TRAVELLER®

Science Fiction Adventure in the Far Future

Visual Aid 1:
Speculative Trade Cards

This play aid is presented as a fun and engaging supplement to the Speculative Trade Goods Table. This 24-page zipped file is presented free to all players of Traveller. It is intended for non-commercial use only.

Some cutting and assembling is required, young children should be supervised when using sharp instruments.

*Presented by
The Sidur Haski Design Consortium*

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Suggested Rules:

For each merchant encountered, a certain number of cards are drawn, based on Starport Type and Tech Level. The Players can then choose to purchase the lot or not, as they see fit. Trader and Gambling Skill Allows for one extra card to be drawn for consideration, as does the Market Analyst Feat, exclusive to Merchants. Each Card has an image of the Item, the Base Cost of the Item, and the Quantity in tons (unless otherwise noted) determined by random dice rolls, as stated.

Included in the Deck are special circumstance cards, presented simply and in self explanitory fashion. These special cards modify the goods in question, either singly, or as a group as the Referee sees fit. The "Stolen Merchandise" Card means that the Merchant's offerings are ALL stolen.

Starport Type
A: Five Cards
B: Four Cards
C: Three Cards
D: Two Cards
E: One Card

Tech Level
13 Draw One Extra Card
14 Draw Two Extra Cards
15 Draw Three Extra Cards

To assemble: After Printing on paper of your choice, cut inside dotted lines, (Box cutter is recommended) DO NOT CUT CENTER LINE. Fold the Cards along center line using ruler or straightedge and glue front to back using a gluestick or Paper Cement. Cardstock Paper is recommended, as lighter papers will soak from most glues.

Note: Edited 4/14/2004. Coverted from GIF images to Pagemaker. Document is setup to print on Avery 8873 Business Cards. Cards start on page 3. The backs for the cards are on page 14. Page 15 is intentionally left blank Design work was done by The Sidur Haski Design Consortium. Any editing mistakes in the conversion are mine. Andy Holzrichter
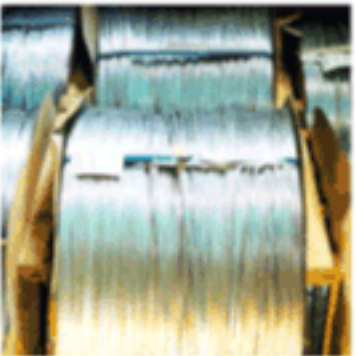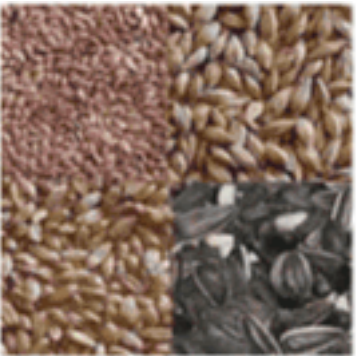
Aluminum
Cr 1000
5d6x10
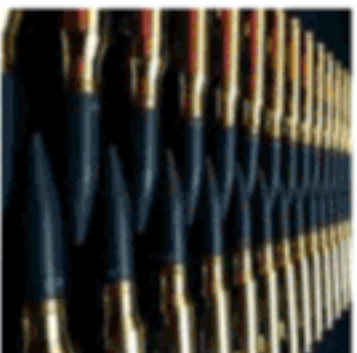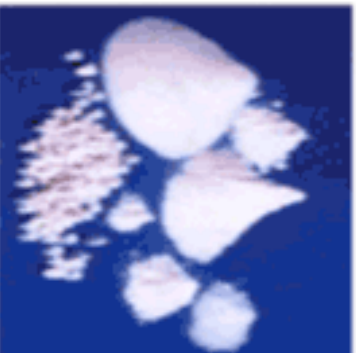

Ammunition
Cr 30000
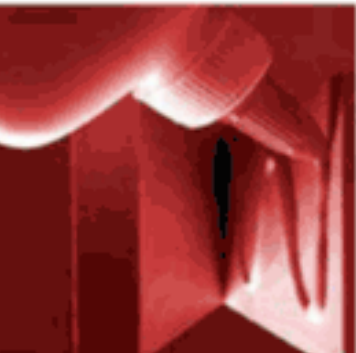2d6
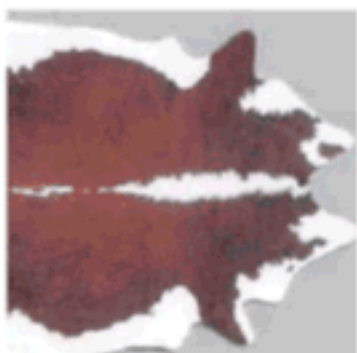
Animal
Skins
Cr 20000
2d6

Antiques
Cr 500000
2d6

Armored
Vehicles
Cr 7000000
1d6

Agricultural
Seeds
Cr 5000
2d6

Abrasive
Powders
Cr 5000
4d6x10

Adhesives
Cr 5000
1d6x5

All Terrain
Vehicles
Cr 3000000
1d6

Aircraft
Cr 1000000
1d6
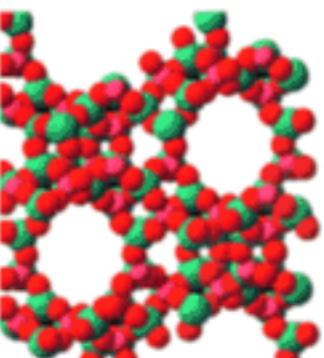
Bulk Plastic
Cr 5000
5d6x10

Coffee
Cr 25000
4d6

Chemical Catalysts
Cr 20000
1d6x5

Caustic Alkali
Cr 3000
4d6x10

Carbon
Cr 1000
5d6x10

Blades
Cr 10000
2d6
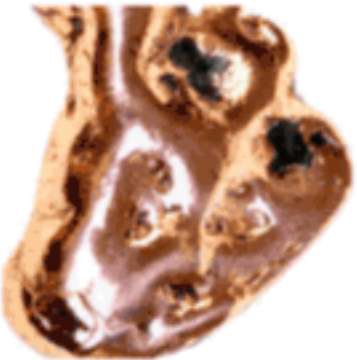
Books
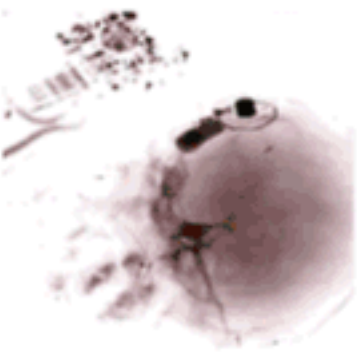Cr 10000
1d6x10

Art Work
Cr 250000
1d6

Brass
Cr 4000
4d6x10
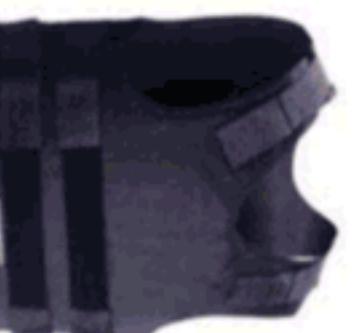
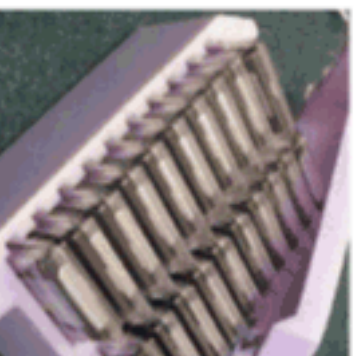**Body Armor**
Cr 50000
2d6
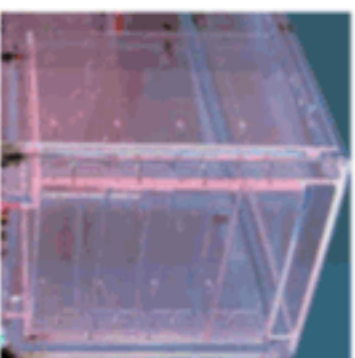
Copper
Cr 2000
2d6x10

Crystals
Cr 20000
1d6

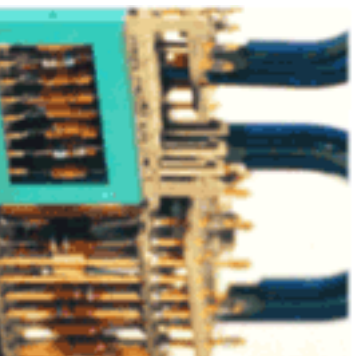**Cybernetic Parts**
Cr 500000
2d6

Construction Equipment
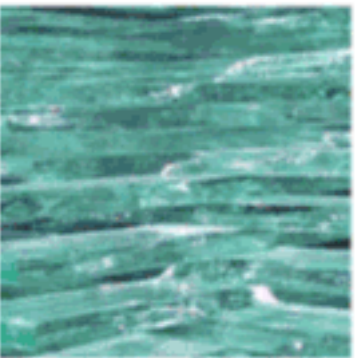Cr 75000
2d6(4 tons ea.)

Computer Software
Cr100000
2d6

Computers
Cr 10000000
1d6

Computer Modules
Cr 1000000
2d6

Dishware
Cr 5000
1d6x10

Compressed Gases
Cr 10000
2d6

Electronic Parts
Cr 1000000
1d6x5

Glass
Cr 500000
2d6

Fragrance Oils
Cr 50000
1d6

Fruit
Cr 150000
1d6

Furniture
Cr 15000
2d6x5

Gems
Cr 1000000
1d6
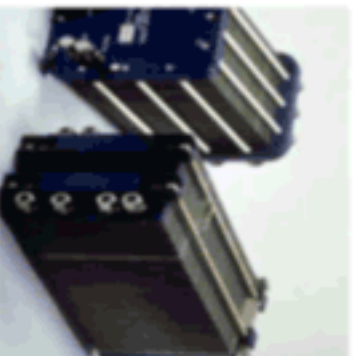
Energy Cells
Cr 500000
2d6

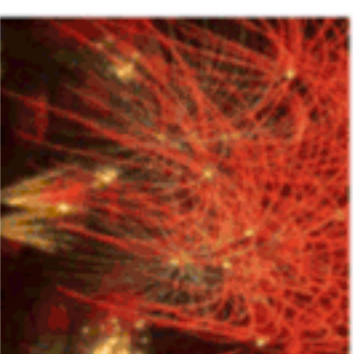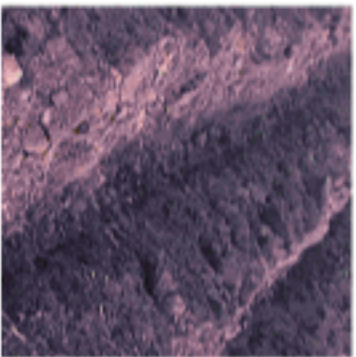
EXPLOSIVES
1.3J
1

Explosives
Cr 25000
2d6

Farm Machinery
Cr 150000
1d6

Firearms
Cr 30000
2d6

Fireworks
Cr 5000
2d6

Inorganic Fertilizer
Cr 2000
5d6x10

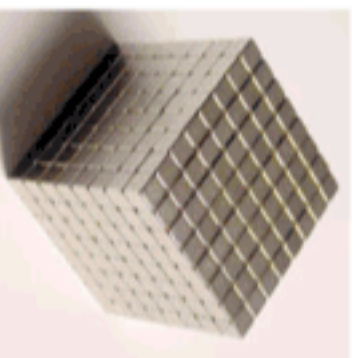**Info-Cubes**
Cr 50000
1d6

Insecticide
Cr 15000
1d6x10
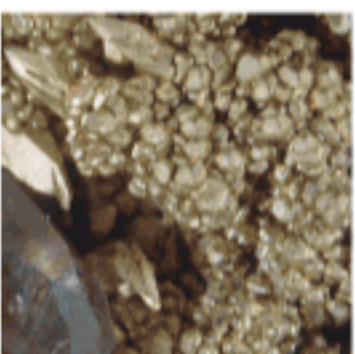
Gold
Cr 8000000
1d6

Jewelry
Cr 5000000
1d6

Grain
Cr 300
8d6x5

Lead
Cr 500
10d6x10

Herbs
Cr 2500
5d6

Leather
Cr 10000
4d6
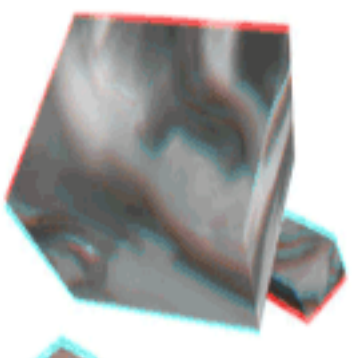
Holo-vid Cubes
Cr 250000
4d6

Meat
Cr 1500
4d6x5

Machine Tools
Cr 750000
1d6x5

Mercury
Cr 15000
2d6

Machine Parts
Cr 700000
1d6x5
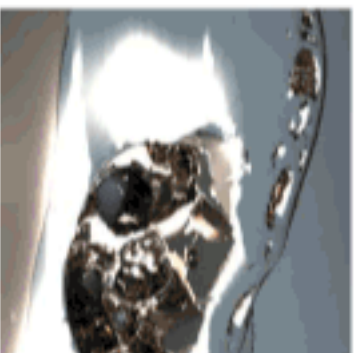
Minerals
Cr 5000
2d6x10
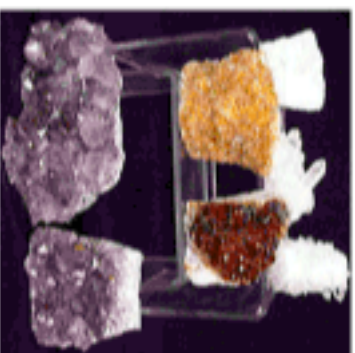
Livestock
Cr 1000
1d6x5 (4 tons)
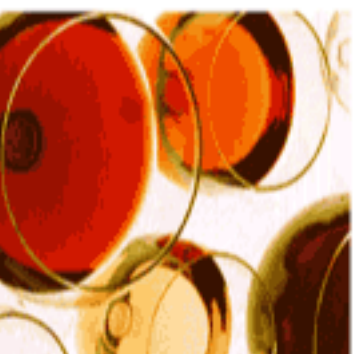
Organic Oils
Cr 2000
1d6x10

Liquid Pavement
Cr 5000
2d6x10

Paper Products
Cr 1500
5d5x10

Liqour
Cr 10000
1d6x5
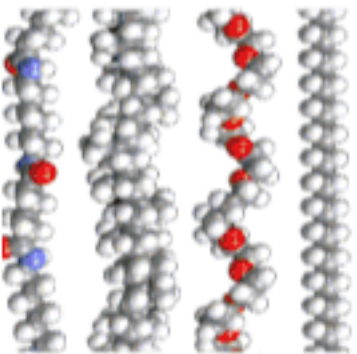
Polymers
Cr 7000
4d6x5

Preserved
Foods
Cr 10000
1d6x10

Radioactives
Cr 1000000
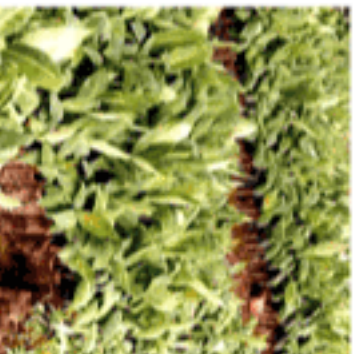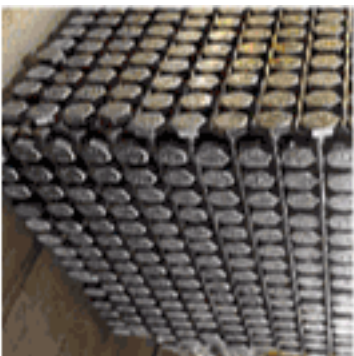1d6

Refined Silicon
Cr 35000
2d6x10

Robot Parts
Cr 500000
4d6

Plants
Cr 1000
4d6x10

Piping
Cr 3000
2d6x5

Pigments/Dyes
Cr 5000
2d6x10

Pharmecutical
Cr 1000000
1d6

Petrochemical
Cr 10000
1d6

Spices
Cr 6000
1d6x5

**Starship
Engine Parts**
Cr 250000
4d6

**Starship
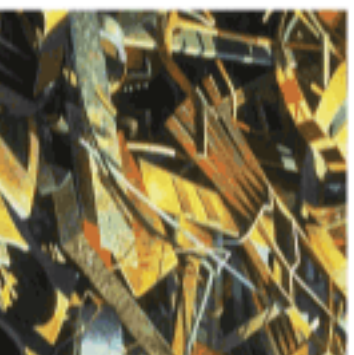Hull Plates**
Cr 25000
4d6

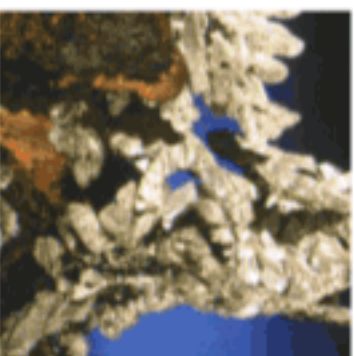**Statuary**
Cr 250000
2d6

Steel
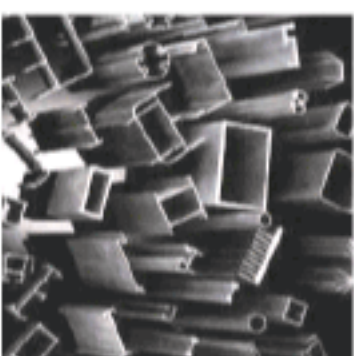Cr 500
4d6x10

Robots
Cr 15000000
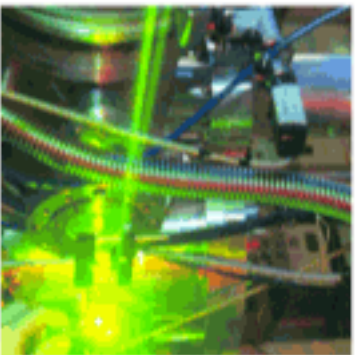2d6 (4 tons)

Rope
Cr 1000
4d6x10

Scrap Metal
Cr 300
5d6x10

Silver
Cr 700000
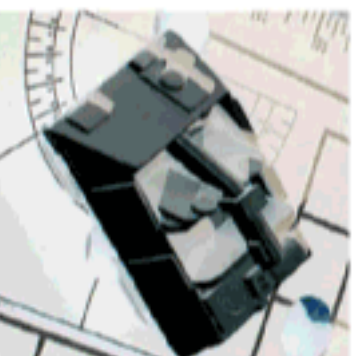1d6x5

Special Alloys
Cr 200000
1d6

Starship Weapons
Cr per wpn
2d6 (4 tons)

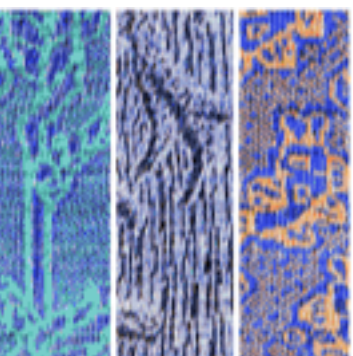**Toys**
Cr 25000
4d6

Coatings
Cr 6000
1d6x5

Air/Raft
Cr 6000000
1d6

Starship Electronics
Cr 150000
2d6

Tin
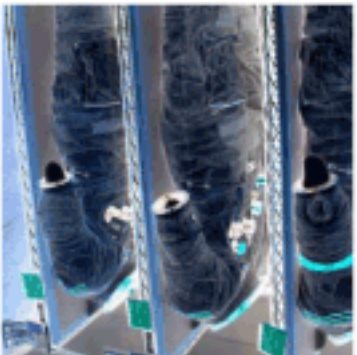Cr 9000
3d6x10

Textiles
Cr 3000
3d6x5

Strong Acids
Cr 15000
2d6

Tea
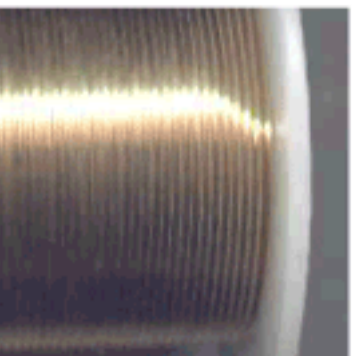Cr 20000
3d6

Tools
Cr 10000
2d6

Vacc Suits
Cr 400000
1d6x5

Wood
Cr 2000
2d6x10

Cloned Organs
Cr 500000
1d6

Canned Beverages
Cr 15000
1d6x10

Workable Stone
Cr 1500
5d6x10

Chemical Solvents
Cr 20000
1d6x10

Wire
Cr 1500
2d6x10

Computer Parts
Cr 150000
1d6x5

Superior Quality Goods +10% Resale

Modular Buildings
Cr 50000
2d6

Vacc Suits
Cr 400000
1d6x5

Wood
Cr 2000
2d6x10

Workable Stone
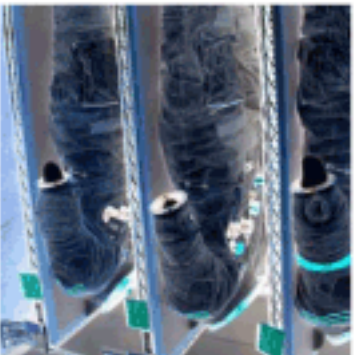Cr 1500
5d6x10

Wire
Cr 1500
2d6x10

Shoddy Merchandise
-20% Resale

Out Haggled
+10% Base Cost

Customs Difficulty
Lose One Card

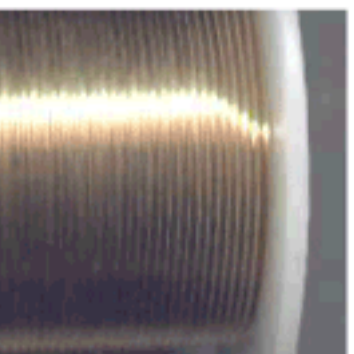**Flooded Market**
-20% Resale

Stolen Merchandise

Superior Quality Goods
+10% Resale

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