Regina will be Cr4,900.

COMPUTING SELLING PRICE

Selling price for goods varies as the actual market conditions fluctuate. It is determined at the moment of sale using the Actual Value Table.

Base price for the goods has been previously calculated (or should be calculated now). This base price is used when consulting the Actual Value Table.

Broker Selection: A broker may be selected to help in the arrangement of a sale. The quality of brokers is determined by the marketworld's starport type.

Type A starports have broker levels 1 to 4.

Type B starports have broker levels 1 to 3.

Type C starports have broker levels 1 and 2.

Type D starports have broker level 1.

Type E and X have no brokers.

Brokers charge a fee equal to 5% times their skill level of the final sale price of the goods they arrange to sell.

Player-characters may use their own broker skill (if they have it) to assist in the sale of goods. If they do, they receive the standard brokerage fee for doing so, but they are assumed to spend half of that fee in arranging the sale. Maximum Broker skill usable is Broker-4.

Bribery may also be used to assist in arranging a sale. Each level of Bribery skill allows a DM of + 1/2 (round fractional DMs down) on the Actual Value Table; each level used costs 7% of the final sale price. Bribery in merchant activity is called a *kickback*; kickbacks do not require reaction die rolls and can be achieved automatically.

Trader skill allows the partial prediction of the results of the Actual Value Table throws. Use of Trader skill allows one die on the Actual Value Table (the table uses two dice) to be thrown early; knowing one of the dice beforehand allows a more accurate prediction of the sale price of goods. For example, the two dice throw can range from 2 to 12 and indicates actual values between 40% and 170% of base price. If one die is thrown early and it is a 6, then the character knows that the final actual value must range between 7 and 12 (or between 100% and 170%).

Trader skill levels increase the time span over which the prediction is accurate. Each level of skill allows three days prior to the sale. Trader-1 predicts the value three days before; Trader-2 predicts the value six days before. Because an interstellar jump takes 7 days, Trader-3 is required to predict actual value before making an interstellar jump.

For example, upon arrival of the Empress Nicholle at Regina, its captain moves to sell his speculative cargo (10 tons of C-7 Hi In Cr3,700). Knowing his base price is Cr4,900, he feels that with any luck at all he can clear a profit of Cr1,200 per ton. However, just to be sure, he finds and engages a Broker-4. The broker provides DM +4 on the Actual Value Table: the throw is 5 (+4=9); the goods sell for 120% of *base price* (Cr4,900), or Cr5,880 per ton. Momentarily, the ship captain thinks he has made a slight profit, but then remembers the broker's commission. Cr5,880 less 20% commission is Cr4,704; he has lost Cr196 per ton on this venture.

SPECIAL RULES

The following special rules also apply to trade activity.

Accelerated Delivery: Normally, merchants are allowed four days to deliver goods to a waiting ship. It is possible to accelerate delivery of goods by paying a premium of 10% of base cost per day of advanced delivery.

Required Execution: Once goods are offered for sale and the Actual Value Table is consulted, the goods must be sold at the price indicated. A sale may be stopped at any point before the dice are rolled on the Actual Value Table.

Alien Effects: When a cargo has a nationality or race of source different than the nationality or race of market, then there may be an effect on base price. Consult the Alien Market Effects Table to determine these effects.

This table indicates the effects of local taste, prejudice, and novelty in the evaluation of goods by a market. For example, Zhodani goods are generally poorly received in Imperial markets and well-received in Sword World markets; Imperial goods are well-received in Droyne markets and poorly received in Solomani markets.

Trade Goods

Trade between planets depends on a demand for the trade goods being shipped and sold. Trade goods have to have a relatively high value, but beyond that basic condition, they can be any of a number of things.

Trade between planets depends on demand for goods at each end of the trading route. Because of the expense of interstellar transportation, most worlds strive to be self-supporting. They produce their own building materials, food, and necessities. But there are still a wide variety of trade goods that can be and are shipped between the stars.

TYPES OF INTERSTELLAR TRADE GOODS

Interstellar trade goods may be of any type, but some are more probable than others. Ordinary materials (such as cast iron ingots) are probably not prime interstellar trade goods. The following are examples of some probable trade goods.

Raw Materials: One of the basic trade goods in interstellar trade is raw materials. The exploration of space is driven in part by a search for essential raw or basic materials in the hopes that they can be found and made available at competitive prices, even after the cost of their transportation over interstellar distances. Raw materials include:

Unprocessed ores (for radioactives, special isotopes, rare metals, gems, or special compounds).

Processed ores (from which the basic contaminants have been removed).

Raw organics (harvested plant or animal materials usable in various manufacturing processes).

Waste materials suitable for recycling (industrial chemicals, used or unfashionable clothing, radioactive wastes, scrap, and obsolete equipment).

Rare Materials: In contrast to raw materials, rare materials are processed on their sourceworld and then sold and shipped out. Rare materials include precious metals (gold, silver, platinum, gallium, lanthanum), radioactives (uranium, thorium, radium, or plutonium), crystals (diamonds, emeralds, rubies, semi-precious stones), materials with special characteristics (refined isotopes, special compounds such as heavy water, metallic hydrogen).

Pharmaceuticals: Medicine for the treatment of all manner of illness or human disability is a prime candidate for interstellar trade. Some medicines may be produced in excess quantity and made available for export in order to help bring down the costs of overall production. Some medicines are best processed or manufactured close to the source of raw materials; the finished product is then exported to other worlds.

Special pharmaceuticals are in special demand for their effects on healthy individuals: anagathics to increase the human lifespan, slow and fast drugs to affect the subjective flow of time, and various drugs which can counteract physical deterioration or help built stamina or muscle.

Novelties: New products never before seen (or sometimes just never before

marketed) are powerful commodities in the marketplace.

Some products are unique: an exotic wood that adds interest as a decoration or flavor as when burned for cooking; an herb which provides a special flavoring; an iridescent feather which becomes fashionable for a limited time; a pebble that makes gentle noises when heated.

Others are just cheaper: bright pebbles that respond to body heat; twisted metal puzzles that can be assembled more cheaply on a high population world where costs are lower; costume jewelry in alien styles.

Some novelties may be fads: they fade from fashionability after a few weeks or months. Others become staples: society may produce customs which call for a specific novelty to be given as a gift of love, a token of respect or admiration, or perhaps as an obligatory room decoration.

Consumables: A constant traffic in quality consumables can be expected. Consumables are ordinarily perceived as food and drink, but may also include aromatics, simple objects (such as flowers), or disposable clothing.

Consumable foods may be fashionable gourmet goods (the equivalent of caviar), or common flavorings (the equivalent of a spice like paprika). Food can also be staples — basic life-sustaining food necessary on worlds where it cannot be produced economically.

Consumable drinks may be flavored waters, alcoholic beverages, milks, nectars, syrups, decoctions such as teas, or exotic wines. Other drinks may include secretions or bodily fluids of various animals or plants, the juices of fruits or vegetables, distillations of organic materials, and even artificially produced or mixed drinks. Exotic consumable drinks may be in demand because of their novel flavors, their real or imagined health benefits, or their gourmet status.

High Technology Items: The value of higher levels of technology is undisputed. Such items cannot be produced economically locally, but they can be used, often at great advantages in efficiency or quality.

Information: A perennial tradegood is information. Books, tapes, and software all enjoy a continuing market as individuals pursue educations and find a need for basic materials.

Creative Works: The products of the artistic sense are always in demand as decoration and ornamentation for homes and businesses. Creative works include:

Art (paintings, sculpture, holographics, photographs).

Recordings (videos, audios, flat projections, movies, concerts, music).

Raw Scientific Data: Scientific inquiry depends on data for its continued existence. Raw scientific data from established research stations, data collection stations, or laboratories is marketable to research and development departments of various corporations, and to research faculty at institutions of higher learning.

Social scientists also need raw materials for their researches. Historians need accounts of historical events; sociologists need data on alien or alternate societies; psychologists need data on individuals. After a period of time, the information available on one world becomes picked over; social scientists begin to look to other worlds for new data.

Imbalance Items: When the cost of producing a trade item is very low, then it can be shipped between the stars and sold at a market for less than it costs to produce locally. Worlds with low labor costs often produce goods that can be sold interstellar at a profit.

Prototypes: When the inventive mind produces new ideas, they are translated into prototypes which can be shipped to other worlds, there to be translated by manufacturing processes into row after row of finished goods.

It is possible that multiple prototypes may be produced which achieve the same result, but through different means. Thus, by using different approaches, a data recorder from one inventor could be especially accurate in higher wavelengths, while another could be better at lower wavelengths. Research and development companies might continue to purchase prototypes in hopes of finding ways of improving their own products.

Invention prototypes on totally new principles are equally welcome because they may allow the introduction of new consumer goods or products.

Units of Exchange: Sometimes shipments between worlds consist of money itself.

Interstellar trade eventually produces an inequity in the balance of payments for specific worlds, and to bring the economy back into equilibrium, a physical exchange of money is required.

Some worlds have their own currencies, and some of those are produced off-planet (perhaps at higher tech level worlds). Shipments of money for local use are thus periodically necessary.

Not only governments create and administer money. Some corporations may also create money for use within their organizations, especially when local governments are unable to maintain stable currencies.

Red Tape: Because there are interstellar governments, the products of their bureaucracy must be distributed through its area of authority. Red tape shipments include originals or reproducible masters of regulations, files of information about citizenry and companies, and reports.

Much of the red tape shipped between worlds is not sold; it is transported as cargo to archives or to other offices of the bureaucracy. But some of the information can be purchased and then shipped to other worlds where it can be sold to businesses or organizations which can use it. For example, tax records might indicate likely customers for specific goods; reports might provide clues (after analysis) for prediction of future bureaucratic decisions.

Uniques: Uniques are specific items which cannot be duplicated or imitated due to their specific nature. They may be antiques, objects of art, specimens of alien culture, memorabilia, souvenirs, archeological specimens, ancient artifacts,

In one sense, all interstellar trade consists of traffic in uniques: no one would transport materials which could be procured locally for less money.

Specialty Processed Goods: Some goods are best processed under specific or unique conditions. Materials produced under hi-G, lo-G, or zero-G conditions may have better characteristics than those manufactured under less than optimum conditions; the increased costs are offset by the increased reliability and efficiency of the goods.

World-Specific Goods: The very nature of some worlds and the challenges that those worlds make to their inhabitants create world specific goods— products created to meet specific situations. Water worlds may produce exceptionally good artificial gills; asteroid belts may make good prospecting equipment; desert worlds may make especially good food synthesis equipment; asteroid belts might be a source of asteroid prospecting equipment; fluid atmosphere worlds might produce especially good equipment to sample or exploit such fluid deposits.

Cargo Manifest

TAS Form 14, Cargo Manifest, is a basic merchantile form for recording trade goods bought and sold in the course of everyday operations. The TAS Form 14 provided in this book is intended for photocopying. Referees and players can make enough to handle their immediate needs; by making two copies and then combining them, one photocopy can provide two TAS Form 14's.

Permission is granted to owners of this book to make photocopies of the TAS Form 14 for their personal, non-commercial use. This means that players and referees may make copies of the form, but may not resell them.

BASIC FORM DATA

The first six entries on the form detail basic facts and background. The information merely allows referees to identify the ship involved.

1. **Date of Preparation:** The date the form is first used is the date of preparation.
2. **Ship Name:** The name of the ship being used should be entered.
3. **Registration Number:** If the ship has been assigned a registration number, it should be entered here. A basic *High Guard* USP can be entered here instead if the ship was designed using *High Guard* rules.
4. **Ship Type:** A basic statement of ship type (free trader, etc.) should be made.
5. **Cargo Tonnage:** The maximum cargo hold tonnage should be entered. It is permissible to include unused cargo tonnage of small craft in total cargo tonnage.
6. **Homeworld:** The name and UPP of the homeworld or world of registry for the ship should be entered here.

TRADE GOODS LIST

The heart of the Cargo Manifest is the Trade Goods List. This list allows entries of goods bought for speculation and a record of sale.

When trade goods are purchased using the trade and commerce system, the quantity of goods in tons should be entered.

Under Trade Goods, the identity of the goods should be noted. This entry should show (in the following order) sourceworld starport type, sourceworld tech level, and sourceworld trade classifications.

Under Purchase should be noted the price *per ton* of the goods purchased, and the identity of the sourceworld. The sourceworld can be identified by name, by subsector and hex number, by sector and hex number, or by homeworld UPP.

When goods are sold, the price and identity of the marketworld should be noted.

USING TAS FORM 14

The primary use of TAS Form 14 is as a running record of merchant activity. By careful attention to entries, the players can substantiate their profits (or a referee can substantiate their losses).

Examination of one (or several) completed Cargo Manifests can provide valuable information about profitable and unprofitable trade relationships between worlds.



Merchant Prince On Computer

As the *Merchant Prince* trade system was created and tested, extensive use of a computer simulation helped the designer analyze and understand various aspects of the system. Now, this computer program for the Apple II+ (DOS 3.3, 48K, one disk drive) is available on disk as a **Traveller** referee aid or for solitaire player activity. Sit at your computer and navigate your ship through the Spinward Marches, carrying passengers and freight as you try to make enough money to cover your ship payments. Buy cargos with your excess money and sell them at a profit (or loss) in the next system. Let the computer handle the basic details of navigation for any merchant activities.

Trader is a disk-based text program which handles starships travelling from system to system within a sector. Displays show worlds which can be reached from the current sector and data on the trade potential of those worlds. Passenger and freight availability is automatically computed; excess hold space is available for speculative cargos. Routines handle time passage, ship payments, crew costs, refuelling, annual maintenance, and buying and selling cargo.

But there's more! Ships have mission types (trader, transport, courier, xboat, and survey). Traders and transports both carry on merchant activity, but transports are restricted to the main trade route. Couriers are given communique when they call at a naval base; they must deliver them to their destinations and then pick up new messages to be delivered. Xboats wander through the sector, but must stay on the main xboat routes. Survey ships roam through the sector marking each world they encounter as explored.

★ **Sector Generator:** Automatically and randomly generates new **Traveller** sectors and saves them to disk. Unknown sectors can then be explored using **Trader**.

★ **Editor:** Sectors can be edited to change statistics, system allegiances, or other details. Editor reads any disk file ending in @ and allows data changes. Also prints out hard-copy. Editor works with the ship file as well as sectors.

★ **Instructions:** Multi-screen instructions help get players started immediately.

★ **Ships:** Twenty-four starships from free trader to megacorporation liner to patrol cruiser to xboat are included.

★ **Sectors:** Two sectors (The Spinward Marches and the Solomani Rim) are included as disk files; paper reference maps are also furnished. Disk file data includes hex number, UPP, bases, trade classifications, allegiance, a tradeworld marking, and an explored/unexplored marking.

★ **Tradeworld Marker:** Worlds on the main trade routes in a sector are marked on the disk file. Using this program, tradeworld markings can be made in newly generated sectors.

Trader is written in BASIC. The disk is unprotected, listable, and copyable. All programs and routines can be revised or rewritten for your own use. **Trader** does not include a character generator.

Trader is available by mail only for \$17.50 plus \$1 postage.

Game Designers' Workshop
PO Box 1646, Bloomington, IL 61702-1646



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*The lure of merchant operations is easy profit, free travel, and high adventure. Now, **Merchant Prince** does for the merchant service what **Mercenary**, **High Guard**, and **Scouts** did for the **Traveller** armed forces.*

Rules, essays, and data included in **Merchant Prince** are—

★ Merchant Corporations ranging in size from Megacorporations to Free Traders.

★ Merchant Character Generation.

★ Trade and Commerce System.

★ TAS Form 14, Cargo Manifest.
