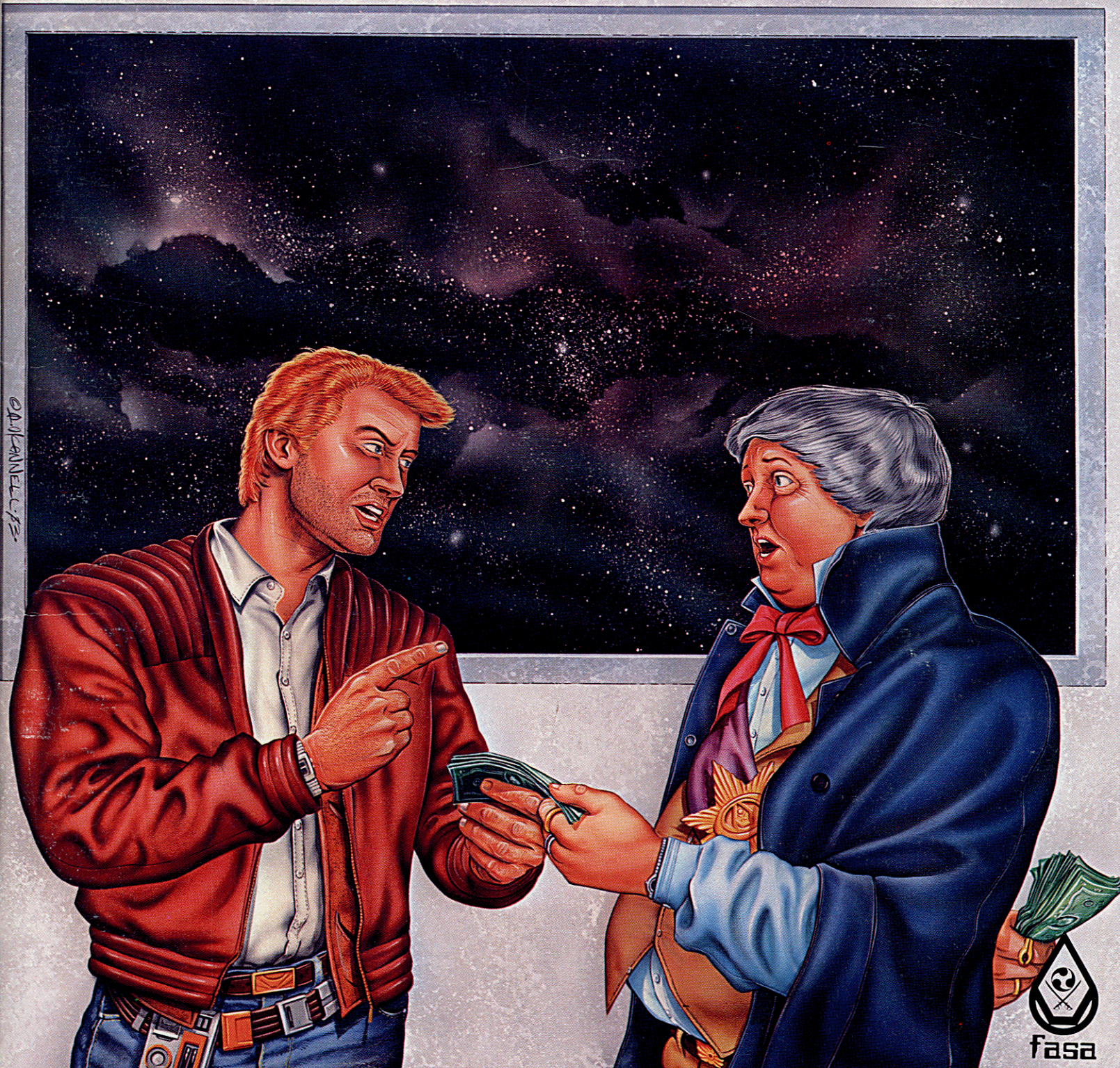# STAR TREK™
THE ROLE PLAYING GAME

TRADER CAPTAINS
AND
MERCHANT PRINCES

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TRADER CAPTAINS
AND
MERCHANT PRINCES

TRADER CAPTAINS AND MERCHANT PRINCES

Trade, speculation, and high finance in the STAR TREK universe. A supplement for **STAR TREK: THE ROLE-PLAYING GAME.**

Game design by Fantasimulations Associates
Designers: Guy W. McLimore, Jr.
Greg K. Poehlein
David F. Tapool

Dedication: To Jordan, for patience...

An adventure scenario for STAR TREK: The Role Playing Game

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Fantasimulation Associates

Maps and other art by Mitchell O'Connell and Dana Knutson

Graphic Design: Dana Knutson and Mitch O'Connell

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MERCHANT ACADEMY

Yes _____   No _____

Academy Specialty _____

SERVICE EXPERIENCE

Term   Term Length

    1st _____

    2nd _____

    3rd _____

    4th _____

    5th _____

    6th _____

    7th _____

    8th _____

    9th _____

Total Years in Service _____

CHARACTER	
PLAYER	
Star Fleet	AGE
RACE	SEX

SHIP
Class:
Name:
Data:
Leased   Paid For   Buying

POSITION

Marksmanship (modern)

To Hit Modern

Personal Combat (unarmed)

To Hit H-T-H

| 18 |
| 17 |
| 16 |
| 15 |
| 14 |
| 13 |
| 12 |
| 11 |
| 10 |
| 9 |
| 8 |
| 7 |
| 6 |
| 5 |
| 4 |
| 3 |
| 2 |
| 1 |

STR	END	INT	DEX	CHA	LUC	PSI

Administration . . . . . . _____

Atmosphere Craft Pilot. _____

Astron./Astroph. . . . . . _____

Botany . . . . _____

Bribery . . . . _____

Carousing. . . . . _____

Commun. Sys. Tech. . . _____

Comp. Arch. _____ _____

Computer Operation . . _____

Computer Tech. . . . . . _____

Def. Shield Tech . . . . . _____

Electronics Tech . . . . . _____

Env. Suit Operations . . _____

Federation History . . . _____

Federation Law. . . . . . _____

Forgery . . . . _____

Gaming . . . . _____

Geology. . . . . _____

Grav. Veh. Operation . . _____

Instruction. . . . . _____

Inst. Music _____ _____

Lang. _____ _____

Leadership . . . . _____

Life Sup. Tech . . . . . . _____

Marks (Arch.) _____ _____

Mechanical Eng. . . . . . _____

Medicine . . . . _____

Negot./Diplomacy . . . . _____

Personal Wpn. Tech . . . _____

Prs. Combt. (Ar.) _____ _____

Physical Chem. . . . . . . _____

Physics . . . . _____

Planetary Ecology . . . . _____

Planetary Survival . . . . _____

Psych. _____ _____

Rac. Clt./His. _____ _____

Ship's Weaponry Tech . _____

Shuttlecraft Pilot. . . . . _____

Shutt. Sys. Tech . . . . . _____

Sm. Eq. Sys. Tech . . . . _____

Small Unit Tactics . . . . _____

Small Vessel Engineering. . . . . . . _____

Small Vessel Piloting . . . . _____

St. Cmbt. Tac./Str . . . . _____

St. Comm. Proc. . . . . . _____

St. Comm. Proc. . . . . . _____

St. Engrg. (General) . . . _____

Starship Helm Op . . . . _____

Starship Navigation . . . _____

Starship Security. . . . . _____

Starship Sensors . . . . . _____

Starship Services . . . . . _____

Streetwise . . . . _____

Swimming and Diving. . . . . _____

Trade & Commerce . . . . _____

Trans. Op. Proc. . . . . . _____

Trans. Systems Tech . . _____

Vocal Music . . . . _____

Trivia _____ _____

Value Estimation. . . . . _____

Water Vehicle Op. . . . . _____

Warp Drive Tech. . . . . . _____

Zero-G Operations . . . . _____

Zoology. . . . . _____

Mining _____ _____

_____

_____

_____

_____

4

INTRODUCTION

In this supplement, rules and background are presented for setting up and playing role-playing campaigns in the **STAR TREK** universe, featuring independent traders and merchants as player characters. This supplement takes players and gamemasters beyond Star Fleet for player character backgrounds, allowing the **STAR TREK** universe to act as background for the more free-wheeling adventures of the independent trader.

This supplement also provides background on the economic system of the United Federation of Planets, including prices of common items, pay scales, intersteller trade rules and regulations, playing the Federation stock market and more. In addition, information on merchant starships is included.

With this supplement, **STAR TREK** adventurers can create interstellar merchant characters ranging from the small independent trader, piloting his/her own ship (like the celebrated rogue Cyrano Jones), to the wealthy merchant prince owning a fleet of trade vessels. Such characters can also be created as non-players, serving as central figures for Star Fleet-based adventures.

This supplement begins with information on the trader character him/herself, including character creation rules and new skills. The second major section discusses merchant vessels and their operation, along with personal equipment and prices. The third major section provides information on the profession itself, and how characters can make money (or lose their shirt) plying the trade lanes of the UFP and beyond. There are also several appendices with useful information, including a quick system for determining the income from merchant fleets, Star Fleet and merchant crew pay scales, and complete character data on two famous interstellar rogues, Cyrano Jones and Harcourt Fenton ("Harry") Mudd. Also in the appendices are rules for speculation in the UFP stock market, which can be used in any **STAR TREK** campaign, or played as a mini-game on their own.

The Trader's Background

CHARACTER TYPES

The possibilities for trader or merchant characters range from adolescents who run away from home and "go to space" as a third assistant cargohandler on a tramp freighter, to haughty and efficient first officers of huge merchant vessels, to crafty and devil-may-care independent traders, flying one-man ships, to wealthy merchant princes who own huge fleets and spend more time in board rooms than control rooms. They can be of any of the standard player character races from the basic ruleset (with the addition of the Orions as trader player characters). Traders undergo a different character creation system than Star Fleet personnel from the basic ruleset, though the procedure is similar.

Most campaigns will center around a merchant ship and its crew, and characters must be created for each player to serve on this ship. One player character may be the captain (or the captain may be a non-player chracter, in some cases), with others serving as crew at various levels. See the section on The Merchant Campaign for a discussion of how characters should be chosen for players in a campaign game. This section of the rules will discuss the various types of trader or merchant character.

INDEPENDENT TRADERS

The most popular roles for player characters are as master and crew of an independent trade ship. Such ships are common, especially along the frontiers of the Federation. Some independent traders prefer to work alone, flying small one-man cargo ships. (Cyrano Jones is an example of such a character.) These traders usually survive by buying and selling high-profit goods such as luxury items, and sometimes supplement this income by chartering their ship and their services to special passengers or doubling as an independent planetary system scout. (Rules for independent scout characters will be presented in a future supplement.) Some small traders also add to their income with illegal smuggling activities. The solo trader makes a good game for one player and one gamemaster.

Other independents have crews of two to thirty persons, with larger ships and more cargo space, but many of the same problems (and solutions to those problems) as the trader with a one-man ship. This is the most common setting for multi-player campaigns, as it provides the maximum freedom for the characters and gamemaster alike.

Ships with crews larger than about 30 persons are usually part of a fleet owned by a corporation, a trade association, or --rarely-- an individual. Such ships might be organized much like Star Fleet vessels, with a captain, first officer, several department heads, secondary officers, and cargohandlers and clerical help analogous to "enlisted personnel" in Star Fleet. Players can run characters on such a ship, but the rules for creating these characters will mostly be used to generate non-player characters.

The least common merchant character type is the so-called "merchant prince". (These characters can as easily be men, women, or non-human beings, so perhaps the name "prince" is a misnomer, but it is a common way to refer to such persons in "space opera" fiction.) The "merchant prince" doesn't fly a ship (unless he/she particularly wants to)--but instead owns a FLEET of ships flown by others in the merchant leader's employ. Such characters CAN be players, but in most campaigns they will be important non-player characters. Merchant princes wield power in proportion with their money. This is fine when they are sympathetic former employers, potential patrons, or drinking companions, but not so good when they are business rivals or if you happen to spill your Scotch on one in Eddie's Old Time Spaceport Drive.

Occasionally, a "merchant prince" will make a series of bad decisions (or run across a more ruthless merchant prince) and lose his/her fortune. This type of person makes a very viable player character, determined --perhaps-- to rebuild the lost fortune and gain revenge on the person or persons responsible for the fall of the original financial empire. To create such a character, simply generate a merchant prince using the character creation rules in this section, then strip the character of all his/her ships (except perhaps one small vessel -- a space yacht converted for cargo-carrying, maybe...). Also, remove most of the character's starting cash. Such a character will have to use the cunning and skills built up over a lifetime of financial wheeling and dealing (plus whatever companions can be recruited along the way) to start over in the interstellar merchant trade.

Creating merchant characters requires that we define several new skills not available for Star Fleet characters in the basic ruleset. These are listed and described in the next section.

NEW SKILLS

The following skills are added to those listed in the basic ruleset, for use by trader characters. Some of these skills are completely new, while some were available in the basic ruleset only for non-player characters.

BRIBERY

Skill at subtle negotiation of bribes, kickbacks and other quasi-legal and illegal payoffs. This skill comes into play whenever a character must make a secret payoff or find a corruptable individual in a heirarchy who can be "bought". Failure of a bribery saving roll means that the attempt is detected by the authorities, either because the bribe was not subtle enough, or the character being bribed proved not to be so corruptable after all and turned in the person offering the bribe. No skill roll here is necessary to pay routine "squeeze" or kickbacks expected from everyone doing business in some starports, but those payments can be reduced by a successful bribery roll (or increased by a failed roll). See the section on bribes and "squeeze" later in this supplement.

FORGERY

The ability to prepare phony documents and signatures without detection. Includes the ability to forge electronic ID cards (given the proper equipment), or create phony cargo manifests to conceal the point of origin of trade goods, or cover up the fact that trade goods were obtained through piracy or hijacking.

SMALL VESSEL ENGINEERING

Skill in general systems repair and maintenance of small 1-to-10 man star vessels of a non-military nature, usually pilotable by a single person. Serves at half its level for Starship Engineering (general) skill. (Starship Engineering (general) serves at half its level for this skill, as well...)

SMALL VESSEL PILOTING

Skill in operation and navigation of small 1-to-10 man star vessels of a non-military nature, usually pilotable by a single person. Serves at ¼ its level for starship Navigation and Starship Helm Operations skills. (Starship Navigation and Starship Helm Operations skills serve as this skill at ¼ the COMBINED TOTAL of the two skills...)

SWIMMING AND DIVING

This skill area covers the techniques involved in swimming and diving (not skin or SCUBA diving, but including competition diving). A character with a minimum skill level of 5 in this area is considered to be able to swim or at least float well enough to survive for a short period of time in water over his/her head without drowning. A minimum skill level of 10 implies the ability to swim as recreation without fear of drowning under normal circumstances.

Those with skill levels in excess of 20 are considered experienced at swimming and diving at the level of an enthusiast. A skill level saving throw in this area may be required if a character is required to perform some unusual feat of swimming skill, such as rescuing a drowning person, swimming long distances or under adverse conditions such as fast currents or extremely cold water, competing in water athletics, etc.

As an addition to the rules, all graduates of Star Fleet Academy are granted a minimum skill level of 5 in this area. All player characters except Vulcans and Caitians may choose this skill as part of the PERSONAL DEVELOPMENT skill tables available for pre-academy or early life experience. (Vulcans come from a dry planet with little free-standing water, and Caitians are not comfortable with swimming or large bodies of water. While both races are capable of learning to swim, it is unlikely they would have learned to do so in early life, if they grew up in their native cultures.)

TRADE AND COMMERCE

Ability and experience in buying and selling commodities on the open market, including (and especially) interstellar commerce. Saving rolls on this skill serve to improve the prices obtained for goods, or the amount of those goods that can be moved at a fixed price, according to the trade rules in this supplement.

VALUE ESTIMATION

Judgement and experience in estimating the value of items of worth, including trade items such as luxury goods (jewelry, collector's items, etc.) and bulk commodities (grain, foodstuffs, etc.). A successful saving roll will NOT reveal the EXACT value in credits of an item, but will give a character a RELATIVE estimate of the worth. For instance, a player with a successful saving roll on this skill would be able to tell collectibles from worthless junk, fine wine from soured grape juice, and real Spican Flame Gems from cheap copies.
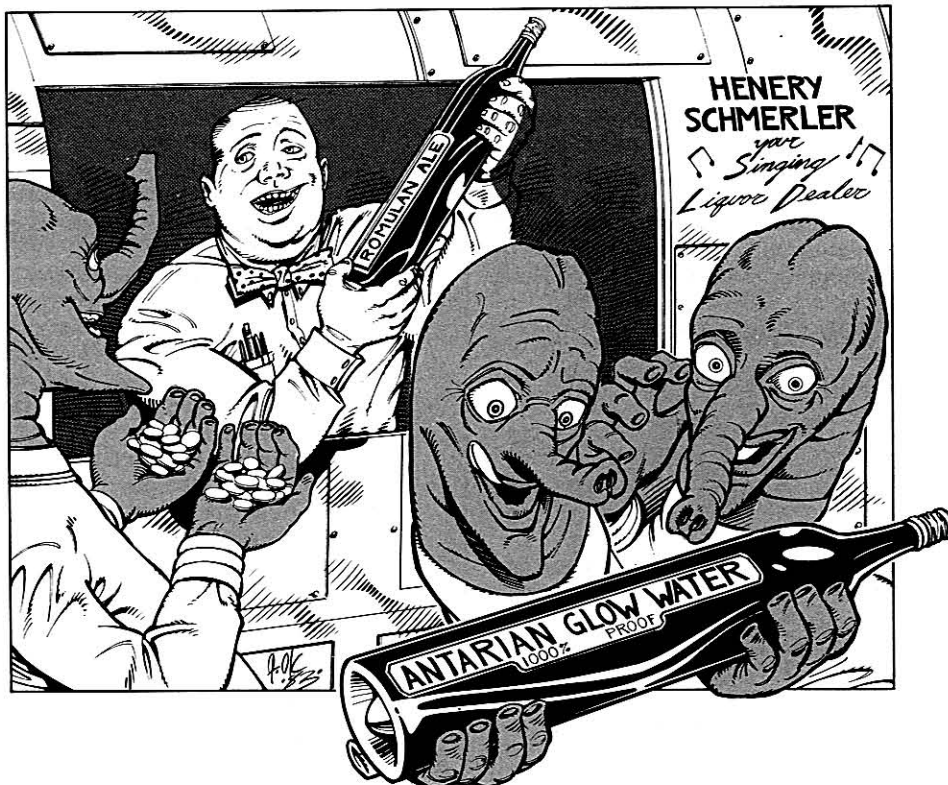
Creating Trader Characters

The character generation system in TRADER CAPTAINS & MERCHANT PRINCES is very similar to the basic system in STAR TREK: THE ROLE PLAYING GAME. As in the basic system, the gamemaster must first decide at what level the character will enter the game. The character may be anything from a lowly cargohandler, to a merchant prince. Once this decision is made, the actual process of creating the character begins.

As in the basic rules, first the character's race must be chosen. Here, as well as in the basic system, humans should tend to out-number non-humans. This does not, of course, mean that a ship may not be manned entirely by Vulcans, but this decision is left up to the gamemaster and players. Note that the "neutral" Orion race has been added to this table. Orions may not be Star Fleet characters, but they are often encountered as traders, and there is no prohibition against player characters being Orions. Interstellar trade among Romulans, Klingons and Gorn is a semi-military function, and traders of these races will be dealt with in upcoming supplements for these races. Tholians do not trade with any known race.

Next roll 4D10 and add 30 for each attribute (except LUC and PSI). Apply the racial modifiers from the RACIAL MODIFIER TABLE. LUC and PSI are rolled on % dice with the appropriate race modifiers added. In all cases, any score that finishes at less than zero is adjusted to one, but any score going above 99 should be allowed to do so.

Finally, roll % dice and divide the resulting number by two. If a fraction results, round down to the next lowest number. These bonus points may be added to any attribute (or combination of attributes, excluding PSI) to raise it as wished. There are a few restrictions, as no attribute may be raised above 99 with bonus points. (If it's already over 99, that's alright, but it may go no higher.) Also, no more than 30 bonus points may be added to any one attribute.

These attributes do not change during the normal process of the game, although they may be modified by the gamemaster later in the game as a result of accident or other changes brought about in the course of the game.

RACIAL MODIFIERS TABLE

	STR	END	INT	DEX	CHA	LUC	PSI
Human	–	–	–	–	–	–	-30
Andorian	+10	+5	–	–	–	-20	-20
Caitian	–	-5	–	+20	+5	-10	-30
Edoan	-5	–	–	+15	–	-15	-35
Tellarite	+5	+5	–	–	-10	-20	-40
Vulcan	+20	+10	–	–	–	-40	–
Orion	+10	–	–	–	-10	-25	-30

EXAMPLE: A human merchant captain (we'll call him Simon DeWitt) is desired. First his attributes are rolled on 4D10 + 30. These are as follows:

STR=40, END=57, INT=51, DEX=44, and
CHA=54.
On % dice, LUC=61, and PSI=76.

Racial modifiers are then applied. In this case, only PSI is modified, since DeWitt is human.

PSI=76 - 30 = 46
The bonus points are then rolled (roll=80) and divided by two, with a result of 40 bonus points. These are added as follows:

STR= 40 + 5 = 45, END= 57 + 8 = 65,
INT = 51 + 9 = 60, DEX= 44 + 11 = 55
CHA= 54 + 0 = 54, LUC =61 + 7 = 68.

PSI may not be added to, and therefore remains at 46.

EARLY LIFE

As in the basic system, what the character did before school (or joining a merchant fleet) is important. To give the character some background, skills may be chosen at this time, and a background story worked out (if the player so desires).

The player makes a number of early life skill rolls equal to 1/10 the character's INT (rounding down). Half of these are chosen from the Personal Development Table, and the other half from the Education Background Table. For each skill chosen, roll 1D10 and add 5. Any skill may be chosen more than once in order to build it up. Any skill in which a specific area must be chosen (like languages or medicine) must be specified at this time.

PERSONAL DEVELOPMENT TABLE

Administration
Artistic Ability
Bribery
Carousing
Gaming
Instruction
Instrumental Music (instrument)
Languages (language)
Leadership
Marksmanship (archaic) (weapon)
Marksmanship (modern)
Negotiation/Diplomacy
Personal Combat (archaic) (weapon)
Personal Combat (unarmed)
Planetary Survival
Streetwise
Swimming and Diving
Trivia (category)
Value Estimation
Vocal Music

EDUCATIONAL BACKGROUND TABLE

Astronomy/Astrophysics
Atmosphere Craft Pilot
Botany
Comparative Archeology (race)
Computer Operation
Computer Technology
Electronics Technology
Federation History
Federation Law
Geology
Ground Vehicle Operation
Medicine (race)
Physical Chemistry
Physics
Planetary Ecology
Psychology
Racial Culture/History (race)
Small Unit Tactics
Water Vehicle Operation
Zoology

EXAMPLE: Simon DeWitt's early life was rather unremarkable. He did learn how to handle a modern weapon:

Marksmanship (modern) = 6 + 5 + 11

He learned a little Vulcan Language:

Language (Vulcan) = 3 + 5 + 8

He learned how to cope with society:

Negotiation/Diplomacy = 8 + 5 = 13

He learned how to operate and work on a computer:

Computer Operation = 5 + 5 = 10
Computer Technology = 10 + 5 = 15

And he even learned a little about first aid:

Medicine (human) = 7 + 5 = 12

THE MERCHANT ACADEMY

Unlike the basic system (Star Fleet Academy) in which the character is automatically assumed to enter the academy, the character may decide whether or not to enter the Merchant Academy. (Discussion of one Merchant Academy is a simplified way of dealing with a number of such schools inside and outside of the Federation. Some are government funded, others are private institutions run by large shipping lines or trade associations. All teach approximately the same curriculum, so they are dealt with in character creation as a single entity.) If not, then skip this section and go straight to the section entitled ENTERING A MERCHANT CREW. Otherwise, the character must apply to, and be accepted by, the Merchant Academy.

To be accepted into the Merchant Academy, the player must roll 70 or less on % dice after applying the following modifiers:

	Die Modifier
LUC 40 or less	+5
LUC 60 – 69	-5
LUC 70 or more	-10
INT 40 or less	+5
INT 60 – 69	-5
INT 70 or more	-10

If the character is successful in this roll, he/she enters the academy at the age of 18. If not, the character must enter the merchant life and work his/her way up without formal education at the academy. As in the basic system, the passage of years is important and should be kept track of in order to determine the age of the character at the point where he/she enters the campaign.

During the character's two year stay in the academy, the character will learn the basic skills neccessary to his/her career as a merchant. The character receives skill points in each of the following skill areas added to any existing totals:

Administration (20)
Federation Law (20)
Instruction (10)
Negotiation/Diplomacy (10)
Psychology (native) (10)
Small Vessel Piloting (10)
Starship Communications Procedures (10)
Trade and Commerce (20)
Value Estimation (10)

The character will also be concentrating on one specialty area, which is chosen at this time, based on the job character is to hold in the campaign or in the case of indicated skill levels (added to any already possessed).

ENGINEERING

Computer Technology (10)
Deflector Shield Technology (10)
Electronics Technology (10)
Environmental Suit Operations (10)
Life Support Systems Technology (10)
Mechanical Engineering (10)
Physics (10)
Small Vessel Engineering (20)
Starship Engineering (general) (30)
Starship Sensors (10)
Transporter Operational Procedures (10)
Transporter Systems Technology (10)
Warp Drive Technology (10)

HELM/NAVIGATION

Astronomy/Astrophysics (20)
Computer Operation (10)
Computer Technology (10)
Deflector Shield Technology (10)
Shuttlecraft Pilot (10)
Small Vessel Piloting (20)
Starship Helm Operations (20)
Starship Navigation (20)
Starship Sensors (10)
Warp Drive Technology (10)

FINANCIAL/CLERICAL

Administration (20)
Federation History (10)
Federation Law (10)
Instruction (10)
Language (one or more languages) (40)
Leadership (10)
Negotiation/Diplomacy (20)
Value Estimation (20)

In addition, the player gets at least 5 skill rolls on any combination of skills desired (including repeat rolls on the same skill), gaining 1D10 in skill points for each. The player may use these rolls to expand knowledge in the specialty area or gain other useful skills outside it. Any skills from the player character list in the basic rule book may be chosen, as well as any skills from the specialty areas above. The Forgery skill is also available as an option. (Forgery is, of course, not actually taught at the academy, but the means for learning it are available...)

For every 10 points (or portion thereof) over 50 in the character's INT score, take one extra skill roll of 1D10. For example, a character with an INT of 74 would get 3 extra skill rolls, for a total of 8. These bonus rolls must be taken on the same skills listed as part of the character's specialty to build them up further.

Skills should be chosen in such a way that the character has the skills required by the job selected for the campaign. Once these skills have been chosen, the character is graduated from the Merchant Academy and is ready to sign on a merchant crew.

EXAMPLE: Our hero, Simon DeWitt, has decided to try his luck in the Merchant Academy. First, he must try to enter the academy by rolling 70 on % dice. His LUC of 68 gives him a -5 modifier, as does his INT of 60. He rolls a 76 on % dice, -10 modifiers, gives him a roll of 66, just enough to allow him in.

DeWitt receives the skill points from the academy skill list table, only one of which overlaps with what he already knew (Negotiation/Diplomacy). Therefore, the Negotiation/Diplomacy level of 10 is added to the previous level of 13 for a new total of 23.

Now DeWitt must decide which specialty to enter. He decides that in order to eventually become a merchant captain, he should enter HELM/NAVIGATION. He checks the skill list for his specialty, and adds those skills to his character. (Again, any duplicate skills add, as did Negotiation/Diplomacy.)

He also gets 5 more skill rolls at a level of 1D10. The following is a list of the skills he decides to try for, and the rolls for each:

Marksmanship (modern) (9)
Medicine (Human) (7)
Bribery (he rolls 3 times!) (8) (6) (9)

His INT of 60 also gives him 1 more roll in his specialty area, so he rolls once more for Trade and Commerce (4). And thus, Simon DeWitt graduates from the Merchant Academy and is ready to begin his life as a trader.

ENTERING A MERCHANT CREW

Many traders will have gone through the Merchant Academy, and therefore have a firm grounding in the fine art of being a trader. However, there are a few (many?) souls out there who either could not enter the Merchant Academy, or simply did not wish to. To still become a trader, that character must immediately join a merchant crew. If the character has gone through the Merchant Academy, simply skip over this section, and go on to the section entitled TERMS SERVED.

The character who has signed onto a merchant ship after leaving the Federation equivalent of high school, may still advance through the ranks and become the Merchant Prince of the space novels, but he must work extra hard to do so. He will also receive skills and skill points, simply due to the fact that he has been there all along, absorbing some knowledge as he goes along. This character

will gain the normal number of skills later, but will also reveive a certain number of skills immediately:

Bribery (10)
Carousing (25)
Federation Law (10)
Gaming (20)
Negotiation/Diplomacy (10)
Small Ship Piloting (10)
Small Ship Engineering (10)
Starship Services (20)
Streetwise (20)
Trade and Commerce (10)
Value Estimation (25)

TERMS SERVED

The number of terms a character spends in Trade service depends on the level at which the player wishes to join the campaign. Roll 1D10, and divide by two (rounding down). Add to this number the following modifiers:

Fleet owner (1D10/2+1 ships *Roll First* . . . . . . +9
    per extra ship owned . . . . +1
Merchant Captain (independent) . . . . +6
    Own ship . . . . +4
Leasing/purchasing Ship . . . . .no modifier
Merchant Captain (Fleet Member) . . . . +4
Merchant 1st Officer . . . . +2
Merchant Crewman (Department Head) . . . . +2
Merchant Crewman (Secondary Officer) . . . . . . +1
Merchant Crewman (Cargohandler) . . . . . no modifier
Independent Trader (one man ship) . . . . +1
    Own Ship . . . . +4
Leasing/purchasing ship . . . . .no modifier
Graduated Merchant Academy . . . . -1
Not a Merchant Academy Graduate . . . . +1
LUC 80 or more . . . . -2
LUC 60 -79 . . . . -1
LUC 40 or less . . . . +1
INT 80 or more . . . . -2
INT 60 - 79 . . . . -1
INT 40 or less . . . . +1

EXAMPLE: Again, we join Simon DeWitt, who has just graduated from Merchant Academy. Shortly after that graduation, he signs on with a trade ship in the Rantura Shipping Lines. Since, in the campaign, it is our intention to make Mr. DeWitt an Independent Merchant Captain, he looks at the list of modifiers to find out how many terms he will have to serve to reach that position. These are as follows:

Merchant Captain (independent) +6
Leasing/purchasing ship +0
Graduated Merchant Academy -1
LUC of 68 -1
INT of 60 -1

for a total of +3 modifiers. His Terms Served roll is 9, divided by two (and rounded down) gives him a total of 4 + 3, or 7 terms served.

For each of these terms served, the character may select one extra skill of either Carousing, Gaming, or Streetwise (in any combination), and a skill roll (1D10) for each.

EXAMPLE: Simon DeWitt has served 7 terms with one or more merchant fleets. Therefore, he receives a total of seven skills in any combination of Carousing, Gaming, or

Streetwise. He selects as follows:

    Carousing (3 rolls) (9) (10) (4)
    Streetwise (2 rolls) (8) (4)
    Gaming (2 rolls) (6) (10)

LENGTH OF TERMS

For each term a character serves, roll 1D10 and divide by two (round down, with a minimum of 1). These numbers represent the length of the term in years. The character may then select one skill and one skill roll (1D10+2) for every two full years served (not including Merchant Academy), with the following additions:

    INT 70 or more   2 extra rolls
    INT 60 - 69   1 extra roll
    LUC 70 or more   2 extra rolls
    LUC 60 - 69   1 extra roll

EXAMPLE: Simon DeWitt must now find out how long each of those seven terms lasted 1D10 is rolled for each and then divided by two to yield the following:

    Term 1   3 years
    Term 2   1 year
    Term 3   3 years
    Term 4   3 years
    Term 5   4 years
    Term 6   2 years
    Term 7   4 years

for a total of 20 years. For every two of those years, he selects 1 skill (and rolls the skill points -- 1D10+2), as well as receiving two more bonus skills for high LUC and INT. For those twelve rolls, he selects the following:

    Bribery (3 rolls) (9) (5) (7)
    Starship Helm Operation (10)
    Starship Navigation (6)
    Trade and Commerce (3 rolls) (7) (10) (7)
    Value Estimation (2 rolls) (11) (12)
    Marksmanship (modern) (8)
    Language (Vulcan) (12)

Now that the number of years the character has served in a merchant crew (or crews) has been decided, add to 18 (or 20 if the character graduated from the Merchant Academy). This yields the character's age as he/she enters the campaign. The player may then wish to fill in any extra details about the character's service. Did the character serve aboard more than one trade ship? Other trade lines? What positions did the character hold as he/she came up through the ranks? Use your imagination, and who knows? You might end up in direct competition with your old boss.

STARTING MONEY

Each character will start the game with a little money, which he/she has saved over the years. The amount of starting money will determine how much cargo a character can buy, what type of starting equipment the character can have, etc.

The starting money figures given in the tables below were figured based on the character's position at entry into the campaign. Starting money is also affected by whether or not a character graduated from the Merchant Academy (which would tend to start a character in a better job early, thus making it possible to save more). A character who owns a ship is less likely (than one who is preparing to purchase one on time) to have as much left in savings. Also, a player who bought a SMALL ship will have more savings left than one who bought a BIG one over his own ex-

penses, and will save more, than a person who runs his own ship.

To determine the starting money for your character, follow this simple procedure:

STEP ONE: Find the appropriate base savings figure from the table below, based on the position AT WHICH YOU ENTER THE CAMPAIGN, and whether or not you graduated from Merchant Academy.

BASE SAVINGS FIGURE		
POSITION	ACADEMY	NON-ACADEMY
Fleet Owner (any ships)	10000	9000
Merchant Captain (own ship)	3500	2500
(buying ship)	6000	5000
(hired - fleet)	7000	6000
First Officer	5500	4500
Department Head	5000	4000
Secondary Officer	4000	3500
Minor crewman or cargohandler	2500	2000
Independent trader (one -man ship)		
(own ship)	4000	3500
(buying ship)	6000	5000

STEP TWO: Roll 1D10 and divide by 2 (minimum roll 1) to determine the savings divisor. The figures above are the MAXIMUM one could save in a year (as an average over the character's lifetime as a trader). This will be divided by the divisor, which simulates the fact that some have better success saving money than others. Once the divisior is rolled, add 1 if the character's LUC is 25 or less. Subtract 1 if the character's LUC is 70 or more. Subtract 1 if the character has GAMING skill over 50. (Being good at Cards ...) Subtract 1 if the character has TRADE AND COMMERCE skill over 40. (Being good with money helps even more...) These modifiers are cumulative, but if the final result is under 1, it becomes 1, and if it is over 5, it becomes 5.

STEP THREE: Divide the base figure from the table by the final divisor. Multiply the result by the number of years the character has been actively a merchant (determined earlier in the character creation process). Time spent in the Academy does not count, but time spent in Star Fleet counts at half value. That is, count 1 year for every 2 spent in Star Fleet (but not Star Fleet Academy). This figure represents the starting worth of the player.

STEP FOUR: Subtract the cost (from the price lists) of any equipment the character starts the game with from the starting worth to determine the character's STARTING CASH. (A character who starts with a paid-off ship does not subtract its value from starting money, but starting money may be used to make several payments on a ship at this time. See rules for ship financing...)

Characters in the same campaign may wish to make each other loans to get them started with equipment they need. If their money is not sufficient, they may seek outside sources of financing to buy a ship or supplies. (See the appropriate section of this supplement...)

As an example, let's check on Capt. Simon DeWitt's starting cash. DeWitt first checks the base saving table. Since he is an academy graduate, starting the campaign as a merchant captain (but without owning his ship outright), he has a base savings figure of 600 Cr. Simon rolls a 3 on 1D10 (subtracting 1 for his TRADE & COMMERCE SKILL of 48, for a final result of 2). 6000 Cr divided by 2 gives him an annual savings estimate of 3000 Cr. Multiplying that figure by his 20 years as a merchant gives him a nice nest egg of 6000 Cr. Simon will no doubt use this to help make his first payment on his own ship, or to buy equipment and/or cargo. This may seem like a lot of money, but it will be used up fast early in the campaign to get Simon started in his own business.

EXAMPLE CHARACTER

Here are the final character statistics for Simon DeWitt, along with a blank character sheet you canphoto-copy and use to create your own characters with these rules.

DeWitt, Simon-Human-Male-Age 40
Independent Trader Captain
STR 45 END 65 INT 60 DEX 55 CHA 54 LUC 68
PSI 46
"TO HIT" (modern arms) 41 (hand to hand) 27

SKILL LEVELS

Administration	20	Negotiation/Diplomacy	23
Astronomy/			
Astrophisics	20	Psychology (Human)	10
Bribery	44	Shuttlecraft Pilot	10
Carousing	23	Sm. Vessel Engineering	10
Computer Tech.	25	Starship Comm. Proced.	10
Deflector Shield			
Tech.	10	Streetwise	12
Language (Vulcan)	20	Trade and Commerce	48
Marksmanship			
(modern)	28	Value Estimation	33
Medicine (Human)	19	Warp Drive Tech.	10

BIRTHPLACE: Earth
YEARS AS MERCHANT: 20
STARTING CASH: 60,000 Cr.

MERCHANT ACADEMY

Yes ____ No ____

Academy Specialty _____

SERVICE EXPERIENCE

Term   Term Length

1st _____
2nd _____
3rd _____
4th _____
5th _____
6th _____
7th _____
8th _____
9th _____

Total Years in Service _____

STR	END	INT	DEX	CHA	LUC	PSI

Administration . . . . . . ____
Atmosphere Craft Pilot . ____
Astron./Astroph. . . . . . ____
Botany . . . . ____
Bribery . . . . ____
Carousing. . . . . ____
Commun. Sys. Tech. . . ____
Comp. Arch. _____
Computer Operation . . ____
Computer Tech. . . . . ____
Def. Shield Tech . . . . ____
Electronics Tech . . . . ____
Env. Suit Operations . . ____
Federation History . . . ____
Federation Law. . . . . ____
Forgery . . . . ____
Gaming . . . . ____
Geology. . . . . ____
Grav. Veh. Operation . . ____
Instruction. . . . . ____
Inst. Music _____
Lang. _____
Leadership . . . . ____

Life Sup. Tech . . . . . ____
Marks (Arch.) _____
Mechanical Eng. . . . . ____
Medicine . . . . ____
Negot./Diplomacy . . . ____
Personal Wpn. Tech . . ____
Prs. Combt. (Ar.) _____
Physical Chem. . . . . ____
Physics . . . . ____
Planetary Ecology . . . ____
Planetary Survival . . . ____
Psych. _____
Rac. Clt./His. _____
Ship's Weaponry Tech . ____
Shuttlecraft Pilot. . . . ____
Shutt. Sys. Tech . . . . ____
Sm. Eq. Sys. Tech . . . ____
Small Unit Tactics . . . ____
Small Vessel Engineering ____
Small Vessel Piloting . . ____
St. Cmbt. Tac./Str . . . ____
St. Comm. Proc. . . . . ____
St. Comm. Proc. . . . . ____

St. Engrg. (General) . . ____
Starship Helm Op . . . ____
Starship Navigation . . ____
Starship Security. . . . ____
Starship Sensors . . . . ____
Starship Services . . . . ____
Streetwise . . . . ____
Swimming and Diving. . ____
Trade & Commerce . . . ____
Trans. Op. Proc. . . . . ____
Trans. Systems Tech . . ____
Vocal Music . . . . . . ____
Trivia . . . . ____
Value Estimation. . . . ____
Water Vehicle Op. . . . ____
Warp Drive Tech.. . . . ____
Zero-G Operations . . . ____
Zoology. . . . . ____
Mining . . . . ____
_____
_____
_____
_____
_____

CHARACTER

PLAYER

Star Fleet   AGE

RACE   SEX

SHIP
Class:
Name:
Data:
Leased   Paid For   Buying

POSITION

Marksmanship (modern)

To Hit Modern

Personal Combat (unarmed)

To Hit H-T-H

18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1

TRANSFERRING STAR FLEET PERSONNEL

Officers (or enlisted men) in Star Fleet may also wish to leave the service and try their luck at trading. The method by which Star Fleet personnel become merchants is basically the same as if the character has just graduated from Merchant Academy. Decide what position in the campaign the character will have, and calculate the number of terms served as in the TERMS SERVED section above. There are a few extra modifiers to represent the fact that the character has served in Star Fleet, and these are as follows:

Star Fleet rank of:
Commodore or Admiral	-4
Captain	-3
Commander or Lt. Commander	-2
Ensign to Lieutenant	-1

Commanded at least one ship	-1
Trade and Commerce skill 10 or less	+1

Note that having graduated Star Fleet Academy does give you the same modifier as if the character had graduated Merchant Academy (included on the tables for determining starting money). With the extra modifiers calculated, go to the section entitled TERMS SERVED, and proceed as if the character had been rolled as a trader from the beginning. If the number of terms served is less than zero, the character may enter the campaign without any extra time involved. Note also that for every two years served, the character receives the extra skills that are normally given to any merchant crewman.

Use the character sheet provided with the basic ruleset to chart your character's life up until he/she leaves Star Fleet. Then begin using the character sheet in this supplement for his/her career as a merchant.

COMMON COSTS AND PRICES

This section provides average costs and prices in Federation Credits for common vehicles, equipment, luxury goods and services. These are retail prices one would expect to pay in a store, not prices for trade goods. The cost of trade goods is discussed in the appropriate section of this supplement.

The prices listed below reflect an average price one would expect to pay on an urbanized planet such as Earth or Andor. Prices at starports would be 10% to 50% higher (1D10 divided by 2, then multiplied by 10). Prices of sophisticated technological equipment on small agricultural worlds, or other places where such technology must be imported, would be 60% to 100% higher (1D10 divided by 2, then multiplied by 10 -- plus 50). The gamemaster should feel free to skew prices in a given area according to the local situation. Food prices will go up, for instance, on a planet where there has been a crop failure. Likewise, prices will go down when an item is very plentiful.

After the price listing is a complete description of all items needing more clarification. Other items can have prices estimated based on these, and on the fact that the Federation Credit has buying power just a bit less than a 1983 U.S. dollar.

PRICE LIST

VEHICLES, LAND:
    Automobile, Compact (4 pass) . . . . Cr 8000
    Automobile, Midsize (5 pass) . . . . Cr 10,000
    Automobile, Fullsize (6 pass) . . . . Cr 13,000
    Automobile, Luxury . . . . Cr 18,000
    Automobile, Sports (2 pass) . . . . Cr 15,000
    Pick-up Truck (3 pass) . . . . Cr 10,000
    Van (9 pass) . . . . Cr 12,000
    Recreational Vehicle (6 pass) . . . . Cr 16,000
    Motorcycle (2 pass) . . . . Cr 1500
    All Terrain Vehicle (2 pass) . . . . Cr 2500
    Delivery Truck (2 pass) . . . . Cr 14,000
    Semi-Tractor (2 pass) . . . . Cr 40,000
    Ground-Effect, Compact (4 pass) . . . . . . Cr 12,000
    Ground-Effect Midsize (5 pass) . . . . . . Cr 15,000
    Ground-Effect, Fullsize (6 pass) . . . . . . Cr 20,000
    Ground-Effect, Luxury (6 pass) . . . . . . Cr 27,000
    Ground-Effect, Truck (3 pass) . . . . Cr 15,000
    A-Grav, Compact (4 pass) . . . . Cr 16,000
    A-Grav, Midsize (5 pass) . . . . Cr 20,000
    A-Grav, Fullsize (6 pass) . . . . Cr 26,000
    A-Grav, Luxury (6 pass) . . . . Cr 36,000
    A-Grave, Truck (3 pass) . . . . Cr 20,000

VEHICLES, WATER:
    Row Boat . . . . Cr 300
    Motor (for above) . . . . Cr 600
    Canoe . . . . Cr 300
    Rubber Raft . . . . Cr 100
    Inflation Cartridge (for above) . . . . . . Cr 10
    Sport Boat . . . . Cr 5000
    Speed Boat . . . . Cr 10,000
    Air Boat (swamp buggy) . . . . Cr 4000
    Hydrofoil . . . . Cr 20,000

    House boat . . . . Cr 20,000
    Submarine (two man) . . . . Cr 50,000
    (NOTE: Ground-Effect and A-Grav Vehicles can also be used on the water.)

VEHICLES, AIR:
    Hang Glider . . . . Cr 300
    Ultra-light . . . . Cr 1000
    Two-seat Private Plane . . . . Cr 15,000
    Four-seat Private Plane . . . . Cr 25,000
    Six-seat Private Plane (twin engine) . . . . Cr 45,000
    Private Jet . . . . Cr 150,000
    Single-seat Helicopter . . . . Cr 10,000
    Two-seat Helicopter . . . . Cr 18,000
    Four-seat Helicopter . . . . Cr 90,000

VEHICLES, SPACE:
    Small Shuttle (four seat) (new) . . . . . . Cr 500,000
    Shuttlecraft (Star Fleet Surplus) (used) . . Cr 350,000
                                         (new) . . Cr 700,000
    Repair Bug (single seat) . . . . Cr 100,000
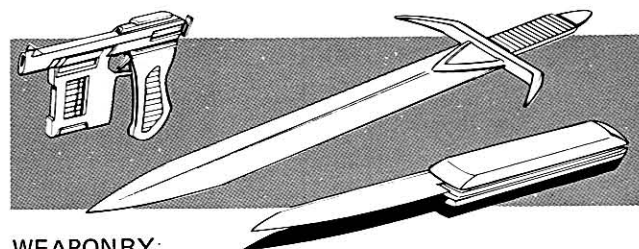
WEAPONRY:
    Pocket Knife . . . . Cr 15
    Belt Knife (or dagger) . . . . Cr 20
    Throwing Knife . . . . Cr 12
    Foil . . . . Cr 75
    Sabre . . . . Cr 100
    Cutlass . . . . Cr 120
    Shortsword . . . . Cr 150
    Broadsword . . . . Cr 200
    Hand and a Half Sword . . . . Cr 250
    Longbow . . . . Cr 60
    Compound Bow . . . . Cr 150
    Crossbow . . . . Cr 200
    Sm. Cal. Revolver . . . . Cr 100
    Lg. Cal. Revolver . . . . Cr 250
    Sm. Cal. Automatic . . . . Cr 150
    Lg. Cal. Automatic . . . . Cr 300
    Sm. Cal. Rifle . . . . Cr 150
    Lg. Cal. Rifle . . . . Cr 300
    High Power Rifle (lg cal) . . . . Cr 500
    Sm. Cal Ammunition (per 50 rnds.) . . . . Cr 2
    Lg. Cal. Ammunition (per 50 rnds.) . . . . Cr 15
    Shotgun . . . . Cr 200
    Shotgun Ammunition (per 50 rnds.) . . . . Cr 12
    Automatic Rifle . . . . Cr 400
    Submachine gun (sm cal) . . . . Cr 650
    Machine gun . . . . Cr 1000
    Hand Laser . . . . Cr 250
    Laser Rifle . . . . Cr 500
    Laser Recharge Rack . . . . Cr 100
    Phaser I . . . . Cr 200

Phaser II . . . . Cr 400
Phaser Rifle . . . . Cr 550
Phaser Recharge Rack . . . . Cr 100
Disruptor. Cr150
Disruptor Rifle . . . . Cr 450
Disruptor Recharge Rack . . . . Cr 100
Police Stunner (use Phaser Recharge) . . . . . Cr 150
Stun Club . . . . Cr 100

MEDICAL EQUIPMENT:
(Note: Most medical equipment -- especially drugs -- may be legally purchased only by qualified medical personnel [MEDICINE skill of 40 and above]. Others must purchase with a prescription from a qualified doctor, or on the black market at 3 times normal price...)
Field Kit . . . . Cr 200
Medical Pouch . . . . Cr 2500
Feinberger . . . . Cr 50
Heartbeat Reader . . . . Cr 150
Laser Scalpel (all types) . . . . Cr 300
Protoplaser (type 1 or 2). . . . . Cr 450
Dressing Sprayer . . . . Cr 50
Spray Dressing Charges (20 sprays) . . . . . . Cr 5
Medical Tricorder . . . . Cr 400
Biocomputer . . . . Cr 1000
Psychotricorder. . . . . NOT COMMERCIALLY
AVAILABLE

USE IS RESTRICTED
Hypo . . . . .Cr 20
Drug Charges (6 doses per capsule):
Light Stimulant . . . . Cr 2
Medium Stimulant. . . . . Cr 4
Heavy Stimulant . . . . Cr 6
Light Sedative. . . . . Cr 2
Medium Sedative. . . . . Cr 4
Heavy Sedative . . . . Cr 6
Coradrenaline. . . . . Cr 4
Dylovene. . . . . Cr 5
Hyronaline. . . . . Cr 20
Masiform-D . . . . Cr 20
Neural Paralyzer . . . . Cr 100
Sterilite. . . . . Cr 3
Tri-Ox Compound . . . . Cr 2

CLOTHING
Leisure Clothing . . . . .Cr 50
Work Clothing .Cr 75
Dress Clothing .Cr 150
Leisure Footwear . . . . .Cr 15
Work Footwear. . . . . .Cr 25
Dress Footwear. . . . . .Cr 35
Light Jacket (or Windreaker) . . . . .Cr 15
Heavy Jacket . . . . .Cr 40
Gloves, Heavy Duty . . . . .Cr 15

Thermal Oversuit. . . . . .Cr 75
Temperature Compensational Oversuit . . . . .Cr 200
Wet Suit . . . . .Cr 200
Rain Gear . . . . .Cr 40
Environmental Suit . . . . Cr 2500
Life Support Belt . . . . EXPERIMENTAL — FLEET
ISSUE NOT COMMERCIALLY
AVAILABLE
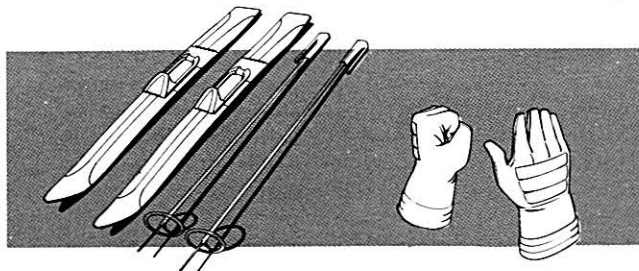
PERSONAL EQUIPMENT:
Personal Transactor . . . . .Cr 50
Replacement I.D. Card . . . . .Cr 100
I.D. Forgery Unit (Black Market Item). . .Cr 15,000+
Pocket Computer . . . . .Cr 30
Tricorder. . . . . .Cr 400
Personal Computer . . . . .Cr 800
Transactor Module. . . . . .Cr 20
Cart Viewer Module. . . . . .Cr 100
Communications Module . . . . . . .Cr 200
Computer Carts (pack of 3). . . . . .Cr 5
Briefcase (or carry-all) . . . . .Cr 40
Pocket Communicator . . . . .Cr 30
Star Fleet Communicator . . . STAR FLEET ISSUE
NOT SOLD COMMERCIALLY
Subcutaneous Transponder EXPERIMENTAL - STAR
FLEET ISSUE
NOT SOLD COMMERCIALLY
Earpiece Receiver . . . . .Cr 10
Portable Cart Viewer . . . . .Cr 400
Camera & Record attachment . . . .Cr 100
Wrist Chronometer . . . . .Cr 5 - 100
Binoculars . . . . .Cr 100
Film Camera. . . . . .Cr 30
Film (24 Exposures) . . . . .Cr 5
Holographic Camera. . . . . .Cr 400
Holo-Camera Filmcube (1 exposure). . . .Cr 1
Infra-red Lenskits . . . . .Cr 200
Light Enhancing Viewer . . . . .Cr 250
Gas Lantern (or oil) . . . . .Cr 8

Pocket Lantern (Flashlight). . . . . .Cr 8
Aqua-Lantern . . . . .Cr 15
Belt Light . . . . .Cr 12
Coldlight Glowsticks (pack of 3) . . . . . .Cr 1
Sleeping Bag. . . . . .Cr 50
Backpack. . . . . .Cr 40
Tent. . . . . .Cr 50
Pressure Tent . . . . .Cr 100
Air Processing Unit . . . . .Cr 50
7 Man Collapsible Shelter. . . . . .Cr 350
Portable Power Supply. . . . . .Cr 1000
Compuguide Electronic Map . . . . .Cr 100
Magnetic Compass. . . . . .Cr 5
Filter Mask. .Cr 30
Life Support Mask. . . . . .Cr 100
Air Pack . . . . .Cr 100
Skin Diving Equipment. . . . . .Cr 50
SCUBA Tank and Regulator . . . . .Cr 200
Gillpak . . . . .Cr 300

Metal Detector . . . . .Cr 150
Water Purification Device . . . . .Cr 50
    Recharge Kit . . . . .Cr 5
Snow Ski Set (Skis & Poles). . . . . .Cr 35
AntiGrav, Portable. . . . . .Cr 125
A-Grav Platform . . . . .Cr 400
Universal Translator. . . . . .Cr 12,000
Force Field Box . . . . .Cr 1000
Rope (plasteel Cable) (per 30m) . . . . . . .Cr 20
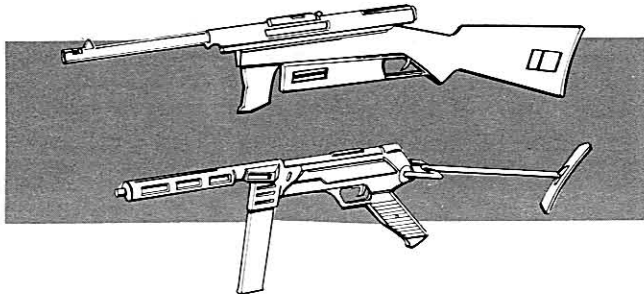
FOOD, LODGING, & SERVICE:

Hotel Room - High Class . . . . .Cr 22 - 100
    Med. Class . . . . .Cr 10 - 28
    Low Class . . . . .Cr 6 - 15
Transportation-   Limousine . . . . .Cr 2/km
    Taxi . . . . .Cr 1/km
    Mass Transit . . . . .Cr .1/km
Food - Restaurant (High Class) . . . . . . .Cr 18-80
    Restaurant (Med. Class) . . . . . . .Cr 18 - 26
    Cafeteria . . . . .Cr 2 - 20
    Fast Food (synthesized).Cr 1 - 7
Drink - Night Club. . . . . .Cr 2 - 25
    Bar. .Cr 1 - 6
Entertainment - Night Club Act . . . . .Cr 0 - 5
(NOTE: This is a cover charge only, drinks priced above)
    Play or Show (ticket) . . . . Cr 4 - 22
    Movie (admission) . . . . . . Cr 2 - 7

LUXURY ITEMS:

Saurian Brandy (liter). . . . . Cr 30
Antarian Brandy (litter) . . . . Cr 15
Earth Scotch (liter) . . . . Cr 35
Romulan Ale (liter) (Black Market Item). Cr 100+
Spican Flame Gems . . . . Cr 10 - 50
Antarian Glow Water (25 ml). . . . . Cr 10
Tribble . . . . Cr 10

PRICE LIST EXPLANATIONS

VEHICLES: LAND

AUTOMOBILES: Standard automobiles are used very little on urbanized worlds such as Earth, that have extensive high-speed mass transit facilities. Some are still driven for sport, however. Most modern ground-cars are powered by micro-fusion packs, and are totally emission-free.

ALL—TERRAIN VEHICLES: These rugged micro-fusion powered vehicles come in both wheeled and tracked models, and are used both for sport and for getting around fast in rugged terrain on some planets. They have very little cargo capacity, being usually meant only for two passengers and what equipment those passengers are physically carrying on their persons.

GROUND EFFECT VEHICLES Popular on many worlds, especially those where A-Grav technology is scarce. Ground effect vehicles ride on cushions of air over land or

water. They are good on most terrain (except where it is especially rugged or overgrown).

A—GRAV VEHICLES: The high-tech vehicle-of-choice on most worlds, the A-Grav vehicle requires a high-tech planet for maintenance. A-Grav vehicles fly nap-of-earth (following the contours of the ground), usually not higher than tree top level. They are, of course, immune to terrain effects and make excellent scouting vehicles.

WATER VEHICLES

ROW BOAT: Usually made of high-strength, low-weight materials like stressed carbon fiber, this small boat holds up to 4 persons.

MOTOR: Small electric motor (with rechargeable powerpack) for boat above.

CANOE: Materials as per row boat above, with room for two people. More maneuverable and lighter than a rowboat, the canoe can generally be carried by one or two people through rugged terrain.

RUBBER RAFT: Made of stress-tested elastic materials. This type of boat folds small enough to be carried in a small pack by one person. It holds two people when inflated, using a small inflation cartridge of compressed gas.

SPORT BOAT: Small fishing or skiing craft. Holds 5 people.

SPEED BOAT: Very fast, high performance craft. Holds 3 people.

AIR BOAT: Flat-bottomed craft that skims water, swamp, mud, etc., driven by a large airplane-type propeller mounted in back. For one or two passengers at most.

HYDROFOIL: Extremely fast speedboat with great maneuverability. Once up to speed, it rises from the water on ski-like foils or runners that serve to minimize water drag. Holds 3 or 4 people.

HOUSEBOAT: Flat-bottomed boat with living quarters, usually used for recreational purposes. Sleeping accomodations for 6 persons maxium.

SUBMARINES: Two-man submarine often used for oceanographic studies or recreational purposes in waters of medium depth. Four-man submarines are more durable and capable of attempting deeper dives, for use in undersea archeological exploration or underwater salvage operation.

VEHICLES, AIR

HANG GLIDER One-man glider, usually launched from a height or towed aloft. Silent, moterless operation and maneuverability make it useful for some types of commando actions, though it is usually flown for sport.

ULTRA—LIGHT. Basically, a powered hang glider, though some more closely resemble true airplanes. One-man propellor-driven vehicles, often powered by a small fusion pak or rechargeable electric motor.

PRIVATE PLANES: Propellor driven aircraft, usually used only for sport on high tech worlds, though they may be found still in serious service in some places.

PRIVATE JET: Also mostly owned and flown as collectors' items. Some planets still make use of jet engine aircraft, though most urbanized planets have banned such engines because of emissions, noise, and other hazards.

HELICOPTERS: Still used quite often in certain areas of the Federation, with most models powered by fusionpacks or -- in the case of the single-seat model -- rechargeable electric motors.
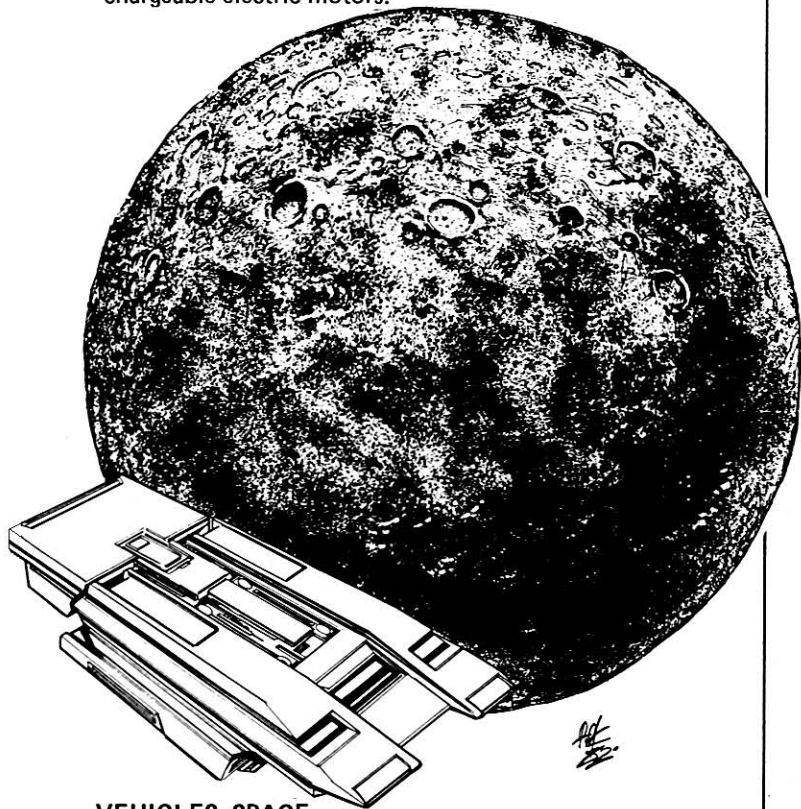
VEHICLES, SPACE

SMALL SHUTTLE (four seat): Capable of planetary surface to orbit jumps only, these craft are often used for travel to and from orbital stations. Sometimes carried aboard privately owned craft. Not suited for planetary exploration in most cases, since these craft are not equipped for landing in rough terrain.

SHUTTLECRAFT (Star Fleet surplus): Surplus shuttles are often purchased by private concerns (and occasionally by wealthy individuals). Used shuttles are often available, with new shuttles only available occasionally (make LUC saving roll) on worlds where Star Fleet maintains central distribution facilities -- at times when production over-runs must be liquidated.

REPAIR BUG (single seat): Small spaceborne craft, incapable of atmosphere landing, most often used by ship or orbital station repair crews. Equipped with "waldoes" (mechanical manipulator arms) with a variety of tool options.

WEAPONRY:

BLADE WEAPONRY. Mostly available only as curiosities (broadsword, shortsword) or sporting and athletics (foil, sabre, bows) on most technologically advanced worlds. Those listed are functional models, with purely decorative reproductions available for about half listed cost.

FIREARMS: Again, mostly kept by collectors and sportsmen. Possession or use of operational firearms (other than as collector's pieces) is a criminal act on many advanced worlds. Few Federation worlds allow the carrying of operational firearms in a loaded state for any purpose, and a few worlds have entirely banned their manufacture.

LASER WEAPONS: Old-fashioned laser weapons are still found in some planetary backwaters, though they have mostly been replaced by the phaser on Federation worlds. Laser, phaser and disruptor recharge racks operate in a similar manner (taking about 20 minutes for a full recharge for most models), but they are not interchangeable in use. Low-power non-harmful variations (at ½ cost) are available on most high technology worlds for sporting purposes.

PHASER WEAPONS: Available for sale in some areas, though some areas have made carrying phaser weaponry illegal without special permits. Basically identical to Star Fleet issue, though most found for sale do not have the overload feature. Many phasers found for sale on worlds along the frontiers of the Federation are low-quality copies that tend to fail to fire, or to take a charge, occasionally. (Check operation by rolling 1D10 each time one is used. On a roll of 1, weapon fails for that turn only. Check also when recharging, which will fail 1 out of 10 times. If recharging fails, weapon is useless due to faulty power storage cells.)

DISRUPTOR WEAPONS: Klingon design weapons often found for sale outside the Federation. Mostly illegal within the Federation.

POLICE STUNNER: Used by police on high technology worlds, this is basically a phaser I with only a stun setting. This weapon is legal for carrying in many places which outlaw deadly weapons.

STUN CLUB A flexible billy club that stuns on impact with a neural shock effect similar to a low-strength phaser stun shot. Useful for close combat and riot control, the stunclub is a favorite of many police, bartenders and bouncers! (Any hit with a stun club does 40 points stun damage. A stun club can be used to parry. The stun effect is deactivated if the handgrip is not held, so a stun club cannot be thrown for stunning effect.) The stun club uses a a special long-life powerpack that is easily replaced. The pack lasts about 100 uses.

MEDICAL EQUIPMENT

FIELD KIT: Similar to Star Fleet issue. (See basic ruleset for details...)

MEDICAL POUCH: Similar to Star Fleet issue. (See basic ruleset for details...

CLOTHING

NORMAL CLOTHING: Average prices provided for normal clothing items of average middle-class Federation family. High-class or high-fashion items would cost 150% to 300% of the listed price. Serviceable clothing items can be purchased for 50% to 75% off the listed prices, but such clothing would not wear as well or look as good.

THERMAL OVERSUIT: Heated suit for use in cold environments. Runs on an easily-recharged powerpack that lasts 49 hours without recharging.

TEMPERATURE COMPENSATIONAL OVERSUIT: This suit has a hood and half-face mask. Also powered for 48 hours by a rechargeable pack, it provides comfortable temperature for the wearer in either hot or cold environments. The suit has air conditioning and heating units, but is not meant to protect against vacuum, poisonous atmosphere, etc.

WET SUIT: Used by divers (skin, SCUBA or gill-pack), this suit provides warmth in cold waters. Such suits in STAR TREK's time have adjustable buoyancy control packs, eliminating the need for weight belts, etc.

RAIN GEAR: Most rain gear in STAR TREK's time folds easily into a small, pocketsize pack. Nonetheless, it is quite durable and serviceable for inclement weather use. Includes raincoat, hat, overshoes, and a small waterproof bag that can be pulled over equipment up to the size of a small briefcase. Usually, such gear is transparent. Due to a special polymer coating, water, mud, etc. will not cling to it, but will slide right off. Thus, such materials can be easily shaken dry in a matter of seconds.

ENVIRONMENTAL SUIT: Similar to Star Fleet issue. (See basic ruleset for details . . .)

PERSONAL EQUIPMENT

PERSONAL TRANSACTOR: This is the basic model of the pocket-size device used to make cashless transactions between two private individuals on most Federation worlds. This device allows money to be transferred from one card to another, but the transfer is not actually recorded until the next time one party or the other places his/her card into a bank machine, store transactor, or other device which is actually tied to the master bank computer datanet. In practice, this delay has little or no effect, since your CARDS know the money has been exchanged. It is much like writing a check, but it "clears" much faster. Most personal transactors can be plugged into a common communications terminal for a quick update from the bank computer, if one is desired, though they cannot make other transactions. Standard transactors are not equipped with identifying devices such as retina scanners, so they are most often only used for transactions between two people who know each other.

REPLACEMENT I.D. CARD: Replacement cards are deliberately expensive to encourage people not to lose them. If lost, they can be replaced by many bank machines that are capable of making positive I.D. with retina scanners.

I.D. FORGERY UNIT: These are devices that allow the experienced forger to create faked I.D. cards or change the information on a real one. Such an item MUST be used to alter electronic I.D. cards, even if one possesses forgery skill. Without forgery skill, however, the device is practically useless. It is pocket sized, looking much like a fancy personal transactor. Possession of such a device is illegal anywhere such I.D.'s are used, and buying one won't be easy somewhere you aren't known. (Saving throw on STREETWISE skill required to find one for sale -- one attempt allowed each day. Saving throw on LUC required each day attempted not to attract attention of authorities! If working on your "home turf", apply a 20 point bonus to both rolls.) The price listed is average for a highly urban environment, but an illicit supplier will actually charge all the traffic will bear!

POCKET COMPUTER: A basic unit a bit bigger than a pack of cigarettes, supplying the computer power of a well-equipped 1984-vintage microcomputer system. Will read standard computer carts, though not equipped with 3D graphics or high-resolution flatscreen display. Cannot be plugged into communication terminal for connection with larger data networks. Not equipped for card transactions.

TRICORDER: Basically identical to the standard Star Fleet sciences tricorder. (See basic ruleset for details..)

PERSONAL COMPUTER: Much more versatile than the before-mentioned pocket computer, this device is still pocket-sized or briefcase-sized, but has a small high-resolution screen capable of displaying digitized color photographics (or video) images as well as text. Plug-in modules allow it to act as a personal transactor, a video cart viewer (with 3D display, if plugged into an auxiliary display unit), or to make direct satellite-link contact with a world-wide database, if such a system is present in the world. The communications module supplies such a system if present at that world. The communications module supplies such a satellite link, and allows similar link-in with an orbiting starship on worlds with no planetary satellite system.

COMPUTER CARTS: The standard square computer cart shown on STAR TREK, which comes in various colors to represent the type of information recorded (text, digitied photograph, numerical or video). Information is stored on a molecular level, with each small cart holding several megabytes of data.
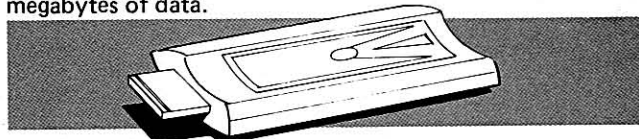
BRIEFCASE: For complete personal computer system above, or for standard papers, etc. High impact duraplastic cannot be brushed or scratched by normal means. Comes with electronic lock that can be coded to an electronic key (included) or to one or several personal I.D. cards. Combination lock versions also available, with electronically coded combination latches and miniature numerical keypad.

POCKET COMMUNICATOR: For voice communication only, these units do not have the range or variety of features of Star Fleet issue communicators. They are capable of linking with a local communications net (present in most urban environments) for satellite relay, or for any surface line-of sight communication up to 30 km. A shuttlecraft or other surface station may relay communications to orbit.

LONG RANGE COMMUNICATOR: Capable of voice communication to orbiting satellite relay or starship, but still not as versatile as a Star Fleet communicator. This unit can be used, however, as a locator signal for transporter operations.

EARPIECE RECEIVER: This is a "one-size-fits-all" unit, unlike the custom-fitted Star Fleet issue models. (See basic ruleset for details...) A custom-fitted earpiece can be obtained for twice the price, but requires one day for fabrication, and the availability of the wearer for a fitting. (If a non-fitted earpiece, or one fitted for another person, is used during a combat situation, it will be dislodged if a BRIDGE PERSONNEL OUT combat result is obtained against their ship. In this event, it takes 1 turn to recover the earpiece, besides other penalties incurred as a result of this mishap. See the basic ruleset notes on starship combat for details...)

PORTABLE CART VIEWER: This unit is about the size of a pocket portable radio, and has a small high-resolution screen. It is used to view visual (still and video) recordings only, and cannot be used to scan carts used for recording data. The camera (about the size of a large fountain pen) and record attachment (a small plug-in attachment for the basic unit, about the size of a pack of paper matches) allows making new vision/sound recordings. A larger camera, twin-lensed and about the size of a paperback book, can be used for 3D visual recordings. Uses recording carts exactly like the ones that fit the computers, but color coded so they will not be mistaken for digital data.

WRIST CHRONOMETER: Basically, a digital wristwatch. A wide variety of time with extreme accuracy, plus probably has an alarm. More advanced models might have calculators, short-range oommunicators, built-in video games, pagers, pulse/heartrate/respiration/temperature sensors, etc. A favorite feature in urban environments is a loud piezoelectric alarm that can be set off manually as an anti-mugging device, and watches fitted with these usually cost about 15 Cr.

BINOCULARS: Images are enlarged and enhanced by precision optics aided by a tiny microcomputer chip. Most models can be fitted with cameras, infa-red viewers, or light enhancement filters at additional cost (as per the separate article below...).

FILM CAMERA: Flat image camera (with through-the-lens viewing), producing instantly-developed pictures PLUS a digitally encoded strip which serves as a "negative" for additional prints or enlargements. Advanced electronically enhanced optics allow most cameras in this price range to take closeup and telephoto shots with a simple adjustment.
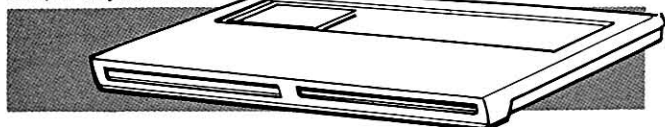
HOLOGRAPHIC CAMERA: Creates a digitally-encoded cube (like negative strip above) that can be re-created as a 3D "solid" image after processing. Holocube photographs are quite common, with most being about 3-6 inches on a side when prepared. The image is generated within a virtually invisible clear plastic hollow cube, when the photo is to sit on a desk or table for public viewing. Otherewise, it can be transferred to a standard cart for viewing at any terminal capable of 3D display.

INFRA—RED LENSKITS: Attachments for standard cameras or binoculars, allowing detection of objects by heat generated. These devices will allow easy visual detection of a warm living being against a colder background or within another object that conducts heat (like the walls of a shuttlecraft). Also available at similar cost in goggle form.

LIGHT- ENHANCING VIEWER: Also known as "starlight scopes", these devices enhance even the smallest light source to visible levels, but with a corresponding loss of detail. These can also be worn as goggles or attached to cameras or binoculars.

GAS (or oil) LANTERNS: Still used for illumination on some worlds, these produce a circle of light of radius 6 meters. Gas or oil refills available (in modular plug-in canisters) for .5 Cr, each lasting 3 hours.

POCKET LANTERN: About the size of a pack of cigarettes, these rechargable units produce illumination for 24 hours without failing. They are capable of unidirectional (like a flashlight), semi-directional (like a lantern) or omnidirectional (like a floodlight) illumination, with variable beam intensity. At high intensity setting, the flashlight beam will dazzle someone at close range (Vulcans are immune, due to their ocular structure), or produce an illuminated area of radius 30 meters. Some units have color filter caps attached for signalling.

AQUALANTERN: Similar to Star Fleet issue. (See basic ruleset for details...)

BELTLIGHT: Similar to Star Fleet issue. (See basic ruleset for details...)

COLDLIGHT GLOWSTICKS: Disposable chemical packets (about the size of a pencil) which when struck sharply then shaken emit "cold light" of a greenish hue. Illuminates an area of 6 meters radius for about 10 hours. Many people carry one of these in pocket or pouch for emergency lighting.

SLEEPING BAG: Lightweight sleeping bag that folds to the size of a paperback book when not used. Nonetheless, it retains warm quite well, due to advanced types of insulation.

BACKPACK: About half the weight and twice the strength of 20th century equivalent, these backpacks are covered with easy-access pockets for various paraphernalia.

TENT: A basic two-man tent, available in a variety of colors, with waterproof insulated floor and insert netting. Folds to the size of a good-sized hardback novel, with collapsible duraplastic poles and pegs and plasteel cable lines.

PRESSURE TENT: Will hold pressure in vacuum or hazardous atmosphere. Proof against most atmospheric corrosives as well. Has airlock-like flaps, but these are not very convenient to use and take time to rig. A separate air processing unit is required to maintain pressure and/or filter harmful atmospheres. The two-man tent takes up twice as much room, when stowed, as the normal model, with the air processing unit (itself the size of a box of facial tissues) being good for about 3 weeks without rechargine its power pack and chemical filtering pack.

7 MAN COLLAPSIBLE SHELTER: Holds pressure as per pressure tent above. Airlock flaps more convenient in this size. Folds small enough to be carried as a backpack by one man. Internal air processor and power supply maintains pressure, air conditioning, and lighting for up to 6 weeks on a microfusion power system.

PORTABLE POWER SUPPLY: Backpack-sized microfusion power plant provides power (and recharging station) for most items for about 20 weeks without service or replenishment. (Weapons still require recharge stations be plugged into this unit -- other portable equipment plugs directly into portable power unit for recharge or direct use)·

COMPUTERGUIDE ELECTRONIC MAP: A computerized map display device that incorporates a small inertial tracker. If calibrated before leaving a known point, and programmed with local maps, it will allow pinpoint accuracy in determining current location. Battery pack lasts 30 days between charges. Map programs may not be available for non-civilized areas, but inertial tracker will still tell position relative to starting point.

MAGNETIC COMPASS: 75% of civilized worlds have magnetic fields strong enough to make magnetic compasses useful. The model noted here is extremely durable and accurate.

FILTER MASK: Small, lightweight mask filters most harmful atmospheres. Good for about 12 hours without replacement of filter unit.

LIFE SUPPORT MASK: Filters as above, plus warms (or cools) and pressurizes thin atmospheres or atmospheres that are hot or cool. Powerpack and filters good for about 12 hours.

AIR PACK: Lightweight pack with supercompressed breathing mixture, fitted with mask. Good for about 6 hours. Two can be worn on back at no penalty to movement.

SKIN DIVING EQUIPMENT: Mask, flippers and other minor accoutrements for skin diving, including buoyancy control belt (as available on wet suit).

SCUBA TANK AND REGULATOR: Far advanced over current equipment, this system uses multiple airpacks (as listed above) for safe operation up to 12 hours underwater. Very lightweight, hardly restricting movement at all.

GILLPAK: The ultimate underwater diving device, the gillpak is carried on the back, weighing no more than current SCUBA gear. A gillpak, when used with a wet suit for warmth, allows operation underwater almost indefinitely. Unlike SCUBA gear, gillpaks produce no bubble trail.

METAL DETECTOR: Sensitive detector, about the size of a tricorder, that detects small metallic objects with far more precision than 20th century metal detectors. More sensitive detector, about the size of a tricorder, that detects small metallic objects with far more precision than 20th century metal detectors. More sensitive and more specialized than a tricorder.

WATER PURIFICATION DEVICE: Hardback-book sized device that will filter and purify 1 gallon of water every 2 minutes. Will purify up to 100 gallons before its chemical pack and filters must be replaced with a recharge kit.

SNOW SKI SET: Made of lightweight, almost unbreakable duraplast, and coated with special polymer coatings for speed.

PORTABLE ANTIGRAV: Similar to Star Fleet issue. (See basic ruleset for details...)

A—GRAV PLATFORM: A floating work platform -- disc-shaped -- about 3 feet across. Will raise and lower to any height with hand-held control box, and will support about 200 kg. A recent development of an Earth-based company that supplies them to Star Fleet, as well as to private markets.

UNIVERSAL TRANSLATOR: Similar to Star Fleet issue, only recently released on the open market. Still not widely used, due to expense. (See basic ruleset for details..)

FORCE FIELD BOX: Similar to Star Fleet issue. (See basic ruleset for details...)

ROPE: Actually plasteel cable, much lighter and stronger than rope. Will support 500 kg (1100 pounds, approximately).

MERCHANT SHIPS

In this section, statistics (and, in some cases, deck plans) will be provided for several types of merchant vessel that might be owned or encountered by player characters. Campaigners may use these ships, or design their own with the STAR TREK SHIP CONSTRUCTION HANDBOOK available from FASA. The handbook allows you to design ships of all major STAR TREK races, including instructions for drawing deck plans and creating combat charts.

Engine data, weapon codes, and damage chart references for ships in this section refer to the STAR TREK SHIP CONSTRUCTION HANDBOOK available from FASA, and this information can be used to construct combat charts for these ships. (Charts for the MISSION class cargo version are the same as the ones for the courier variant provided in the blue adventure book provided in the basic set.)

Included in this section are specifications for the CHAMELEON class light one-man trader (as used by Cyrano Jones), the MISSION class cargo variant (for small crews), the ARGON class medium freighter, and the larger LENEXA class medium freighter. Also included are plans for the NILRON class medium freighter, which can be robot-controlled or manned, and the ZEUS class robot freighter. These last two designs are included for use as non-player controlled ships for encounters or as part of a fleet owned by a player character.

ARGON class medium commercial transport
CREW: 18 (varies widely in practice)

SHIP DATA

Wt. empty	15,000 metric tons
Std. range	3 yrs. at LYV
Max. safe cruise speed	WF 5
Emergency speed	WF 6
Weaponry	NONE
Length	90 m
Breadth	106 m
Height	18 m
Cargo capacity	7200 SCUs
COST	30 million Credits

Engines

Warp: 2 FWH Stress: P/Q

Maneuver ratio: 2/1

Power: 10 each

Impulse: 1 FIA Power: 1

Damage charts: B

The Argon, although not a fancy ship, is a sturdy freighter -- the ship's designer decided merchants did not want to pay for fancy curves, but were instead interested in cargo space. The ship IS capable of atmospheric landings, and is equipped with landing thrusters for that purpose. The top, small deck is bridge, living quarters, transporter (one 3-man unit) and recreation lounge. The lower deck is actually three decks high, and can be partitioned off to the owner's tastes. That deck also contains engineering and recycling facilities in the aft section.
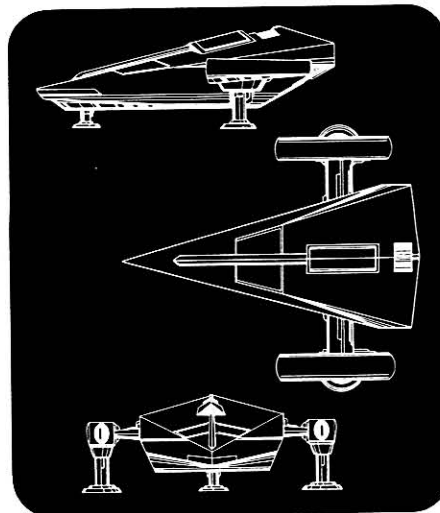
NILRON class medium robot/manned commercial transport
    CREW: Robot transport - 0
               with optional personnel module - 7
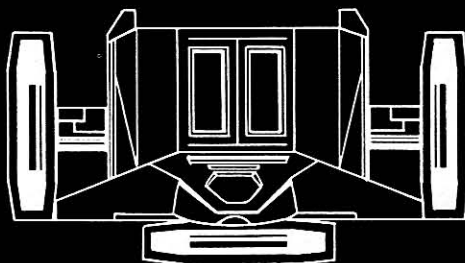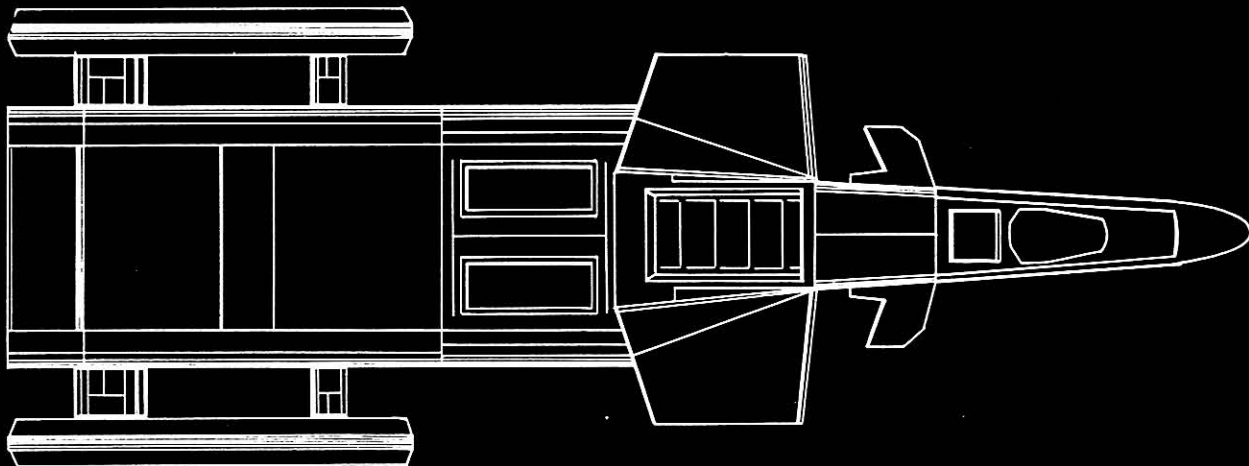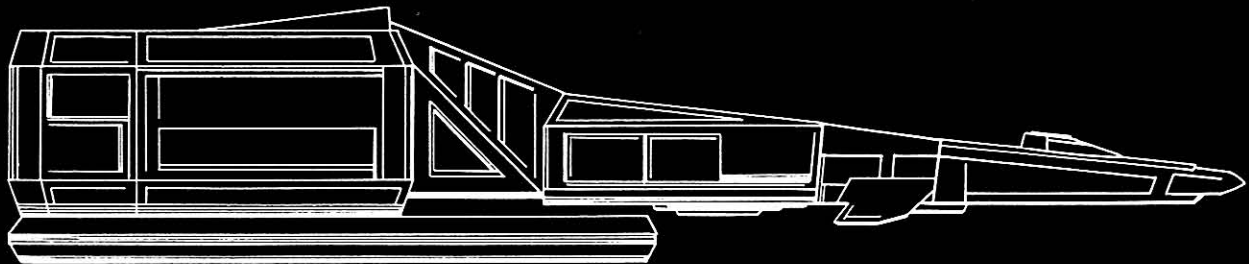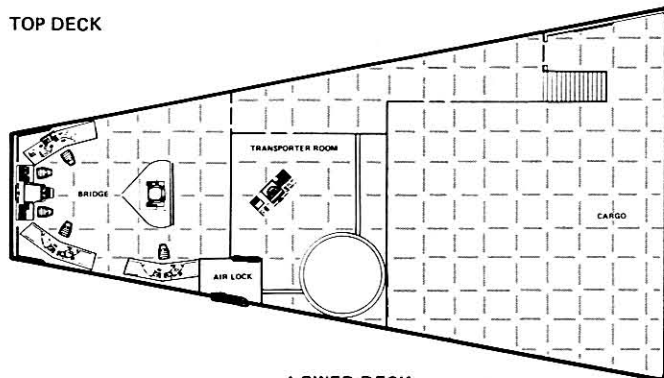SHIP DATA
    Wt. empty   45,000 metric tons
    Std. range   3 yrs. at LYV
    Max. safe cruise speed WF 7
    Emergency speed   WF 8
    Weaponry   NONE
    Length   156.5m
    Breadth   100 m
    Height   36 m (46 m with pers. mod.)
    Cargo capacity   23,000 SUCs
    COST   135 million Credits

Engines
    Warp: 2 FWB Stress: M/O

Maneuver ratio: 2/1
Power: 9 each
Impulse: 1 FIB Power: 4
Damage charts: B

Designed primarily as an automated freighter, this ship can be crewed by the addition of the personnel module. This module has 3 decks, with the lounge and officer quarters on the first, crew quarters on the second, and bridge and 3-man transporter on the third. There is no provision for shuttle storage in the ship, but a shuttle landing pad is provided, with in-space transfer through flexible airlock tunnel. Various interior cargo arrangements are possible. The one shown is a popular combination with the top deck set up for liquid storage, second deck for bulk packaged goods, and remaining three decks for smaller cargo. There are cargo transporters on the lower four decks.
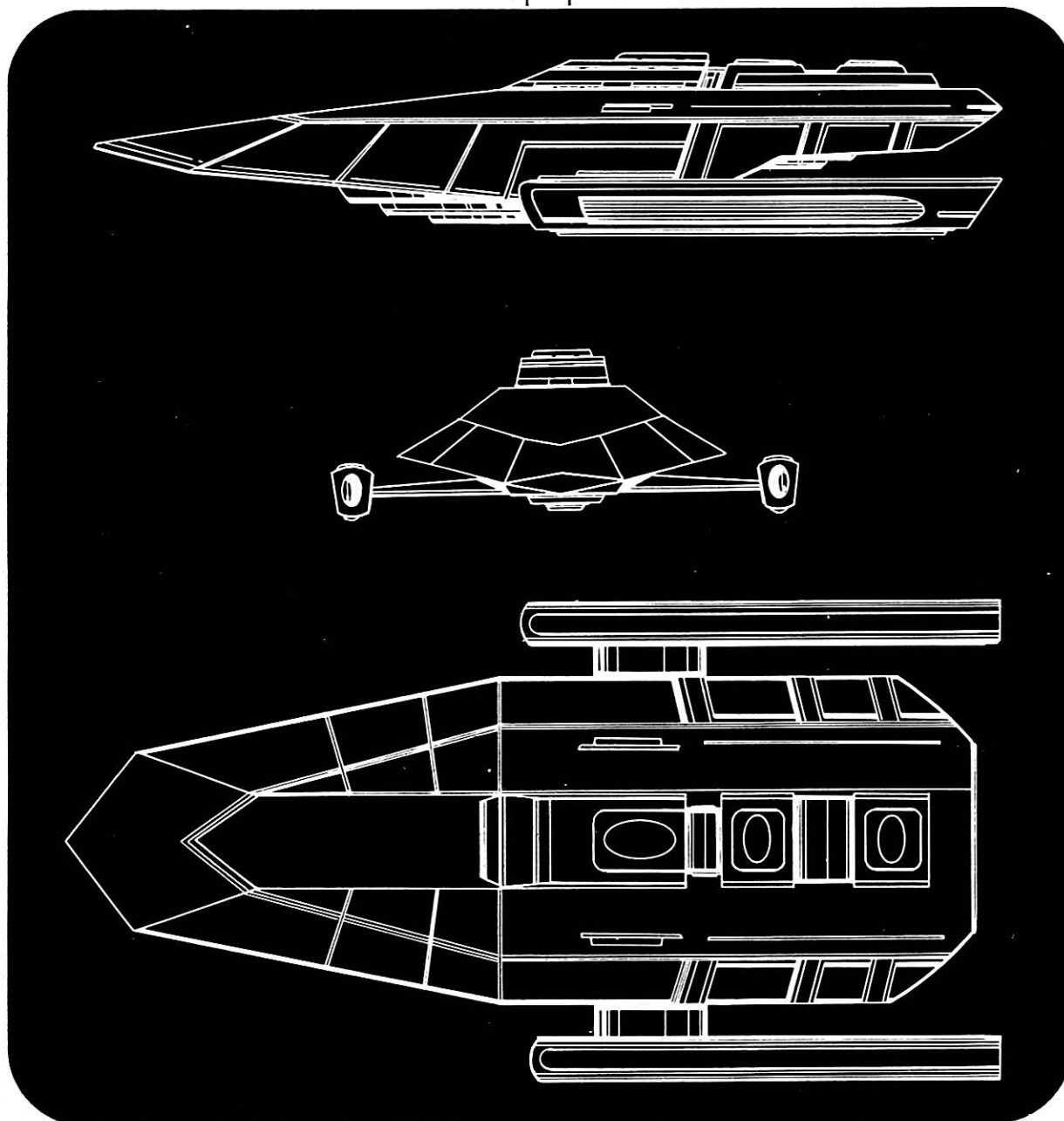
LENEXA class medium commerical transport
    CREW: 9

SHIP DATA
Wt. empty	42,000 metric tons
Std. range	6 yrs. at LYV
Max. safe cruise speed	WF 7
Emergency speed	WF 8
Weaponry	NONE
Length	194 m
Breadth	58 m
Height	64 m
Cargo capacity	15,600 SCUs
COST	126 million credits

Engines
    Warp: 2 FWB   Stress: M/O
        Maneuver ratio: 2/1
        Power: 9 each
    Impulse: 1 FIB Power: 4
Damage charts: C

Designed as a medium freight carrier, the LENEXA class can carry liquid or solid bulk materials, or small cargo in specialized containers. Containers attach to the "spine" at each two hardpoints per container. Each hardpoint is 5 meters X 5 meters, and contains an access hatch. Control section has 8 decks. Connector section is one normal deck sandwiched between two smaller decks carrying pipes, electrical conduits, etc. Engineering section is directly below and to aft of warp engine attachment points.
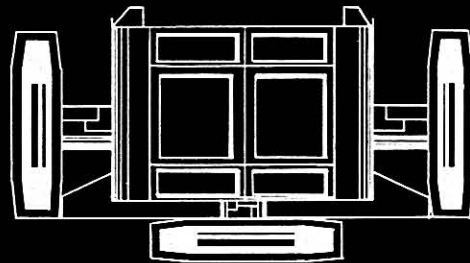
MISSION class small commercial transport
   CREW: 9

SHIP DATA
Wt. empty	6000 metric tons
Std. range	10yrs. at LYV
Max. safe cruise speed	WF 7.5
Emergency speed	WF 9
Weaponry	1 phaser bank (type FH6)
Shields	8 points each
Length	31.5 m
Breadth	24.8 m
Height	12.5 m
Cargo capacity	150 SCUs
COST	6 million Credits

Engines
   Warp: 2 FWA   Stress G/K
             Maneuver ratio: 1.5/1
             Power: 6 each
      Impulse: 1 FIA Power: 2
Damage charts: B

Designed primarily as a courier ship, a modified version of the MISSION class has become popular as a small trading vessel. Transport versions like the one illustrated are found under Star Fleet registry (NCC 61000 to 61399) as well as an 8-man bunkroom and owner/master's cabin. The lower deck contains the bridge, transporter room, and cargo space (replacing V.I.P. quarters found on the courier variant). Most famous transport of this type is the JOHN PAUL JONES (Star Fleet registry NCC-61001), vanished mysteriously while reputedly carrying a huge cache of valuable gems. Legends about the JOHN PAUL JONES persist, even though the tale is thought to be apocryphal.
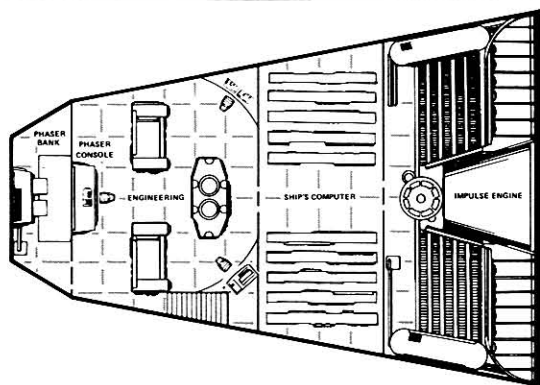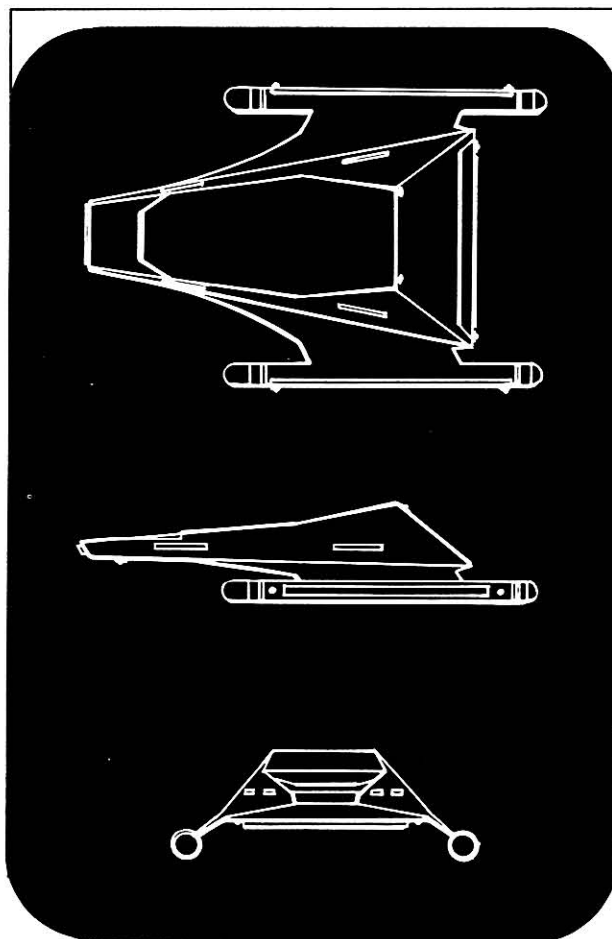
TOP DECK
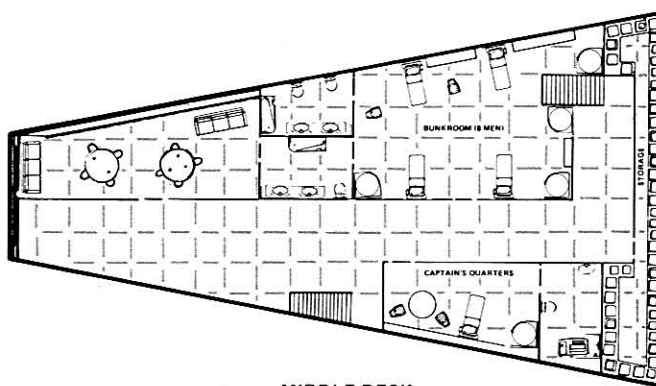
MIDDLE DECK

LOWER DECK

CHAMELEON class one-man scout/trader (small commercial transport)
 CREW: 1 (2 possible)

SHIP DATA

Wt. empty	2000 metric tons (w/out cargo module)
	2750 metric tons (with cargo module)
Std. range	2 yrs. at LYV
Max. safe cruise speed	WF 3 (with module)
	WF 5 (w/out module)
Emergency speed	WF 6 (with module)
	WF 8.5 (w/out module)
Weaponry	NONE
Length	32 m
Breadth	10 m
Height	10 m
Cargo capacity	45 SCUs
COST	2.75 million Credits

Engines
 Warp: 1 OWB Stress: C/D
  Maneuver ratio: 1/1
  Power: 8
 Impulse: 1 OWA Power: 3
Damage charts: C

The CHAMELEON class is a modified version of an older scout ship design. (The credit for the modified design goes to Cyrano Jones, who sold the plans for the modifications to the manufacturer of the original ship. The modified version has since become popular among solo traders and others...) The cargo pod can be removed at a starport, at any landing site, or even jettisonned in flight. The Chameleon's exterior and deck plans are shown in the adventure book that comes with the basic game.

CONTROL CABIN — DN

TRANSPORTER ROOM — UP DN — AIR LOCK — STORAGE — LOUNGE — FOOD PROC. — MASTERS CABIN — HEAD

ENGINEERING — UP DN — COMPUTER ROOM — IMPULSE ENGINE — LOCKER P/S

UP — CARGO AREA — LIGHT VEHICLE STORAGE
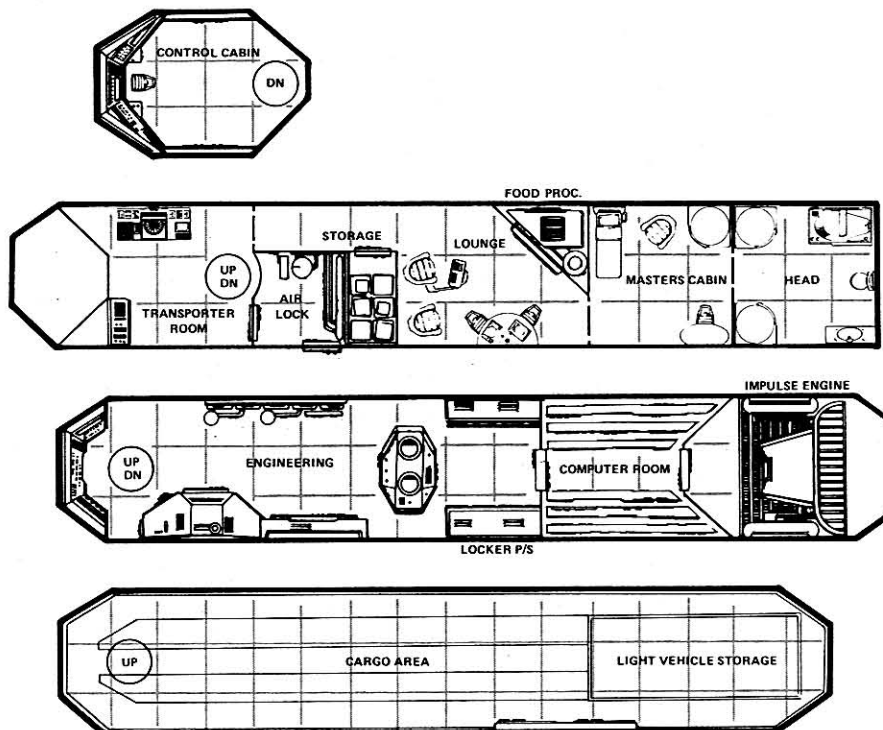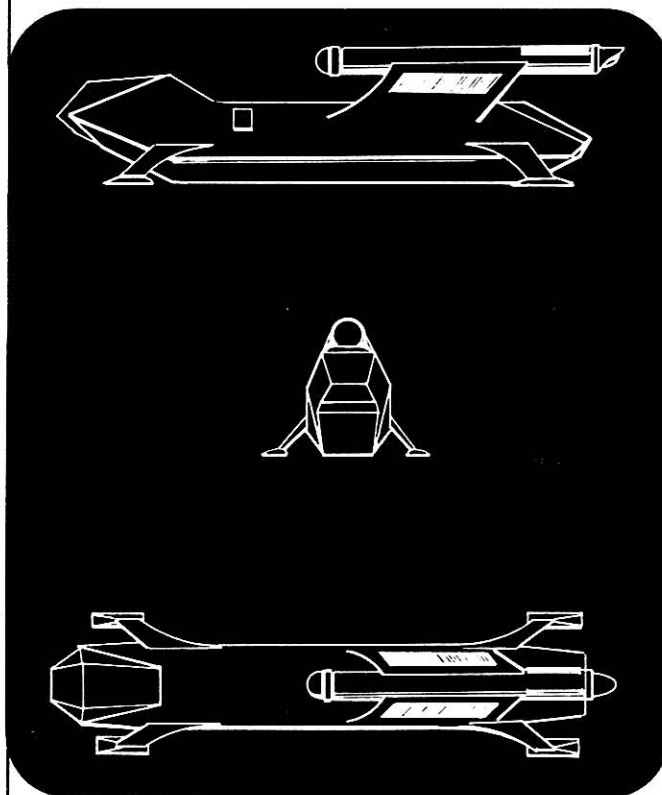
ZEUS class automated Transport
NCC-B39000 to NCC-B39299

SHIP DATA

Length	180 m
Width	45 m
Height	49.5 m
Mass	16,000 tons
Cargo Capacity	19487.5 m^3 (5850 SCU)
Impulse engine (model FIA, 1 power unit)	405 m^3
Warp engine	4100 m^3
(Model FWH, 10 power units	Diameter 9 m
2 power units / M.P.)	Length 60 m
Computer & Sensor Nosecone	Base Diameter 24 m
	length 34.5 m
Tail Cone	Maximum Diameter 18 m
	Minimum Diameter 12 m
	Length 39 m

Number of Decks	15
Stress Charts	P/Q
Warp Speeds	5 max / 6 emergency

DECK SUMMARY

Deck 10 - Auxiliary Bridge
Deck 02 - Lounge (with food synthesizer)
Deck 03 - Personnel Transporter (6 man)
Deck 04 - Cargo (675 m^3 / 100 SCU)
Deck 05 - Computer & Cargo (3982.5 m^3 / 590 SCU)
Deck 06 - Computer & Cargo (4725 m^3 / 700 SCU)
Deck 07 - Computer & Cargo (5940 m^3 / 880 SCU)
Deck 08 - Computer, Warp Engineering, Cargo Receiving, & Cargo (1620 m^3 / 240 SCU)
Deck 09 - Computer & Cargo (5940 m^3 / 880 SCU)
Deck 10 - Computer & Cargo (4725 m^3 / 700 SCU)
Deck 11 - Computer & Cargo (4050 m^3 / 600 SCU)
Deck 12 - Cargo (3037.5 m^3 / 450 SCU)
Deck 13 - Cargo (2767.5 m^3 / 410 SCU)
Deck 14 - Cargo (2025 m^3 / 300 SCU)
Deck 15 - Impulse Engineering & Elevator Maintenance
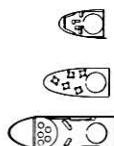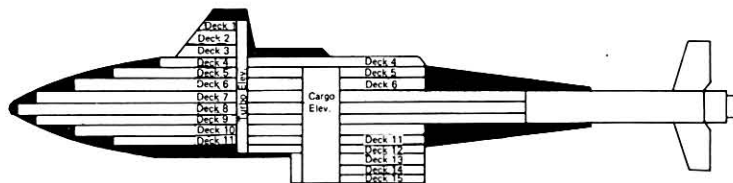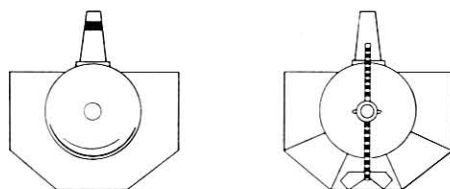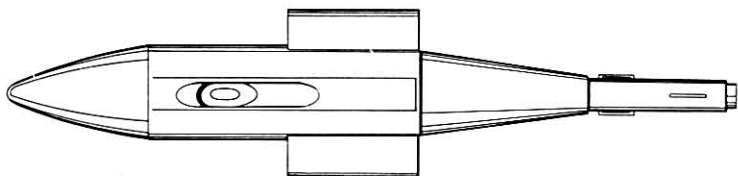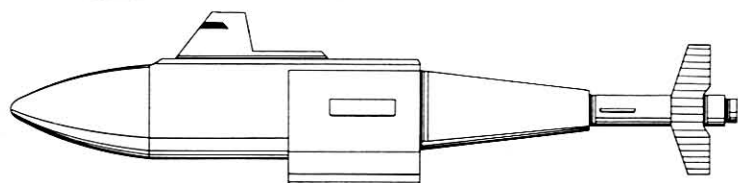
Deck 1

Deck 2

Deck 3

Deck 4
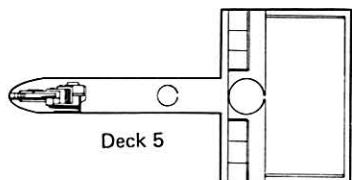
Deck 5
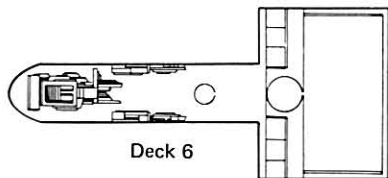
Deck 6
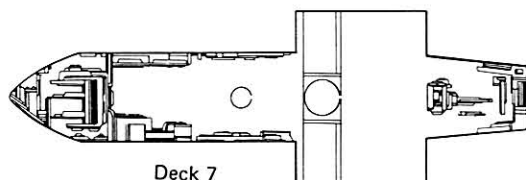
Deck 7
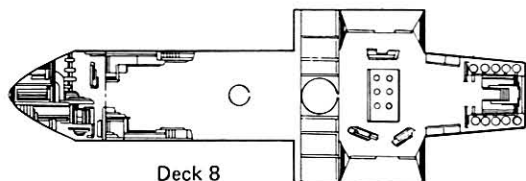
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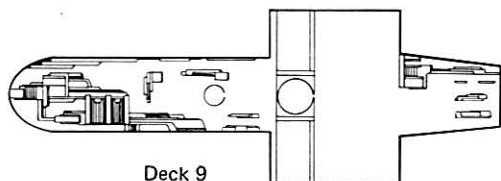
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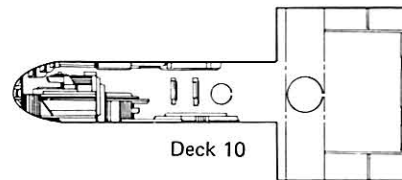
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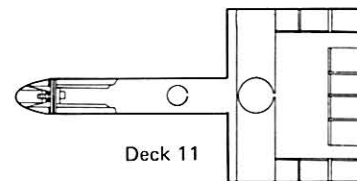
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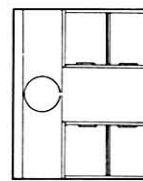
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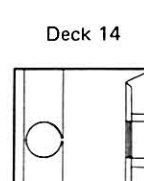
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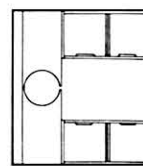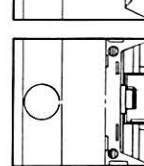
Deck 14

Deck 15

Traders in the vastness of UFP space have the same goal as traders everywhere at every time -- buy low and sell high. Achieving this simple goal, however, requires the manipulation of a number of factors in the trader's favor. Forgetting to keep watch on any one of these can make the difference that turns a merchant prince into a pauper.

A trader must have an understanding of the rules of supply and demand that govern interstellar economics, for these laws determine which cargoes should go to which worlds. What is garbage in one place may be treasure in another, and it is the trader's job to know the difference.

The supply of a trade good on a planet is affected by the availability of raw materials for making that item (or the planetary conditions that lead to its production naturally, as with plant, minerals, etc.). Raw materials, in the case of manufactured goods, must then be reshaped and combined, implying the need for manufacturing capacity.

New colonies and low-technology worlds will be poor places to purchase mechanical devices or other high-tech items, for prices on such will be very high, if they are available at all. Such worlds often make good places to buy agricultural products and raw materials like minerals. In a like manner, urbanized cultures with a high population and high technology are not the places to buy farm products and natural textiles. Such cultures are good sources for high-tech items.

Demand affects price, of course, when reselling trade items. Availability affects demand much as it does supply, but there are other factors to consider as well.

The utility of a trade item may make it worth more on a particular planet. New colonists have little money to spend and often few goods to barter with as well. A colony too new to have even surplus agricultural products does not make a good customer at first, but can be a trader's idea of heaven later if allowed to grow and prosper awhile.

Because one type of item may not sell as well as another, trade goods must be classified into categories which allow for local variation in supply and demand. A game-master may or may not wish to be very specific about the goods carried by a trade ship, so only general classifications are provided, with more specific breakdown possible if the players or gamemaster wish.

Provisions are made in these rules as well for adjusting the local demand for trade goods by population density. Players with small single-operator ships and those with large cargo vessels can both be accomodated by the system.

Finally, the role-playing aspect of play is success and failure in the galactic marketplace. Player characters can gain in skill and experience, learning from their mistakes and profiting -- both in money and in knowledge -- from their successes.

STANDARD CARGO UNITS (SCU)

All substantial interstellar trade is done in Federation Standard Cargo Units (SCU). One SCU represents 6.75 cubic meters of volume, which for game purposes fills one 1.5 meter square space of cargo deck area, as represented on a set of deck plans scaled for this game. Thus, the cargo hold area.

An SCU has nothing to do with weight or "tonnage". At the scales we are working with, and given the power of warp and impulse drives, weight is not as big a factor as it is in 20th Century shipping and space travel. Instead, the SCU is a measure of volume -- the limiting factor of a cargo hold's capacity.

One SCU will hold 191.76 bushels of agricultural products (rounded off to 200 bushels for all purposes in these rules) or 6750 liters of liquid. Think of it as a volume 1.5 meters x 1.5 meters x 3 meters, the latter figure being the average useful height of a deck. Thus, if a cargo deck is two levels high, each square of floor space would represent TWO SCU of cargo space instead of one.

The SCU required by a cargo includes that space used up by support facilities, stacking limits, packing and cushioning, etc. Some cargos (liquids, bulk products, etc.) are efficient users of SCU capacity, while others (live plants and animals, high-tech goods, luxury items) are not because of packing or support restrictions. These considerations are figured into the base price of such items per SCU, and need not be allowed for by the gamemaster. Thus, when you purchase one SCU of live animals, for instance, that includes the cost of all support needed for those animals, and also includes the cargo space needed for all that support equipment.

PLANETARY TRADE PROFILE (PTP)

The supply/demand situation on a planet is provided by that planet's Planetary Trade Profile (PTP). The PTP of a world tells what prices a trader could expect to pay (or to get) for trade goods, as divided by category.

For purposes of assigning a PTP, and for all interstellar trading, trade goods have been divided into eight basic classifications. Each classification has an overall base price per SCU, that is modified by the individual planet's PTP rating.

The PTP TABLE lists each category in the order its PTP ratings are listed. The table also shows the base price per SCU, the base planetary consumption, and some examples of items that fall under that category. Each of these columns will be discussed as they become important. You will note that the entries for the category LUXURY ITEMS are a bit different. The reasons for these differences will be discussed in due course.
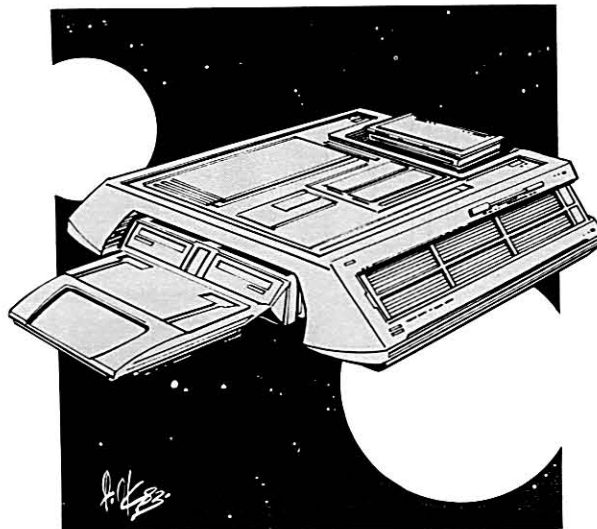
PTP TABLES

CATEGORY	EXAMPLES	BASE PRICE / SCU	BASE CONSUMP-TION / PLANET
Foodstuffs and Agricultural Goods	Fruit, grain, vegetables, seed, wood, breeding animals, fertilized animal ova, etc.	700 Cr.	100 SCU
Normal Minerals & Raw Materials	Metals, crystals, natural chemicals, fossil fuels, water, etc.	1000 Cr.	70 SCU
Radioactives & Special Minerals	Special alloys, radioactives, dilithium crystals, etc.	1500 Cr.	30 SCU
Drugs & Refined Medicinal Agents	Pharmaceuticals, herbs, rare plants, etc.	2000 Cr.	50 SCU
Low-Technology Manufactured Goods	Steel and formed metals, basic tools, blades, natural textiles, etc.	1200 Cr.	90 SCU
Medium-Technology Manufactured Goods	Polymers & plastics, machine tools, projectile weapons, man-made textiles, etc.	2000 Cr.	70 SCU
High-Technology Manufactured Goods	Computers, electronics gear, energy weapons, air/spacecraft, etc.	2200 Cr.	50 SCU
Luxury Items	Luxury foods, liquor, antiquities, gems, rare animals, spices, curios, etc.	Variable: 250 Cr. X (1D10 2)	Variable: 10 SCU X (1D10 2)

The eight categories are each designated in a planetary PTP by a letter which represents a multiplier modifying the base price of that item category on that planet. The letter codes stand for the following multipliers:

A = .25
B = .5
C = .75
D = 1
E = 1.25
F = 1.5
G = 1.75
H = 2

Thus, if a PTP value of E is shown for Normal Minerals & Raw Materials (the second position in the whole PTP designation), a load of copper, for instance, would be worth 1250 Cr per SCU (1000 Cr base price x 1.25) on that world. If that same world's PTP showed a modifier for High-Tech Manufactured Goods of C, a load of pocket computers would be worth 1650 Cr per SCU (2200 Cr base price x .75) there.

The price so determined would serve as either the purchase or sales price, depending on which way the transaction was to be worked. This price might vary according to other factors, such as trading skill, as well.

The PTP codes are based on Earth's economy in STAR TREK's time, with Earth receiving an arbitrary designation of D in each category. (Luxury items excepted -- see next several paragraphs.)

The Luxury Items category is not designated with the same coding as the other categories. Luxury items vary in price more frequently, and the demand for them is more variable than other goods. Also, what is a "luxury" varies quite a bit from world to world and from time to time.

The Luxury Items category is coded by the letters A, B, C, or D, with the letter designation representing the overall cultural, economic, and psychological orientation of that world toward luxury items. Some cultures are less likely to want luxuries than others, and some worlds are more able to pay for them than others. The Luxury Items code takes this into account, supplying a multiplier for the value of such items, as follows:

A - Especially interested - Multiply base value X2
B - Moderately interested - Multiply base value X1.5
C - Neutral - Multiply base value X1
D - Disinterested - Multiply base value X.5

A low rating means a planet is either culturally disinterested in luxury, or financially unable to afford non-necessities.

Note that the base price (and the base consumption, to be discussed later) vary with each transaction in the Luxury Items category. Every transaction requires a new roll for base price, as fads and fashions in luxury items shift rapidly. What a trader brought last time, be it Spican Flame Gems, Saurian Brandy, or Antarean Glow Water, may not be in fashion by the time he returns. Thus, though luxury items offer a chance for a high profit, they are riskier to trade in than other commodities.

The PTP codes for each category are listed in the order shown in the PTP table, with Luxury Items separated from the others by a slash. (See example below...) The final code letter, enclosed in parenthesis, is the population rating, which will be discussed in the next section.

PTP CODE EXAMPLE 1

Vulcan   F B E C A E F / D (B)

The labeled diagram breakdown (read from the code, with leader lines):

- Planet name
- F — Foodstuffs & agricultural goods
- B — Normal minerals & raw materials
- E — Radioactives & special minerals
- C — Drugs & refined medicinal agents
- A — Low-tech manufactured goods
- E — Medium-tech manufactured goods
- F — High-tech manufactured goods
- D — Luxury items
- (B) — Population rating

As examples of the use of PTP codes, the designations for five Federation homeworlds are shown below, as well as a PTP for Janus VI, the mining colony (home of the Horta) featured in the STAR TREK episode "The Devil in the Dark" and the FASA STAR TREK role playing adventure "Witness for the Defense".

EARTH	DDDDDDD/A	(A)
VULCAN	FBECAEF/D	(B)
ANDOR	AFGEABE/D	(D)
TELLAR	EAAGADG/A	(A)
CAIT	BEFCDEG/B	(C)
EDO	EFHFEDB/C	(C)
JANUS VI	FBAFDFH/A	(X)

POPULATION RATING

Even when a trader has a load of a highly desirable item how much he can sell, and at what price, is affected by the size of the population -- his potential customers. A small colony may be willing to pay high prices for certain items, but they can only consume so much before the market is overloaded, thus forcing the trader to accept a lower price for the surplus or to move on.

Thus, the PTP code discussed in the previous section must be supplemented by a Population Density rating. This is expressed as a letter code (A, B, C, D, E or X), and is appended to the PDP code, enclosed in parentheses at the end.

The population density rating represents the ability of the local population of a planet to consume or absorb trade items, based on the size, density, customs, and habits of the population in question. Each rating has a multiplier which is applied to the base consumption number for that item (as shown on the PTP table) to determine how many SCU of that item can be sold at full price.

The base consumption number listed for each trade classification on the PTP table represents the average number of SCU of that commodity that can be expected to sell at full price on an AVERAGE planet. This number is modified by the multiplier associated with the individual planet's population density rating to determine the actual number of SCU salable at full price at the particular planet.

The population density ratings, and the multipliers, are listed below:

A	Very heavily populated - Base consumption	X4
B	Heavily populated - Base consumption	X2
C	Moderately populated - Base Consumption	X1
D	Sparsely populated - Base consumption	X.5
E	Very sparsely populated - Base consumption	X.25
X	Small station or colony - Base consumption	X.1

To find the number salable at full price, multiply the basic consumption number for that commodity by the multiplier above (rounding off to the nearest whole number). That gives the number of SCU of that commodity that can be sold at that planet for full price.

If a trader wishes to sell more at that planet than the demand allows, he can expect to have to sell it cheaper. Sales of over the computed demand, but less than 2 times that demand number, can be sold AS IF the PTP number for that commodity was one step LOWER than it really is. If selling over 2 X the demand number, but under 3 X the demand number, the price for the additional amount will be as if it were TWO steps lower on the PTP scale.

As an example, suppose Capt. Simon DeWitt, who owns and commands a small independent freighter, comes to Andor with a load of dilithium crystals (classified under Radioactives and Special Minerals). Here is the procedure followed by DeWitt to determine how much he would get for his load.

First, determine the best price available for the load. The base price per SCU for that cargo classification is 1500 Cr. Multiplied by the modifier for Andor's PTP rating in that area (F), we get a price per SCU of 2250 Cr.

But DeWitt has a full load -- can he hope to sell all of it at that price? The base consumption for that classification of cargo is 30 SCU. Multiplied by the population density multiplier (rating of B = multiplier of 2), that gives a demand number of 60 SCU at Andor for this type of merchandise.

So DeWitt gets 2250 Cr per SCU for the first 60 SCU he can sell 60 SCU more, he will have to step the PTP rating down one step, changing his price multiplier from 1.5 to 1.25, and getting only 1875 Cr per SCU . He can sell 60 SCU more at one level lower (multiplier 1-1500 Cr per SCU), and so forth. Thus, to keep prices high, a trader must not overestimate his market potential. This can be especially tricky for luxury items, since the base consumption number changes with EVERY transaction.

The saturation of a market applies to ALL items in a category. Thus, if DeWitt had carried 60 SCU of dilithium and 60 SCU of special alloys, he would get full price for the first load sold, and one step lower in price for the other, despite the fact that they are two different items. This provision in the rules prevents a lot of bookkeeping problems for players and gamemasters, and also somewhat accounts for the possibility that ANOTHER trader may have come into port just ahead of you and saturated the market for a specific item before you got there!

CHARACTER SKILL LEVEL MODIFICATIONS

One important factor in trading has not yet been covered in these rules -- the role of experience and skill in trading. A character with a lot of merchant savvy can spot a good deal and take advantage of opportunities with much better results than an inexperienced individual.

The skill category involved in trading is TRADE & COMMERCE, mentioned briefly in the basic rule book for STAR TREK: THE ROLE—PLAYING GAME as a non-player character skill. In this expansion, this skill comes into play for player characters.

When trading is being done, the Trade & Commerce skill level of the person ACTUALLY DOING THE NEGOTIATION is applicable for all skill-saving rolls discussed in this section. If the captain negotiates for trade goods himself, his skill is used. If a cargomaster of another player or non-player character does the dealing, use that character's skill level.

In the event trading is done by a ship that has no set player or non-player crew, the CREW EFFICIENCY RATING of that ship is used as if it were the Trade & Commerce skill. This is the same rating used in starship combat with a non-player, gamemaster controlled ship. A gamemaster should feel free to establish an arbitrary Trade & Commerce skill rating for a non-player, gamemaster controlled ship if he so desires.

A saving roll can be made for each transaction attempted by a character. (Note: Only ONE transaction may be attempted per cargo type on a single planet...)

When buying, a player may roll a standard saving roll before determining the price of trade goods on a planet. If the saving roll succeeds, the PTP of that item is adjusted DOWN one step for that transaction, thus securing the goods at a lower price.

When selling, the player has a choice of when to use the saving roll. It may be made just before the price is determined, with success RAISING the PTP one level for that commodity. If the player wishes, he/she can wait and instead make the saving roll just before determining the DEMAND for the commodity. If the trader uses this option, and the saving roll succeeds, the population density is read as one class HIGHER, thus providing a larger market at full price. A trader MAY NOT make saving rolls to adjust BOTH price and demand on the same transaction!

Returning to our earlier example, if DeWitt -- with Trade & Speculation skill of 48 -- had attempted a saving roll on his sale of dilithium, and been successful, he would have used a PTP rating of G (1.75) instead of F (1.5) when figuring price. That would have brought 2550/SCU for the first 60 SCU.

If instead DeWitt had used his saving roll in an attempt to increase demand, the effects would have been different. A successful saving roll to increase demand would allow DeWitt to calculate demand based on a level of population density ONE LEVEL HIGHER than recorded for that world. Thus, the effective rating would be raised from B (with a demand multiplier of 2) to A (with a demand multiplier of 4). DeWitt could then sell 120 SCU (4 times the base number for that type of trade item -- 30) of his dilithium cargo at full market price. The second 120 SCU sold would bring less, and so forth.

There is a penalty for fouling up a negotiation with tricky trade techniques that fail. If a saving roll fails, the appropriate score, instead of being adjusted in the trader's favor, is adjusted one step THE OPPOSITE DIRECTION! Thus, a failed saving roll when buying makes the price HIGHER, and a failed roll when selling makes the price LOWER or the demand number LOWER! Thus, inexperienced traders may make mistakes that cost them money.

INCREASING SKILL LEVELS

It is worth the risk to make a try at using your trading skill, despite the penalties for failure, since the only way to improve the Trade & Commerce skill is to attempt saving rolls. Once out of the character creation process and into the game itself, the Trade & Commerce skill level MAY NOT be raised simply by "book learning" or being trained by another trader. One must negotiate trades to become a better trader!

Each time a successful saving roll is made on the Trade & Commerce skill when trading, roll percent dice again, immediately. If the resulting score rolled is ABOVE the current Trade & Commerce skill score of the character, that character increases his or her skill level by one point. A character may only attempt this "reverse saving roll"

ONCE per SERIES of trades on one planet -- you will have to move on to another trade somewhere else to try again, though you may try again if you come back here for another trading session later.

The "reverse saving roll" technique described above makes gaining more skill HARDER the higher your existing skill level becomes. Thus, learning basic techniques is easy, but learning the advanced techniques is harder and takes longer.

For example, our old friend Simon DeWitt has just pulled off a deal that netted him a nice chunk of credits -- and a chance to improve his Trade & Commerce skill. He rolls percentile dice for a score of 39 -- under his Trade and Commerce skill score of 48. For most saving rolls, a score UNDER the appropriate skill level is successful, but increases to skills are provided by REVERSE skill rolls, where a LOW roll is UNSUCCESSFUL. Simon gets no points this time, but may try again on the next planet where he makes a successful sale. Had he rolled a 52, or any roll OVER his current skill level, he would have gained one point in that skill.

Of course, a gamemaster is always free to grant skill increases and bonuses at her/his discretion for special occasions when a player has done something that would teach him a lot about trading. It is suggested that a particularly spectacular failure (one that misses by more than forty points, for example) might be "rewarded" with an additional skill point, After all, we also learn from our mistakes, and a BIG mistake, costing a trader thousands of credits, will be a lesson long remembered.

OUTLINE OF TRADE PROCEDURES

BUYING

I. Examine planet's PTP code and choose a likely cargo.

II. When possible cargo item is chosen, determine price on this planet.
    A. Attempt saving roll on PRICE if desired.
        1. If successful, LOWER PTP rating one step.
        2. If unsuccessful, RAISE PTP rating one step.
    B. Check base price/SCU for item chosen (on PTP table). (Base prices subject to gamemaster modification on certain items...)
    C. Multiply base price/SCU by PTP rating multiplier to determine local price/SCU.
    (Adjust PTP rating for saving roll, if applicable...)

III. Purchase amount of cargo desired.

SELLING

I. Choose a cargo you wish to sell.

II. Examine planet's PTP rating for that Classification of cargo.

III. Determine TOP local value of cargo.
    A. Attempt saving roll on PRICE if desired.
        1. If successful, RAISE PTP rating one step.
        2. If unsuccessful, LOWER PTP rating one step.
    B. Check base price/SCU for item chosen (on PTP table). (Base prices subject to gamemaster modification for certain items...)

C. Multiply base price/SCU by PTP rating multiplier to determine TOP local price/SCU.
(Adjust PTP rating for saving roll, if applicable...)

IV. Determine demand
   A. Attempt saving roll on DEMAND, if desired and if NO save attempted on price for this transaction.
   B. Check base consumption/planet for item chosen (on PTP talble).
   C. Multiply base consumption for item by population density multiplier.
      (Adjust population density rating for saving roll, if applicable...)
   D. Final consumption result (demand number)
      1. Shows number of SCU of that type cargo salable at TIP local price.
      2. Sales over demand up to 2X demand salable at 1 PTP level LOWER than first group.
      3. Sales over 2X demand up to 3X demand salable at 2 PTP levels LOWER than first group, and so on...

V. Sell as much cargo as desired.

VI. If saving roll has been attempted on this transaction...
   A. ...Successfully -- attempt REVERSE saving roll to gain 1 point of skill in Trade & Commerce.
   B. ....Unsuccessfully
      1. If missed by 40 or less, do nothing.
      2. If missed by more than 40, gain 1 point of skill in Trade & Commerce -- learning from a spectacular failure.

EXPENSES

It can be seen from the figures in the preceding section that trading among the spacelanes can be a highly lucrative enterprise. Trade goods can increase in value many times just by moving them from one planet to another. Unfortunately, it isn't quite that simple. A trader faces expenses in his activities that can quickly eat up his profits and drag him or her into early bankruptcy if they are not carefully watched and allowed for in his or her trading activities.

The many expenses incurred in the trading business can be divided into three areas for purposes of our game -- shipping costs, taxes and tariffs, and, "squeeze".

SHIPPING COSTS

It costs money to run even a small starship -- lots of money. Traders can't afford to make very many mistakes in choosing their ports-of-call, as each trip is expensive, and the transactions at each stop must bring in enough profit to make the stop worthwhile.

The expenses involved in operating a starship include expendibles such as fuel, food and water, dilithium crystals, oxygen, etc. as well as maintenance and repair costs and spaceport fees (or ferry fees if the ship remains in orbit). Another major expense is crew salaries.

Most of the expenses listed above increase the longer the ship takes to go from place to place. (Expenses such as consumables, maintenance and salaries fit into this category). Thus it is to one's advantage to move around as fast as possible. It is not a good idea to push your ship too hard, however. Some consumables (like fuel, dilithium crystals, and repair parts) are used up at a faster rate when travelling at higher speeds. A trader must find a balance between cutting down time-in-space and maintaining a safe ship.

To handle all the individual expenses of running a ship would bog down the game hopelessly in a sea of paperwork. To avoid this, the operation costs have been consolidated into a single figure per day per ton of ship. Additional expenses may be incurred at the gamemaster's discretion. Adjustments to this basic figure are made when a ship travels at higher speeds to cut down the travel time (and risk more wear-and-tear).

Shipping costs are dependent primarily on two things: tonnage of the vessel, and type of vessel. Common sense tells us that the larger a vessel is the more it will cost to operate. The second criteria, type of vessel, is important in that vessels with warp drives are more expensive to operate than those without. Therefore, costs are broken down into two tables, one for boats (no warp drive), and one for ships (with warp drive). These are given below.

COSTS FOR BOAT OPERATION

Monthly payment (see vessel purchase rules)	XXXXXX
Upkeep, fuel, minor repairs, small parts	.1 Cr per ton per day
Biennial Federation Inspection (see 1 below)	2 Cr per ton per inspection
Berthing costs and landing fees	see 2 below
Personnel costs	see 3 below

COSTS FOR SHIP OPERATION

Monthly payment (see vessel purchase rules)	XXXXXX
Upkeep, fuel, crystals, min. repairs, sm. parts	.2 Cr per ton per day
Annual Federation Inspection (see 1 below)	5 Cr per ton per inspection
Berthing costs and landing fees	see 2 below
Personnel costs	see 3 below
Excessive speed costs	see 4 below

1. The Annual (or Biennial [every two years]) Federation Inspection is mandatory for ALL vessels. This inspection is supposed to guarantee that the vessel is structurally sound and in overall very good operating condition. Any needed repairs or fines imposed should be kept minimal. Gamemasters are trying to keep players honest, not bank-

rupt them. Repairs should normally be determined by a % die roll. Any roll over 20% would indicate repairs. A player's skill in Starship Engineering will come into play here. If repairs are indicated, allow a player a skill roll. If more extensive repairs are needed (the skill roll is not successful) there may be a fine. Allow the appropriate player (ship's captain normally) a roll on his/her Diplomacy skill. If successful, there are no fines for the vessel being in poor shape. If unsuccessful, there are fines to be paid! These are normally 1 Cr per ton of vessel. This will vary depending on the port the vessel is in. (Some officials may be a bit crooked...) Extensive repairs must be done by a shipyard, and will cost 1D10 X .0001 of the ship's original value. Thus, repairs to a 6 million Cr vessel would cost 1D10 X 600 Cr.

2. Normally, a vessel will pay .01 Cr. per ton for a landing fee. Berthing fees (cost to stay parked once landed) will normally be 50 Cr. per day for vessels under 10,000 tons, and 75 Cr. per day for vessels over 10,000 tons. This, again, is subject to local changes as outlined above. Vessels that do not actually "land", but remain in orbit, may be required to pay an orbital mooring fee (similar to the landing fee) at some worlds (mainly tradeworlds and freeports), but not a berthing fee. (EXCEPTION: If a ship is placed in orbital drydock for repairs or minor maintenance, both "landing" and berthing fees must be paid at most starports.)

3. Personnel costs will vary slightly (If a player WANTS to pay his crew more, let him!), but the table below is MINIMUM pay for duty performed. (If several players operate shipping lines or even individual vessels allow wage wars between the competition.) There are two categories of crew pay allowances. By benefits provided we mean that the crew is provided room and board, even when in port. Their meals, uniforms, and sleeping quarters are provided. When benefits are not provided, multiply the wages shown by 4 for the pay received. In this instance, the characters must reach an agreement with the ship owner or captains as to what they will pay for room and board. Also, normally under these circumstances, the character will be a 'part owner' and receive a share in any profits made by the vessels' travels. He will also, however, be expected to pay for any repairs, fines, etc. out of his share. It is possible that a crew is mixed in pay status, some crew members receiving benefits and some not. The "shareholder crewman" arrangement is popular on ships staffed and owned by player characters. Of course, player characters serving on ships owned by other player characters may work out any pay arrangement they please, but the pay grades listed below should serve as a guideline.

BENEFITS PROVIDED PAY GRADES (per month)

Low level skilled crew
(Deck hand, cargo handler, etc.)   150 cr
Middle level skilled crew
(Clerical, technicians, etc.)   250 cr
High level skilled crew
(Science specialists, security, etc.)   400 cr
Officers
(Scientists, watch officers, bridge crew, etc.)   600 cr
Department heads
(Chief Engineer, Security Chief etc.)   750 cr
Captain   1000 cr
Fleet Captain (In charge of several vessels)   1500 cr

Most vessels and trading companies pay bonuses based on years of experience. This is usually done annually (based on the corporate year, not the calendar year). This is usually equal to one-tenth of the monthly pay times the number of years with the company or vessel. For example, an Officer with 6 years wih the company would receive a year-end bonus of 360 credits (if benefits are provided).

4. Excessive speed costs are penalties imposed for 'pushing' a vessel beyond normal wear and tear. These are imposed if a vessel is operated at the listed speeds for more then half of the daily expenses computation period. (See SHIP CONSTRUCTION HANDBOOK for details on damage from operating at high speeds.) The penalties here are in the form of additional expenses for the day.

WARP			
WARP	1 — 3	NO PENALTY	
WARP	4 — 6	+10%	normal maintenance fee
WARP	7 — 9	+25%	normal maintenance fee
WARP	10 +	+40%	normal maintenance fee

PUSHING MAXIMUM SAFE SPEED OR ABOVE +20% to the above
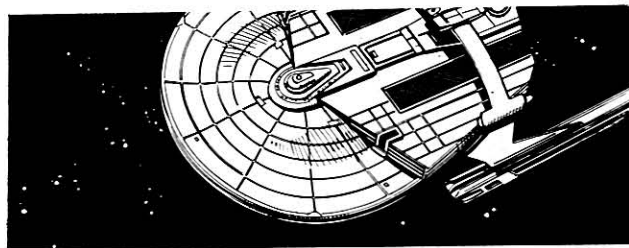
TAXES AND TARIFFS

The second major expense incurred by tradeshops is taxation by the Federation, or import tariffs imposed by non-Federation worlds. Federation trade taxes finance certain operations of Star Fleet and the Federation bureaucracy, while import tariffs are imposed by governments to encourage locals to consume goods produced locally as an encouragement to local industry.

The Federation imposes a simple tax of 2% of the sale price of all trade goods transactions of Federation worlds. This tax applies to any sale of goods brought from offworld, whether they are brought in from a member or non-member planet. The tax is, of course, only imposed if the goods are sold on a Federation world. This tax is collected automatically by the cargomaster at any spaceport, and the penalty for non-payment is stiff indeed. If a cargo is smuggled in, or tax is otherwise avoided, and the offender is caught, the cargo is confiscated immediately. The offender's bank account is frozen immediately, and the offender's ship is impounded until a sum equal to TWICE the tax owed is paid.

NO compensation is paid the purchaser of the smuggled goods. Thus, purchasers are eager to make CERTAIN the tax is paid at the time of the transaction. Very very little tax cheating goes unpunished, and most traders pay the tax rather than risk the wrath of the Federation government, not to mention the possible loss of their ship!

The Federation, believing in free trade between member planets, does not allow member planets to impose tariffs on imports from other member worlds. (Member worlds ARE allowed to restrict imports by making import of certain types of goods illegal, but such laws must be defended as protection against harmful substances, not as a simple economic measure.) The Federation DOES impose a basic 2% tariff (figured on the final selling price) on goods from non-Federation worlds.

This tariff is collected at the same time as the trade tax, with the same penalties. It is more difficult to enforce, however, as it is possible to forge papers that show a cargo as coming from a member planet when in fact it did not. A standard saving roll against the forgery skill is required to have forged papers accepted. If forgery is detected, the penalties are the same as non-payment of the trade tax.

Non-Federation worlds impose a wide variety of trade regulations and tariffs, much of which must be left to the discretion of the gamemaster. A simple system is to roll a 10-sided die for each general category of trade item when a new planet is created by the gamemaster. Subtract one from the roll to determine the percentage charged at the time of sale as a tariff. Thus, tariffs will vary depending on the goods being sold. A better method is for the gamemaster to determine what imported goods the planet would want to restrict, and apply tariffs to these areas only.

Penalties for non-payment of tariffs on non-Federation planets range from high fines to imprisonment to death by slow torture, depending on where you go (and at the discretion of the gamemaster). The would-be smuggler or forger is advised to investigate a world's legal system thoroughly before circumventing these laws, as the Federation can offer no protection to its citizens outside its boundaries.

BRIBES AND "SQUEEZE"

Though the textbooks in the Merchant Academy don't discusss it, bribery is a fact of life each trader must live with. Most Federation worlds have honest portmasters and cargo personnel, but even here there is some corruption that the trader must simply learn to live with (unless he wants accidents to happen to his cargo or his ship while in port...)

Many officials involved with trade in space, particularly on non-Federation worlds, have their hand out for a piece of the action. These payments, often called "squeeze" by traders, are looked at as just another unavoidable expense.
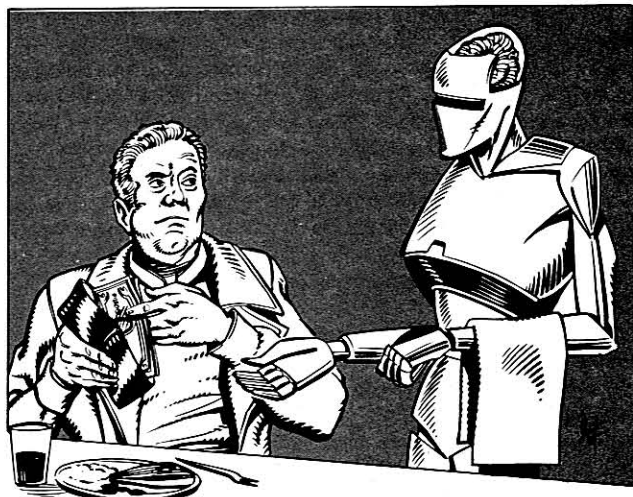
About 30% of Federation worlds and 60% of non-Federation worlds will require that some sort of gratuity of this type be paid. (The gamemaster should decide which planets have such set-ups in advance, either according to his/her own desires or by making a percentage die roll using the figures above.) Vulcan colony worlds NEVER experience such problems, but it can and does happen at times on planets populated by other races.

Where under-the-table payments are required, it will be made know in a subtle but unmistakable manner. Such payments range from 1% to 5% or the cargo's sale price on Federation worlds (1D10 divided by 2), and from 1% to 8% on non-Federation worlds (1D10 minus 2).

These bribes are paid more or less openly, and do not require the use of bribery skill by the trader making the payment. A trader with this skill, however, may be able to apply some pressure to get the amount of "squeeze" reduced. A successful basic saving roll on the bribery skill score will cut the required payment in half. If the attempt is made, however, and the saving roll fails the "squeeze" is DOUBLED. For this reason, the saving roll described here is optional.

A successful attempt to reduce "squeeze" with creative bribery means the player should receive a reverse saving roll as an attempt to gain 1 point of bribery skill. (See the notes on gaining Trade & Commerce skill points -- this system works the same way.) If a player has less than 20 points in the Bribery skill, he gets one point on every planet where he is forced to pay "squeeze" until he has a bribery skill level of 20. From then on, he can only gain such skills as a result of making successful saving rolls.

FREEPORTS AND TRADEWORLDS

Freeports and tradeworlds are important centers of trade along the boundaries of the Federation, and their influence is growing. They provide a tax-and-tariff-free haven for traders, and a popular place for shore leave.

Freeports are planets, usually colonies which have successfully broken off from the founding world, where trade is encouraged by the local government as a way of drawing ships to the planet. Freeport governments do not tax or impose import tariffs on goods, believing that the increased money flow brought in by free-spending tradeship crews more than makes up for the lost tax revenue.

Some of the first freeports were established by planetary governments still recovering from a battle for independent worlds that the powerful trade associations and corporations have a vested interest in KEEPING their planet free. The rapid economic growth in a freeport attracts much business and offworld attention, granting the world some protection without forcing it to accept the more restrictive protection offered by Federation membership. Many of the Orion colonies are established as freeports.

A tradeworld differs in one important way -- it is owned and operated by a private corportation (or, in rare instances, by a single individual), reaping the benefits of offworld trade through increased land values, taxation of citizenry, informed economic speculation, etc., instead of through taxing or restricting offworld trade.

Both freeports and tradeworlds have no taxation or tariffs at all which apply to trade goods brought to sell. Many transactions occur here between ship captains, trading goods that are destined for other planets entirely. Often, brokerages (sometimes run by the tradeworld owners themselves) purchase incoming cargoes, hoping to sell them at a profit to some other trader as an outgoing cargo. Handsome profits can be made in this way without ever leaving the planet.

The local laws of tradeworlds (and, to some extent, freeports near the port itself) are usually as relaxed as the trade restrictions. Anything goes, and because of this tradeworlds and freeports are favorite ports for shore leave. (Official Federation policy is to avoid such places for shore leave, but crews enjoy tradeworld and freeport shore leave,
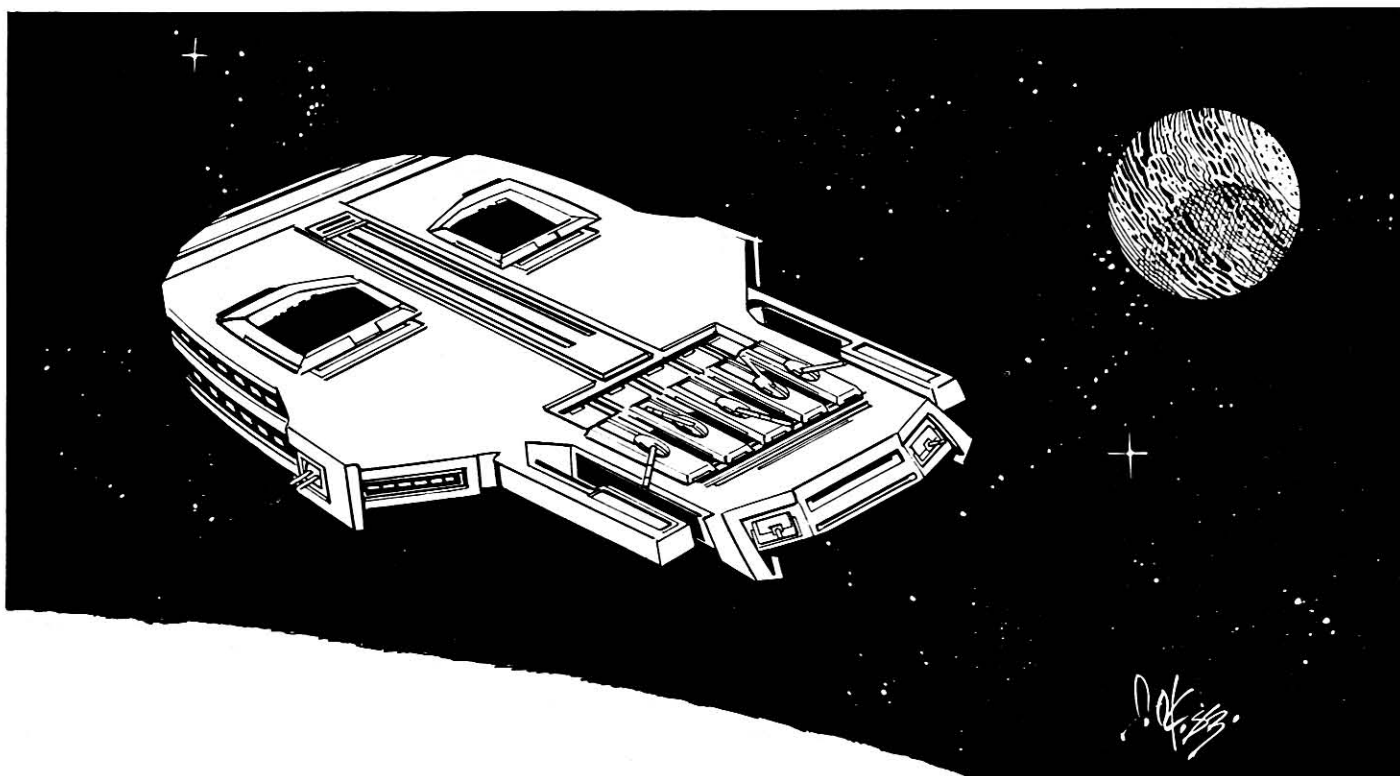
and many captains are indulgent despite Star Fleet policy.)

Freeports and tradeworlds are not Federation member worlds, even though their parent worlds (for freeports) or parent corporations (for tradeworlds) may be based in the Federation. As such, they are not restricted by Federation laws and do not have to impose Federation trade taxes. Star Fleet has no official authority on such worlds, though freeport and tradeworld governments may choose to cooperate with Star Fleet when it is profitable to do so.

Independence is a two-edged sword, however. Freeports and tradeworlds do not receive Star Fleet protection. For this reason, such worlds are among the best defended in the known galaxy, as they are tempting targets for pirates and conquerors. Despite these defenses, freeports and tradeworlds are occasionally overrun and plundered by hostile forces or pirates.

(Though they have no official duty to protect tradeworlds and freeports, Star Fleet recognizes the economic strength and strategic location of some tradeworlds. Star Fleet has been known to sponsor clandestine operations involving such worlds. Star Fleet intelligence agents operate on many tradeworlds and freeports, and Star Fleet captains may occasionally be called upon to attempt some secret mission involving one of these worlds.

Tradeworlds and freeports provide backgrounds for endless adventure situations for both traders and Star Fleet crews. Gamemasters are encouraged to try them for an entertaining shore leave, a clandestine Star Fleet operation, a piracy adventure, or a full-scale attack from space by hostile forces.

FINANCING TRADE OPERATIONS

Trader characters will usually start the game with an amount of money saved from their previous activities (as seen in the character creation section of these rules). Quite often however, the amount is not enough to get a trading expedition off the ground. Later, a series of bad breaks or poor decisions may bring a trader's money supply too low for an expedition to be mounted. In either case, the trader must find sources of financing outside his/her own resources.

Loaning money to space-hopping traders is a risky business. (After all, the trader can be a long, long way off when it's time to make the next payment!) There are a few ways to obtain loans, however.

Most Federation-charted planetary banks will make trade loans. (Such loans are not suitable for financing the purchase of a ship, for these are short term loans of 24 or 48 months.) It is Federation Policy to encourage independent traders, so bank loans are at lower rates of interest. Banks do not like to lose money, however, so the criteria for obtaining such loans are very stringent.

A character that owns a spaceship (or is making payments on a ship) can usually get a loan of up to ¼ the value of the ship by using the ship itself as collateral. This does not mean the bank holds the ship until the loan is paid, but it does mean the bank has the right to seize the ship later if repayment is defaulted.

Obtaining such a loan is automatic with a ship as collateral. Getting a loan without a ship, or getting a loan larger than ¼ the ship's value, depends on a saving roll, where the bank takes into account your background and demonstrated responsibility. Roll percentile dice and apply the modifiers below:

For each year spent in Star Fleet active service (not including Academy/cadet cruise)	+3
For each year as an active trader	+1
Star Fleet rank of Captain or above	+10
Trader ship captain	+5
Character has paid off earlier loan on time	+5
Character defaulted on an earlier loan	-20
Character was late on one or more payments on last loan obtained	-5
Character has criminal record (smuggling, etc.)	-15
48-month loan	-5

Character LUC 70+	+5
Character LUC 20-	-5
Character NEGOTIATION/DIPLOMACY skill 60+	+5

If the resulting modified roll is 70 or greater, the loan is approved. Payments on such loans are made monthly, with each payment to be 6% of the original amount of the loan. 24 payments in all are made, adding up to 144% total. Thus, for every hundred credits borrowed, you would eventually pay back 144 Cr. This is not such a high rate of interest, when one considers the number of defaults a bank must absorb on such loans. A longer term loan can also be negotiated, to be paid off over 48 months. Each payment on such a loan would equal 3.5% of the original amount paid, for a total of 168%

If turned down for a bank loan, a player may try a private finance institution. Such institutions will loan up to ½ the value of a ship automatically. Loans to non-ship-owners and those needing a larger loan will be made if a saving roll can be made. Use the same modifiers to a percentile dice roll as above for a bank loan. If the modified roll is 50 or more, the loan is approved.

Payments to finance institutions are made over 34 or 48 months, as with bank loans. Payments on 24 month loans equal 7.5% of the total loaned (180% total repayment), while payments on 48 month loans equal 4% of total loaned (192% total repayment).

The longer term loans needed to buy spaceships (over a period of years) will be discussed separately later in this section. Interest and payments on such loans work a bit differently from short-term loans.

If a character cannot obtain money from either a bank or private finance company, he must seek a private patron. These may be provided by the gamemaster accord-' ing to need. Private patrons can be anyone who has money, but it is likely that such patrons will want a hefty return on their investment, and some assurance that the loan will be repaid. Private patrons may prefer to become "silent partners" in the trade operation, receiving a half interest or so in the business in return for their money. Of course, characters are not FORCED to accept the offer of a patron, but when they have few alterantives, trader characters will get the money any way they can.

SHIP FINANCING

Starships are extremely large-scale purchases, which must be financed over a longer period of time. Fortunately, the Federation wishes to encourage the small trade enterprise, and offers incentives to banks to make long-term loans for ships, if the application qualifies under Federation guidelines. These Federation-supported loans are at a much smaller rate of interest than a starship purchase loan made by a bank without Federation supported interest rates.

Ship loans are made with a payment period of 20 years, resembling a home mortagage of the 20th century more than the same period's "auto loans". Here, too, payments are made monthly (for a total of 240 monthly payments, if one is interested).

To qualify for a Federation-supported ship loan, the applicant must be purchasing a ship for purposes of interstellar trade within the UFP. This does not mean that all ports of call must be UFP members, only that most of the runs are made within the general boundaries of Federation space and among Federation worlds. The applicant must be a UFP citizen (thus eliminating Orion player characters from such loans, unless they are naturalized citizens of the UFP), with no criminal record involving smuggling, hijacking or other felonies prohibited by UFP law. If the character meets these qualifications, application is made, using the same modifiers to a percentile dice roll as listed above for trade loans. The modified roll must be 70 or more to be successful. Otherwise, a character is turned down, and must apply for a normal bank loan on the starship.

There is one other "catch" to Federation secured loans for starships. Such a ship, until the day it is paid off, is subject to being called up in time of emergency by UFP or Star Fleet officials. The penalty for failing to respond to such a call is immediate calling of the loan -- payment in full -- or seizing of the ship. Such calls are rare -- invoked only when a trade ship is the only ship available for emergency duty, or in time of war. A ship called up in this manner usually stays under the command of its captain, though a ranking Star Fleet officer may be placed on board to supervise. All ship expenses (including repairs) incurred during active Federation service, are paid by the UFP. This makes a great way to get a trade vessel involved in an adventure, and should not be overlooked by the gamemaster.

Bank loans on ships are hard to secure, as the term is very long and a bad loan is hard to recover. Only a large bank on a major planet (Earth, Tellar, Vulcan, etc.) will make such a loan, and the applicant must appear in person. The same modifiers as listed above apply to a percentile dice roll, with a modified result of 60 or more necessary for success. If this application is also turned down, it may be renewed (with a new roll) once a month, or a private patron must be located at gamemaster's option.

Federation supported ship loans have monthly payments equal to .85% of the cost of the ship. (In other words, multiply the total cost of the ship by .0085 to determine the size of each monthly payment.) This means total repayment will be about 204% of the cost of the ship. Expensive? You bet! But ship loans are risky.

Non-Federation supported loans have monthly payments equal to 1% of the cost of the ship (multiply ship cost by .01) for a total repayment of 240%! In Federation supported loans, the UFP pays the difference between your payment and what you WOULD have paid without Federation support.

At the option of the gamemaster, longer terms can be negotiated for some starship loans, up to about 50 years. Such loans, however, should be more difficult to obtain (higher saving rolls required) and have higher interest rates (up to 400% total payment -- or more -- for 50-year loans).

Payments on ships and trade loans can normally be made on any Federation world where subspace communications facilities exist, or even from a ship equipped with subspace radio. Payment notification may take a bit of time to get back to the financial institution involved, but the system allows for that. Federation banks and finance compan-

ies usually allow for a delay of about one month in meeting a payment, due to the realities of interstellar distances. Most such institutions allow a one month grace period before instituting collection procedures. If a ship is going to be out of touch for longer than that, it should make arrangements for funds to be transferred automatically to make payments. This will happen rarely, since it would not be a common occurrence for a trade ship to be so far away from a Federation outpost as to cause a subspace message to take over one month to arrive!

If at the end of the grace period (when yet another payment is due), the payment is still delinquent, the bank or finance company will file for foreclosure with the UFP authorities. It can take up to another month for the UFP to process the paperwork and get the word out in remote areas. If the loan has been secured with a lien on a ship (or has been made for the purchase of a ship), UFP officials will be empowered to seize the ship and hold it for the lending institution until the matter is settled. In practice, UFP officials will only pursue such matters when the amount of money involved is great (as with a ship loan), or when the ship puts into port on it's own and is noticed by some official or other. (Each time such a ship makes a Federation port, make an LUC save at a 20 point penalty for the captain. If the save fails, the ship is noticed on the seizure lists and is impounded.)

Very rarely will UFP vessels attempt to seek out a ship (though they are permitted to do so, under regulations). It is simply too much trouble to bother with. They will make exceptions, however, for a ship that is believed stolen for illegal uses like piracy, or if a ship's captain and crew have otherwise caused trouble for UFP officials. If the amount of money is particularly large, a reward for the ship may be offered to the general populace. This reward is usually ¼ the amount of one payment, though it can be more. Still, ¼ of a ship payment can be a lot of money to some people. If such action is taken, the penalty to a LUC save in a Federation port goes up to 40 points, and a straight LUC save must be made in ANY port where persons hearing of the reward may be around. Outside the Federation, UFP officials could not seize the ship directly, but the lending institution could pay private interests to grab the ship.

Even if the loan is not specifically secured with a ship, a character's ship -- or any other assets -- can be frozen (including the electronic credit account) until delinquent payments are made. If it is found upon investigation that the payment was not made due to error or because of circumstances outside the character's control, no penalty is assessed and the ship or other property is released as soon as the overdue payments are met. If the payment was late for other reasons, a 20% penalty is added to the payment. When that is made, the ship or other property is returned. If no satisfactory arrangement can be made to meet the delinquent payments, the ship or other property seized is forfeited to the lending institution.

Even with these laws, many loans are defaulted, and even more ships simply disappear. (This is, of course, why interest rates are so high...) Some of the vanished ships have been lost to the hazards of space, but others have been stolen by captains who have turned to piracy to support themselves and their crews, as it is difficult to operate a legitimate trade route when one's ship may be seized at any time. (See the upcoming section on PIRACY & HIJACKING)

There are alternatives to becoming a fugitive if one cannot meet payments. If no arrangement can be made with the lending institution for extended credit for a time

(make a saving roll at a 20 point penalty on NEGOTIATION/DIPLOMACY skill to get new terms from a lender), the character may wish to sell the ship himself. A used ship will bring 50% to 70% of it's value new (50 + 2D10). The remaining portion of the loan must be paid immediately, of course. Still, if most of a ship is paid off, it may be possible to get enough from the sale to pay off the remainder of the loan and still have money left over. The remaining money can be used to start over, even to buy another, smaller ship!

If forced to, a character may have to declare bankruptcy. A character who does so has all property of value (ships, cargo, etc.) and his bank account taken to pay off his creditors as far as possible. The character may keep personal items such as clothing, personal equipment and weapons, etc., unless they are of unusual value. The character's debts are then legally fulfilled and he/she may begin again.

Gamemasters should not allow either of these methods to be misused by characters attmepting to defraud their way out of legitimate debts. Federation courts are lenient toward those who have sincerely attempted to meet their financial obligations (particularly in a pursuit such as interstellar trade, which the UFP wishes to encourage), but they have little patience with deadbeats and con men. (Ask Harry Mudd...)

PIRACY AND HIJACKING

As interstellar traders, players may have to cope with pirates and hijackers, especially in areas on the fringes of, outside, the UFP. Indeed it is possible that some player characters may want to try their luck (or their LUC, as the case may be) at this highly dangerous pursuit themselves! In this section, the dangers and methods of interstellar thievery will be discussed and the problems and rewards of such will be presented.

There is, first of all, a difference between interstellar PIRACY and an interstellar HIJACKING. In both cases, the perpetrators are out to steal cargo (and possibly the ship itself), but the methods are different.

An attempt at PIRACY happens while the target ship is in space, when the victim is attacked, rendered helpless or forced to surrender, and boarded by the crew of a pirate vessel. Piracy requires the pirates to have a fast, well-armed ship with which to attack weaker shipping.
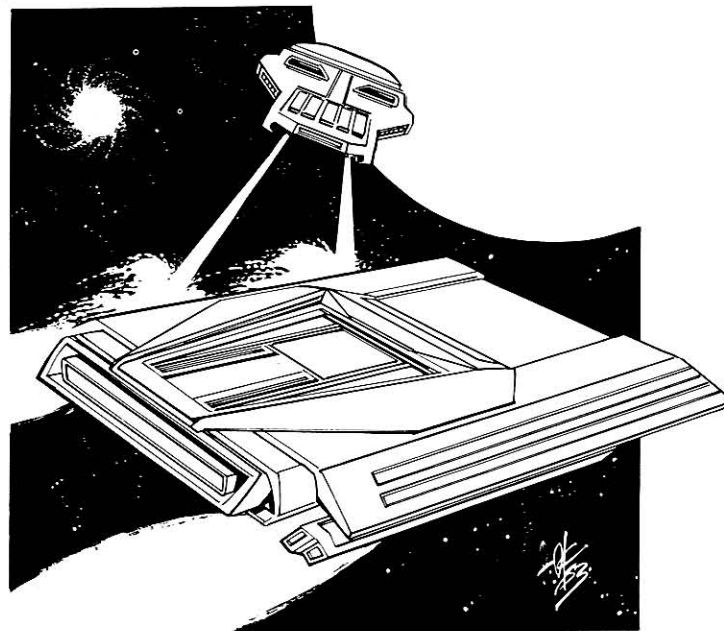
HIJACKING attempts, however, can take place either in port or in space, but are always launched from INSIDE the target ship. In this case, the ship is captured on the ground, or taken by a force placed inside the ship as passengers or by deception and concealment. Hijacking does not require that the criminals have a ship of their own, as they most likely intend to take the target ship. Hijackers, however, have nowhere to turn to if the attempt fails, whereas a pirate ship can break off hostilities and make a run for it.

A combined piracy and hijacking operation occurs when a force inside the target ship acts as saboteurs or otherwise helps an attacking pirate vessel. Such an attempt might also consist of a hijacking crew being met in space by an escape ship.

Naturally, the UFP cracks down hard on pirates and hijackers, particularly where loss of life occurs in the course of the crime. Penalties range from 20-30 year prison terms to life imprisonment. In extreme cases, pirates or hijackers may be sentenced to rehabilitation colonies, where psychological testing and restructuring may serve to reorient the offender into socially acceptable behavior. There is no death penalty within the UFP. (Exception: General Order 7, forbidding travel to the Talos star system -- see the STAR TREK episode "The Menagerie"...)

Outside the Federation, sanctions against piracy and hijacking range from indifference (such as in certain areas of the Orion systems) to death by exceedingly slow and unpleasant means (among the Gorn, for instance...). Surprisingly, the freeports and tradeworlds are very hard on pirates and hijackers who operate in their territory, as such things are bad for business. If you steal from someone and bring it there, that might be ignored. But hijacking a ship in a freeport itself, or pirating a ship in orbit around a tradeworld, is a very dangerous occupation.

Occasional attempts have been made to commit piracy on a grand scale by attacking a feeeport or tradeworld itself. The rewards would be high for such a feat, but such worlds are among the best-defended in the galaxy. It would be possible, but not probable, that a private individual or private fleet might manage such a feat, but the only successes known of to date have been by hostile governments and races. Such attacks are considered acts of war, if a link can be made to the government responsible.

To avoid war, some "official" pirates operate with the clandestine approval of their governments, but officially are carried in their home port's records as "missing", "stolen" or "renegade" ships. Such vessels receive aid and support from their governments, but if captured are denied by those governments and left to "face the music" alone. Klingon, Romulan and Orion ships have been known to act in this manner, along with ships of many smaller races outside the Federation.

Typically, piracy attempts occur within star systems, since it is difficult to pinpoint exactly when a ship will pass through any given area of open interstellar space. Most pirate attacks happen after a target ship enters the system of its destination and drops to sublight speed. It is possible to intercept and attack a ship at warp speeds in interstellar space, but only if it is encountered by accident or if the pirates have information which will tell them when and where to look. (The most successful pirates have been those with connections within shipping companies, at starports, etc.)

A pirate will attack with intent to cripple, but not destroy the adversary. Pirates, of course, try to take ship and cargo as intact as possible. A target ship, outgunned, may be forced to surrender rather than be destroyed. Also, if a target ship's shields can be brought down, a boarding party can be beamed aboard to seize the ship from within. In extreme circumstances, even a destroyed ship can be salvaged for something of value, if the pirates are particularly ruthless.

One particular type of pirate wants to take crew and passengers as well as cargo. Slavery is outlawed in all major interstellar cultures. (Even the Klingons do not "take slaves" as such, though they maintain conquered planets as "servitor races".) Nonetheless, it can and does occur in the fringes of known space. Also, pirates may wish to hold important passengers for ransom. The most ruthless pirates will kill all witnesses, even if a ship surrenders. Such pirates are hunted relentlessly by the UFP and by other races and governments as well.

Hijackers are held in distain by most pirates (and vice versa), and neither has much respect for the others' methods. Hijackers are not required to be as well organized or prepared as pirates, and so hijacking is the more common crime.

In either case, stolen goods in themselves are mostly

worthless -- they must be converted to cash. This can be difficult in a largely "cashless" society like the Federation. Most often, pirates and hijackers transfer cargo to a freeport or tradeworld (sometimes in a different ship than was used in the crime itself), and trade it to an unscrupulous dealer for other cargo which can be legitimately sold elsewhere. Such "laundering" of stolen goods means a pirate cannot hope to get more than 25% of the true value of such items. Thus, when attempting to trade or sell stolen goods to a stolen goods dealer (or "fence"), all values for the trade system are reduced to ¼ their usual level. The "fence" in turn, will get about ½ the normal value for the goods when he sells them piecemeal.

Finding a fence in a freeport, tradeworld starport, or other large port area is dependent upon a saving roll on the STREETWISE skill, with an attempt being made once per day. A failure of this saving roll by more than 30 points will attract the attention of the local authorities unless a LUC saving roll is made. These rolls may be modified by the gamemaster to fit the specific situation. (It is easier to find a fence in a port you are familiar with, and easier to get caught if characters do not exhibit sufficient caution.)

In areas plagued by piracy, governments or individuals may use ships that are disguised as lightly armed freighters, but are actually heavily-armed fighting vessels. The ships are the bane of the pirate's existence. If a privately-owned ship is successful in defeating a pirate vessel, that ship's crew may be able to make a nice profit for themselves by looting the pirate's ship. If they are discreet about such activities, governments are likely to look the other way to some extent. Governments and shipping companies often offer rewards for pirates as well. A few very daring individuals make their livings as "pirate hunters", but the life expectancy of such individuals is not great.

There are recurrent rumors and stories about "pirate havens" -- ports owned and operated by criminals or criminal organizations as resting places for these ships between pirate activities. Such places are not known to exist within known space, as such, but it is possible. Certainly some non-Federation governments (particularly the Orions) operate ports that are extremely lax on enforcing laws regarding piracy, and tend to be hospitable to criminal elements.
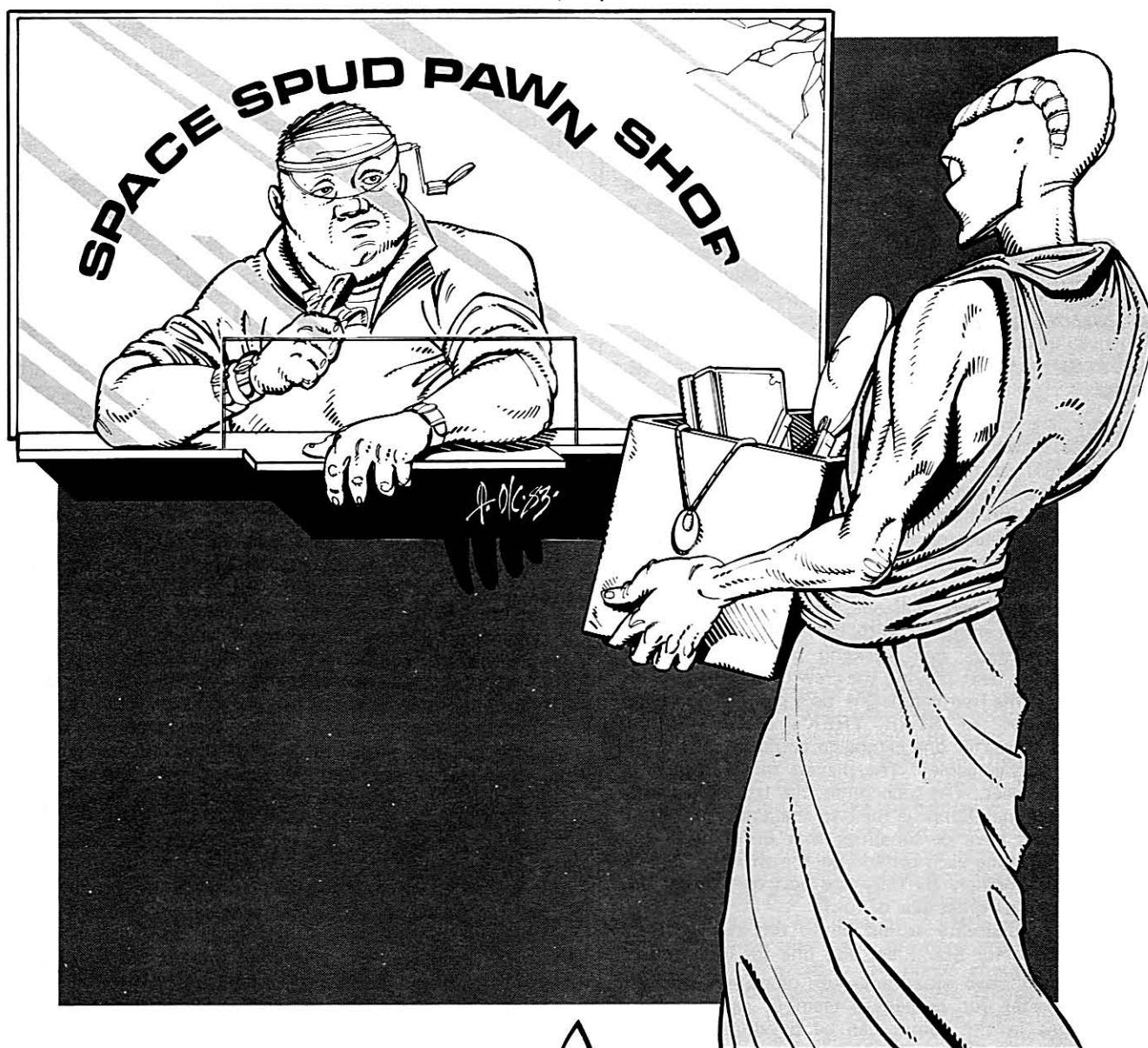
The Merchant Campaign

Gamemasters and players who are used to campaigns featuring the basic rules of STAR TREK: THE ROLE PLAYING GAME will find campaigns centered around merchant ship crews and independent traders to be very different in many ways. Those who have played other sorts of science fiction role-playing games, on the other hand, will find that trader-based campaigns in the STAR TREK universe are more similar to the style of play they may be used to in other games.

Star Fleet campaigns are more structured in terms of adventure material than indepent trader campaigns. This is only natural, as Star Fleet personnel lead a more structured sort of existence. Trader campaigns are like the independent traders themselves -- free-wheeling, fast-moving and often very surprising. Even if the structure of the Star Fleet campaign appeals more to you as a gamemaster or player, you will find many ideas and rules in this expansion that will enhance your enjoyment of the game. Even so, the full-fledged independent trade campaign is where the full value of this supplement will be most evident.

In this section, ideas and suggestions will be presented for the gamemaster who wishes to run an independent trader campaign in the STAR TREK universe, including information on how to decide which type of campaign is best for you and your players. Also discussed will be necessary preparations for the independent merchant campaign and methods of planning adventures that will keep the campaign moving along -- fresh and fun -- for many, many adventure sessions.

STAR FLEET VS. INDEPENDENT MERCHANT CAMPAIGNS

There are several major differences between the standard Star Fleet based campaign and the independent trader campaign, and these differences should be considered when a gamemaster and players are deciding which type of campaign is best for their group. Of course, we encourage players and gamemasters to try out both methods of play to discover for themselves which they prefer.

No law says a group can't enjoy both! If a gamemaster feels up to a real challenge, he/she can try running two simultaneous campaigns with the same players. Sessions could alternate, one weekend playing Star Fleet personnel and the next playing the crew of an independent trade vessel. If the two campaigns take place in the same "alternate reality" of STAR TREK's possible future, decisions and events in one campaign could affect the situation in the other game! The players might even have their alter-egos meet. (At such times, the truly great role-playings really shine. Suppose the two characters played by the same person have personalities that don't mesh and they end up disliking each other! Such a situation can be played out convincingly by only the best of players, but when it works, it's a great deal of fun!)

Another possibility would be to run two separate campaigns — one for Star Fleet and one for independent merchants -- with two separate groups of players led by a single gamemaster (or perhaps a team of gamemasters). The situations in the games can be developed so that, eventually, the two groups meet -- on opposite sides of a major conflict! Then, bring the players together for one big session to resolve the situation! This kind of head-to-head competition is quite different from normal role-playing experiences -- always fiery and tough to gamemaster, but infinitely rewarding when it works!

Before attempting such unusual efforts, however, the designers recommend playing a simple independent merchant campaign for awhile to get acquainted with the system and see how play differs from the standard Star Fleet campaign. Some will like these differences, some will not, but all can benefit from experimentation with them.

Players of STAR TREK: THE ROLE PLAYING GAME are already aware that the game is similar to a television series in that it tends to be episodic in nature. Characters interact with well-defined adventure situations which usually are structured much like an episode of the TV series, with a beginning and end to each adventure. Most campaigns do not concern themselves overly much with their characters lives between "adventures", just as STAR TREK the TV series (or movies) does not concern itself with the day-to-day routine of the U.S.S. Enterprise between episodes.

Independent trader campaigns often develop much differently. In these, play is often continuous, with no real gaps in "game time". This is because part of the adventure of being a trader is keeping things together and maintaining your day-to-day existence. The economic struggle of "earning a living" still exists in STAR TREK's future. It does not affect the Star Fleet player as much, since like most military personnel his or her daily needs are provided for routinely. Also, Star Fleet personnel have little control, except at the highest levels, over where they go and what they do. Their job (in the game as well as in "real life") is to cope with the situations they find themselves placed in. The independent trader CHOOSES his paths through the galaxy, and must then live with his choices.

Because "game time" is more or less continuous as far as play is concerned, players will find that it passes more slowly at times, in relation to "real time" spent playing the game. Sometimes, though, things happen fast and furious -- especially when making interstellar jumps. The routine of space travel is usually compressed (unless something unusual happens in transit) into very little real time, saving time for the more interesting adventures.

In trade-based campaigns, game situations usually change faster than in Star Fleet campaigns. Military personnel change their economic status and lifestyle very little during a tour of Star Fleet status; trader characters tend to be more vulnerable as well. To be blunt, trader characters die a lot more often, and this is as it should be. Interstellar merchant vessels -- especially those not part of a big commercial fleet -- ply their trade on the edge of interstellar civilization, and often on the edge of danger or disaster. Fortunately, trader campaigns move faster, and it is easy to work a new character in at any time to replace one who is lost to the dangers of space. Players often maintain two or more characters for this very reason.

The most important difference between the two styles of STAR TREK campaigning lies in the fact that the trade-based campaign requires much more gamemaster preparation BEFORE the campaign begins. With Star Fleet campaigns, the focus is on the individual adventure scenario, and the state of the rest of the galaxy is usually of little importance on a continuing basis.

In the trade campaign, however, the gamemaster must prepare more background for the area in which the campaign activity takes place. This is true because, unlike the Star Fleet campaign gamemaster, the independent trader campaign gamemaster DOESN'T KNOW WERE THE PLAYERS WILL GO NEXT!

Where to go and what to do is mostly dictated to Star Fleet personnel by their superiors (that is, the gamemaster has to prepare more material in advance to have something ready no matter where the players' whims take them. The gamemaster must also be ready to improvise if he fails to anticipate his players' actions, and they decide to go off in a direction the gamemaster had not counted on or prepared for ahead of time.

First, let us look at some of the necessary preparations for the merchant ship campaign. Gamemasters can more quickly and easily prepare for such campaigns by following a simple procedure and systematically setting up their own little corner of the STAR TREK universe.

PREPARING FOR THE MERCHANT CAMPAIGN

Once a gamemaster and the players have decided on a merchant-based campaign, the next step is to decide what type of ship to base the campaign setting around. The setting need not necessarily BE aboard ship, of course. A very viable campaign could focus around a planetside port, with the characters using it as home base. Characters could act as brokers, buying from incoming ships and selling cargoes to outgoing ships. Most players, however, prefer the mobility and adventure of shipboard life.

The size of ship has no direct bearing on the quality of a campaign. Some campaign groups have more fun operating a single small ship, while other players enjoy acting as officers aboard a large vessel, or the owners of a fleet.
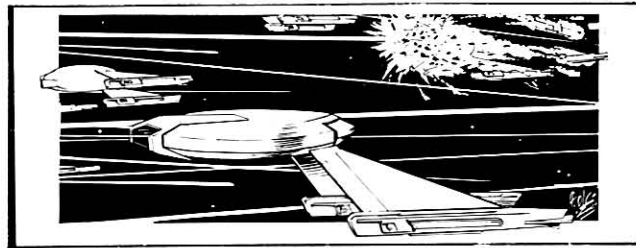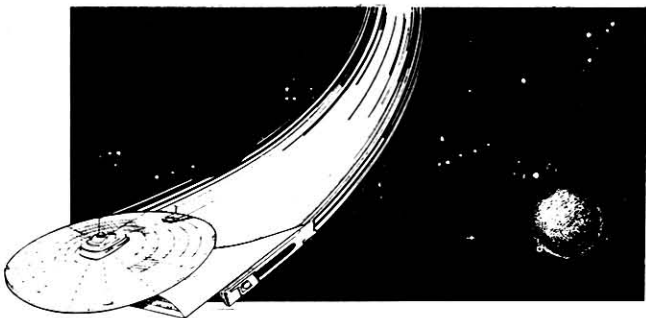
The small independent trade ship has several advantages as a campaign setting. The captain and crew of such a ship have more freedom to travel and to have adventures than the crew of a large vessel. Large vessels are expensive to buy and to operate, and keeping one profitable requires spending most of one's time in the business for trading -- not in extraneous adventuring. The smaller ship can move enough cargo to keep making payments, and usually have enough leeway to take on other jobs that may lead to adventure situations. Characters, special cargo or passenger runs, or jobs having little to do with trade and commerce may be undertaken by a small crew more effectively than a large crew.

For a first merchant campaign, several factors should be considered before choosing a ship. First look at the size of the player group. If only 5 or 6 people are playing, they might be best suited as the crew of a small vessel. They might be the ONLY crewmen, or the roster might be filled out be non-player characters. For very small groups with some experience, players might even run more than one character each to fill out the crew roster. If the group consists of 10 or 12 players, however, it might be easier to run the campaign might more closely resemble a Star Fleet campaign -- the player characters might not even be the top officers, but rather a negotiating and trouble-shooting team for a large merchant vessel.

The experience of the players should be taken into account as well. People new to role-playing do better with less bookkeeping and structure and more action, and should be kept on small ships where this is more likely to happen. More experienced players breeze through the routine paperwork, and develop more subtle play styles that mke larger ships more challenging and exciting.

The players' preferences should, of course, be the final determining factor. On larger ships, the economic game dominates. Players will spend more time wheeling and dealing to make a profit on such ships, so if the players enjoy this aspect of merchant campaign play, this is the likely place for them. If the players enjoy free-wheeling adventure more (and don't mind having to struggle along for a while to get started), they will prefer the small independent ship as a base of operations.

Gamemasters may use ship types presented in this supplement, or design their own to order, using the STAR TREK SHIP CONSTRUCTION HANDBOOK now available. With the handbook, all types of merchant vessels can be constructed to house the campaign.

Once the ship is ready, the jobs aboard her may be filled with player characters and non-player characters. The campaign may start with a crew that has been together for awhile, or one that is newly organized. Sometimes, the gathering of a crew can itself be an interesting adventure. A new ship owner may have to check around the starport for qualified crewmen. The player characters have each developed a background for their characters, and are encountered by the new captain in an adventure situation.

The merchant character creation system, like the Star Fleet officer system in the basic rules, has you choose

the character's campaign job FIRST, then create the character to fit. Therefore, you must choose which players will fill which jobs, and allow them to create characters to match. Your choices here will affect the game from now on, so they should be made with some care. The basic rule-set discusses some tips for placing players in positions where they will be comfortable. Three basic areas should be considered.

First, players should be placed in jobs that they will find fun and exciting. Not everyone can be captain, or will want to hold this job. Players may desire to "role-play" a character with a very different personality than their own, but their true persoanlities will govern how much fun they have with that character, so take those personalities into account when choosing jobs and creating characters.

On small ships, job descriptions tend to be looser, with all characters getting involved in all aspects of ship-board life. Large ships are more restrictive in this regard. Consider this when creating characters.

Second, consider the experience of the individual players. It is not GENERALLY a good idea to place a very inexperienced player in a position where she/he will have to make a lot of important decisions right away. In some cases, however, playing a character with clout (like a ship captain) is just the thing to encourage a shy individual and bring them more into the action of the campaign. Balance experience with personality and find a good place where both needs can be served. Above all, encourage experienced players to involve the less experienced in the game, rather than hogging all the action.

Finally, consider the overall campaign tone when creating characters. Serious, intense players should have characters that lend themselves to this type of play. Fun-loving people who enjoy a more humorous approach should reflect this by playing rogues, eccentrics, and other colorful types like Harry Mudd and Cyrano Jones. The byplay can get very interesting when both types of players have characters in the same campaign!

Once you have ships and characters, you -- as game-master -- must prepare an adventure background to house them. In the independent campaign, this is the most time-consuming part of pre-campaign preparation. In the Star Fleet campaign, the episodic nature of play, where players fly from adventure to adventure in different places each time, prevents the gamemaster from having to be very specific about day-to-day matters such as money, food, and -- especially -- continuity of location.

In the Star Fleet campaign, it is not important to know specifically how far apart most locations are. The gamemaster need not worry about travel times and distances except where it affects the adventure directly. In the merchant campaign, however, it is vital that the area of space to be dealt with in the game be mapped out, so that players can plan their trading routes and decide how best to make a profit. Non-trade adventures must spin off from this background, and tie in with it in terms of local situations and galactography.

Because of the great distances involved, most traders do not wander hither and yon all over the known galaxy. Instead, they have a smaller area of space that they operate in and around -- sort of a "home territory". It is this area that must be mapped and developed before the start of the campaign. Later, the gamemaster will add to it as the characters broaden their horizons.

The trader's home territory will consist of various planetary systems inhabited by intelligent species (as well as a goodly number of uninhabited ones; most likely, though they need not be mapped with a great deal of precision unless important in other ways). Some of the inhabited worlds will be colony worlds populated by the familiar species we know from STAR TREK -- humans, Vulcans, Andorians, Caitians, Tellarites and Edoans. Others will be populated by other smaller Federation-member races that will have to be created by the gamemaster. The species listed above are those that are most common in the galaxy, having developed the warp drive on their own and having started in interstellar expansion before their first contact with the Federation. Other races discussed in the basic rules (Orions, Gorn, and even the Klingons) also developed the warp drive and started colonizing on their own. These races are not Federation members, and will be less common in UFP territory, but campaigns set along the frontiers of UFP space may have colonies belonging to one or more of these races in their home territory. Romulans and Tholians, being politically segregated from the Federation, will not have colonies or permanent outposts in Federation-held space (except in secret).

The gamemaster should first decide in what general area of space the campaign will take place. Most campaigns will be set along the Federation's frontiers, as the chance of encountering the unknown (and exciting) is greater there, and the restrictions are less concrete. Is the home territory near the Romulan Neutral Zone, Gorn-held space, the Klingon/UFP Organian Treaty Zone, or the Orion Colonies? If so, this will affect the composition of the local area, the races which will colonize there, and the political situation.

One or more of the main Federation homeworlds may or may not be in this home territory, depending on your preferences. STAR TREK never tied down OF—FICIALLY the locations of Vulcan, Tellar, Andor, etc., or even their exact distances from Earth. Speculations have been made in various "official" or unofficial publications, we have included our own speculations as to the locations of star-systems in the galaxy, but do not let these maps restrict you. If you do not agree with our placement, change it. (For more discussion of this position, see the De-signer's Notes section of the basic ruleset...) The designers recommend that campaigns be kept away from Earth, at least as the center of home territory. That close to the center of the Federation, play is too restricted to allow much early development. If homeworlds are used at all, use only one or two of the smaller ones. Better yet, set the campaign around major colonies of these worlds.

Minor alien races can be created for your home territory. Largely, these are races that had not begun inter-stellar exploration (or had begun it on a small scale only) at the time of first contact with the Federation. Some of these races may have since started expanding with Federation assistance, and even be full UFP members. Others may be neutrals with trade agreements in the UFP (not neces-sarily exclusive arragements, thus opening up the possibility

of competition from hostiles like the Klingons or Gorn), or even allies of hostile powers. These alien races can be created by the gamemaster to suit the needs of the campaign, based on the rules and guidelines for such in the basic ruleset.

Some alien races will be insufficiently advanced to understand the concept of galactic civilizations or interstellar trade and travel. Such planetary systems will be under the Prime Directive protection of the UFP, but may play a part in the campaign nonetheless, especially if players are forced to land there for one reason or another. Some races in the home territory, along the fringes of the known galaxy, may not even have been contacted or discovered by the UFP!

The gamemaster should create a series of planetary systems and their residents for the home territory (using the rules in the basic game), striving for a widely varied mix and planning ahead for potential adventure situations. The most prominent planets should be more fully fleshed out with surface maps, major ports, non-player characters, etc. Others may be kept to a few basic notes. Be prepared, though, for players to surprise you and travel to an area that "isn't ready yet", forcing you to make up details on the spot, or call a recess or postponement of play while you flesh out the area.

The gamemaster should have a number of adventure situations in mind when planning the star systems in the home territory, with rumors, patrons, and items planted for the players to stumble upon at the proper time to draw them into the adventure. These can be as detailed as FASA's prepared adventure scenarios (or prepared scenarios can be "written in" as they stand), or just general notes to be fleshed out when needed.

Once the planets are planned, these star systems should be mapped out on graph paper, as shown below. Use two-dimensional coordinates to show where all the systems are in relation to each other. (Three-dimensional coordinate systems are more realistic, but they are also MUCH harder to use and visualize. The use of three-dimensional mapping is not recommended unless the gamemaster and all the players are very experienced, and do not mind adding an extra level of complexity to the game.) If you desire, the travel times to especially distant places like Earth or Vulcan can be decided, but these need not be shown on your map of the home territory. The gamemaster's master map should show ALL systems in the area, while maps for players' use should show only KNOWN systems.

The designers recommend 4-squares-to-the-inch graph paper for mapping areas of space. A scale should be decided, not based on DISTANCE as such, but rather on TRAVEL TIME at a fixed warp speed. (The sample map uses a scale of ¼ inch (1 square wide) equals 1 day's travel at Warp factor 3. In distance, that makes each square about 27 light-days apart. This translates to .07 light years or 433,900,800,000 miles. The last figure is so large as to be clumsy and almost meaningless, so we will use travel times at fixed warp speeds to establish distance.)

The WARP SPEED CONVERSION TABLE presented here allows you to take a known travel time at one warp speed, and determine the travel time to the same destination at a different speed. Simply find the known speed in the VERTICAL column at left, and cross-index with the new speed at the top in the HORIZONTAL row. Take the number found at the place where column and row cross, and multiply times the known travel time at the original warp speed. The last entry in the top horizontal row is for the speed of a message travelling by subspace radio, so it can be determined how fast a message can be sent to a distant point. See instructions printed with the chart for further conversion information.

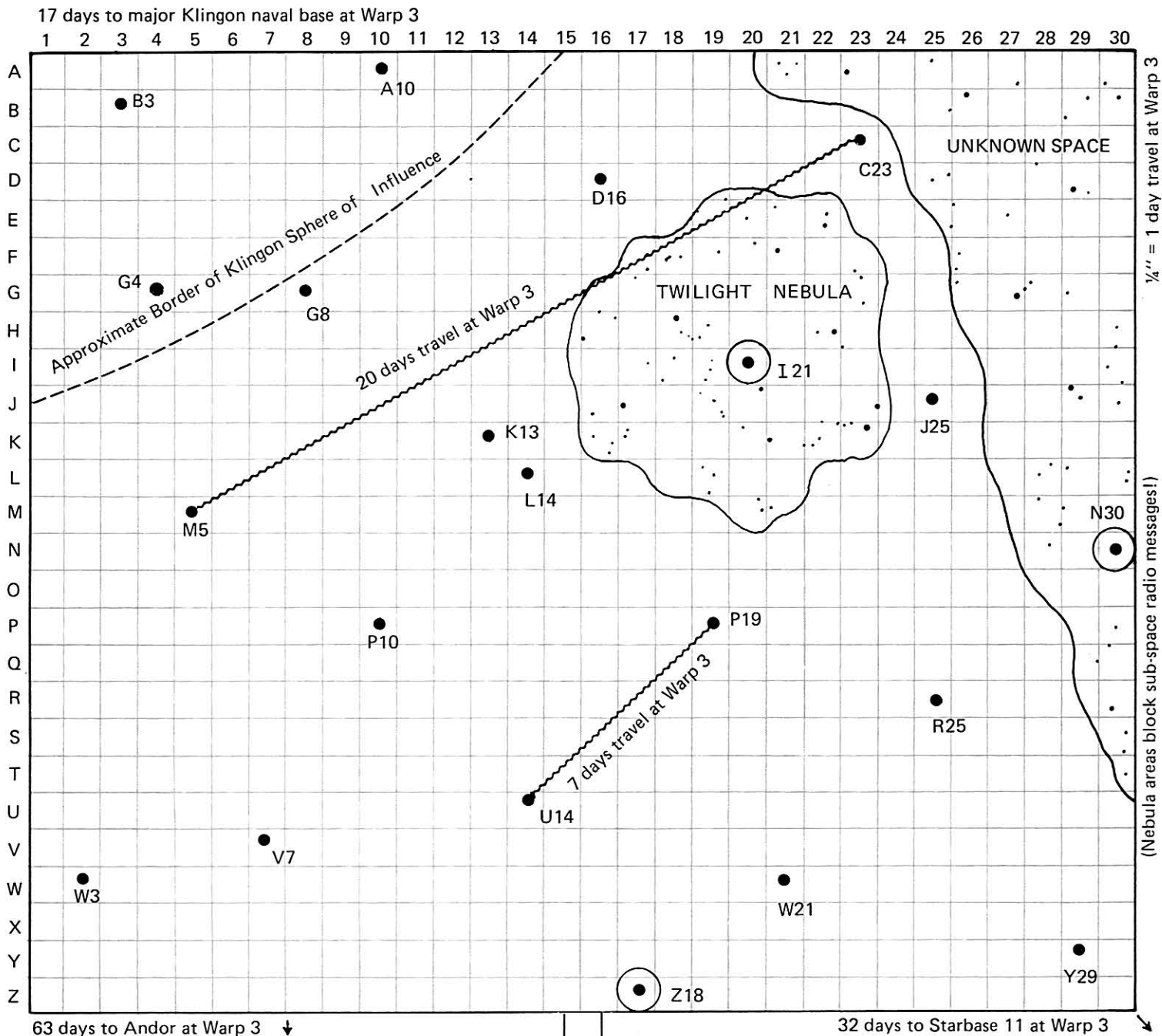TRAVEL TIME (Known Warp speed) X MULTIPLIER (table below) = TRAVEL TIME New warp speed)
To convert decimal remainders (days) to hours, multiply by **24**.
To convert decimal remainders (hours) to minutes, multiply by **60**.

...Find the multiplier for travel time (in days) for these warp speeds!

If you know travel time at this warp speed...		Warp 1 1C	Warp 2 8C	Warp 3 27C	Warp 4 64C	Warp 5 125C	Warp 6 216C	Warp 7 343C	Warp 8 512C	Warp 9 729C	Warp 10 1000C	Subspace Ratio (Warp 15-3375c)
	Warp 1 1C	1	.125	.037	.0156	.008	.0046	.0029	.002	.0014	.001	.0002
	Warp 2 8C	8	1	.2963	.125	.064	.037	.0233	.0156	.011	.008	.0024
	Warp 3 27C	27	3.375	1	.4219	.216	.125	.0787	.0527	.037	.027	.008
	Warp 4 64C	64	8	2.3704	1	.512	.2963	.1866	.125	.0878	.064	.019
	Warp 5 125C	125	15.625	4.6296	1.9531	1	.5787	.3644	.2441	.1715	.125	.037
	Warp 6 216C	216	27	8	3.375	1.728	1	.6297	.4219	.2963	.216	.064
	Warp 7 343C	343	42.875	12.7037	5.3594	2.744	1.588	1	.6699	.4705	.343	.1016
	Warp 8 512C	512	64	18.963	8	4.096	2.3704	1.4927	1	.7023	.512	.1517
	Warp 9 729C	729	91.125	27	11.3906	5.832	3.375	2.1254	1.4238	1	.729	.216
	Warp 10 1000C	1000	125	37.037	15.625	8	4.6296	2.9155	1.9531	1.3717	1	.2963

A10

B3

UNKNOWN SPACE

C23

Approximate Border of Klingon Sphere of Influence

D16

¼" = 1 day travel at Warp 3

G4

G8

TWILIGHT NEBULA

20 days travel at Warp 3

I 21

K13

J25

L14

N30

M5

(Nebula areas block sub-space radio messages!)

P19

P10

7 days travel at Warp 3

R25

U14

V7

W3

W21

X

Y29

Z18

To find the distance between two points on the map, place a ruler between them and read the result to the nearest ¼ inch (if using 4-to-the-inch graph paper). That reveals the number of days travel time between the two points at Warp 3. You may wish to use a different scale for your map, if you wish it to cover a larger area, or simply

use the same scale and a larger piece of graph paper. Local art supply stores or drafting supply concerns usually carry very large sheets of graph paper, if your campaign area is to be especially large. See the map and example below for further explanation of mapping procedures and travel times.

The area of space you will operate the campaign in should be supplied with background material on the various political struggles, economic strengths and weaknesses, and colorful personalities resident therein. Some of this material may be made known to the players at the campaign's start (depending on how long their characters have been

around here...). Other material will be available only if the players dig for it or accidentally stumble on it. Some information may be things the players will NEVER find out about, but will be affected by all the same.

Inhabited systems should be kept far enough apart to make travel times significant in the campaign. In our example, the Twilight Nebula region, the area of nebulosity interferes with subspace radio signals, adding another factor dividing this area and making communications and travel interesting.

Adventure situations abound in a good campaign area, even if they are only sketchy ideas to start out with. The Twilight Nebula offers many possibilities for adventure (and for disaster, should the players fail to take proper care...)! The Klingons have been kept close by for eventual use as all-purpose villains. A second source of villainy lies in the center of the mysterious Nebula region, where renegades and criminals of both the   Federation and

Klingon Empire have formed a Pirate's Haven to prey on ships that are bold enough to enter the nebula itself. One new alien race faces internal conflicts (instigated and supported by the Klingons clandestinely), and another waits to be discovered on a dangerous world of carnivorous life-forms. Two rival trade centers vie for business, while a paradise world makes a bid for Federation membership. A feudal civilization develops, unaware of its proximity to two great interstellar governments. And, of course, unknown space awaits the bold and the foolhardy alike. A group could adventure here for some time without becoming bored!

There are an endless number of adventure situations that can be prepared for the trader characters in a merchant campaign. Many such adventures will exploit the common problems of the merchant life -- buying low, selling high, and getting the merchandise from one place to another in between. Trade associations, business rivalries, pirates, slick con men, and many more hazards await the beings who sell their wares among the starlanes.

Other adventures will be suggested by interactions with Star Fleet itself, putting the players on the receiving end of Federation regulations for a change. Taxes must be paid and laws must be obeyed. When they aren't, sometimes the players get caught in the middle (even if they aren't guilty of such transgressions themselves).

Other races -- friendly, neutral or hostile -- will create other adventure situations for your players. Local laws, outside Federation jurisdiction, have tripped up many a trader. Also, sometimes a merchant must deal with political intrigues and Klingon plots to get his cargo moved and sold.

Finally, there will always be side trips and distractions to pull the merchant crew away from their primary objective of making money into adventures of a different sort. The backgrounds and private lives of characters can be rich sources for scenario material. Does the captain have an old flame, or is the first mate an old enemy? Is it really worth looking for the rumored remains of a lost civilization on a dead planet with a poisonous atmosphere? Why does a mysterious stranger bypass the passenger lines and want to charter your ship (at an enormous sum of money) for a trip to a nearby world - no questions asked? (And, if the money is that good, do you really CARE why he wants to go?) The possibilities are endless — as endless as the stars.

MAPPING EXAMPLE——TWILIGHT NEBULA AREA

This area is home to the privately owned trade vessel Friday's Child (owner and master Capt. Simon DeWitt). The Twilight Nebula and the surrounding area lies along the extreme borders of the juncture between the UFP and the Klingon Empire, outside the area covered by the Organian Treaty, but still under the "no warfare" interdiction of the Organians.

The area is named for a large area somewhat obscured by dust and luminescent gas. The area itself is largely avoided by shipping, as many ships have had accidents in the area. In recent years, a great number of ships have not returned from the nebula area at all, prompting investigations by Star Fleet that revealed nothing.

Neither the Klingon nor UFP influence is overtly great in this area of space, though the Klingons stubbornly maintain well-defined borders. The area is part of the patrol area of the Star Fleet heavy cruiser U.S.S. Potemkin, and is occasionally patrolled on the Klingon side by groups of D-7 battlecruisers. The Potemkin's usual ports of call are the well-established Federation colony of Enid VI (Y29)

and the small Star Fleet security base on Dalanda V (K13). Klingon military activity centers at their border patrol base at Klevaan (G8), with at least one D—7 class ship assigned there at all times.

Most settlements are either agricultural worlds, industrial centers or mining colonies. Both humans and Andorians have expanded into this area, with one combined colony established at Duo III (L14), where human and Andorian industrial concerns have built a profitable industrial complex.

One section of space, beyond the Twilight Nebula it itself, has never been fully explored, beyond some preliminary studies by automated probes which revealed nothing particularly promising. Some independent scout activity progress along the fringes of this area, but no organized Federation effort is likely to be mounted for several years, nor are the Klingons expected to move in.

One world in this section of space, Katan IV (Z18), is known to be the home of an indigenous human-like race wih a feudal-type society. Katan IV is closed to interstellar contact by UFP orders under the Prime Directive, until such time as the Federation determines that the planetary society is developed to the extent of being prepared to accept the idea of interstellar civilization. (Tech/Soc Index 4-334233)

One independent set of intelligent neutrals exists in the area, with homeworld at Rriss. The Rriss are a highly intelligent race with vaguely reptilian forms who were on the verge of interplanetary exploration when first contacted by Federation scouts. Under Federation guidance, the Rriss joined the interstellar community (much to the chagrin of the Klingons) and were moving toward full alliance with the UFP. The Federation loaned the Rriss money and ships to establish their first interstellar colony at Ssleen (m5), but soon after an internal political struggle ensued and a civil war was narrowly averted on the Rriss homeworld. Instigators of the conflict were exiled to Ssleen, but the political power of the groups in favor of Federation membership was greatly reduced by the war, and Rriss instead declared official neutrality.

Ironically, the political exiles who went to Ssleen were able to consolidate a power bloc on the new colony world even stronger than the one they had once controlled on the homeworld. Klingon interference is suspected on the side of the exiles, who are now threatening to bring civil war on the colony world, and declare a new government allied with the Klingon Empire.
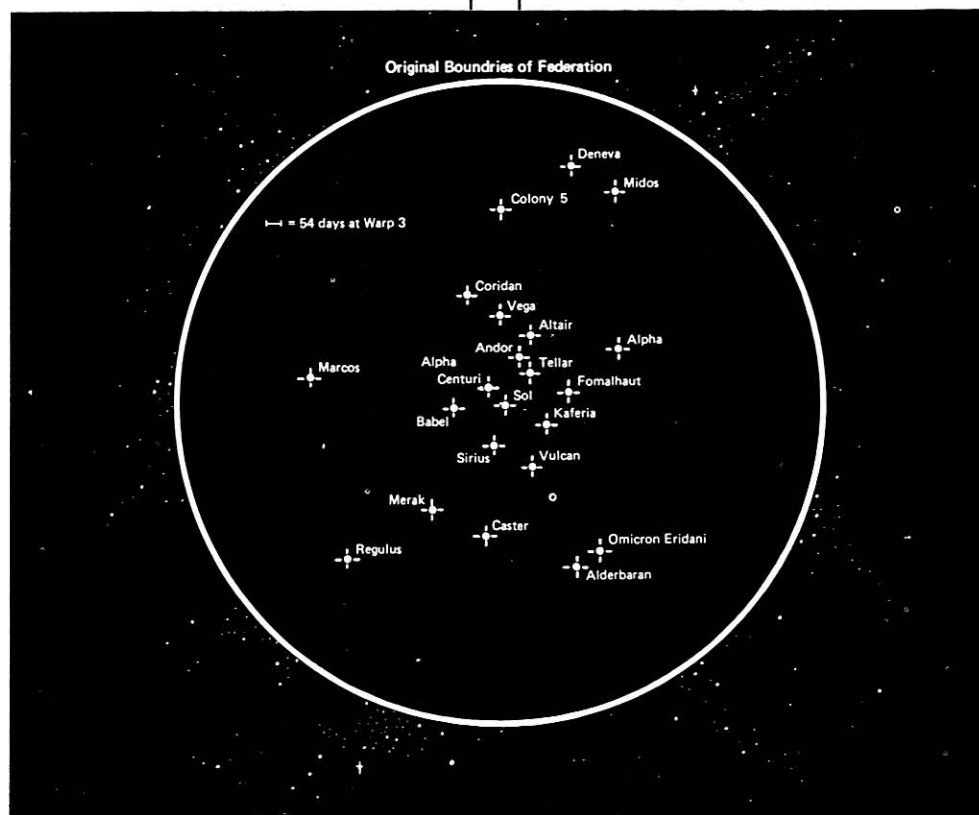
DeWitt and his crew have come here from another area entirely, changing their base of operations when rumors began to circulate that the Twilight Nebula region was a good place for a trader to make a quick buck. As such, when the campaign starts they are mostly unfamiliar with the background of the place. The gamemaster is starting the campaign with planetfall at Enid VI, so he has prepared amps (especially of the spaceport), background informaton, and interesting non-player characters in advance of the first play session.

NOTE: PTP's have deliberately NOT been provided for the Twilight Nebula region, so that you may create them to fit your own campaign. Note 'however' descriptions such as "mining colony", "agricultural world" and "industrial center", which will give clues to the relative availability and desirability of certain types of trade goods. These notes should be considered when planning PTP's for these worlds.

TWILIGHT NEBULA SECTION -- SYSTEM MAP
IDENTIFICATIONS

A10 KLEST
Klingon mining colony

D3 DVLAAK (formerly Varadd)
Klingon agricultural colony, populated by Klingon servitor race -- a lemur-like marginally sentient species known as the Varadee.

C23 FACET
UFP/human dilithium mining colony.

D16 RRISS
Homeworld of reptilian intelligent species. Swamp-covered.

64 KLAAN
Klingon agricultural colony, worked by transported Varadee.

68 KLEVAAN
Klingon border patrol base, well-fortified, on an airless planet.

I21 TWILIGHT BASE
Private base of renegade humans and Klingons, established in an underground installation on a dead world.

J25 T'RILLAN
UFP/Vulcan agricultural colony.

K13 DALANDA V
Small trade port and UFP naval base. Underground installation on poison- atmosphere world.

L14 DUO III
UFP/Human-Andorian industrial colony.

M5 SSLEEN
Rrissian colony world, on the verge of civil war.

Rebel forces intend to ally with Klingon Empire.

N30 KEEF
Planet rich in natural medicinal agents, mostly unexplored due to dangerous life forms. (Home of indigenous intelligent avian species, as yet uncontacted.)

P10 TORRT VI
UFP/Andorian industrial center -- Independent Federation member.

P19 BONANZA
Neutral human-owned tradeworld (Bonanza Corporation .

V7 D'LIVIAN VI
UFP/Andorian colony world, noted for rare colored hardwoods.

Y29 ENID VI
UFP/Human urban & industrial world. Oldest established colony in region -- now independent and applying for Federation membership. A world of great natural beauty, preserved through its growth and urbanization by strict controls on environmental pollution and ecological change. A model of harmony between nature and technology. A major starport with a large but stabilized population.

Z18 KATAN III
UFP protectorate, closed to interstellar traffic by Prime Directive order. Native humanoid civilization in feudal period of sociological development (Tech/Soc index 4-334233) and not to be contacted or interfered with by UFP order.

Original Boundries of Federation

⊢⊣ = 54 days at Warp 3

Deneva
Midos
Colony 5
Coridan
Vega
Altair
Andor
Alpha
Tellar
Marcos
Alpha Centuri
Sol
Fomalhaut
Babel
Kaferia
Sirius
Vulcan
Merak
Castor
Regulus
Omicron Eridani
Alderbaran

Merchants in the Star Fleet Campaign

Much of this supplement has been aimed at setting up a campaign centering around trader or merchant player characters, but the same rules and information can be applied to putting merchants into Star Fleet campaigns as non-player characters. Several episodes of the STAR TREK television series had interstellar traders as important minor characters, most notably STAR TREK's most popular episode, "The Trouble with Tribbles" by David Gerrold, which featured the unforgettable trader, scout and all-purpose rogue -- Cyrano Jones.

Another STAR TREK favorite, Harcourt Fenton ("Harry") Mudd, turned a credit quite often as an interstellar trader -- mostly selling things which were illegal, were not what they were represented to be, or were not owned by him in the first place! These "larger than life" individuals are not really intended as player characters, and players should not expect to begin the game with characters matching their capabilities. (Both Cyrano and Harry are featured with their full character statistics in the appendix of this volume...)
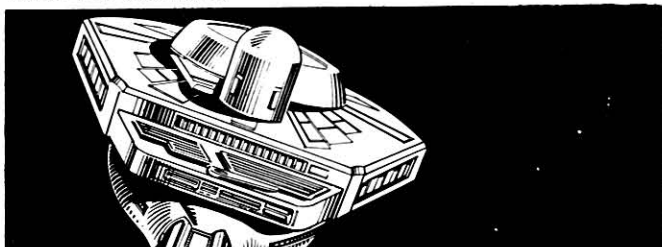
Interstellar traders can present several entertaining ways of sparking an adventure situation for Star Fleet campaigns. The Enterprise was once called on to rescue Cyrano Jones from a pursuing Klingon warship ("More Tribbles, More Troubles"), and even though Kirk might have rather thrown him back into space, he was obliged to aid a Federation registry ship in distress. Your own players might be in a similar situation someday, further complicated by the fact that their stop ·to rescue a merchant makes them late for an important mission. Whether the "distressed merchant" turns out to be a Klingon spy or a harmless kook with a hold full of Betelgeuse boreworms is up to the gamemaster.

Part of Star Fleet's job is to police the trade regulations of the Federation. There are laws against transporting harmful animals ("The Trouble with Tribbles") and against selling drugs that do not perform as advertised ("Mudd's Passion"), not to mention regulations against smuggling, hijacking and piracy. Star Fleet crews might be called upon to enforce the law in such circumstances.

Shipping companies and trader's associations have been known to take "friendly business competition" to extremes sometimes. When this happens, Star Fleet may have to step in to keep merchants' rivalries from becoming shooting wars. Tradeworlds and freeports are great places for Star Fleet adventures, too (see the appropriate sections of this supplement), especially outside of Federation jurisdicton where players might have to operate clandestinely with no help from Star Fleet Command (or perhaps from their own ship)!

It is even possible for experienced players and gamemasters to make an attempt at "crossing over" merchant campaigns and Star Fleet campaigns, either featuring two separate player groups in the same game universe, or two sets of player characters run by the same people! No matter what approach the gamemaster takes, the material in in this supplement can enhance the play of any STAR TREK campaign.

THE NON—HUMAN MERCHANT

In merchant-based campaigns, as in Star Fleet campaigns, playing non-human characters is more challenging than playing humans, and requires more role-playing non-humans...) A few hints on each race's characteristics, as they apply to the merchant character, are provided as a starting place for working out a non-human merchant's motivation.

VULCANS

Vulcan merchants are, as one might expect, logical and cerebral about their business affairs as well as their personal affairs. Vulcan traders do not bargain. They set a price with cool logic and do not adjust it. Neither, however, will they misrepresent the value of goods. Some would say this makes them the most honest of merchants, as they never ask more than something is worth. Human traders, however, are in business to get MORE than something is worth, quite often. Vulcans therefore have the reputation of being stingy and grasping among some human traders. Small independent traders dislike Vulcan traders as well, mainly because most Vulcan trade ships are owned by family corporations in business for hundreds of years. Vulcan trade ships are generally huge affairs, offering the ability to move goods very cheaply in bulk since Vulcans do not waste money and can operate their ships at lower cost than most others. This makes it hard on the smaller cargoes.

ANDORIANS

Andorian-owned cargo ships are, by ancient tradition, armed vessels. Andorians who are truly observant of the ancient customs will not even ride in a space vehicle that does not at least have token armament mounted, but most modern Andorians do not take the old ways that seriously. Still, it would be most unusual for an Andorian to be master of a ship that did not mount at least one weapon for space combat, though he or she might SERVE aboard such a ship. Some otherwise unarmed ships have a very weak and unobtrusive token weapons system (like an old fashioned laser) mounted for this very reason. Andorians are good bargainers, but tend to be fair in their dealings. No Andorian would deliberately cheat a member of his own race, however. Such an act would be a deadly insult, possibly resulting in violence.

CAITIANS

Caitian males are among the roughest, toughest, tradeship crewmen in existance. Male Caitians are as aggressive about trade territories as they are about everything else, and no quarter is ever asked for or given in economic struggles as well as physical. Fortunately for Caitian balance sheets, Caitian women control as much economic power as the men. (Caitian society reflects a total equality of the sexes.) The women keep a close watch on the males' aggressive business dealings and keep things in hand. Even so, when a Caitian female finds cause to focus the efforts

of a business venture on eliminating a competitor, the competitor is eliminated -- one way or another. The true Caitian business vendetta (known as "R" rrallat" in the Caitian language) is not as common since their entry into the Federation, and has never been known to be turned against a company controlled by other races. There are complicated ethical reasons for this, which boil down to "Caitians should know better...".

TELLARITES

Tellarites are too argumentative to be good traders among humans and other more diplomatic species. Despite this, many Tellarites turn to interstellar trade as a profession (perhaps just to be difficult...). Tellarites always complain loudly about how they are being cheated in any deal they make, but most traders ignore this -- it's just part of the Tellarite way of doing business. Tellarite worlds consume much in the way of luxury goods, which should be considered when planning a trade profile for such places.

EDOANS

The Edoans do not seek the profession of interstellar trader very often. When they do, they stick to small ships, often selling Edoan-made tools and instruments, which are very, very good indeed. Edoan merchants are shy and introverted. They do not argue prices -- if an insultingly low price is offered an Edoan merchant, he will sadly put the item away and will NEVER mention that item again, nor sell it to that person or his agents knowingly at a later time. Edoans do not make a practice of giving gifts, feeling that exchange only grants value. Some Edoans have picked up the custom of gift-giving from other cultures, so an Edoan bearing gifts is not necessarily insulting you. But if an Edoan merchant is discussing price and offers to GIVE you his wares, he is saying not that THEY are worthless, but that YOU are! If you offer a gift to an Edoan merchant, he will probably assume that you want something small in return and may offer something and mean no insult, but if you refuse his offers to return a gift with a gift, you will insult him.

ORIONS

Orions are good traders, but are somewhat contemptuous of local laws. They will not openly break them (usually), but will get around them when they can. Though slavery is outlawed in the Federation, an Orion captain who is wealthy enough to own green Orion slave women might well keep one or more on-board ship, even when travelling to Federation ports. This is technically illegal, but officials ordinarily take no notice if the women do not leave the ship or attract attention, to avoid an interstellar incident. On rare occasions, an Orion trader who is strapped for cash might offer (very discreetly) to sell one of these women. This would rarely be risked in a Federation port, but is sometimes done quite openly in freeports and on tradeworlds that do not prohibit it. Humans and members of other races who "own" Orion slave women are understandably reluctant to disclose this fact. More than one such a sale has been a ruse, and the woman finds an early opportunity to murder her new "owner" (and perhaps rob him) to return to the Orion trader's ship -- as prearranged -- just before it leaves. A less vicious version of this scam has the woman simply run away at the first opportunity. The victim of this scam has lost the purchase price and cannot, of course, go to the authorities!

OTHER INDEPENDENT CAMPAIGNING

There are other supplements for STAR TREK: THE ROLE PLAYING GAME in the works, which will present other character generation systems and backgrounds for non-Star Fleet campaigns, including one for independent interstellar scouts, diplomats and Federation officials, etc., In the meantime, other types of independent characters can be played by adapting some of the rules in this supplement and in the basic ruleset.

This supplement provides skills, items of equipment, and a monetary system common to civilians of all types, and this information can be combined to create player characters and non-player characters of all types. The following are just a few of the possibilities available.

Secret Agents (Federation, planetary government, Klingon, etc.)
Industrialists and businessmen
Charter pilots for hire (with or with out their own ship)
Local merchants and businessmen
Professional trouble shooters (often ex-Star Fleet)
Clerks, secretaries and accountants (nice as non-players, anyway...)
Artisans and precision mechanics and toolmakers
Local law enforcement officers
Wealthy patrons
Bureaucrats and politicians
...and many, many more!

Appendix

APPENDIX A / STAR FLEET PAY GRADES

Now that a monetary system has been established for private purchases, those gamemasters and players with Star Fleet campaigns may wish to know how much money their characters have to spend. Unlike most military forces throughout history, Star Fleet pays quite well, considering that personnel receive food, shelter, clothing and medical care free of charge! Star Fleet, of course, is an all-elite force, with those serving aboard Constitution-class ships being the elite of the elite.

Star Fleet pay grades are listed below. For pay grades on board private trade and merchant vessels, see the section of the rules on ship expenses.

RANK	PAY/month
Admiral	4800 Cr
Commodore	4000 Cr
Captain	3400 Cr
Commander	2800 Cr
Lieutenant Commander	2400 Cr
Lieutenant	2000 Cr
Lieutenant, junior grade	1800 Cr
Ensign	1600 Cr
Cadet or Midshipman	400 Cr
Chief Warrant Officer	1400 Cr
Warrant Officer	1300 Cr
Master Chief Petty Officer	1400 Cr
Senior Chief Petty Officer	1000 Cr
Chief Petty Officer	900 Cr
Petty Officer 1st Class	700 Cr
Petty Officer 2nd Class	600 Cr
Enlisted 1st Class	500 Cr
Enlisted 2nd Class	400 Cr
Recruit	400 Cr

HAZARDOUS DUTY PAY   +20 above pay grade

Paid to all serving aboard military vessels in active battle during wartime, border-post personnel, special missions groups, and personnel serving aboard Constitution-class starships at ALL times. This bonus may be paid for other hazardous duty assignments, at the discretion of the gamemaster.

RETIREMENT PAY

½ last pay grade received, paid to personnel above the rank of Master Chief Petty Officer after 15 years or more active service. ¼ pay retirement available to all petty officers after 15 years, or higher ranks after 10 years.

APPENDIX B / QUICK RESOLUTION SYSTEM FOR MERCHANT FLEETS

Characters who are "merchant princes", owning fleets of merchant ships, may want to determine the income from these ships without actually playing out each as a separate adventuring crew. This section provides a simple procedure for determining the fate of non-player-controlled merchant vessels and the income from their travels. The system as presented is NOT intended for use with ships manned by player characters, and gamemasters should not allow it to be used as a substitute for role-playing and decision making.

The capabilities of each merchant ship owned must be determined, at least as far as determining the cargo capacity of each in SCUs. In addition, on ships where the captain's statistics as a non-player character are not known, a "crew efficiency rating" should be determined. This is a simple percentile score -- the same type score used for starship combat involving non-player controlled ships.

To determine the performance and income of non-player controlled ships of a merchant fleet you will make two percentile dice rolls every game month for each ship of the fleet. The first roll is called the HAZARD ROLL, and it is a simple percentile dice roll made as a saving roll vs. either the ship's captain's LUC score (if known) or the crew efficiency rating. If the hazard saving roll is successful, the ship encounters no unusual difficulties this month and may continue its trading activities.

If the hazard roll is unsuccessful (that is, if the number rolled is MORE than the captain's LUC score or the crew efficiency rating), the ship has encountered difficulties. (This can range from problems on the ground to system failures in transit, to piracy or hijacking. The gamemaster is encouraged to make up a plausible account of the trouble.) If the number rolled is LESS THAN 25 POINTS MORE than the target number, the ship will overcome its problems eventually. The problems will, however, prevent the ship from being a source of income that turn. If the roll misses by 25 POINTS OR MORE, the ship has encountered difficulties it couldn't handle, and the ship itself is lost. (Whether or not the crew is rescued is up to the gamemaster, but the ship itself is permanently out of service.)

The second roll is the PROFIT ROLL, and will determine if a trade ship brings in income for its owner, and how much. This roll is made in an identical manner to the hazard roll, as a percentile dice saving roll but attempting to roll a number less than or equal to the captain's TRADE & COMMERCE skill (or the crew effiency rating).

If the roll comes up as exactly equal to the appropriate score, no profit or loss is taken. If the number is LOWER (that is, if the saving roll is successful), the owner of the ship makes a profit. Figure the profit by SUBTRACTING the number you needed from the number you actually rolled (again, determining the difference). Multiply that number by the number of SCUs of cargo capacity on the ship and divide by two. This is the LOSS for that month shown by that ship. The owner must pay that ship immediately to cover the loss. If he/she does not, that ship immediately goes out of service until the loss is made up. If the ship is not put back into service within six months (by paying off the loss), the ship is permanently out of service. (Perhaps it has run up a big a bill in storage fees or is seized and sold to pay off the creditors from the last trip...)

Traders will immediately see that the expertise of the captain and/or crew is of vital importance in making a profit. The crew efficiency rating (or captain's vital stats, incuding LUC and TRADE & COMMERCE skill) should be determined by the gamemaster (randomly, usually) at the time the ship is acquired. (Usually, players who own several ships start out with them as part of the character creation process, and the ratings for the crew should be rolled on % dice at this time.)

If a character wishes to fire a captain or replace a crew, he/she may of course do so. Getting the news out to the ship will take one month, and the next month that ship sits idle while a new captain or crew is hired by agents for the owner. The gamemaster will then allow the owner to roll three times on percentile dice, taking the highest roll as the new crew efficiency rating. The owner need not choose

ANY roll if all three are too low, but the ship will sit idle another month while more interviews are conducted. If the ship sits idle six months, it is permanently out of service, as outlined above. If a new crew is hired, that crew begins plying the trade lanes the following month, and must make at least one monthly trip before being fired and replaced.

Players may elect to work out the complete buying and selling procedure for non-player ships in their fleet, of course. This requires knowing the points of origin and destination for them all. Even so, if the actual trip is not role-played as an adventure, the quick system can be used to determine if the ship had any trouble along the way.

When using the quick system to resolve trade trips where buying and selling is done normally, make the hazard roll only. If the saving roll succeeds, the trip is uneventful. If the roll fails by less than 25, the ship has encountered difficulties. The gamemaster and players may elect to role-play the situation or simply declare that the ship or cargo has suffered damage, and a prortion of the cargo is destroyed (or must be sold to pay for the ship repairs). The easiest way to deal with this is to sell the cargo as normal, and then roll percentile dice. The number rolled is the percentage of the cargo that is lost (or sold to pay for damage), and that percentage of the sale price is lost.

The hazard roll can even serve as an "encounter roll" for ships manned by player characters. If used in this manner, the gamemaster should have at least one encounter situation prepared in advance at all times. This can be anything from a minor systems malfunction to a hostile stowaway plotting a hijack attempt to an all-out attack by armed pirates. Such encounters need not be necessarily bad, and ALL should offer the characters alternatives and a chance to at least come out of the situation with a whole ship (and whole skins). Keep the situation ready until a failed hazard roll indicates trouble, then spring the situation on the players.

Gamemasters need not feel that all such encounters must be randomly encountered! After all, there is nothing inherently "unfair" or shameful about springing a nasty surprise or two on a group of players for the sheer fun of it. Gamemasters should simply remember that their role is NOT to defeat the players or kill their characters, but to set up challengine and exciting adventure situations that everyone can enjoy. If something goes wrong every trip, and the players get annoyed, the gamemaster is not doing a good job. Similarly, the gamemaster is not performing properly when everything always goes the players' way and nothing dangerous ever happens. Role-playing games like STAR TREK are not played to win or lose, but to enjoy.

APPENDIX C / FAMILIAR CHARACTERS

Jones, Cyrano / Human Male / Age 46
Independent scout and trader
STR 41   END 32   INT 62   DEX 42   CHA 88   LUC 02
PSI 17

"TO HIT" (modern arms) 21   (hand to hand) 21

SKILL LEVELS

Bribery	15	Sm. Ship Engineer	16
Carousing	87	Sm. Ship Piloting	61
Federation Law	32	Starship Services	28
Gaming	32	Streetwise	22
Ground Vehicle Op.	15	Trade and Commerce	89
Negotiation/Diplomacy	77	Value Estimation	51

Mudd, Harcourt Fenton (Harry) / Human Male / Age 51
    (ALIAS Walsh, Leo Francis, among others...)
Con man & rogue
STR 50   END 47   INT 81   DEX 48   CHA 73   LUC 24
PSI 14

"TO HIT" (modern arms) 24   (hand to hand) 24

SKILL LEVELS

Bribery	59	Sm. Ship Engineering	19
Carousing	78	Sm. Ship Piloting	72
Federation Law	81	Starship Services	25
Forgery	67	Streetwise	58
Gaming	53	Trade and Commerce	92
Negotiation/Diplomacy	83	Value Estimation	46

The Federation Stock Market provides a relatively easy way to build up a large cash reserve (if the character is lucky), and can also be an interesting diversion in itself. A character with a little spare cash may want to invest a certain amount during a campaign, in the hopes of building a small nest-egg for the future. Another possiblity is to play the market by one's self (with or without a gamemaster) simply to see how many credits can be amassed in a certain length of time. Whatever the purpose, this section will explain a bit about corporate stock holding in the Federation, and how to play that market.

The first thing one needs to play the markets, is one or more corporations and companies to invest in. This system is open ended, allowing the gamemaster to create any number of corporations needed. At the end of this appendix are a number of corporations to start you off, and to serve as further examples.

Step one in building a corporate stock profile is to create the company. This need not be very elaborate; simply choosing a name, what the company does and (maybe) how large it is. The rest of the information may be rolled on the following tables, or built to suit the tastes of the gamemaster.

The Stock Profiles Code (SPC) contains one digit, one letter, and two more digits; for example, 1A99. The first digit (1) represents the Price Stability. This is a number from 1 to 4 that tells us how fast the stock's price changes, and the likelihood of an annual dividend being declared. The letter (A) represents the Stock Trend code. This is a letter from A to G that represents how much of the time the stock will be climbing, and how often it will be falling. The last two digits (99) is the percentage chance for Stock Availability. A number of 00 means the company is private, with no stock ever being released to the market, while the number 99 means the stock is almost always available.

Again, these numbers (and letters) may be rolled on the tables below, or the gamemaster may pick and choose to tailor the company's stock profile to suit campaign or corporate) needs.

PRICE STABILITY

ROLL	CODE
1-2	1 = Very Stable
3-5	2 = Mod. Stable
6-8	3 = Mod. Unstable
9-0	4 = Very Unstable

% PRICE CHANGE	ANNUAL DIVIDEND % CHANCE	AMOUNT
1D10/5	75%	1/10 price
1D10	50%	1/20 price
2D10	25%	1/30 price
3D10		—— none ——

The % PRICE CHANGE column is simply the number of percentage points the stock may change in a given week. It gives no indication of the direction the stock's price will go (or directly how many credits it will move). The ANNUAL DIVIDEND % CHANCE and AMOUNT tells us how likely the chances are that the company will declare a year-end dividend and, if they do, how much it will be.

These will be explained in further detail in the WEEKLY ACTIVITY section of this appendix.

ROLL	CODE
1	A = UP 65%
2	B = UP 60%
3-4	C = UP 55%
5-6	D = UP 50%
7-8	E = UP 45%
9	F = UP 40%
0	G = UP 35%

The STOCK TREND table, tells us how often the stock's price will be climbing, and how often the stock will be falling. For example, a stock with a code of F will be going up 40 percent of the time, and falling 60 percent.

As an example, we will create the Amalgamated Starship company. This company builds small, one man ships (such as the Mission Class Courier) for both Star Fleet and independent buyers. A roll of 9 (code "4") on the Price Stability table tells us they are still a small company (compared to some of the Federation-wide companies out there) subject to wild fluctuations of price. A roll of 6 (code "D") on the Stock Trend table tells us that their stock may be up or down at any time (50% down). For Stock Availability, we roll a 35, which means the stock is available for sale about 35 percent of the time. To summarize, the SPC for Amalgamated Starship is 4D35.

In these rules, you will find a sheet entitled the Stock Market Record Sheet. Now that we have created our company and its SPC, we must fill out the top portion of the record sheet. Fill in the information from the appropriate columns of the tables above. The rest of the sheet will be filled out on a weekly (game time) basis.

WEEKLY ACTIVITY

Due to the limitations of subspace radio, the Federation Stock Index posts prices once a week (rather than once a day as are reported by Wall Street). Should a character wish to buy or sell a given amount of stock, the transaction is handled by a broker, who finds (or gets) the best price in that one week span. (This simplifies the game greatly!)

Once a week, the gamemaster rolls the Market Trend. This roll (1D10) applies to all stocks, telling us whether the market is trending up (1-5) or down (600). If the market is trending up, roll 1D10 again, and add this to the percentage changes. Thus, in a downward trending market, even a mild climber could end up going down. Write the Market Trend amount in the STOCK ACTIVITY column marked MARKET TREND.

The next column on the record sheet is OLD PRICE. If this is a new stock, a price per share should be generated and written in here. To generate this price, either pick a price per share to suit the situation, or roll % dice. This will be the price per share to suit the situation, or roll % dice. This will be the price in Credits. If the stock has been around for any length of time, transfer the last entry in the NEW PRICE column down as this week's OLD PRICE.

Next, we roll the STOCK TREND to find out whether our stock is going up or down. Note the percentage in the TREND line at the top of the record sheet. Roll % dice, and if the roll is below the TREND number, the stock
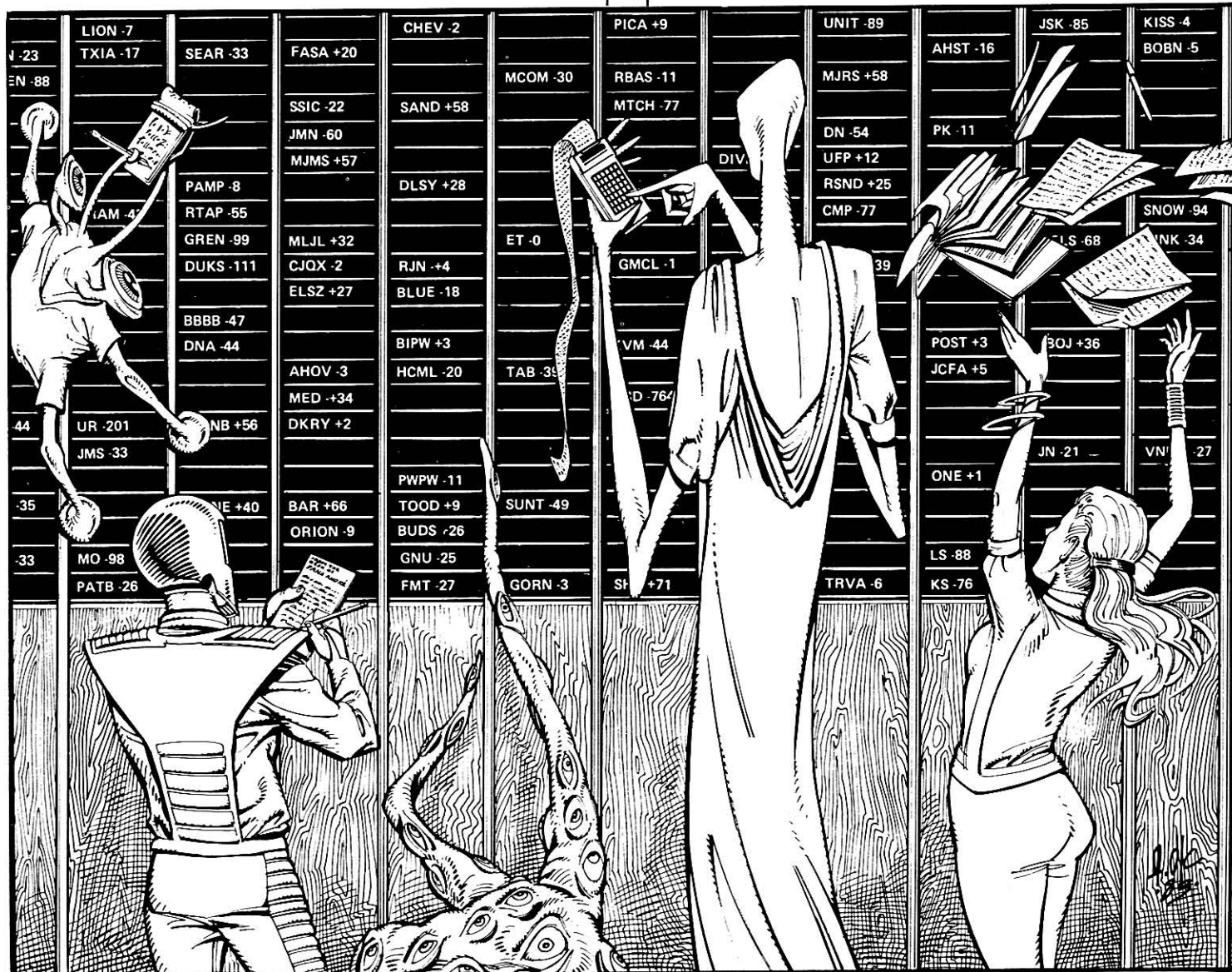
WILD CARD TABLE

ROLL	RESULT
00-17	Stock Price Plummets: down 3D10†20 percent
18-35	Stock Price Leaps Forward: up 3D10+20 percent
36-52	Major Change in Managment: reroll PRICE STABILITY CODE
53-69	Major Change in Corporate Direction: reroll STOCK TREND CODE
70-84	Management Releases New Stock: add 1D10 to STOCK AVAILABILTIY
85-99	Management Soaks UP Stock: subtract 1D10 from STOCK AVAILABILITY

If a "Wild Card" condition is rolled, change the appropriate line at the top of the sheet and roll the STOCK TREND roll again (ignore a second "Wild Card" result) and write it into the TREND column as above.

Now we roll the PERCENT CHANGE. Roll the appropriate die roll that is written in the PERCENT CHANGE column. Then, add the amounts in the MARKET TREND and PERCENT CHANGE columns (and from the WILD CARD ACTION column if that applies), and write the resulting number in the TOTAL % CHANGE column.

To obtain the NEW PRICE for our stock, multiply the OLD PRICE by the TOTAL % CHANGE, and divide by 100. This number goes in the CHANGE IN CREDITS column, which is then added to (or subtracted from, if the stock were trending down) the OLD PRICE. This is written in the NEW PRICE column, and thus the paperwork on this stock is complete for one week.

As an example, we will look at our old friend, Amalgamated Starship, with its SPC of 4D35:

COMPANY. Amalgamated Starship	SPC: 4D35
PERCENT CHANGE: 3D10	DIVIDEND
TREND 50%	% CHANCE: -none-
AVAILABILITY: 35%	AMOUNT: -none-

We roll the MARKET TREND -2-, so the market is up (1D10) 4%.

We have no previous NEW PRICE to transfer down, so we roll % dice, and get a price per share for Cr 61. This goes in the OLD PRICE column.

We now roll the STOCK TREND for A. Starship. The trend is 50%, so with a die roll of 63 our stock is trending down.

The PERCENT CHANGE is next, so we roll 3D10 to get a change of 16.

Our TOTAL % CHANGE comes by subtracting 16 from 4, for a TOTAL CHANGE of -12%.

Now we multiply Cr 61 by -12 and divide by 100 to get a CHANGE IN CREDITS OF — & '++' Thus our new price for A. Starship is 53.68.

STOCK MARKET RECORD SHEET

COMPANY NAME: SPC:
PERCENT CHANGE: DIVIDEND
TREND: % CHANCE:
AVAILABILITY: AMOUNT:

MARKET CHANGE	OLD NEW CHANGE	STOCK TREND	PERCENT PRICE IN Cr	TOTAL % TREND
CHANGE	CHANGE		PRICE	

In order to buy a given amount of a stock, the player must make a saving roll on the STOCK AVAILABILITY portion of the SPC. A few modifiers apply as follows:

LUC 70 or more	- 5
LUC 40 or less	+5
Per 10 shares above 100 wanted	+1

Say, for example, our hero, Simon DeWitt wishes to buy 50 shares of Amalgamated Starships. The STOCK AVAILABILITY of A. Starships is 35%. DeWitts LUC is neither high enough to help, nor low enough to hinder his purchase. His purchase is small enough that it has no effect, either. He must therefore roll 35 or less on % dice in order to buy the stock. A roll of 02 means that if Capt. DeWitt has the Cr 2684 (50.68), those 50 shares are his.

EXTREME CIRCUMSTANCES AND EXTRA MONEY

As time goes on, one to two things may happen to the price of one of your stocks. The price may get to be so high that no one could possibly afford it, or it may sink so low that no-one would ever want it.

Should the price ever get near the unaffordable stage, chances are it is ripe for a "split". When a stock splits, the price per share is cut in half, and the number of shares owned by all stockholders is doubled. In this fashion, the stockholder doesn't lose anything, and the stock is dropped back to an affordable level.

In the game, a given stock may not split until it hits the Cr 100 level. As the price continues to rise, the chance that the stock will split rises also. The roll to see if a stock splits is made with % dice; if the roll is less than or equal to the SPLIT saving roll, the stock splits.

SPLIT & BONUS TABLE

LEVEL	SAVING ROLL TO SPLIT	BONUS DIVIDEND
100 or less	--none--	--none--
101 to 120	10	01
121 to 140	20	02
141 to 160	30	04
161 to 180	40	08
181 and up	50	16

The third column of the SPLIT & BONUS TABLE is the BONUS DIVIDEND. Every week that a saving roll for a split is rolled (eg. when the price is over Cr 100), another saving roll is made to see if a bonus dividend is declared. If the roll is made (the number or less on % dice) a bonus dividend of 1/10 the price of the stock is paid to the stockholders. For example, if a stock is at Cr 150 per share, and the bonus roll is made (04 or less), Cr 15 per share owned is paid to each stockholder. The price remains unchanged, and the split and bonus rolls are made again the following week.

On the other end of the scale is the stock that is doing very poorly. If the stock reaches the price of Cr 5, the company is in severe trouble financially. At this point, reroll the profile of the company. Do this any time the price dips below Cr 5 (even if it climbed above Cr 5 for one week and then dropped back below). If the price per share drops below Cr 0, the company has gone bankrupt and all its stock is worthless. Thus, if a player hangs on too long, he/she may lose it all!

Once a year, if a company is doing well, the company may give a dividend to its shareholders. At one point in the year (usually at the beginning of the game year, though exact timing may vary from company to company, or at gamemaster's discretion) a roll for each company is made to determine whether or not a dividend is declared. Check the DIVIDEND - % CHANCE saving roll. Roll % dice, and if the result is equal to or less than the % CHANCE number, a dividend is declared. The amount of the dividend is given on the DIVIDEND - AMOUNT line. This is figured the same way as with the bonus dividend above. As above, this in no way affects the price or availability of the stock.

EXAMPLE WORKSHEET AND SAMPLE COPORATIONS

In the above example, we generated one week in the life of Amalgamated Starship. Below is a sample worksheet for five weeks to serve as an example.

COMPANY Amalgamated Starship   SPC: 4D35
PERCENT CHANGE: D10   DIVIDEND
TREND. 50%   % CHANCE: -none-
AVAILABILITY: 35%   AMOUNT: -none-

MARKET TREND	OLD PRICE	STOCK TREND	PERCENT CHANGE	TOTAL % CHANGE
+4	61.00	—	16	-12
+4	53.68	+	17	+12
-6	64.95	—	19	-25
+1	48.95	+	29	+30
+4	63.32	—	12	-8

CHANGE IN Cr	NEW PRICE
-7.32	53.68
+11.27	64.95
-16.24	48.71
+14.61	63.32
-5.07	58.25

As can be seen, Amalgamated Starship, with a trend of 50%, tends to fluctuate up and down quite a bit, but tends to stay in the same price range. This despite the fact that it is a very unstable stock.

Of course, there are other companies out there besides Amalgamated Starship. A few of these, along with their SPC and a short description of their activities are given below. Your players may buy shares of these, or any other companies you may come up with:
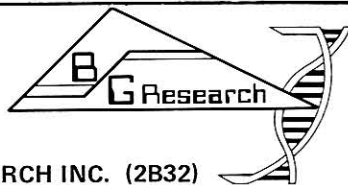
BIO/GENETIC RESEARCH INC. (2B32)

This corporation is responsible for some of the most important advances in recombinant DNA research. They are seriously challenged in their market for the first time in recent years, but are still a solid, reliable offering. The stock is popular, and hence often unavailable.
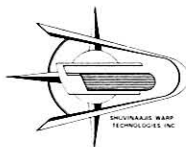

MULTIPLANET METALS INC. (2D72)

A relatively new offering, but one with fair stability. Involved in production of unusual alloys that can be created only in zero-G conditions.


RANTURA SHIPPING LINES (4C28)

Relatively small shipping line, based on Deneva, suffered major corporate setback when most corporate officers were "possessed" by the flying parasites.

SHUVINAALJIS WARP TECHNOLOGIES, INC. (1D50)

What Chiokis is to starship, Shuvinaaljis is to warp engines. This Vulcan based corporation has long manufactured a large percentage of the larger warp nacelles, including those for the Constitution Class Starship.
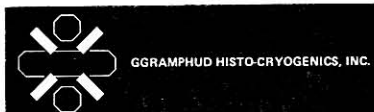
GGRAMPHUD HISTO-CRYOGENICS, INC. (3C36)

The Tellarites are among the most advanced in cellular medicine, and this is one of the leaders in the field. Their research into the use of cryothermic (super-cold) treatments is financed to a large degree by their pharmaceuticals division.

CHIOKIS STARSHIP CONSTRUCTION (1B19)

One of many subcontractors of the "saucer hull" starships, most notably the Loknar Class Mdm Frigate. The company is headquartered on Andor.


NEW AMSTERDAM GRAVITICS CO. (1D64)

This solid, old-line firm was established on one of the oldest Earth colonies in the days before the founding of the Federation. They are makers of 68% of the gravity control devices used by Star Fleet. Of late, they seem to be less prone to create useful R&D advances, and their stock does not rise as fast as it once did. Long time stockholders are beginning to turn loose some of their holdings, in favor of more meteoric speculations.

TACHYON MICROMECHANICS, LTD. (1E80)

Currently on decline (and often traded), thanks to leaks to the financial press about certain disastrous research and development failures. Manufacturers of transporter systems, with several Star Fleet contracts in this area, this company also manufactures other precision control systems, and has many plants on Edoan colony worlds, although it is chartered on Earth.
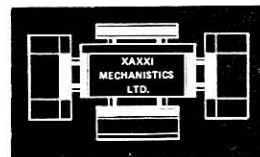
XAXXI MECHANISTICS LTD. (1A15)

This Edoan company is the maker of some of the finest industrial robots and industrial machinery. Nearly anything (within reason) can be built quickly, efficiently, and inexpensively, with the highest reliability in the Federation. A major rival of Tachyon Micromechanis, Ltd.
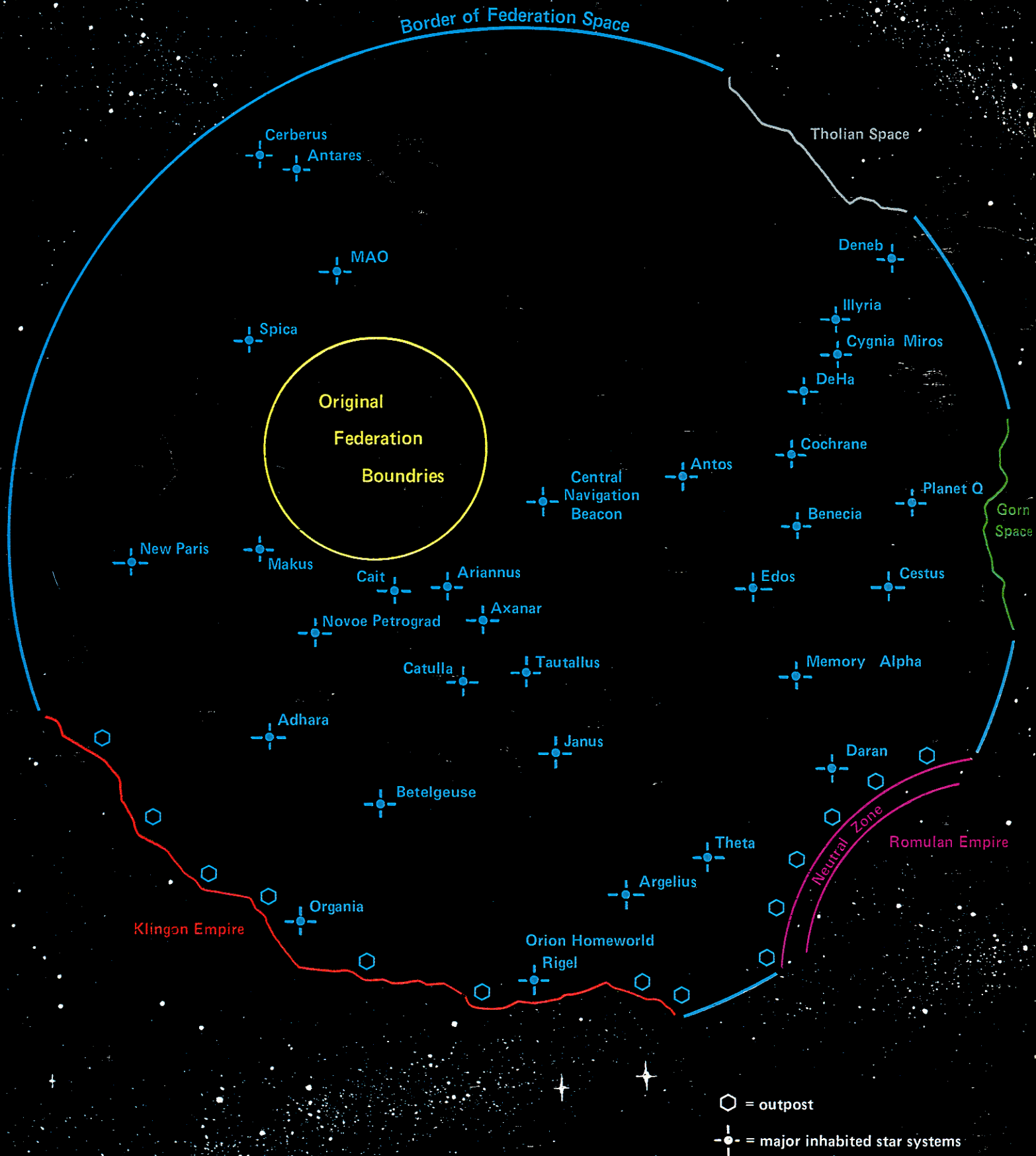

WILSON ENERGIES LTD. (2C29)

This is the company that invented (and patented!) the phaser. A major manufacturer of these multitalented weapons, Wilson Energies is based in Great Britain on Earth with facilities all over the Federation.

These companies may have some of the same problems as Amalgamated Starships, other problems, or no problems at all. The gamemaster is encouraged to play with the system to get a feel for stock actions. Feel free to use A. Starship, or any of the sample stocks given above in your campaign. You have nothing to lose but your fortune!

⊢—⊣ = 7.3 Days at Warp 10

Border of Federation Space

Tholian Space

Cerberus
Antares

MAO

Deneb

Illyria

Spica

Cygnia Miros

DeHa

Original
Federation
Boundries

Cochrane

Antos

Central
Navigation
Beacon

Planet Q

Gorn
Space

Benecia

New Paris

Makus

Edos

Cestus

Cait

Ariannus

Axanar

Novoe Petrograd

Memory Alpha

Catulla

Tautallus

Adhara

Janus

Daran

Betelgeuse

Neutral Zone

Romulan Empire

Theta

Argelius

Klingon Empire

Organia

Orion Homeworld
Rigel

⬡ = outpost

—•— = major inhabited star systems

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Merchant Princes** is
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Role Playing Game**. Included are all
the rules and charts needed for the crea-
tion of various traders, privateers, merchants,
con-men, and rouges. A complete system for trad-
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a bank loan, and the economics of running a starship are all
presented in an easy to understand format.